

PALOMAR CARD CLUB

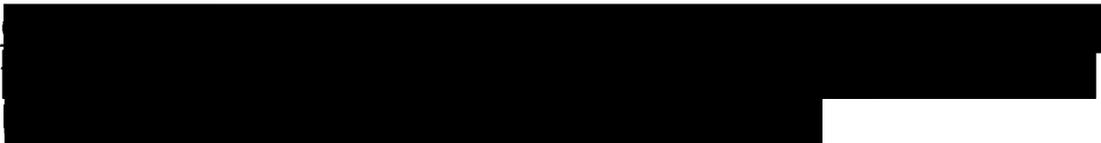
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REPORT OF GAMING ACTIVITIES

TEXAS HOLD'EM POKER, Basic rules, a house fee of \$5 is collected out of each pot.

OMAHA, Basic rules, a house fee of \$4 is collected out of each pot.



CHINESE POKER, Basic rules,

COLLECTIONS & LIMITS

<u>Unit Value</u>	<u>(Game limit)</u>	<u>Collection Per Player</u>
\$5		\$1 per hand
\$10		\$1 per hand
\$20		\$2 per hand

ALL OF THE ABOVE GAMES AND CONDITIONS ARE OFFERED DAILY.

No Limit Texas Hold'em Collection Fees:

Table Limit:	Collection Fee:
\$10/\$20 or higher	\$11 per player per 30 minutes

Limit Texas Hold'em Collection Fees:

Table Limit:	Collection Fee:
\$40/\$80 or higher	\$11 per player per 30 minutes

CHINESE POKER RULES & STANDARDS OF PLAY

Each player is dealt 13 cards. The object is to arrange them into 2 hands of 5 cards and one hand of 3 cards, beating the hands made by the other players.

The 3 hands consist of a "back" hand of 5 cards, a "middle" hand of 5 cards and a "front" hand of 3 cards. The back hand must beat the middle hand, and the middle hand must beat the front hand. Otherwise the player pays a penalty to each opponent. Only 3 hand types are possible for the front hand; 3-of-a-kind, one pair, and high card. Straights and flushes typically don't count (see **Chen Sweeps** below).

The game stakes are quoted in dollars per unit. Once the hands are played, each player compares their 3 hands against those of each of the other players. So in a 4-player game, each player makes 3 separate comparisons; one against each other player.

You win 1 unit for each corresponding hand of another player that you beat and lose 1 for each hand that beats you. When the hands match you neither win nor lose.

Eastern Chinese Poker awards bonuses for certain hands:

VALUE	FRONT	MIDDLE	BACK
3-of-a-Kind	3		
Full House		2	
4-of-a-Kind		8	4
Straight Flush		10	5
(maximum bonus 12 units from each player per hand)			

When a bonus hand is involved, the winning hand earns only the bonus hand points. So if a player wins all 3 hands with a 4-of-a-Kind in the back, he wins 6 units.

A **Clean Sweep** hand is one of several hands with a special ranking that wins automatically. They are as follows:

NAME	DESCRIPTION	UNITS
Dragon	One of every rank	13
6 Pairs	(4 of a kind can count as 2 pair)	3
3 Straights	Straights in front, middle, and back	3
3 Flushes	Suited cards in front, middle, and back	3

If multiple players have Clean Sweep hands, the higher ranking hand wins the total unit value for that hand, the value for the lower ranking Clean Sweep hand won't be subtracted. If 2 Clean Sweep hands have the same ranking, they tie. No money is exchanged between these 2 players, but they collect from the others. If you don't declare a Clean Sweep, it plays as a regular hand.

A player fouls if he/she declares a Clean Sweep but can't produce it. If a player fails to set front, middle and back hands in the proper ranking order, the hand fouls and the player pays a penalty to each opponent.

Against a regular hand, 3 units + any opponents bonus

Against a Clean Sweep hand, the value of the Clean Sweep hand

Chinese Poker incorporates a "dealer puck" to initiate payment at the end of each game. The player to the immediate right of the puck is the first to compare their hand with the others', and so on around the table. Any player low on cash is thus prevented from gaining or losing more than what he/she had available at the start of the game.

There is a "Bonus Award", funded 100% by the house, to any player that has four of a kind in their "middle hand". The house starts this award off at \$100 and increases it \$40 per day until it is won or it reaches \$1,000. Once it is paid out, it is set back to \$100 and the cycle repeats.

No purchase is necessary to compete for this award.

COLLECTIONS & LIMITS

Unit (Game Value limit)	Collection Per Player
\$5	\$1 per hand
\$10	\$1 per hand
\$20	\$2 per hand
\$25	\$2 per hand
\$50	\$2 per hand
\$100 & above	\$5 per hand

Game limits not listed will be collected
At the next highest level.

TEXAS HOLD'EM

In Texas Hold'em, each player receives two down cards as the initial hand. There is a round of betting after these cards have been delivered. Three board-cards are turned simultaneously (which is called "the flop") and another round of betting occurs. The next two board-cards are turned one at a time with a round of betting after each one. These board-cards are community cards and after the final round of betting has been completed a player may use any combination of five cards (one in their hand, four from the board, etc...) to determine their best hand. A player may use all of the board-cards, which is termed "playing the board".

Hold'em uses a flat disc called a Dealer button to indicate the player who in theory dealt the cards for that pot. The button (player with the Dealer button) is last to receive cards on the initial deal and has the right of last action on all betting rounds except the first. One or more blind bets are used to stimulate action and initiate play. Blinds are posted before the player looks at his cards. Blinds count as part of that player's bet, unless the structure of a specific game or situation requires part or all of a particular blind to be "dead". Dead chips are not part of a player's bet and are taken into the center of the pot.

Blinds are posted by players who sit in consecutive clockwise order from the button. Action is initiated on the first betting round by the player on the immediate left of the person who posted the furthest blind clockwise from the button. On all subsequent rounds the action is begun by the first active player from the button.

Check and raise is permitted.

A bet and three raises are allowed. There is no limit of raises with only two players remaining.

A player who puts a single chip into the pot that is larger than the bet to him or her is assumed to have called the bet, unless he or she announces "raise".

A card placed face-up in the deck (boxed card) shall be treated as a scrap of paper. A Joker that appears in a game that does not use a Joker, is also a scrap of paper. A card being treated as a scrap of paper is replaced by the next card below it in the deck, except when it is dealt to player as a down card. In this situation, it will be replaced after that round of cards have been dealt. If a player does not call attention to the Joker among his or her cards before acting on his or her hand, then his or her hand is foul.

If a player's hole card is exposed due to a Dealer error, the player may not keep the exposed card. After completing the deal, the Dealer will exchange the exposed card with the top card on the deck and place the exposed card **face up** on the top of the deck. The exposed card will be used as the burn card after all action, before the flop, is completed. If two or more cards are exposed on the deal, it is a misdeal.

If a player is dealt more or less cards than the game calls for, and it is discovered before two (2) players act on their hands, it is a misdeal. If it is discovered after two (2) players have acted, all money is forfeited by that player.

If the flop has too many cards, it will be taken back and re-shuffled except the burn card will remain burned. No new burn card will be used.

If cards are flopped by the Dealer before all the betting is completed, the entire flop is taken back and re-shuffled. No burn on re-flop.

If the Dealer turns up the fourth card on the board before the round of betting is completed, the card is not in play. After completion of the betting, the next card is burned and the fifth card is put in the fourth card's place. After betting is completed, the Dealer will re-shuffle the deck, including the card that was taken out of play but not the burn card or discards. The Dealer will then deal the fifth card minus the burn.

If the fifth card is turned up before betting is complete, it shall be re-shuffled in the same manner as the previous rule.

A player may only play the board by throwing his hand away if: (1) The hand has been checked around, or (2) If there was a bet and a call and the called bettor has clearly announced that he or she is playing the board before throwing his or her hand away.

The winning hand must show both cards face up on the table.

The new player may not sit down in the middle of blinds, but must wait until the button passes.

A new [player entering any Hold'em game has two options: (1) He may chose to wait for his big blind, or (2) He may post the largest blind for the game. If he or she chooses the latter, the blind does act as his or her opening bet and the player may either call by rapping the table or make the prescribed raise. If a player leaves the table for any reason and the blinds pass his or her position, the player may resume play by posting the total amount of blinds for the game or wait for the big blind. If the player chooses to post the total amount of blinds, the small blind goes to the center of the pot while the big blind is live.

The Dealer button always moves forward and the blinds are adjusted accordingly.

SEVEN CARD STUD

The winning hand must show all cards prior to the pot being awarded. Cards read for themselves. Dealers will assist in reading hands to the best of their ability although it is the player's responsibility to protect their hand at all times. The player instituting the action, (either by betting or checking) must turn their hand over **first** upon completion of all action.

Check and raise is permitted.

A bet and three raises are allowed for each betting round, however, completing an opening forced bet does not count as a raise. there is no limit of raises with only two players remaining.

The ranking of suits is used only to determine the lowest card for a forced bet, drawing for seats in games, etc. Suits are ranked from (highest to lowest) Spades, Hearts, Diamonds, and lowest in clubs.

Boxed cards will be treated as a scrap of paper. A Joker in a non-joker game will be treated the same way. Such a card is replaced by the next card except when it is dealt as a down card. In this situation it will be replaced last. If a player does not call attention to the Joker before acting, their hand is fouled.

A player receives his or her ante back and is out of the hand if he or she does not have the correct number of cards on the deal. If it is not discovered immediately, and the player takes action, the player has a fouled hand and the money in the pot is forfeited.

If a player folds after making a forced bet or on a round of checking, the player's seat will continue to receive a card until there is a wager.

If a player's first or second hole card is accidentally exposed, the third card is dealt down. If both hole cards are dealt up, the player has a dead hand and receives his or her ante back.

If a Dealer deals a seat an incorrect first or second down card and the error cannot be corrected, it is a misdeal. If it occurs on an up card, it will be corrected by moving the cards to the proper order. If it occurs on the final down card and it cannot be corrected, the hands will play.

When a player turns any of his or her up cards over after a bet has been made, he or she risks losing the pot.

If a Dealer burns and deals a card before a round of betting has been completed, that card or cards must be eliminated from the play along with an additional card for each remaining player in the hand. After that round of betting has concluded, play then resumes in a normal fashion.

If a Dealer burns two cards or fails to burn a card, the cards are to be moved, if possible, to the right position to rectify the error. If it happens on a down card and there is no way to tell which card was received then the player must accept the card.

If a Dealer turns the last card face up to the first player, all remaining players will receive their last card face up. The player who was high on the sixth card remains high and betting continues as normal. If players have already received down cards before a card is accidentally turned up, any remaining players will continue to receive their final cards **down**. The player whose final down card was exposed has the option, before any action takes place, to declare himself all in.

On all fixed limit games, i.e. 3-6, 5-10, etc., if a player makes an open pair on the fourth card that player has the option of betting either \$5.00 or \$10.00 (5-10 limit). If he bets \$5.00, the next player (s))) may raise in increments of \$5.00 or \$10.00 . If a \$10.00 bet or raise is made, the next raise must be in increments of \$10.00 (i.e. player "A" bets \$5.00, player "B" raises to \$15.00, player "C" has the option of calling the \$15.00 bet, or raising to \$25.00. He may not make it \$20.00.). If that player checks, all other players, in turn have the option to bet \$5.00 or \$10.00.

If there are not enough cards left in the deck for each player, the Dealer is to deal all the cards except the last card. The Dealer is to then scramble the last card and the four burn cards, cut the deck, burn a card and deliver the remaining down cards, using the last card if necessary. If there are five players remaining without a card, the Dealer will not burn so that each player may receive a fresh card. If the Dealer determines that by using this procedure there will still not be enough cards for all the players, he is not to give any of the players a down card. Instead, the Dealer is to announce to the table that there are not enough cards to go around and a community card will be used. The Dealer will then burn a card and turn up a card in the center of the table. The card plays in everyone's hand. The player who falls high on board, using the community card, initiates action.

A player who calls when he or she is beaten by his or her opponent's up card is **not** entitled to a refund.

A player must have seven cards in order to win. Any other number of cards constitute a dead hand. Players must protect their own hands.

The splitting of pots among players will not be allowed under any circumstances in any games. All hands must be played to completion.

DRAW POKER

GAME LIMIT:

POT LIMIT, TABLE STAKES.

FEE COLLECTION:

\$6 EACH ½ HOUR FROM EACH PLAYER.

ANTES OR BLINDS:

GAMES MAY BE PLAYED WITH ANTES OR BLINDS OR BOTH. SEE GLOSSARY.

HOUSE DEALER:

DEALS AND SUPERVISES THE GAME.

DEALER BUTTON:

SIGNIFIES WHICH PLAYER THE HOUSE DEALER IS DEALING FOR. THE DEALER BUTTON ROTATES, CLOCKWISE, ONE SEAT POSITION EACH HAND.

WINNING EVENT:

THE PLAYER WITH THE HIGHEST RANKED HAND AFTER THE FINAL ROUND OF BETTING, WINS ALL MONIES IN THE POT.

BETTING SCHEME:

PLAYERS BET IN TURN, CLOCKWISE, FROM THE DEALER BUTTON. FIRST PLAYER TO ACT CAN CHECK, BET OR FOLD. PLAYER MAY BET ANY PART OR ALL OF THE CHIPS THEY HAVE ON THE TABLE. SUBSEQUENT PLAYERS CAN DROP OUT, CALL, OR RAISE THE AMOUNT BET UP TO THE AMOUNT OF CHIPS THEY HOLD IN FRONT OF THEM. PLAYER THAT GOES ALL IN CAN ONLY WIN THE AMOUNT OF THE POT THAT THEIR CHIPS COVERED. ANY REMAINING CHIPS WOULD BE AWARDED TO THE PLAYER THAT HELD THE HAND SECOND RANKED AT THE TABLE.

TIED HANDS:

TIED HANDS DIVIDE CHIPS THAT THEY ARE ENTITLED TO EQUALLY.

DRAW POKER

Draw Poker is played using a standard 52-card deck. A joker may be added for aces, straights and flushes.

Each player receives a total of five cards. They have the option of calling the bet, raising or folding on the first five cards. If the player decides to play, they may discard and draw cards after the first betting round. A player may draw from zero to five cards. There would be one more final betting round.

The first round of betting is on the first five cards. The second and final betting round is on the cards after the draw is completed.

Each player using their original five cards, or the cards that they received after the draw, tries to make their best poker hand.

Value of hands in sequence:

- 1) 5 Aces
- 2) Royal Flush
- 3) Straight Flush
- 4) 4 of a Kind
- 5) Full House
- 6) Flush
- 7) Straight
- 8) 3 of a Kind
- 9) 2 Pair
- 10) 1 Pair

- * JOKER used only for ACES, STRAIGHTS and FLUSHES
- * NO DOUBLE-ACE FLUSH

LOW-BALL

Low-Ball is a Draw Poker game played with the standard 52-card deck and one joker added, making 53.

The object is to make the best hand among competing players. The main difference in Low-Ball is that the traditional ranking of poker hands is reversed. That is, the lowest combination of cards exposed at the showdown between active players is the winner.

- Typically the first two or three players post blinds, which is a portion of the opening bet. The purpose of the blinds is similar to antes in other forms of poker, in that they represent seed money to attract prospective contenders for the pot. The size of the blinds is determined by the limit of the game being played.
- Players are each dealt five down cards, one at a time, in rotation, in turn.
- A round of betting ensues for players who wish to continue and contend for the pot.
- In an effort to improve their final hand, active players may elect to discard any number of their original cards and have a like number replaced.
- At the option of the active player, there may be another round of betting. Players posting any additional bets, if made, remain active for the final showdown.
- Active players now expose their cards. The best hand (in reverse standard order) is declared the winner.

OMAHA POKER

Omaha Poker is frequently called Four Card Hold-Em because, except for a couple of variations, both games are the same. The differences are: players are each dealt four cards in Omaha vs. two in Texas Hold-Em and players MUST use exactly two cards of their four, along with three of the common cards exposed on the table, in order to form their five-carded poker hand. The traditional rankings of hands apply.

- Standard 52-card deck is used.
- Blinds are posted as in many other forms of poker.
- Players are dealt four cards, face down, one at a time, in rotation, in turn.
- A round of betting ensues for players who wish to continue and contend for the pot.
- Three cards are turned face up in the middle of the table. These are commonly called the flop.
- A round of betting ensues for players who wish to continue and contend for the pot.
- A fourth card is turned next to the initial three.
- A round of betting ensues for players who wish to continue and contend for the pot.
- A fifth and final card is turned next to the previous four. These five cards are common to all active players.
- A final betting round.
- All active players expose their hands. Using exactly two of their personal four cards and three of the five communal cards, the active player with the best high hand is awarded the pot.

PAI GOW POKER

PLAYED ON A POKER TABLE OR A BLACKJACK STYLE TABLE. A STANDARD 52 CARD DECK PLUS ONE JOKER AND A BOTTOM CARD IS USED. THE JOKER IS A WILD CARD AND MAY BE USED TO REPRESENT ANY CARD THE PLAYER WOULD LIKE. EACH PLAYER BETS AGAINST THE DESIGNATED PLAYER/DEALER FOR THE CURRENT HAND IN PLAY. A FLAT RECTANGULAR MARKER IS PLACED IN FRONT OF THE PLAYER/DEALER'S POSITION TO IDENTIFY WHICH PLAYER IS THE PLAYER/DEALER FOR THE HAND IN PLAY. ONE SIDE OF THIS MARKER IS INSCRIBED "1ST HAND" THE OTHER SIDE, "2ND HAND". PLAYERS MAY ACT AS PLAYER/DEALER WHEN THEIR TURN COMES UP, FOR TWO CONSECUTIVE HANDS. IF THERE IS JUST ONE PLAYER IN THE GAME THAT WANTS TO ACT AS PLAYER/DEALER THE GAME WILL END AFTER THE SECOND HAND IS PLAYED BECAUSE NO PLAYER IS ALLOWED TO ACT AS A PLAYER/DEALER FOR MORE THAN TWO CONSECUTIVE HANDS.

THE ACTION BUTTON, A FLAT DISC INSCRIBED ON BOTH SIDES WITH THE WORD "ACTION", IS USED TO IDENTIFY THE PLAYER THAT HAS FIRST ACTION FOR THE CURRENT HAND IN PLAY. A DICE CUP CONTAINING 3 DICE IS USED TO DETERMINE WHICH PLAYER WILL HAVE FIRST ACTION AGAINST THE DEALER/PLAYER.

WHEN A GAME IS FIRST STARTED THE HOUSE DEALER SHAKES THE DICE CUP, OPENS THE CUP, READS THE DICE, AND DETERMINES WHICH PLAYER HAS THE FIRST OPTION TO BE THE PLAYER/DEALER. EXAMPLE: THE DICE TOTAL 13. THE HOUSE DEALER COUNTS SEATS STARTING WITH THE FIRST SEAT ON THE HOUSE DEALER'S LEFT. WHEN THIS COUNT REACHES THE LAST SEAT AT THE TABLE, THE SEVENTH SEAT, THE COUNT WILL HAVE REACHED SEVEN; THE COUNT WILL CONTINUE BY COUNTING THE FIRST SEAT A SECOND TIME, ONLY THIS TIME THE FIRST SEAT WILL BE COUNTED AS 8, THE SECOND SEAT AS 9, ETC UNTIL THE COUNT REACHES 13. IN THIS EXAMPLE THE PLAYER SITTING AT SEAT #6 WILL HAVE THE FIRST OPPORTUNITY TO BE THE PLAYER/DEALER. IF NO ONE IS SEATED AT THIS SEAT OR IF THE PLAYER DECLINES TO BE THE PLAYER/DEALER, THE HOUSE DEALER OFFERS THIS OPTION TO THE NEXT CLOCKWISE PLAYER. SHOULD NONE OF THE PLAYERS WISH TO ACCEPT THIS OPTION, THE GAME CAN NOT START. IN ORDER TO PLAY THE GAME ONE OF THE PLAYERS MUST BE WILLING TO ACT AS A DEALER/PLAYER.

THE GAME CAN BE PLAYED WITH 2 TO 7 PLAYERS. CARDS ARE SHUFFLED AND DEALT OUT DIRECTLY IN FRONT OF THE HOUSE DEALER, INTO SEVEN STACKS WITH SEVEN CARDS IN EACH STACK AND FOUR CARDS AND A BLANK, PLASTIC, BOTTOM CARD LEFT OVER. THE LEFTOVER CARDS ARE CALLED THE "STUB". THE STUB IS SPREAD OUT AND COUNTED, LOOKING FOR A COUNT OF FOUR CARDS, AFTER THE SEVEN STACKS HAVE BEEN DEALT OUT, TO ASSURE THE CARDS HAVE BEEN DEALT OUT CORRECTLY. THESE STACKS WILL ULTIMATELY BE THE HANDS HELD BY THE PLAYERS AND THE PLAYER/DEALER. THE PLAYER/DEALER SELECTS ONE OF THE SEVEN STACKS (THE STACKS ARE NUMBERED 1 TO SEVEN, #1 BEING THE FARTHEST STACK TO THE HOUSE DEALER'S LEFT), THE ACTION BUTTTON WILL BE PLACED ON THE STACK SELECTED. THE PLAYER/DEALER WILL NOW SHAKE THE DICE CUP.

WHILE THE CARDS WERE BEING DEALT, THE PLAYER/DEALER PUTS UP THE CHIPS THAT WILL REPRESENT THE MONEY HE/SHE WANTS TO WAGER. THIS AMOUNT WILL DICTATE THE AGGREGATE AMOUNT THAT MIGHT BE WON OR LOST FOR THIS DEAL. THE PLAYERS PLACE THEIR BETS IN THEIR DESIGNATED SPOTS. COLLECTION FEES ARE PLACED IN FRONT OF EACH PLAYER'S BETS. THE HOUSE DEALER COMPLETES THE DEAL AND WILL NOW OFFER THE DICE CUP TO THE DEALER/PLAYER. THE DEALER/PLAYER WILL SHAKE UP THE DICE CUP AND RETURN IT TO THE HOUSE DEALER. THE HOUSE/DEALER WILL NOW ANNOUNCE "ANY MORE BETS?". WHEN ALL BETS HAVE BEEN MADE THE HOUSE DEALER WILL ANNOUNCE "NO MORE BETS!", OPEN THE DICE CUP AND READ THE DICE TO DETERMINE WHICH SEAT POSITION WILL HAVE THE FIRST ACTION AGAINST THE DEALER/PLAYER. THIS IS ACCOMPLISHED BY READING THE DICE TOTAL AND COUNTING FROM THE PLAYER/DEALER'S POSITION, IN A CLOCKWISE FASHION, THE VARIOUS SEAT POSITIONS AND PLACING THE ACTION STACK AT THE POSITION THAT COINCIDES WITH THE DICE TOTAL. THE NEXT, CLOCKWISE SEAT WILL RECEIVE THE NEXT STACK ETC., UNTIL ALL THE STACKS HAVE BEEN DISTRIBUTED. THE PLAYER/DEALER'S STACK IS KEPT BY THE HOUSE DEALER DURING THIS DISTRIBUTION. AN EMPTY SEAT WILL RECEIVE A STACK BUT THIS STACK WILL BE TAKEN OUT OF PLAY BEFORE THE ACTION STARTS AND PLACED ON TOP OF THE STUB.

THE COLLECTION FEES ARE NOW COLLECTED AND PLACED ON THE COLLECTION DROP SLIDE TO BE DROPPED INTO THE COLLECTION BOX WHEN ALL ACTION IS OVER AND ALL BETS SETTLED.

COLLECTION FEES ARE AS FOLLOWS:

<u>BETTING LIMITS</u>	<u>COLLECTION</u>	<u>COLLECTION PAID BY</u>	and	<u>PLAYER/DEALER</u>
\$5 - 25	50¢	Each Player		\$2.00
\$26 - 100	\$1.00	Each Player		\$2.00
\$101 - 200	\$2.00	Each Player		\$2.00

A MISDEAL TAKES PLACE IF A CARD IS ACCIDENTLY EXPOSED BEFORE THE HANDS HAVE BEEN DISTRIBUTED AND THE EXPOSED CARD IS AN ACE OR A JOKER. IF ANY HAND OR THE STUB HAS THE WRONG NUMBER OF CARDS IT IS A MISDEAL. IF A CARD(S) IS ACCIDENTLY EXPOSED BEFORE THE HANDS HAVE BEEN DISTRIBUTED, NOT AN ACE OR THE JOKER, THE EXPOSED CARD IS REPLACED WITH THE TOP CARD OF THE STUB.

THE PLAYERS NOW SET THEIR HANDS. EACH PLAYER SETS A 2 CARD AND A 5 CARD POKER HAND. THE HAND MUST BE SET WITH THE 5 CARD HAND OUTRANKING THE 2 CARD HAND. BOTH OF THESE HANDS ARE PLACED IN FRONT OF THEIR RESPECTIVE PLAYER, FACE DOWN, FORMING THE LETTER "T" FROM THE HOUSE DEALER'S PERSPECTIVE, THE 5 CARD HAND THE CLOSER ONE TO THE PLAYER.

A PLAYER MAY REQUEST THEIR HAND BE SET THE "HOUSE WAY". A "HOUSE WAY" BUTTON WILL BE PLACED ON TOP OF THIS HAND AND WHEN THE ACTION GETS TO THIS HAND, IT WILL BE TURNED FACE UP AND THE HOUSE DEALER WILL SET THE HAND IN ACCORDANCE WITH HOUSE RULES AS TO HOW IT MUST BE SET.

ONCE ALL OF THE REST OF THE PLAYERS HANDS HAVE BEEN SET BY THE RESPECTIVE PLAYERS, THE HOUSE DEALER OPENS THE PLAYER/DEALER'S HAND. SHOULD THE HOUSE DEALER ACCIDENTLY OPEN THE PLAYER/DEALER'S HAND BEFORE ALL THE PLAYER'S HANDS HAVE BEEN SET, THE FLOOR SUPERVISOR WILL SET THE UNSET HAND(S) "THE HOUSE WAY". IF A PLAYER HAS THE WRONG NUMBER OF CARDS AND IT CAN NOT BE DETERMINED TO BE A HOUSE DEALER ERROR, THE PLAYER'S WAGER IS FORFEITED TO THE PLAYER/DEALER. IF IT IS DETERMINED TO BE A HOUSE DEALER ERROR, THE WAGER WILL BE RETURNED TO THE PLAYER AND THERE WILL BE NO ACTION ON SAID HAND. IF A PLAYER SETS THEIR HAND FOULED, WRONG NUMBER OF CARDS IN EITHER HAND OR THE 2 CARD HAND OUTRANKING THE 5 CARD HAND, THEIR BET IS FORFEITED TO THE PLAYER/DEALER.

THE HOUSE DEALER SETS THE PLAYER/DEALER'S HAND IN A REASONABLE FASHION, GENERALLY THE HOUSE WAY. THE PLAYER/DEALER MUST NOW APPROVE THE SET OR DICTATE TO THE HOUSE DEALER HOW THEY WANT THE HAND SET. ONCE THE HOUSE DEALER RECEIVES THE PLAYER/DEALER'S APPROVAL OF THE SET, THE HOUSE DEALER OPENS THE PLAYER'S HANDS STARTING WITH THE FIRST ACTION HAND AND PROCEEDS CLOCKWISE UNTIL EACH PLAYER'S HAND IS OPENED. NO PLAYER'S HAND CAN BE RESET ONCE THE PLAYER/DEALER'S HAND IS OPENED.

THE PLAYER OR PLAYER/DEALER MUST WIN BOTH HANDS, 2 CARD & 5 CARD, TO WIN THE BET. THE PLAYER/DEALER WINS ALL COPIES (TIED HANDS). A PUSH EXISTS WHEN NEITHER PLAYER OR PLAYER/DEALER WINS BOTH HANDS. IF THERE IS A PUSH THE PLAYER RETRIEVES THEIR BET. THE PLAYER'S 5 & 2 CARD HAND ARE PICKED UP AND PLACED ON TOP OF THE STUB.

THE PLAYER/DEALER CAN ONLY WIN OR LOSE THE AMOUNT THE PLAYER/DEALER WAGERED. THE ORIGINAL AMOUNT THAT THE PLAYER/DEALER HAD PUT UP AT THE START OF THE HAND IS DECREASED THE AMOUNT OF THE PLAYER'S BET WHETHER THE PLAYER/DEALER WINS OR LOSES SAID BET. WHEN A PLAYER LOSES THE BET, BOTH HANDS, 2 AND 5 CARD, ARE PLACED FACE DOWN AND THE LOSING BET IS PLACED ON TOP OF THE LOSING HANDS. WHEN A PLAYER WINS, THE HAND IS LEFT IN A FACE UP STATUS, ALONG WITH THE WINNING BET. THE HANDS WILL BE PICKED UP IN THE SAME MANNER AS A LOSING HAND ONCE THE PLAYER IS PAID.

AFTER ALL HANDS HAVE BEEN OPENED THE HOUSE DEALER, STARTING WITH THE POSITION THAT HAS THE ACTION BUTTON AND PROGRESSING CLOCKWISE FROM THIS POSITION, WILL COLLECT OR PAY OUT, WICHEVER IS APPROPRIATE, USING PLAYER/DEALER'S FUNDS BUT CONTINUOUSLY REMOVES FROM ACTION THE PLAYER/DEALER'S ORIGINAL FUNDS REGARDLESS OF WHETHER THE PLAYER/DEALER WINS OR LOSES A BET. A PUSH HAS NO EFFECT ON THE PLAYER/DEALER'S FUNDS. IF THE PLAYER/DEALER RUNS OUT OF MONEY BEFORE ALL BETS HAVE BEEN SATISFIED THE PLAYERS THAT HAD NO ACTION ARE RETURNED ALL OR ANY PART OF THEIR BETS THAT HAD NO ACTION AND ARE RETURNED THE COLLECTION FEE PAID, FOR ACTION THEY DID NOT RECEIVE.

THE HANDS ARE PICKED UP AFTER ALL ACTION HAS BEEN COMPLETED, IN ORDER, AND PLACED ON THE DISCARD PILE, ONE HAND AT A TIME. THIS WILL ENABLE A REVIEW OF THE ACTION IF NECESSARY.

No Bust- 21st Century Blackjack

NO BUST
21st CENTURY
BLACKJACK

No Bust- 21st Century Blackjack

VALUES OF CARDS

A single or plural ~~deck~~⁵² of standard cards is used for playing of the game. If multiple decks are used one Joker is added to each deck.

- All cards have their face value.
- Joker is a "Wild" card. Aces are 1 or 11.
- Picture cards have value of 10.

Ranking Chart

<u>Sequence</u>	<u>Cards</u>	<u>Values</u>
1.	Ace	1 or 11
2.	Two	2
3.	Three	3
4.	Four	4
5.	Five	5
6.	Six	6
7.	Seven	7
8.	Eight	8
9.	Nine	9
10.	Ten	10
11.	Jack	10
12.	Queen	10
13.	King	10
14.	Joker	Wild

No Bust- 21st Century Blackjack

PLAYERS

The following chart outlines all rules regarding the hit cards subsequent to receiving two UP cards in one at a time in rotation. After all players receive their initial two cards, starting from the next clockwise position from the player /dealer, players may receive additional (hit) up cards.

After all players receive their draw cards, the player/dealer will receive second card.

Players may draw as many cards as permitted.

Rules for Players		
Must Stand on	Must Hit on	Have Option on
		<u>12</u>
	<u>11 or Less</u>	<u>13</u>
<u>Soft&Hard 20</u>		<u>14</u>
<u>Soft&Hard 21</u>		<u>15</u>
<u>Natural 22</u>		<u>16</u>
		<u>17</u>
		<u>18</u>
		<u>19</u>

No Bust- 21st Century Blackjack

PLAYER- DEALER& DEAL

The player/dealer position rotates in a systematic and continuous way so the deal does not constantly remain with a single person for many hands. The person in player/dealer position may not act as player/dealer position more than two consecutive times

. There must be an intervening player/dealer so that a single player cannot repeatedly act as the player/dealer within the meaning of Oliver v. County of Los Angeles (1998) 66 Cal.App.4th 1397, 1408-09, in addition to within the meaning of AB 1416, Wesson's Bill, an act to add section 330.11 to the Penal Code, relating to gambling establishments and any future regulatory guideline from the Division of Gambling Control with respect to the operation of controlled game featuring a player/dealer position.

If a player receives no action, no rebate, refund, in any form will be given to the player

Player/ dealers are never required to cover all opposing players' wagers. The house never participates as a player/ dealer. The house never takes a percentage of the wager placed in the game.

No Bust- 21st Century Blackjack

The following chart outlines the rules regarding player/dealer drawing procedure. After all players have exercised their rights to draw additional cards, the player /dealer will receive his/her second card.

. Player/ dealer may draw as many cards as permitted.

Rules for Player / Dealer		
Must Stand on	Must Hit on	Have Option on
HARD 17 AND ABOVE	SOFT 17 OR LESS	NONE

OBJECT OF THE GAME

The object of the No Bust Blackjack for the players is to, upon receiving the initial two up cards, add the numerical values of the cards of the hands and:

- Draw additional cards if needed.
- **Achieve the best possible point total "Natural 22".**
- **"Natural 22" is two Jokers, and beats all other hands.**

No Bust- 21st Century Blackjack

GAME RULES

The following are game rules for No Bust Blackjack.

1. If a player's total is more than "Natural 22", and the Player/ Dealer's total is "Natural 22" or less..... **Player /Dealer Wins.**
2. If a player's total is "Natural 22" or less, and the player /dealer's Total is more than "Natural 22".....**Player Wins.**
3. If a player's total is "Natural 22" or less and the player/dealer's total is "Natural 22" or less.....**The hand closer to "Natural 22" wins.**
3. If a player's total is more than (Natural 22), and the player/ dealer's is more than (Natural 22)
 - A) Player / dealer is closer to Natural 22**Player/ Dealer Wins.**
 - B) Player is closer to Natural 22..... **Push.**
4. **Player / Dealer win all ties over "Natural 22".**
5. **Player /dealer pushes all ties below " Natural 22"**
6. **Player/dealer "Natural 22" pushes with any players' "Natural 22"**

DOUBLE DOWN, SPLIT, ODDS AND SURRENDER

- 1- Players can double- down on any two cards and receive one draw card card.
2. Players cannot split, double down or surrender any hand with a Joker.
3. Players splitting:
Any pair or any two cards of 10-point value will receive multiple draw cards.
4. Players may double down after split.
5. Multiple splitting is permitted (up to 3 times)
- 4 Player's Joker-Joker pays 2 to1.

No Bust- 21st Century Blackjack

7. Players can surrender on their first 2 card, and forfeit half of their wager.
8. If the player –dealer's hand is a natural, double down and split wager receives no action.
9. All pay-off to the extent that player/dealer's money covers.

ADDITIONAL GAME RULES

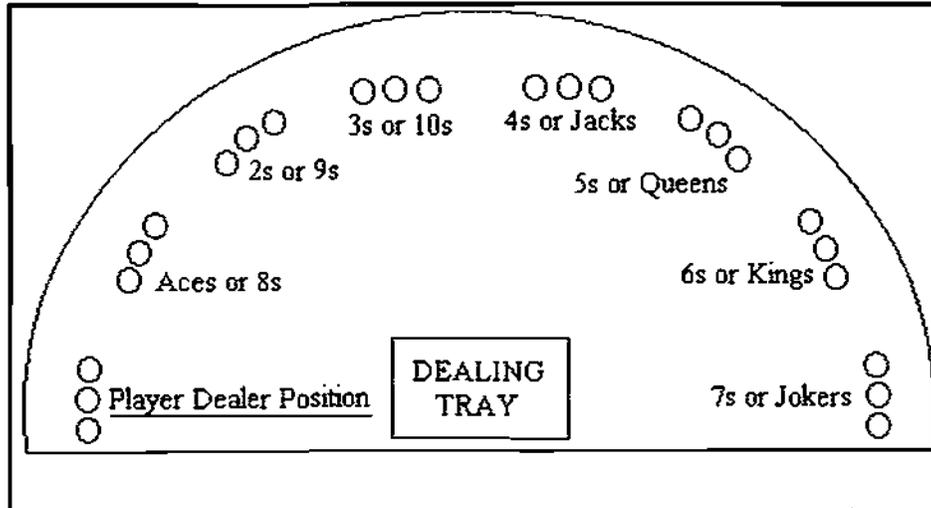
1. If the Player/ Dealer's up card is a Joker, all hands are frozen. Players may not surrender, split, double down or draw. The player/dealer will receive the next card.
2. A joker with any card or cards is a hard 21. And player cannot draw any further.
3. Players with non-joker hands have the option to draw additional cards.
4. The game is played with a standard eight decks of 52 cards with one joker per each deck.
5. The game plays on a blackjack style 8 hands table.
6. The collection is taken from each player for every bet prior to start of the game. Players including player/dealer must post require collection prior to receiving any cards. Collection is paid before cards are dealt. Collection is paid based on the table limit and is paid for each spot playing a hand.
7. Third Proposition Players only prescribed by law are permitted to play.
8. Back line betting is allowed based on local jurisdiction ordinance. The game is eight handed.
9. "Round of Play" .Players chooses their spots around a high, blackjack

No Bust- 21st Century Blackjack

PLAYER DEALERS' HAND AND DRAW CARDS:

The dealer draws after all players have drawn. At this time the dealer has only one face up card.

- a) Remove the round dealer button from the up card and deliver one card from the shoe.
- b) Place the first draw card to the left of the up card. Position the action button accordingly, as demonstrated below.



- c) All additional draw cards will be placed on the right side of the original up card.
- d) Player dealers' drawing rules are:
 - d1) Must HIT on soft 17 or less.
 - d2) Must STAND on hard 17 or more.
 - d3) No options are given to the player dealers.

Section III – Game Information/Specifics

1. Name of Controlled Game: **Badugi Triple Draw**
2. Copies of published/proposed promotions or advertisement literature must accompany application: N/A
3. A detailed description of rules of the controlled game must be attached and must include the following information:

a. Standards of play: Badugi is a four-card lowball game. The best unsuited low-hand wins. The ultimate low-hand is made up of four cards that are different suits and different ranks (A/2/3/4 all off-suit). If the player has four unsuited different ranked cards, this is a Badugi.

b. A standard 52 card deck is used to play Badugi.

c. Describe dealing procedures: Four cards are dealt to each player, in a clockwise direction. Starting with the Player with the Small Blind, each player receives one card at a time.

The first round of bets begins at this point with the player to the left of the Big Blind and continues on to the other players in a clockwise direction. After this initial bet, players are given the chance to draw up to four cards. This continues for all players in a clockwise direction, at this point players are determining which cards to keep or whether or not to fold. The second round of betting begins here.

After these bets are made, the players are in their second draw. Once that is completed the third round of bets are made. If necessary discarded cards can be reshuffled by the dealer and the third round draw commences. The final round of bets is made here.

d. Number of players in the game: up to 8 players.

e. Description of how and when house fees are collected: All limits will have an \$11 collection per player per ½ hour, collected at the beginning.

f. Betting Limits: The wagering limits for Badugi are as follows:

\$40-80	\$60-120	\$75-150	\$100-200	\$150-300
\$200-400	\$300-600	\$ 400-800	\$500-1000	

- g. How winners are determined and paid: The best hand in Badugi is A/2/3/4 unsuited. Any Badugi hand beats a hand that has either two cards of the same suit or a pair.

If there are no four card Badugi hands made, the winner would be the player holding the best three card hand (A-2-3 unsuited) with a pair or a card with a matching suit.

Still no winner? The best two card hand (A-2 unsuited) will win the pot. Pot is awarded after the determination of the winner.

4. Describe a round of play: Four cards are dealt to each player, in a clockwise direction. Starting with the Player with the Small Blind, each player receives one card at a time.

The first round of bets begins at this point with the player to the left of the Big Blind and continues on to the other players in a clockwise direction. After this initial bet, players are given the chance to draw up to four cards. This continues for all players in a clockwise direction, at this point players are determining which cards to keep. The second round of betting begins here.

After these bets are made, the players are in their second draw. Once that is completed the third round of bets are made. If necessary discarded cards can be reshuffled by the dealer and the third round draw commences. The final round of bets is made here.

At this point the winner is ready to be determined.

5. Describe the type of gaming table utilized for this game: A standard Texas Hold 'em table is used.

6. List any other equipment used: None.

7. Provide a glossary of terms used in the controlled game.

fold: To give up your hand and drop out of the competition for the current hand being played.

pot: Chips that have been bet in the course of play; that will ultimately be awarded to the winner(s) of the hand.

raise: to increase a bet that has been raised to you.

collection: fee charged to player for house collection.

Section III – Game Information/Specifics

1. Name of Controlled game: Deuce-Seven Triple Draw
2. Copies of published/proposed promotions or advertisement literature must accompany this application: N/A
3. A Detailed description of the controlled game must be attached and must include the following information:
 - a. Standards of play: In a Deuce-Seven Triple Draw game (a five-card draw low game), the worst poker hand wins. There is no joker used and the Ace is the only high card and deuces play for low.
 - b. A standard 52-card deck is used to play Deuce-Seven Triple Draw.
 - c. Describe dealing procedures: Deuce-Seven Triple Draw is dealt as a six player maximum game. The game used a dealer button just as in Texas Hold 'Em. The player directly to the left of the dealer button posts a live small blind and the player two to the left of the dealer button posts a live Big Blind. Each player is dealt five cards and there is a round of betting. The first betting round starts with the player to the left of the big blind, as in hold 'em. Each player in turn has the option to call, raise or fold.

After the first round of betting is complete, each player who has not folded out has the chance to draw cards. Players then discard any cards they want to have replaced with fresh cards. The first player to act is always the player closest to the left of the button. Players can discard up to five cards.

After each player has decided on their discards, the dealer begins replacing their cards in turn. The dealer would take the discarded cards and places them in the muck pile.

After the draw is complete, there is another round of betting. The players then have the chance to draw again. After the second draw is complete, there is another round of betting. The players then have one final opportunity to discard, after this third and final draw; there is one more round of betting.

Note: The best hand is 7/5/4/3/2 of at least two different suits. Straights and flushes count against the value of your hand, and aces are considered high only.

Before the draw an exposed card of 7/5/4/3/or 2 must be taken. Any other exposed card including a 6 must be replaced.

Check-and-Raise is permitted on any hand after the draw.

A bet and six raises are allowed in any multi-handed betting round.

- d. Number of players in the game: There are up to six players in Deuce-Seven Triple Draw.
- e. Description of how and when house collection fees are collected: All limits will have an \$11 collection per player per ½ hour, collected at the beginning.
- f. Betting Limits: The wagering limits for Deuce-Seven Triple draw are as follows:

\$40-80	\$60-120	\$75-150	\$100-200	\$150-300
\$200-400	\$300-600	\$ 400-800	\$500-1000	

- g. Betting Scheme: The action starts from the first player clockwise from the last blind. Since the blind wagers are already made, players must call, raise or fold. After the initial betting action is completed, players who remain in the pot may improve their value of their hands by replacing up to five cards. Once this draw is complete, the wagering starts from the first player clockwise to the dealer button.
- h. How are winners determined and paid? As soon as the action is complete on the final round, each player in turn starting from the last player to bet or raise on that round turns their cards face up on the table or folds the hand by placing them face down toward the dealer. The dealer will determine the best five-card lowball hand for each player with cards face up. The player with the best lowball hand is awarded the pot. The dealer then pushes the pot to the winning player.

In the event of a tie (more than one player had the same best hand) the chips are split evenly between the winning players. If there are an odd number of chips, the extra chips are awarded to the player or

players starting to the left of the dealer button and continuing clockwise around the table.

4. Describe a “round of play”: Each player is dealt five cards face down at the completion of the initial deal the action starts from the first player clockwise from the blind. Since there is a wager in the pot, players are required to call, raise or fold. After the action is completed, the players that remain in the pot now have an action to improve their hand by replacing cards in their hands with new cards. This is called the draw. After the draw, the action starts from the first player clockwise from the dealer button.
5. Describe the type of gaming table utilized for this game: A standard Texas Hold ‘Em table is used.
6. List any other equipment used: None.
7. Provide a Glossary of terms used in the controlled game:
 - fold: To give up your hand and drop out of the competition for the current hand being played.
 - pot: Chips that have been bet in the course of play; that will ultimately be awarded to the winner(s) of the hand.
 - raise: to increase a bet that has been raised to you.
 - collection: fee charged to player for house collection.

OBJECT OF THE GAME

The object of Pure 21.5 Blackjack is for the players and the Player/Dealer to add the numerical value of their cards and:

- Achieve the best possible point total of 21.5 by getting Bonus Card and an Ace on the initial two cards dealt. This hand pays 6 to 5.
- Get as close to 21.5 as possible, without going over.
- Draw additional cards if needed.

VALUE OF THE CARDS

A fifty-two card deck with aces through nines (the standard spades, hearts, clubs, and diamonds) and sixteen “Bonus” cards (four “King” bonus cards, four “Queen” bonus cards, four “Jack” bonus cards, and four “10” bonus cards) is used in the play of the game. The games can be played with a minimum of one (1) and a maximum of eight (8) decks.

- A “BONUS” card and an Ace, on the initial deal, is the best possible hand. It is known as a PURE 21.5 BLACKJACK and pays 6 to 5.
- A “BONUS” card dealt with any other card is worth 10 and is added to the other card(s) point total.
- An Ace has a value of either 1 or 11.
- All cards from 2-9 have their face value.
- "BONUS" cards have a value of 10 unless dealt with an ace on the initial deal.

RANKING CHART

CARD	VALUE
BONUS*	10 or 10.5 when dealt w/an ace
Ace	1 or 11
Two	2

Three	3
Four	4
Five	5
Six	6
Seven	7
Eight	8
Nine	9

* Bonus card is worth 10, except when dealt with an Ace on the first two cards of the initial deal, whereupon, it will be worth 10.5 and the hand a Pure 21.5 Blackjack.

ROUND OF PLAY

1. Pure 21.5 Blackjack is played on a raised gaming table. The table seats eight players who face the dealer in a 180-degree seating arrangement. The tables are the standard blackjack tables commonly used in the casino industry. The casino dealer stands opposite the players, and in the center of the table. The casino dealer's chip tray is set in front of the dealer. The play starts from the right of the dealer and proceeds in a clockwise fashion.
2. The game uses a 52-card deck with aces through nines (the standard spades, hearts, clubs and diamonds) and 16 bonus cards (four of each "king", "queen", "jack" and "ten"). The game is played with a minimum of a single deck, totaling 52 cards and to a maximum of eight decks totaling 424 cards.
3. All tables will have some type of signage where the name of the game is displayed, along with the minimum and maximum wager allowed the collection fee for the players and Player/Dealer will also be displayed. A maximum of three collection rates is allowed in compliance with the California Penal Code.
4. A standard round of play begins when a Player/Dealer is designated. The Player/Dealer will place an amount of money (casino chips) in a betting circle in front of their seat. That money will be used to pay the winners and will set the amount that he/she can collect for the losers. The casino

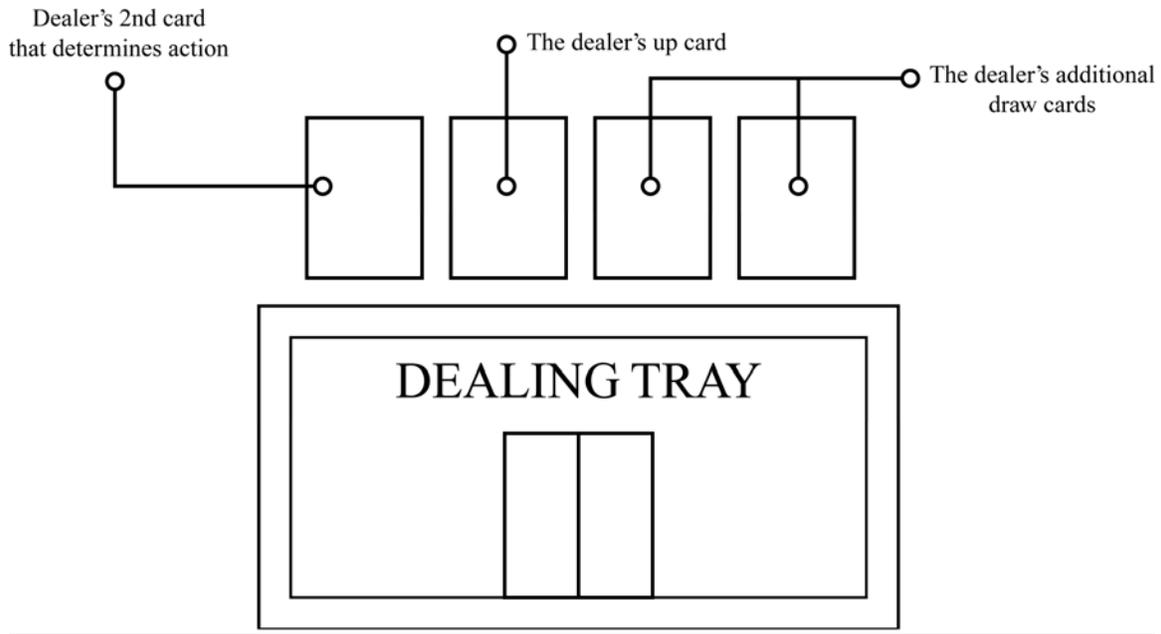
will place a button in front of the Player/Dealer, which designates that they are taking the “bank position and further designate whether it is the first or second turn for the Player/Dealer in the banking position. The Player/Dealer will place the collection fee in front of his/her betting circle.

5. Players at a table then place their wagers in designated betting circles. The players may place a wager at his/her seat along with other unoccupied betting circles. Each player must pay the posted collection for the wager they placed in any betting circle where they have money or “action”.
6. Once the Player/Dealer has posted the amount of money, he/she will wager against the other players, and once the players have placed their wagers, the casino dealer will collect all of the fees. This will always be accomplished before the start of the game in accordance with the California Penal Code. The casino dealer will take the collection fees and drop them into a locked collection box affixed to the gaming table.
7. After the fees have been collected, the dealer will deal the cards to the players and the Player/Dealer. All cards dealt throughout the game are face up, with the exception of the Player/Dealer’s second card, which will remain “face down” until all players have acted on their hands. The casino dealer is the only person on the table allowed to touch the cards. The players will signal the dealer with hand gestures that indicate whether the wish to hit or stand. The hand signals will be consistent with the industry standard signals of a sweeping motion towards a players body, indicating a hit, or a side to side hand motion, indicating the desire to stand. The casino dealer deals the first card to the player seated to the left of the designated Player/Dealer, in a clock-wise manner. Each player will be dealt one card face up with the Player/Dealer receiving the last card. The Player/Dealer’s cards will be placed in front of the casino dealer.
8. The casino dealer will deal a second card to the players in the same order noted above. The players are given an opportunity, starting with the player seated to the left of the Player/Dealer, to be dealt additional cards to make the best possible hand. (Rules and procedures for splitting, doubling down, and surrendering will be outlined later)

9. Players must follow the below listed **Charts 1A and 1B** in deciding whether to hit or stand on a particular hand.
10. After all players have acted on their hands and indicated to the casino dealer that they do not want or cannot receive additional cards, the Player/Dealer's down card will be turned up. This down card will determine where the "action button" is placed.
11. The "action button" determines where the action starts and who will be first to be paid for their winning hand or lose their wager. The action button is placed based on the numerical value of the Player/Dealer's down card. A chart (**Diagram #1**) outlining the placement of the action button follows.
12. The Player/Dealer's hand will then be completed according to the rules listed on **Chart 1B**. Once the Player/Dealer's hand is completed, the payoff and/or collection of wagers will begin in the seat designated by the action button and continue in a clockwise manner until all wagers have been acted on.
13. In the event that the Player/Dealer does not have enough money on the table to cover all the wagers on the table, there will be no free collection button, refund, or other conciliatory action given to the affected players by the casino or the Player/Dealer.
14. The Player/Dealer's cards will always be dealt and placed in front of the casino dealer's tray. The placement of the Player/Dealer's cards is standard in all games and is depicted below. See **Diagram #2**

DIAGRAM #1

DIAGRAM #2



15. After all wagers are settled, the cards are collected and discarded. The bank button is changed from 1st Bank to 2nd Bank and after every two hands, the Player/Dealer position is rotated in a clockwise fashion around the table.
16. The next round of play begins when the casino dealer collects all the cards from the table and places them in the discard tray. The casino dealer will also change the bank button, and if necessary (if the same person has already held the Player/Dealer position twice) rotate the Player/Dealer position clockwise to the next position on the table. If there is no person that intervenes on the Player/Dealer's position, the game will be "broken" or stopped, as required by the California Penal Code.

CHART 1A PLAYER OPTIONS

Must Stand on

Must Hit on

Have Option on

Hard 19 or more

Hard 11 or less

All other counts

CHART 1B PLAYER/DEALER OPTIONS

<u>Must Stand on</u>	<u>Must Hit on</u>	<u>Have Option on</u>
Hard 17 or more	Soft 17 or less	None

GAME RULES

1. A PURE 21.5 BLACKJACK (an Ace and a Bonus card) is the best possible hand. If the player and the Player/Dealer's hand are both PURE 21.5 BLACKJACK the hand is a push or tie, and no action is taken on the wager.
2. If the Player/Dealer does not have a Pure 21.5 Blackjack, the Players will be given the option to draw to improve their hands, in accordance with Chart 1A above. The Player/Dealer's down card will be checked, by the casino dealer for a "Pure 21.5 Blackjack" when the Player/Dealer's first or up card is an Ace or Bonus Card.
3. After all Players have been given a chance to act on their hands, the Player/Dealers hand will be completed in accordance with Chart 1B.
4. If a Player's total is less than a "Pure 21.5 Blackjack" and the Player/Dealer's total is more than a "Pure 21.5 Blackjack", the Player wins the hand.
5. If a Player's total is more than a "Pure 21.5 Blackjack" and the Player/Dealer's total is less than a "Pure 21.5 Blackjack", the Player loses the hand.
6. If a Player and the Player/Dealer have the same total and it is less than a "Pure 21.5 Blackjack", the hand is a push or tie. No action is taken on the wager.

7. If a Player's total and the Player/Dealer's total are less than a "Pure 21.5 Blackjack", the hand closest to a "Pure 21.5 Blackjack" will win.
8. If a Player's total and the Player/Dealer's total and more than a "Pure 21.5 Blackjack", the following will apply:
 - a) If the Player/Dealer's hand is 888 (three eights) all Players whose hand/s total is more than 21.5 win back the full amount of their wager.
 - b) If the Player/Dealer's hand is not 888 (three eights) all Players whose total is more than 21.5 Lose
9. The game is played on an industry standard Blackjack table where up to eight primary players can be seated.
10. All collection fees will be collected by the casino dealer, prior to the start of play. Collection fees will be determined by the casino and can be up to three separate rates per game.
11. All collection rates and wagering limits will be posted at the table. They will not be based on any percentage.
12. Backline betting is allowed; subject to local ordinance or code.
13. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code, are permitted to play. Collection will be paid by Third Party Proposition Services or the Player by each hand played or by time.

DOUBLE-DOWN, SPLIT, AND SURRENDER

1. Players can double-down on their first two cards dealt to them. The player must place a second wager equal to the player's original wager. The player will only receive one additional card, regardless of the total. Doubling down for less is allowed.
2. Players can split any pair or two BONUS cards. The player must place a second wager equal to the original wager. The player may draw as many

cards as desired per split card. When splitting two Aces, the player only receives one additional card per ace. There is no splitting for less.

3. A maximum of three splits is allowed per hand.
4. Players can surrender after their first two cards are dealt to them. If they choose to surrender, half of their wager will be forfeited. The player must indicate their desire to surrender before the Player/Dealer's down card is exposed. Their play for the hand will then cease.
5. The casino will take no extra collection fee on double downs or splits from the player or Player/Dealer.
6. All payoffs are to the extent that the Player/Dealer's money covers the action on the table. A Player/Dealer cannot win or lose more than the entire amount of money placed on the table before the start of the hand.

Insurance- Insurance will not be offered for this game. Insurance may not be offered in casinos where Pure 21.5 Blackjacks pay 6/5 or 7/5.

Even Money- In conjunction with offering insurance, when the Player/Dealer's upcard is an Ace, Players that have a Pure 21.5 Blackjack (an Ace and a Bonus Card) may opt to take even money on their wagers before the Player/Dealer's undercard is checked for a Bonus Card. The Player is actually making an insurance wager equal to $\frac{1}{2}$ of the original wager. If the Player/Dealer has a Bonus card as the undercard (a Pure 21.5 Blackjack), the Player wins the insurance bet (a wager equal to $\frac{1}{2}$ of the original wager that pays 2 to 1) and pushes on the original wager. If the Player/Dealer does not have a Bonus Card as the undercard, the Player will lose the insurance bet and is paid 6 to 5 (for the Pure 21.5 Blackjack) on the original wager. The result in each case is the same as the Player wins an amount equal to the original wager (even money).

Player/Dealer 888 - If the Player/Dealer's hand is 888 (three eights), all Players who have a total exceeding 21.5 **win**. Players will be awarded the amount of their wagers on all hands that have a wager (If one (1) or both of a player's Double-down or Split hands bust, they will receive the amount of their wager for each hand that busted).

LEGAL

The Player/Dealer position must rotate in a continuous and systematic fashion, and cannot be occupied by one person for more than two consecutive hands. There must be an intervening Player/Dealer so no person can continually occupy the position and the “bank” hand within the meaning of *OLIVER V. COUNTY OF LOS ANGELES* (1988) 66 Cal. App. 4th 1397, 1408-1409. And in addition to the meaning of AB 1416 (the Wesson Bill) which added section 330.11 to the California Penal Code relating to the California licensed gambling establishments and any future regulatory guidelines from the California Department of Justice, Division of Gambling Control, with respect to the operation of a controlled game featuring a Player/Dealer position.

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Palomar Card Club

BADUCI

Standards of Play:

Baduci is a mixture of Badugi and Deuce to Seven Triple Draw. Half of the pot goes to the best Badugi hand and the other half goes to the best Deuce-to-Seven hand. This is how Baduci (pronounced *Badeucey*) got its name. Half Badugi, half Deuce to Seven.

In Badugi you are looking for the lowest possible hand with no pairs, sets or flushes. The nut hand in Badugi is A, 2, 3, 4 with the cards being different suits. In Badugi the Ace is the lowest possible card, it is not a high card so having the Ace is a good thing. However in the 2-7 part of the game, you don't want to have an ace in your hand. As you may notice from the name, in 2-7 the lowest card is a 2. This means that when playing the 2-7 portion of the game, the Ace is the highest possible card. So if you have an ace in your hand, the chance of you getting the 2-7 pot is not a good one.

The pot in this game is split much like high-low split between the best Badugi poker hand and the best 2-7 triple draw hand. A player's hand contains five cards where only 4 cards are used to determine the best Badugi hand and 5 cards are used to determine the triple draw hand. During each of three drawing rounds, players can trade zero to three cards from their hands for new ones from the deck, in an attempt to form the best *badugi hand* and *2-7 triple draw hand* and win one half or both halves of the pot.

Type of Deck:

A standard 52-card deck is used to play Baduci. There is no joker.

Number of Players in the Game:

This game is dealt with a maximum of six players.

Dealing Procedures:

The game utilizes a button or flat disc which is denoted with the word "Dealer." The "Dealer" visually designates which player is in the dealer position for that hand. The "Dealer" button rotates clockwise around the table after each round of play. The "Dealer" button is the last to receive cards on the initial deal and has the right of last action on all betting rounds except the first. The "small blind" and the "large blind" are made from the position(s) immediately to the left of the "Dealer" button, and posted before a player looks at their cards.

The player directly to the left of the dealer button posts the small blind and the player two to the left of the dealer button posts the big blind. Each player is then dealt five cards and there is a round of betting. Cards will be dealt one (1) card at a time to each player, facedown, in a clockwise rotation, beginning with the player to the left of the "Dealer" button, until each player has five (5) cards. The first betting round starts with the player to the left of the big blind. Each player in turn has the option to call, raise or fold.

Palomar Card Club BADUCI

After the first round of betting is complete, each player who has not folded out has the chance to draw up to three cards or keep their original cards. Players then discard any cards they want to have replaced with fresh cards. The first player to act is always the player closest to the left of the button. Player can discard up to three cards. After each player has decided on their discards, the dealer begins replacing their cards in turn. The dealer takes the discarded cards and places them in the muck pile.

After the draw is complete, there is a second round of betting. The players then have the chance to draw again. After the second draw is complete, there is a third round of betting. The players have a final opportunity to discard and draw. There is a fourth and final round of betting. However, once all cards have been depleted from the deck during any drawing round, players will not be permitted to replace any cards in their hand for the remainder of the game.

After the final betting round, if there is more than 1 player left in the game, it will be time to flip the cards and see who wins. Two live action pots in every hand of Baduci.

Hand evaluation

Two different hands must be evaluated at the same time. First a Badugi hand must be created by using a maximum of four out of the five dealt cards. This hand must have distinct ranks and suits. Any duplicates of a suit or rank are ignored and these cards become invalid. Any four-card Badugi hand will beat any three-card Badugi hand. A three-card Badugi hand will beat all two-card Badugi hands, which in turn will beat any one-card Badugi hand. Note that any four-card Badugi hand is known as a "Badugi" and an ace-low "Badugi" straight **A♣ 2♠ 3♦ 4♥** is the most powerful Badugi hand possible. This hand is used to determine the winner of one half of the Baduci pot. Therefore, when making a 'Badugi' hand, only one (1) suit may be present in the hand.

Example: A player has a five (5) card hand consisting of the following: two of hearts, three of hearts, ten of hearts, queen of spades, king of spades. Therefore, the player has a two (2) card 'Badugi' hand of a three of hearts and a queen of spades.

Also, when making a 'Badugi' hand, pairs, sets, or flushes count against the hand and may not be present in the hand. Only a single card of a single suit is permitted when making a 'Badugi' hand.

Example: A player has a five (5) card hand consisting of the following: two of hearts, three of hearts, three of spades, four of diamonds, jack of diamonds. Therefore, the player has a three (3) card 'Badugi' hand of a two of hearts, three of spades, and a jack of diamonds.

Finally, when trying to make a 'Badugi' hand, an Ace is the lowest ranked card and a King is the highest ranked card. All other cards hold their numerical value and/or ranking according to standard poker rankings, with Ace being the lowest card and a King as the highest card.

Palomar Card Club BADUCI

The other hand that must be evaluated is the 2-7 triple draw hand. Players use all 5 cards to determine this hand. All straights and flushes are disregarded in the creation of this hand. Like Badugi, the triple draw hand becomes more powerful as the hand ranks lower. The ace in triple draw is always high. Therefore, an ace is great for the Badugi hand but not for the lowball triple draw hand. An example of the most powerful 2-7 triple draw hand is 2♣ 3♠ 4♦ 5♥ 7♣. Note that 2♣ 3♠ 4♦ 5♥ 6♣ may seem like a lower hand, but this creates a straight and this is the reason why it is not the strongest hand. The best 2-7 triple draw hand would win the other half of the Baduci pot.

The objective of Baduci poker is to make the best two hands out of the five cards available in order to win both pots at the same time. This is known as "scooping" the pot.

In the event of a tie (more than one player had the same best hand) the chips are split evenly between the winning players. If there are an odd number of chips, the extra chips are awarded to the player(s) starting to the left of the dealer button and continuing clockwise around the table.

Betting structures

Baduci poker will use a fixed limit and two blinds. The limit for the first two rounds of betting is called a *small bet*, while the limit for the third and fourth betting rounds is called a big bet and is generally double the small bet.

**Palomar Card Club
BADUCI**

Table Limits and Collection Rates

Table limits \$40-\$80, \$60-\$120, \$75-\$150, will have an \$11 collection taken per player per 1/2 hour, collected at the beginning.

Table limit \$100-\$200 will have a \$12 collection taken per player per 1/2 hour, collected at the beginning.

Table limit \$150-\$300 will have a \$13 collection taken per player per 1/2 hour, collected at the beginning.

Table limits \$200-\$400, \$300-\$600, \$400-\$800, \$500-\$1,000, \$1,000-\$2,000, will have a \$15 collection taken per player per 1/2 hour, collected at the beginning.

Table Limits:

\$40-80	\$60-120	\$75-150	\$100-200	\$150-300
\$200-400	\$300-600	\$400-800	\$500-1000	\$1,000-\$2,000

PURE 21.5 BLACKJACK

OBJECT OF THE GAME

The object of Pure 21.5 Blackjack is for the players and the Player/Dealer to add the numerical value of their cards and:

- Achieve the best possible point total of 21.5 by getting Bonus Card and an Ace on the initial two cards dealt. This hand pays 6 to 5.
- Get as close to 21.5 as possible, without going over.
- Draw additional cards if needed.

VALUE OF THE CARDS

A fifty-two card deck with aces through nines (the standard spades, hearts, clubs, and diamonds) and sixteen “Bonus” cards (four “King” bonus cards, four “Queen” bonus cards, four “Jack” bonus cards, and four “10” bonus cards) is used in the play of the game. The games can be played with a minimum of one (1) and a maximum of eight (8) decks.

- A “BONUS” card and an Ace, on the initial deal, is the best possible hand. It is known as a PURE 21.5 BLACKJACK and pays 6 to 5.
- A “BONUS” card dealt with any other card is worth 10 and is added to the other card(s) point total.
- An Ace has a value of either 1 or 11.
- All cards from 2-9 have their face value.
- "BONUS" cards have a value of 10 unless dealt with an ace on the initial deal.

RANKING CHART

CARD	VALUE
BONUS*	10 or 10.5 when dealt w/an ace
Ace	1 or 11
Two	2
Three	3
Four	4
Five	5
Six	6
Seven	7
Eight	8
Nine	9

* “BONUS” card is worth 10, except when dealt with an Ace on the first two cards of the initial deal, whereupon, it will be worth 10.5 and the hand a Pure 21.5 Blackjack.

ROUND OF PLAY

1. Pure 21.5 Blackjack is played on a raised gaming table. The table seats eight players who face the dealer in a 180-degree seating arrangement. The tables are the standard blackjack tables commonly used in the casino industry. The casino dealer stands opposite the players, and in the center of the table. The casino dealer's chip tray is set in front of the dealer. The play starts from the right of the dealer and proceeds in a clockwise fashion.
2. The game uses a 52-card deck with aces through nines (the standard spades, hearts, clubs and diamonds) and 16 bonus cards (four of each "king", "queen", "jack" and "ten"). The game is played with a minimum of a single deck, totaling 52 cards and to a maximum of eight decks totaling 424 cards.
3. All tables will have some type of signage where the name of the game is displayed, along with the minimum and maximum wager allowed the collection fee for the players and Player/Dealer will also be displayed. A maximum of three collection rates is allowed in compliance with the California Penal Code.
4. A standard round of play begins when a Player/Dealer is designated. The Player/Dealer will place an amount of money (casino chips) in a betting circle in front of their seat. That money will be used to pay the winners and will set the amount that he/she can collect for the losers. The casino will place a button in front of the Player/Dealer, which designates that they are taking the "bank position and further designate whether it is the first or second turn for the Player/Dealer in the banking position. The Player/Dealer will place the collection fee in front of his/her betting circle.
5. Players at a table then place their wagers in designated betting circles. The players may place a wager at his/her seat along with other unoccupied betting circles. Each player must pay the posted collection for the wager they placed in any betting circle where they have money or "action".
6. Once the Player/Dealer has posted the amount of money, he/she will wager against the other players, and once the players have placed their wagers, the casino dealer will collect all of the fees. This will always be accomplished before the start of the game in accordance with the California Penal Code. The casino dealer will take the collection fees and drop them into a locked collection box affixed to the gaming table.
7. After the fees have been collected, the dealer will deal the cards to the players and the Player/Dealer. All cards dealt throughout the game are face up, with the exception of the Player/Dealer's second card, which will remain "face down" until all players have acted on their hands. The casino dealer is the only person on the table allowed to touch the cards. The players will signal the dealer with hand gestures that indicate whether the wish to hit or stand. The hand signals will be consistent with the industry standard signals of a sweeping motion towards a player's body, indicating a hit, or a side-to-side hand motion, indicating the desire to stand. The casino dealer deals the

first card to the player seated to the left of the designated Player/Dealer, in a clockwise manner. Each player will be dealt one card face up with the Player/Dealer receiving the last card. The Player/Dealer's cards will be placed in front of the casino dealer.

8. The casino dealer will deal a second card to the players in the same order noted above. The players are given an opportunity, starting with the player seated to the left of the Player/Dealer, to be dealt additional cards to make the best possible hand. (Rules and procedures for splitting, doubling down, and surrendering will be outlined later)
9. Players must follow the below listed **Charts 1A and 1B** in deciding whether to hit or stand on a particular hand.
10. After all players have acted on their hands and indicated to the casino dealer that they do not want or cannot receive additional cards, the Player/Dealers down card will be turned up. This down card will determine where the "action button" is placed.
11. The "action button" determines where the action starts and who will be first to be paid for their winning hand or lose their wager. The action button is placed based on the numerical value of the Player/Dealer's down card. A chart (**Diagram #1**) outlining the placement of the action button follows.
12. The Player/Dealer's hand will then be completed according to the rules listed on **Chart 1B**. Once the Player/Dealer's hand is completed, the payoff and/or collection of wagers will begin in the seat designated by the action button and continue in a clockwise manner until all wagers have been acted on. Furthermore, all base game wagers will be settled first, beginning with the action button and continuing in a clockwise manner around the table, then once all base game wagers have been settled, all bonus bet wagers will be settled, starting with the action button and continuing in a clockwise manner around the table.
13. In the event that the Player/Dealer does not have enough money on the table to cover all the wagers on the table, there will be no free collection button, refund, or other conciliatory action given to the affected players by the casino or the Player/Dealer.
14. The Player/Dealer's cards will always be dealt and placed in front of the casino dealer's tray. The placement of the Player/Dealer's cards is standard in all games and is depicted below. See **Diagram #2**

DIAGRAM #1

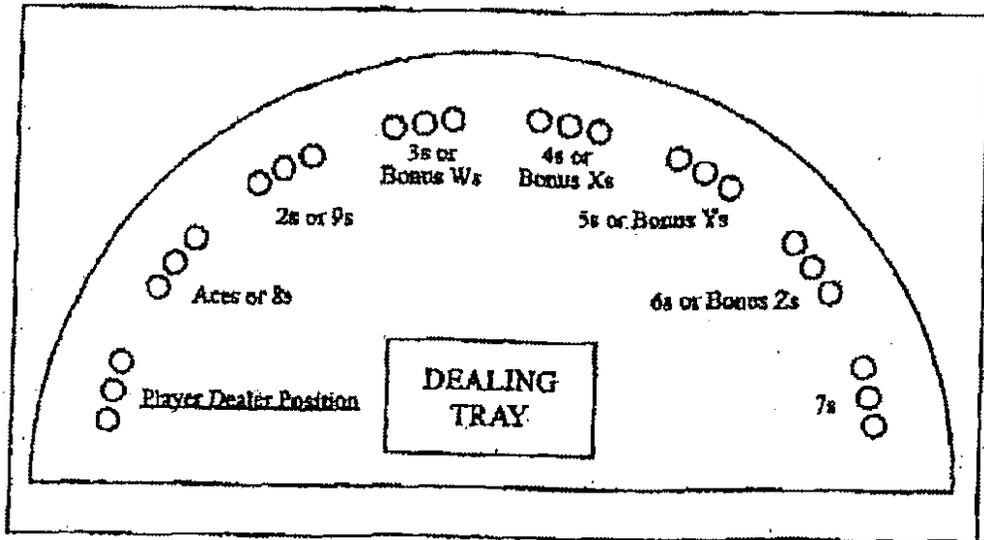
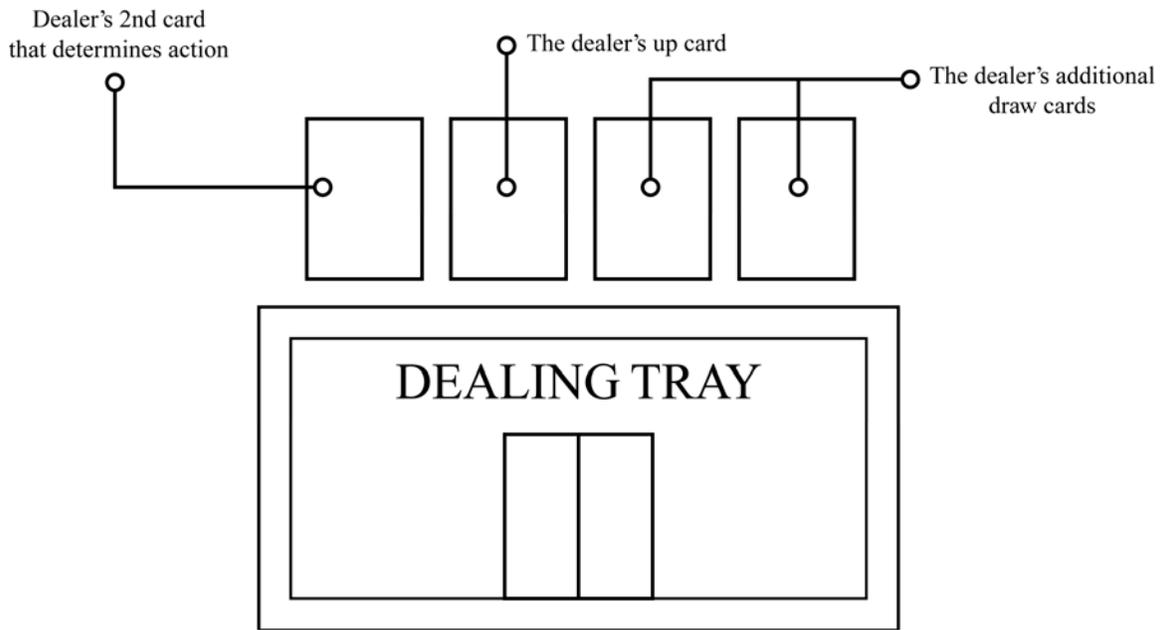


DIAGRAM #2



15. After all wagers are settled, the cards are collected and discarded. The bank button is changed from 1st Bank to 2nd Bank and after every two hands; the Player/Dealer position is rotated in a clockwise fashion around the table.

16. The next round of play begins when the casino dealer collects all the cards from the table and places them in the discard tray. The casino dealer will also change the bank button, and if necessary (if the same person has already held the Player/Dealer position twice) rotate the Player/Dealer position clockwise to the next position on the table. If there is no person that intervenes on the Player/Dealer's position, the game will be "broken" or stopped, as required by the California Penal Code.

CHART 1A PLAYER OPTIONS

<u>Must Stand on</u>	<u>Must Hit on</u>	<u>Have Option on</u>
Hard 19 or more (may split two bonus cards)	Hard 11 or less	All other counts

CHART 1B PLAYER/DEALER OPTIONS

<u>Must Stand on</u>	<u>Must Hit on</u>	<u>Have Option on</u>
Hard 17 or more	Soft 17 or less	None

GAME RULES

1. A PURE 21.5 BLACKJACK (an Ace and a Bonus card) is the best possible hand. If the player and the Player/Dealer's hand are both PURE 21.5 BLACKJACK the hand is a push or tie, and no action is taken on the wager.
2. If the Player/Dealer does not have a Pure 21.5 Blackjack, the Players will be given the option to draw to improve their hands, in accordance with Chart 1A above. The Player/Dealer's down card will be checked, by the casino dealer for a "Pure 21.5 Blackjack" when the Player/Dealer's first or up card is an Ace or Bonus Card.
3. After all Players have been given a chance to act on their hands, the Player/Dealers hand will be completed in accordance with Chart 1B.
4. If a Player's total is less than a "Pure 21.5 Blackjack" and the Player/Dealer's total is more than a "Pure 21.5 Blackjack", the Player wins the hand.
5. If a Player's total is more than a "Pure 21.5 Blackjack" and the Player/Dealer's total is less than a "Pure 21.5 Blackjack", the Player loses the hand.
6. If a Player and the Player/Dealer have the same total and it is less than a "Pure 21.5 Blackjack", the hand is a push or tie. No action is taken on the wager.
7. If a Player's total and the Player/Dealer's total are less than a "Pure 21.5 Blackjack", the hand closest to a "Pure 21.5 Blackjack" will win.

8. If the Player and Player/Dealer total is more than a “Pure 21.5 Blackjack”, the following will apply:
 - a. If the player/dealer’s hand is 888 (three eights) all players whose hand/s total is more than 21.5 win back the full amount of their wager.
 - b. If the player/dealer’s hand is not 888 (three eights) all players whose total is more than 21.5 lose.
9. The game is played on an industry standard Blackjack table where up to eight primary players can be seated.
10. All collection fees will be collected by the casino dealer, prior to the start of play. Collection fees will be determined by the casino and can be up to three separate rates per game.
11. All collection rates and wagering limits will be posted at the table. They will not be based on any percentage.
12. Backline betting is allowed; subject to local ordinance or code.
13. The Player/Dealer position must rotate in a continuous and systematic fashion, and cannot be occupied by one person for more than two consecutive hands. There must be an intervening Player/Dealer so one person cannot continually occupy the position and the “bank” hand within the meaning of *OLIVER V. COUNTY OF LOS ANGELES* (1988) 66 Cal. App. 4th1397, 1408-1409. And in addition to the meaning of AB 1416 (the Wesson Bill) which added section 330.11 to the California Penal Code relating to the California licensed gambling establishments and any future regulatory guidelines from the California Department of Justice, Division of Gambling Control, with respect to the operation of a controlled game featuring a Player/Dealer position.

DOUBLE-DOWN, SPLIT, SURRENDER, AND INSURANCE

1. Players can split cards of the same value or two “BONUS” cards. The player must place a second wager equal to the original wager. Players cannot split for less. Players may then draw as many cards as desired per split card to achieve the best possible hand of 21.5.
2. When splitting two Aces, a player may only receive one additional card per Ace. Aces may only be split once, which gives the player two hands. If the draw card is a “BONUS” card after splitting two Aces, the player will be paid even money on their wager, not 6 to 5.
3. A maximum of 3 splits is allowed per hand, giving a player up to 4 hands. Doubling-down is permitted after splitting.

4. Players can surrender after their first two cards are dealt to them. If they choose to surrender, half of their wager will be forfeited. The player must indicate their desire to surrender before the Player/Dealer's down card is exposed. Their play for the hand will then cease.
5. Players can double-down on the first two cards dealt to them. The player must place a second wager which may be equal to or less (double down for less) than the player's original wager. The player will only receive one additional card, regardless of the total.
6. Insurance will not be offered for this game.
7. In conjunction with offering insurance, when the Player/Dealer's upcard is an Ace, Players that have a Pure 21.5 Blackjack (an Ace and a Bonus Card) may opt to take even money on their wagers before the Player/Dealer's undercard is checked for a Bonus Card. The Player is actually making an insurance wager equal to $\frac{1}{2}$ of the original wager. If the Player/Dealer has a Bonus card as the undercard (a Pure 21.5 Blackjack), the Player wins the insurance bet (a wager equal to $\frac{1}{2}$ of the original wager that pays 2 to 1) and pushes on the original wager. If the Player/Dealer does not have a Bonus Card as the undercard, the Player will lose the insurance bet and is paid 6 to 5 (for the Pure 21.5 Blackjack) on the original wager. The result in each case is the same as the Player wins an amount equal to the original wager (even money).
8. The casino will take no extra collection fee on double downs or splits from the player or Player/Dealer.
9. All payoffs are to the extent that the Player/Dealer's money covers the action on the table. A Player/Dealer cannot win or lose more than the entire amount of money placed on the table before the start of the hand.

BUSTER BLACKJACK BONUS BET

- The Buster Blackjack Bonus Bet must be placed prior to the initial deal and may be less than or equal to the base game wager, but may not exceed it.
- Players may make one (1) bonus bet wager for each base game wager placed.
- Once all players have made the decisions concerning their hand, according to the base game rules, the player/dealer will reveal his/her hole card and play out the hand. The payoff odds vary based on the number of cards in the player/dealer's busted hand. The more cards in the busted hand, the higher the payoff. If the player/dealer's hand busts, all Buster Blackjack Bonus Bet wagers will be paid according to the posted pay table, as shown below. If the player/dealer does not bust, all Buster Blackjack Bonus Bet wagers will be collected in rotation to the extent of the money in action.
- The player/dealer must hit on soft seventeen (17) and lower and stand on hard seventeen (17) or higher.
- A Buster Blackjack Bonus Bet remains in action regardless of whether the player wins or loses during the base game.
- No additional collection fee will be taken for placing a Buster Blackjack Bonus Bet wager. All collection fees are for the base game only.

- **The player/dealer will pay all winning Buster Blackjack Bonus Bet wagers and will collect all losing Buster Blackjack Bonus Bet wagers.** Once the player/dealer's wager has been exhausted, the wagers not covered by the player/dealer will be returned to the players. In the event that the player/dealer's wager does not cover the amount wagered by all players, an action button may be used to designate where the action will begin.

Buster Blackjack Bonus Bet Pay Table

Number of Cards in the Player/dealer's Busted Hand	Payout
3	2 to 1
4	2 to 1
5	4 to 1
6	15 to 1
7	50 to 1
8 or more	200 to 1

EZ BACCARAT™



SUMMARY OF GAME

The object of the game is to assemble two hands of two (2) or three (3) cards with a point value as close to nine (9) as possible.

EZ Baccarat™ plays the same way as regular baccarat except that it eliminates the odds differential between Player Line and Dealer Line wagers and replaces it by "barring" one specific winning Bank hand (the winning Bank hand consisting of three cards and totaling seven points). The appearance of this hand is the "Dragon 7™". Customers can make an insurance bet - the Dragon 7 bet, which pays 40 to 1 when the three card winning Bank hand totaling 7 points occurs.



To begin the game, players make a wager(s) on Player, or Dealer, or Tie ("Base Game Wager") or a combination of the above. Players that have placed a Base Game Wager may also place a "Dragon 7" bet (three card winning Bank hand totaling 7 points). All wagers must be between the minimum and maximum table limit.

Wagers are resolved as follows:

In the case of a Bank win, Bank wagers are paid 1 to 1. Player, Tie and Dragon 7 wagers lose.

In the case of a Player win, Player wagers are paid 1 to 1. Bank, Tie and Dragon 7 wagers lose.

In the case of a Tie, Tie wagers are paid 8 to 1. Bank and Player wagers push and Dragon 7 wagers lose.

In the case of a Dragon 7, Dragon 7 wagers are paid 40 to 1. Bank wagers push, Player and Tie wagers lose.

DETAILS

Standards of Play

The game features a rotating player/dealer position that collects from all losers and pays all winners to the extent that their wager covers the action. The rotation of the Player/Dealer position is the same of industry standard games and complies with 330.11 of the California Penal Code. The object of the game is to form a hand that equals nine (9) or as close to it as possible. The player's hand is compared with the player/dealer's hand. The hand closest to "9" wins.

Type of Gaming Table Used

The game shall be played on a standard blackjack table having eight places on one side for the players and the player/dealer, and a place for the Casino dealer on the opposite side.



Number of Players in the Game

A minimum of two (2) and a maximum of eight (8) players can participate in the game. Backline betting is allowed.

Type of Card Deck

A standard 52 deck of cards is utilized in a multiple deck shoe. A minimum of three (3) decks and a maximum of eight (8) decks can be used during the play of the game. There are no Jokers.

All cards 2 through 9 hold their face value. 10, J, Q & K have a value of zero (0). The Ace has a value of one (1). A hand with cards whose sum is in double figures is ranked with the tens (10s) digit ignored. For example, a hand totaling eighteen (18) would count as eight (8).

Betting Scheme

1. All wagers in EZ Baccarat shall be made by placing gaming chips on the appropriate betting areas of the table layout keeping in mind the table minimum and maximum wagering limits.
2. All wagers shall be placed prior to any cards being dealt. No bets shall be made, increased, or withdrawn after the dealer has begun dealing.
3. At the beginning of each round of play, players have the following options when placing their wager(s):
 - a. Player line which pays 1 to 1
 - b. Dealer line which pays 1 to 1

Tie Wager

The Tie bet pays 8 to 1 if the player/dealer and Player hands tie. A player may only place a tie bet wager if they have also placed either a player line wager or a dealer line wager prior to the initial deal. Seated players as well as back-line bettors may place a tie bet wager. The tie wager may be less than, equal to, or greater than the base game wager. However, the tie bet wager cannot exceed the table limit. In the event that the player's hand and the player-dealer's hand are not of the same value, the player-dealer will win the tie bet wager. There is no additional fee for placing a tie bet wager.

The player-dealer will pay all winning tie bet wagers and will collect all losing tie bet wager. Wagers are collected or paid, to the extent that the player-dealer's wager covers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players. In the event that the player-dealer's wager does not cover the amount wagered by all players, an action button shall be used to designate where the action will begin.

Dragon 7 Bonus Bet

EZ Baccarat™ plays the same way as regular baccarat except that it eliminates the odds differential between Player Line and Dealer Line wagers and replaces it by "barring" one specific winning Bank hand (the winning Bank hand consisting of three cards and totaling seven points). The appearance of this hand is the "Dragon 7™". Customers can make an insurance bet - the Dragon 7 bet, which pays 40 to 1 when the three card winning Bank hand totaling 7 points occurs. A player may only place a Dragon 7 wager if they have also placed either a player line wager or a dealer line wager prior to the initial deal. Seated players as well as back-line bettors may place a Dragon 7 wager. The Dragon 7 wager may be less than, equal to, or greater than the base game wager. There is no additional fee for placing a Dragon 7 Bonus Bet wager.

The player-dealer will pay all winning Dragon 7 wagers and will collect all losing Dragon 7 wager. Wagers are collected or paid, to the extent that the player-dealer's wager covers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players. In the event that the player-dealer's wager does not cover the amount wagered by all players, an action button shall be used to designate where the action will begin.

Dealing Procedures

At the start of a game a player is offered the player/dealer position. Once accomplished, the casino dealer shall wait for each player to make their wager (within posted table limits) on base game as well as any bonus bets. Once all wagers are placed, the house dealer deals one card to the right and one card to the left, one by one in rotation, until each hand has a total of two cards each. All cards are dealt face up. The hand to the left of the house dealer is a community hand that belongs to those that placed a bet on the dealer line. The hand to the right of the house dealer is a community hand that belongs to those that placed a bet on the player line. The decision, if any, is made by the player's betting on the Player hand and then the Dealer's hand is resolved. The position that is closest to 9 wins.

A Natural 8 or 9 is accomplished when the first two cards of the player or dealer's hand has a value of eight (8) or nine (9). When this occurs, the other hand will not be allowed to draw an additional card.

How Winners are Determined and Paid

After the cards are dealt, the closest to 9 will be declared the winner and all winners will be paid and all losers will have their wagers awarded to the player/dealer.

Game Rule:

After the casino dealer delivers the first two cards to both the Player Line and Dealer Line, the following Baccarat rules are followed.

- The player hand must stand when their hand is valued at 6 through 9, and must hit when the hand is valued at 5 or less.
- If the player stands, then the dealer hand hits on a total of 5 or less.
- If the player does hit for a complete hand then the dealer hand hits using the following rules:
 - If the dealer's hand total is 3, then the dealer hand is dealt a third card unless the player's third card was an 8.
 - If the dealer's hand total is 4, then the dealer hand is dealt a third card unless the player's third card was a 0, 1, 8, or 9.
 - If the dealer's hand total is 5, then the dealer hand is dealt a third card if the player's third card was 4, 5, 6, or 7.
 - If the dealer's hand total is 6, then the dealer hand is dealt a third card if the players third card was a 6 or 7.

The following chart, where "S"= Dealer Line "stands" and "H"= Dealers Line "hits" demonstrates how each hand combination is resolved:

	0	1	2	3	4	5	6	7	8	9
7										
6										
5										
4										
3										
2										
1										
0										

Once all cards have been dealt, the hand with the highest total point count is declared the winner. In the case where both hands have an equal point count, the hand is a Tie. Wagers will then be settled in one of the following two ways:

If the player-dealer's wager covers all action on the table, wagers will be settled starting with the player to the left of the casino dealer and continuing in a clockwise manner around the table until all wagers have received action.

If the player-dealer's wager does not cover all action on the table, an action button will be used, which determines which player receives first action on their wager(s). The second card dealt to the player-dealer's hand determines the position of the action button. The player-dealer position is always zero (0). The other seats, in clockwise rotation, starting with the player to the left of the player-dealer and continuing in a clockwise manner around the table, respectively represent the other numbers. Wagers will be settled in the following order: each player line and dealer line wager placed, then all tie bet wagers, then all Dragon 7 wagers. When determining where the action button will be placed, cards will hold the following values:

Action Button Card Chart:

Card Dealt	Card Value
Ace	1
2 through 10	Hold their face value
Jack	11
Queen	12
King	13

House Way

Player hand hits on five (5) or below and stands on six (6) or more. The casino dealer must use the house way when a player requests the casino dealer to play an additional wager.

Round of Play

- The Player/Dealer makes their wager.
- All players place their wagers on the player or dealer line.
- The dealer takes all casino collections and drops it in the affixed drop box.
- The dealer deals the cards and then determines the winner (Player or Dealer) or whether the hand is a tie.
- All ties between the player line and the dealer line on zero through nine (0-9) are considered a "push," and the original wagers are called off.
- The dealer places the action button. The action button determines which player receives first action on their wager. The second card dealt to the dealer's hand determines the position of the action button. The player/dealer's position is always zero. Other seats, in clockwise rotation, respectively represent other numbers.
- All wagers are settled to the extent the player/dealer's wager covers the action.
- The dealer (if applicable) records whether the preceding hand was won by the player, dealer or was a Tie on the affixed electronic reader board.

PLAYER-DEALER & DEAL

The player/dealer position rotates in a systematic and continuous way so that the opportunity to act as the player/dealer does not constantly remain with a single person for many hands. The person in player/dealer position may not act as player/dealer position more than two consecutive hands or rounds of play. The opportunity to act as the player/dealer must be offered to all seated players after two hands or rounds of play so that a single player cannot repeatedly act as the player/dealer within the meaning of *Oliver v. County of Los Angeles*, (1998) 66 Cal.App.4th 1397, 1408-09 or section 330.11 of the California Penal Code, relating to gambling establishments and any future regulatory guideline from the California Bureau of Gambling Control or the California Gambling Control Commission with respect to the operation of controlled games featuring a player/dealer position.

Player/dealers are never required to cover all opposing players' wagers. Payoffs of wagers are limited to the amount of the player/dealer wager. The house never participates as a player/dealer. The house never takes a percentage of wagers placed in the game. There is no maximum on the player/dealer's wager.



EZTRAK™: Baccarat Edition will enhance your players' Baccarat gaming experience while providing them with the important information they want, to make the bets they want.

EZ Baccarat table with EZ TRAK Baccarat Edition system.

Table Limits & Collection Rates

The collection is taken from each player for every player or dealer line bet prior to start of the game. Players including the player-dealer must post required collection prior to receiving any cards. Collection is paid before cards are dealt. Collection is paid based on the table limit and is paid for each spot playing a hand.

Table Limit	Player-dealer fee	Player Fee
\$10 - \$200	\$0.50	\$0.50
\$200 - \$500	\$2.00	\$2.00

Palomar California Collection Rates
12/20/2011

Pai Gow Poker: GEGA-001692

Schedule Option	Table Limit	Total Table Action	Player Collection Fee	Player-Dealer Fee	Jackpot Fee
1	\$10 - \$300	\$10 - \$25	\$0.50	\$2.50	N/A
		\$26 - \$100	\$1.00		
		\$101 - \$200	\$2.00		
		\$201 - \$300	\$3.00		

No Bust 21st Century Blackjack: GEGA-001693

Schedule Options	Table Limit	Player Collection Fee	Player-Dealer Fee	Jackpot Fee
1	\$2 - \$50	\$0.50	\$0.50	N/A
2	\$10 - \$100	\$1.00	\$1.00	N/A
3	\$50 - \$300	\$2.00	\$2.00	N/A

Pure 21.5 Blackjack: GEGA-002966

Schedule Options	Table Limit	Player Fee	Total Table Action	Player-Dealer Fee	Jackpot Fee
1	\$5 - \$100	\$0.00	\$5 - \$200	\$0.50	N/A
			\$201 - \$400	\$1.00	
			\$401 - \$1,000	\$2.00	
2	\$5 - \$100	\$1.00	\$5 - \$100	\$1.00	N/A
		\$1.00	\$101 - \$300	\$2.00	
		\$1.00	\$301 - \$500	\$3.00	
		\$0.00	\$501 - \$1,000	\$5.00	

EZ Baccarat: GEGA-002985

Schedule Options	Table Limit	Player Fee	Total Table Action	Player-Dealer Fee	Jackpot Fee
1	\$10 - \$100	\$0.00	\$10 - \$200	\$1.50	N/A
			\$201 - \$400	\$2.50	
			\$401 - \$1,000	\$3.00	
2	\$100	\$1.00	\$100 - \$200	\$1.50	N/A
			\$201 - \$400	\$2.50	
			\$401 - \$1,000	\$3.00	

Collection Procedures

California Games

California games utilize a player-dealer position. The position must be offered systematically and continuously in a clockwise manner around the table after every two hands. The player-dealer shall collect all losing wagers, pay all winning wagers, and may not win or lose more than the original amount wagered. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players. The gambling establishment does not participate in the actual play of the game and has no interest in the outcome of the play.

- **Pai Gow Poker** – for schedule **option 1**, a collection fee shall be taken per hand from the player in the player-dealer position based on the total monetary value of all game wagers that are placed by players prior to cards being dealt, referred to as “total table action.” The collection fees shall be collected and dropped by the house dealer prior to any cards being dealt or any round of play being conducted. At this time, there is no jackpot collection fee as all approved gaming activities are house funded.
- **No Bust 21st Century Blackjack** – for schedule **options 1 through 3**, a collection fee shall be taken per hand from the player in the player-dealer position based on the total monetary value of all game wagers that are placed by players prior to cards being dealt, referred to as “total table action.” The total table action does not count the player-dealer's wager or any additional wagers placed by players after cards are dealt, such when players double-down, split cards, or when a hand is surrendered. A collection fee shall also be taken from each player for each game wager that they place. There will be no additional collection fee required from a player when a player double-downs, splits cards, or surrenders their hand. The collection fees shall be collected and dropped by the house dealer prior to any cards being dealt or any round of play being conducted. At this time, there is no jackpot collection fee as all approved gaming activities are house funded.
- **Pure 21.5 Blackjack**– for schedule **option 1**, a collection fee shall be taken per hand from the player in the player-dealer position based on the total monetary value of all game wagers that are placed by players prior to cards being dealt, referred to as “total table action.” The total table action does not count the player-dealer's wager or any additional wagers placed by players after cards are dealt, such when players double-down, split cards, or when a hand is surrendered. There shall be no additional collection fee taken from players. The collection fees shall be collected and dropped by the house dealer prior to any cards being dealt or any round of play being conducted. At this time, there is no jackpot collection fee as all approved gaming activities are house funded.
- **Pure 21.5 Blackjack**– for schedule **option 2**, a collection fee shall be taken per hand from the player in the player-dealer position based on the total monetary value of all game wagers that are placed by players prior to cards being dealt, referred to as “total table action.” The total table action does not count the player-dealer's wager or any additional wagers placed by players after cards are dealt, such when players double-down, split cards, or when a hand is surrendered. A collection fee shall also be taken from each player for each game wager that they place. There will be no additional collection fee required from a player when a player double-downs, splits cards, or surrenders their hand. The collection fees shall be collected and dropped by the house dealer prior to any cards being dealt or any round of play being conducted. At this time, there is no jackpot collection fee as all approved gaming activities are house funded.

- **EZ Baccarat**– for schedule **options 1 and 2**, a collection fee shall be taken per hand from the player in the player-dealer position based on the total monetary value of all Player line, Banker line, Tie, and Dragon 7 wagers that are placed by players prior to cards being dealt, referred to as “total table action.” An additional collection fee shall be taken from each player for each game wager that they place. However, no additional collection fee shall be taken from players for placing a Tie or Dragon 7 wager. The collection fees shall be collected and dropped by the house dealer prior to any cards being dealt or any round of play being conducted. At this time, there is no jackpot collection fee as all approved gaming activities are house funded.