

LOW BALL RULES

LO-BALL is a form of five card draw poker, in which low hands are the objective. Aces count as low, with straights and flushes ignored. The BEST hand is 1,2,3,4,5, with the joker being wild and counting as the lowest missing card in the hand.

1. No splitting blinds.
2. Any player, excluding the dealer, may draw five cards. At the discretion of the floorperson, where there has been bonafide action and a hand is fouled by another player, the player fouled may draw five cards or have the number of cards replaced. The dealer can only draw four cards.
3. Before the draw, exposed cards of five and under must be taken. After the draw, exposed cards cannot be taken. The player will receive a substitute card after the deal is completed. When the pot in play is heads-up between the dealer and another player, the player may accept or reject an exposed card on the draw.
4. After the draw, a player cannot check and raise.
5. If a seven or less has been checked, the player checking same loses all action thereafter.
6. A player who bets a pair after the draw and is called must verbally declare the pair before spreading the hand.
7. Before the draw a player going "all in" with a short bet may not be raised. After the draw a short bet may be called, or called and raised a full bet. Before the draw a player must have a full bet to raise (unless it is heads-up). After the

draw a player can get full action on his money, though a short bet does not constitute a raise.

8. Only one short buy is permitted after each full buy-in. Any thing less than half the buy-in is a short buy-in.

PAN RULES

Pan or Panquingue is a rummy-type game played with eight decks of regular cards with 8's, 9's, and 10's taken out.

there is NO joker. The sequence of cards is A, 2, 3, 4, 5, 6, 7, J, Q, K. Each player is dealt 10 cards. The object is to make enough melds or spreads to win or "pan" the hand.

- The buy-in for each game is 20 chips of equal denominations.
- We play straight condition PAN. The house does not bank the games.
- Protect your hand at all times.
- Count your cards after each deal.
- Splitting is allowed (dividing of the Tops without playing for them).
- A player may not continue to play for the Tops when out of chips
- A knock in turn means play. A player may change his declaration until the next player has acted. The last player may not change his declaration after the second card has been drawn and exposed.

1. No decision can be rendered by the floorperson once the hand is out of play. The hand is out of play when all players have paid the outs and thrown their hands in.
2. When players are waiting, the player who has panned the previous hand may play ONE more hand in that seat before changing seats.
3. The dealer is never permitted to assist or advise a player in action. The dealer will speak up only when asked by a player in action to identify cards, say how much a spread is worth, or call the outs. The dealer will call the outs as the hand lays. He may not rearrange cards so as to accrue greater value on the outs.
4. The dealer is responsible for directing action at a reasonable pace. The players' cooperation is expected.
5. No player shall touch another player's chips (fooling or otherwise). Players shall not criticize another's play.
6. Floorperson's decision is final in all cases.

FOUL HANDS AND CARDS

A foul hand is one which has been successfully called foul by an active player as a result of one or more violations.

1. The penalty for a foul hand shall be as follows:

A. Player must throw his hand into the discards and repay all active hands any collections he has received, commensurate with chips on the table (see Pays and Collections).

B. Player is **not** liable for pay earned during the remainder of the hand by active players, **AND** must pay the winner the value of the hand as it lies, plus 2 chips. Player with a foul hand will pay a "bust-out".

2. No player may call his own hand foul. Any player doing so and discarding his hand must pay all collections during the remainder of play, including "bust-outs".

3. A hand may be declared foul by any active player whenever:

A. A player is found to have more or less than ten cards after touching the deck in the normal rotation of the draw.

B. A player is caught either discarding two cards or failing to discard, in order to correct the preceding situation.

C. A player is caught throwing a card on the floor in order to correct the number of cards in his hand.

D. A player has spread an invalid meld as follows:

a. "Primary Meld" (one which uses a card from the deck) may still be corrected as it lays after the player has discarded.

b. "Secondary Meld" (one which came from the hand, without using a card from the deck) - player may correct the situation by replacing the meld in his hand until he has touched the deck for his next draw. There is no penalty except the return of pay which may have been collected.

E. A player puts a card from the deck in his hand. The exception to this rule is when the player is going out (No discards).

F. A player incorrectly declares himself to be out, causing another player's hand to be fouled. The player making the incorrect declaration must repay his collections, other players fouling their hands do not. Both must pay the outs. A player who has gathered his cards in anticipation of throwing in his hand (as a result of the above) may, when action resumes, rearrange his hand into melds, keeping the non-melded cards in his hand.

4. Any active player may call a hand foul for cause, without regard for the source of his information.

5. Whenever there is only one player left in the hand as a result of one or more fouled hands, that player has two options:

A. He may negotiate a mutually satisfactory settlement with the players whose hands are foul.

- B. He may opt to play the hand to completion. If so, he must play the hand face up, under the supervision of the dealer, using any and all cards which may be used in the quickest way to put the hand out.
6. If one player causes all other active players to foul their hands, the Tops remain and the hand is redealt
 7. Cards or hands may be declared "foul" under extraordinary circumstances by the floorperson.
 8. Before a player takes action (example - touches the deck):
 - A. Eight or less and twelve or more cards is a dead hand. The ante will be returned.
 - B. Nine cards will have one card added from the top of the deck. The player may not change his declaration. A card will be added from the middle of the deck only if the total number of cards dealt out is correct. Ex: One player has eleven cards, another player has nine cards, and all the others have ten cards.
 - C. Eleven cards will be corrected by the dealer. The hand will be spread face down on the table and the dealer will select one card at random. Should the player discover eleven cards before picking up his second five cards, the dealer may remove one card from them. The player may change his declaration. If a spread for pay has been put down by a player drawing in front of him, he does not have to pay that collection, but may still change his declaration after the dealer draws a card from his hand. If his declaration is to play, he must pay the collection.

9. Players are required to declare play or pass in order. Players should request "time" to study the hand. Players who continually act out of turn or create disturbances will be denied playing privileges.
10. Any card drawn off the deck will be turned face up. Any player in action has the right to ask for identification of all cards drawn.
11. A drawn card is discarded when it is released in the direction of the discards. Offering and reclaiming a card is not considered good sportsmanship. Once the player discards a card that fits on the next person's board spread, he has lost his right to force the card.
12. A player overlooking or ignoring a usable card on a board spread, who touches the deck to draw may, at the option of any active player, either be forced to use the card, or be forced to continue to draw. Once the player has touched the deck, he has lost his right to the "option card" and should not call attention to it. It is up to the other players to force it back.
13. A card off the deck that can be used on an exposed spread may be forced back by any active player until two players have drawn behind. A player drawing a card has lost his right to force back a board play. A card discarded from the hand which may be used on one of that player's melds may be forced back by any active player at any time until the player who discarded it has touched the deck.

14. An "out card" may be forced back in only three cases:
 - A. When a player is discarding in an attempt to "pyramid chips" - gambling that another card will put him out for more chips than he could receive at the moment. In that case, any active player may choose to end the hand for the lower pay rate.
 - B. If the same card puts two players out, the card may be forced back if the player on whom it is forced will go out for a lower pay rate than the other player.
 - C. When the hand is head up.
15. A player removing or discarding a card from a board spread has a foul hand. The dealer will enforce this rule.
16. No player may deliberately foul his own hand in order to prevent a player from going out. In this situation the card drawn shall be a live card. Repeated violations of this rule will result in denial of playing privileges.
17. A player may not give an out card to a player with ten cards spread on the board if the card can be used in the first hand. Any player in action may see the hand and may force back a card that can be used in any way. The dealer will enforce this rule.

PAYS AND COLLECTIONS

1. All collections must be called for before discarding.
2. Two players remaining in action may agree at any time to split the Tops. If one player refuses, regardless of precedent, action continues. When a doubles and singles player split, only the single Tops are split. Two doubles players

may split the entire Tops.

3. The house does not allow players to save "outs" or to ante other players.
4. Any active player may ask the dealer the value of a spread.
5. We play table stakes at all times. This means:
 - A. No playing behind. (NO exceptions!)
 - B. No one is allowed to ask for pay in excess of chips he has on the table. When a player unknowingly runs out of chips the dealer will to the best of his ability request that the hand be thrown in.
 - C. "Pyramiding" of chips is not allowed - Tops may not be used to build up a player's chips so as to justify higher pay on the outs.
 - D. If a player is "owed" chips because of insufficient stakes, he may ask for the balance (commensurate with chips in front of him at the time) each time his hand is hit
 - E. All players' chips in action must be left on the table in front of them.

DOUBLE CONDITION PLAY

- * Players desiring to play double condition must have twice the minimum buy-in.
- * All doubles players must ante double. Double antes will be kept separate and awarded to winning doubles players only.

- * A doubles player may collect a single unit condition (if down to one chip), then build up to doubles again on subsequent hits to the hand, in a mixed condition game.
- * If all players are playing doubles, at the discretion of the floorperson, the game may be changed to the next higher condition.
- * No Progressive Tops.
- * No condition bigger than Double condition is allowed.

GAME RULES

Limit Texas Hold'em

1. No FLOP, No DROP. If all players in the hand fold pre-flop with the exception of one player, no collection fee will be taken for that hand. The remaining player will win the blinds and any other bets placed in the pot, the button will advance and a new hand is dealt.
2. The winning hand must show all cards face up, on the table, in order to win the pot, unless it is the only remaining live hand. The best five card ranking poker hand wins. The dealer will assist reading the hand, although the player is responsible for his/her hand at all times. On the final betting round after all betting is completed, the player initiating the action will show his hand first. In the event of a tie, the pot will be split.
3. Blinds are considered to be live if there are no raises, blinds may raise themselves when the action comes to them.
4. In all Hold'em games all players must meet their blind obligations every round of play. The button always advances forward and the blinds adjust accordingly.
5. Check and raise is permitted.
6. In "Limit" Hold'em games, the lower limit will be the initial bet amount on the "pre-Flop" betting round. The higher limit amount is the bet amount for the 4th and 5th card or ("Turn" and "River"). (e.g. "Limit \$3/\$6 the "Pre-Flop" and "Flop" bet amount is \$3, the "Turn" and "River" bet amount is \$6.").
7. Any wager must be at least the size of the previous bet or raise in that round, unless a player is going "all-in". When a player goes "all-in", that player must put all chips that play into the pot.
8. A bet and three raises are allowed for each betting round. Completing an opening "all-in" bet does not count as a raise.
9. In heads-up play there is no maximum number of raises. (This applies any time the action becomes heads-up, before the raises have been capped.) Once the raises have been capped, it cannot be uncapped on that betting round.
10. In limit play, an "all-in" wager of less than half a bet does not re-open the betting for any player who has already acted and is in the pot for all previous bets. A player facing less than half a bet may fold, call, or complete the wager. An "all-in" wager of half a bet or more is treated as a full bet, and a player may fold, call, or make a full raise. (Example of "all-in" raise more than half a bet. Playing 3/6 Limit Hold'em, on the "Turn" the bet is \$6, player A bets \$6, player B goes "all-in for \$10", player C's options are (fold, call, raise). Player B's all-in is greater than half a bet, and is treated as a full bet. If C wants to raise his bet is now \$16.)
11. Any hand that remains intact is NOT dead until it has been killed by the dealer. A hand that has been discarded but has not touched the muck may be retrieved and ruled a live hand, even if the dealer has touched the hand, provided the act of throwing away has not induced another player to muck his hand. To have the hand considered live, the cards must be opened face-up only by that player. A hand

thrown away and turned face up by another player or requests the dealer to turn the hand face-up is NOT a live hand, and may be used for informational purposes only.

12. If the flop has too many cards, the flop will be taken back and reshuffled. The original burn card will remain. The new flop will be delivered without burning a new card. If substantial action has already occurred (two or more players putting money in the pot) before the error is noticed, the flop will play as is; the stuck together cards being treated as one, The dealer will not burn before dealing the next card.
13. If cards are flopped before all betting is complete, the flop does not play. After action is completed, the flop will be reshuffled. The original burn card will remain. The new flop will be delivered without burning another card.
14. If the fourth card (the Turn) is dealt before all betting action is completed, that card is taken out of play. When action is complete, the next card is burned and the fifth card is dealt as the fourth card. When new betting action is complete; the out of play card is reshuffled but not the burn card. The dealer then cuts the deck and turns the last card without burning.
15. If the fifth card (the River) is dealt before betting action is completed, that card is taken out of play. When betting action is complete, the out of play card is reshuffle but not the burn card. The dealer then cuts the deck and turns the last card without burning.
16. Kill Pots (1/2 Kill and Full Kill) for Limit Hold'em games. (See Blind & Structure Table *below*) To kill a pot means to post an over-blind that increases the betting limit. A full kill is double the amount of the big blind, and doubles the betting limits. A half kill generally is one-and-a-half times the big blind, and increases the betting limits by that amount. A player who wins two consecutive pots must kill the next pot. In this type of kill game, a marker called a "kill button" indicates which player has won the two pots, one side of marker say "KILL", indicating the hand is a kill pot. The winner keeps this marker until the next hand is completed. The winner of the Kill button must post the required overblind amount for the next hand (called "Forced Kill"). The Killer now has last action on the initial preflop betting round of a Kill pot.

A Kill or 1/2 Kill Hold'em game is voluntary, a regular Hold'em game can only be converted to a Kill game when there is a majority of players requesting to play a Kill game. If two or more players object the game will not be changed.

The kill button is neutral (belonging to no player) if:

- (a) It is the first hand of a new game.
 - (b) The winner of the previous pot has quit the game.
 - (c) The previous pot was split and neither player had the kill button.
- There is no pot-size requirement for the first pot or "leg" of a kill. For the second "leg" to qualify for a kill, a player must win at least one full bet for the limit game he/she is playing, and it cannot be any part of the blind structure.
 - If a player with one "leg up" splits the next pot, that player will be considered to have won the 2nd pot and receive the Kill button, the next hand will be a Kill pot. If the player who split the pot was the kill in the previous hand, then that player must also kill the next pot.

- A player who is required to post a kill must do so that same hand, even if wishing to quit or be dealt out. A player who fails to post a required kill blind will not be allowed to participate in any game until the kill money is posted.
- Kill blinds are considered part of the pot. If a player with a required kill wins again, then that player must kill it again (for the same amount as the previous hand).
- The player with the kill button will have last action pre-flop. (Continued)
- If a player is unaware that the pot has been killed and bets the lesser amount, but it is a required kill pot with the kill button face-up, the player must put in the correct amount. If not, the player may withdraw the chips and reconsider his action.
- Kill games must be noted on the Waiting List board.
- Kill games will have a table collection plate that indicates the game is a Kill game.

SEVEN CARD STUD

7-CARD STUD HIGH

The highest ranking hand wins the pot. The game is normally played with an ante of 10% to 25% of the initial bet, though certain games may have no ante at all. To start the hand each player is dealt two downcards and one upcard. The low card determined by suit in alphabetical order (club, diamond, heart, spade), begins the action on the first betting round with a forced bet. On all subsequent rounds the high card acts first. If there are two hands of equal high value, the player to the left of the dealer position will act first. All active players will receive three more upcards and a final card face down, with a betting round after each card. At the completion of each hand all active players will have 7 cards - three cards face down and four cards face up. A player may use any combination of 5 cards to make his best high hand.

Seven card stud is normally contested at limit poker. Usually the limit is fixed and a player must bet that amount, except on the initial forced bet, completing a bet or going all-in. Most fixed-limit games have a double limit, with the lower limit used on the early rounds and the higher limit (which is usually double the lower limit) on the later rounds. The lower limit is used initially, and the upper limit after the fifth card or an open pair. On the showdown a player uses his best five-card poker hand selected from the seven cards he possesses.

7-CARD STUD LOW (RAZZ)

The lowest hand wins the pot. Aces are low in all cases. Straights or flushes do not impair the low card value of a hand, so the best possible hand is 5-4-3-2-Ace. The format is similar to 7-Card Stud High except the high card (aces are low) is required to make the forced bet on the first round and the low hand acts first on all subsequent rounds. The lower betting limit will be used on the third and fourth cards and the higher limit thereafter. The presence of an open pair does not effect the betting limit on the fourth card. All Seven Card Stud Rules apply equally to RAZZ, unless otherwise noted.

SEVEN CARD STUD RULES

1. The winning hand must show all cards prior to the pot being awarded. Dealers will assist in reading hands to the best of their ability, although it is the player's responsibility to protect his or her hand at all times. The player instituting the action must turn his hand over first upon completion of all action and the best hand wins.
2. When a bettor miscalls his hand causing another player to discard a possible winning hand, he forfeits his rights to the pot. In RAZZ, a bettor must verbally declare a pair before spreading the hand.
3. No rabbit hunting. No one other than the dealer is allowed to touch the discards.
4. Check and raise is permitted.
5. A bet and three raises are allowed for each betting round. Completing an opening forced bet does not count as a raise. There is no limit of raises with only two players remaining. The player who puts in the forced bet may open for the full limit if he chooses.

6. String bets or raises are not allowed. A player must put in the full amount of chips at one time or verbally declare the raise.
7. A player who puts a single chip into the pot that is larger than the bet to him is assumed to have called the bet unless he announces "raise."
8. A player may get full action on his money, though only a full bet constitutes a bet or raise. Anything less than a full bet is considered to be action only.

Example: In a \$5 and \$10 game, on the last card, the first player bets \$10. The next player goes All-in for \$18. The next player may call the initial bet of \$10 and \$8 action (a total of \$18) or may raise the initial bet of \$10 to \$20. The \$8 is action only, not a raise.

9. Suits do not count in the ranking of hands to determine the winning hand. The ranking of suits is used only to determine the lowest card for a forced bet.
10. A card placed face up in the deck (a boxed card) shall be treated as if it were not there. It will be replaced by the next card below it in the deck. The joker shall be treated as a boxed card. If it is dealt to a player as a down card it will be replaced after that round of cards has been dealt. If a player does not call attention to the joker among his down cards before acting on his hand, he has a foul hand and forfeits all rights to the pot.
11. A player must be at the table to receive a hand. If a player antes or asks to be dealt in, but is unable to make it back to the table in time to act in his hand, he forfeits his ante and has a dead hand. The forced bet will be put in for the player, if that obligation applies.

The fee collections were as follows:

PAN

5 or more players - \$ 1.25 per hand

4 or less players - 50¢ per hand

Fri nights from 4:00pm til game breaks Saturday:

5 or more players — \$ 1.50 per hand

4 or less players — 50¢ per hand

LOWBALL

The one night it was spread it was 6-limit.

\$ 3.00 per player every ½ hr. no matter how many players.

Sincerely Yours,

Thomas C. Williams
Designated Agent

TEXAS HOLD'EM (detailed description)

In Texas Hold'em (a.k.a. Hold'em) each player receives two cards dealt face down as their personal hand. There is a round of betting after these cards have been dealt. Three board cards (called "the Flop"), are now dealt and turned simultaneously up in the center of the table, another round of betting occurs. The next card is dealt (called "the Turn"), followed by a round of betting. The final card is dealt (called "the River"), followed by a final round of betting. The cards "the Flop", "the Turn", "the River" are community cards shared by all active players at the table. At the completion of each hand each active player will have 7 cards, two personal cards, and five community cards that are face-up in the center of the table. A player may use any combination of five cards (i.e. one in their hand, four from the board, etc.), to determine his/her best high hand. A player may even use all the community cards and none of his personal cards, to form his best hand (called "playing the board"). The pot is won by the player having the highest ranking hand, using the best 5 cards out of the 7 cards.

Hold'em uses a dealer button to indicate the player who is in the dealer position for that hand, (the cards are dealt by a non-playing Limelight Card Room employee). The player with 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. Two blind bets (called "Small Blind" and "Big Blind") are used to start the action and initiate play. The "Small Blind" is posted by the player immediately clockwise from the button, the "Big Blind" is posted by the player two positions clockwise from the dealer button. Action is initiated on the first betting round by the first player left of the last blind (Big Blind). On all subsequent betting rounds the action is begun by the first active player clockwise from the button. All blinds are considered to be live, and if there are no raises, blinds may raise themselves when the action comes to them. The deck is a standard deck of 52 cards with no joker(s) used.

RULES

No-Limit Hold-em

All the rules and game description for Limelight limit hold-em games and Limelight house rules apply to no-limit games, except as noted below.

The term No-Limit Texas Hold'em (a.k.a. No-Limit Hold-em), will be used to differentiate between the current Limit Texas Hold'em (a.k.a. Limit Hold-em) games. Limit games that have a set *limited* betting amount and a set *limited* number of raises allowed. versus A No-limit game with spread betting amounts from the minimum bet to the maximum bet of \$1000 with discretionary number of bets and raises allowed, a bet not to exceed \$1000.

1. In "No-Limit" Hold'em games, the minimum bet allowed will be the amount of the "Big Blind", during all rounds of betting. However once the minimum bet is raised the new amount is then the minimum allowed bet for that round.
2. In "No-Limit" Hold'em games, the maximum bet will be \$1000 with discretionary number of bets and raises allowed, a bet not to exceed \$1000. All raises must be equal to or greater than the size of the previous bet or raise on that betting round. Except for an "all-in" wager. A player who has already checked, called, or raised may not subsequently raise or re-raise an "all-in" bet that is less than the

The Limelight Card Room (No Limit Hold'em)
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amount of the previous bet or raise. For example: Player A bets \$100. Player B raises \$100 more, making the total bet \$200. If Player C goes "all-in" for less than \$300 total (not a full \$100 raise) and Player A calls, then Player B has no option to re-raise again, because he wasn't fully raised. However, Player A can raise after Player C goes "all-in" because he was fully raised by Player B. If Player A does raise, the betting is reopened and Player B can now re-raise again.

3. Verbal declarations in turn are binding. If there is a discrepancy between a player's verbal statement and the amount put into the pot, the bet will be corrected to the verbal declaration.
4. The Limelight uses a betting line on the table, a bet is binding if a player brings chips across the line. If the player made no declaration and brings chips across the line it is a bet or call; however, if the player brings more than double the previous bet across the line, this action will be interpreted as a "raise" and the player is required to leave that amount of chips in the pot. The player can go back to his stack for more chips ONLY if the player declares "raise" before crossing the line with any chips in hand. A player who verbally declares a raise is allowed to return to his stack in a continuous motion until the wager is complete
5. A bet of a single chip without a declaration or indication is considered to be the full denomination of the chip allowed. However, a player acting on a previous bet with a larger denomination chip is considered to be calling the previous bet, unless that player makes a verbal declaration to "raise".
6. Players must keep their highest denomination chips visible at all times. Chips not on the table are not allowed in play, unless the player called or notified the dealer to purchase a specified amount of chips prior to the dealing the hand.
7. The Limelight reserves the right to place a maximum time limit for taking action on a hand. The floor person will instruct the dealer to "put the clock" on someone who is taking in-appropriate amount of time. The player now has one minute to act, and will receive a ten-second warning, after which that player's hand is dead if he has not acted.
8. In No-Limit game one optional live straddle is allowed. The player who posts a straddle must be on the immediate left of the big blind, and has last action of the first round of betting. The straddle amount must be at least twice the size of the big blind.
9. Forced-Bet for No-Limit Hold'em games (a.k.a. No-Limit Texas Hold'em). (See Blind & Structure table *below*.) A Forced-Bet is a mandatory minimum OPEN Pre-Flop bet greater than the standard Big Blind minimum bet for No-Limit Hold'em, and is used to stimulate action because the pot is larger than just the blinds. Example for \$1-\$3 No-Limit, the Small Blind is \$1 the Big Blind is \$3 whoever opens the betting Pre-Flop must open (Force-Bet) for a minimum bet of \$5 (See Blind & Structure table *below*).

A Forced-Bet No-Limit Hold'em game is voluntary, a regular No-Limit Hold'em game can only be converted to a Force-Bet game when there are a majority of players requesting to play a Forced-Bet game. If two or more players object the game will remain a standard No-Limit game.

The Limelight Card Room

Omaha, “Omaha Hi” and “Omaha Hi-Low” (Eight or Better)

The game is dealt by a non-playing Limelight employee (called the dealer).

1. The dealer shuffles and deals four cards face down to each player starting clockwise from the first blind position. There is a round of betting after the initial four cards are dealt.
2. The dealer burns one card and exposes three cards face up in the center of the table “the Flop”, another round of betting occurs.
3. The Dealer burns one card and exposes one card face up in the center of the table “the Turn”, and then another round of betting occurs.
4. The dealer burns another card and exposes the final card face up in the center of the table “the River” and a final round of betting occurs.
5. Players may fold in turn prior to or during any round of betting.
6. Players that have not folded, expose their hands and the dealer awards the pot to the winning hand or hands.

“Omaha” is played with 2 to 10 players. The Limelight tables are designed to comfortably sit 9 players for cash games, for tournament games 10 player

The betting scheme

All Omaha and Omaha Hi-Low games have a fixed-limit betting or flex-limit betting (Limit or Pot Limit). In fixed limit Omaha the betting limit after the fourth board card (turn card) is exposed is twice the amount of the betting limit before, check-and-raise is permitted, and a bet and three raisers are allowed in all multi-handed pots. In Pot Limit, minimum bet is the amount of the big blind, the next player is allowed to raise up to the amount in the pot. The maximum bet will be \$1000 with discretionary number of bets and raises allowed a bet not to exceed \$1000 even if the pot is great than \$1000. Check and Raise is permitted, an unlimited number of raises are allowed.

Limelight Omaha games will be offered with Kill Pots. (see glossary below)

Determining the Winner

- In “Omaha”, no Jokers are used.
- Winner for Omaha variation Omaha Hi:

The player with the best five-card combination is the winner. The following are the general categories of hand rank in descending order of value (best to worst):

1. Royal Flush
2. Straight Flush
3. Four of a Kind
4. Full House
5. Flush
6. Straight (ace, 2, 3, 4 and 5 is the smallest straight)
7. Three of a Kind
8. Two Pairs
9. One Pair
10. No Pair (Highest single card)

After the winner has been determined, the winning hand is left face up on the table so all players can see it, the dealer then awards the pot to the winner. In case there are two or more players that have the same winning hand, the pot is split equally among the winners. If there is an odd chip it will be awarded to the first winning hand left of the dealer button.

The Limelight Card Room

- Winner for Omaha variation Omaha Hi-Low (8 or Better):

The winner for high hand portion of the pot is the same as above. To win the low half, the player must have an eight or better to qualify, or the high hand wins the entire pot. The hole cards and the board cards are interchangeable for High and Low. The rank for low hands is:

RANK OF LOW HANDS:

The best low hand is 5-4-3-2-A, and 7-6-4-3-2 is better than a 7-6-5-3-2. Straight and flushes do not count against the player's hand.

All General House and Hold'em rules apply to Omaha games.

Glossary of terms

Most of the terms used in this game are industry standard words such as blinds, kill, bet, open, hand, all-in, etc.

- Kill or Kill Pots, an oversized blind (twice the amount of the big blind) A kill is required from a player who wins both high and low ends of pot, the pot size must be at least 5 times the upper limit of the game. I.E. if the limit is 3/6 the pot must be 5x6 or \$30. The kill amount will be twice the big blind amount or \$6 in the above example. Kill will only be allowed in Limit games
- Live straddle: The player immediately to the left of the big blind ("under the gun") may place a live straddle blind bet. The straddle must be the size of a normal raise over the big blind (limit play). In spread limit (no-limit or pot-limit play) the Live straddle must at least double the big blind up to half the value of the Live straddle player's chips. A straddle is a live bet; the player placing the straddle effectively becomes the "bigger blind". Action begins with the player to the left of the straddle. If action returns to the straddle without a raise, the straddle has the option to raise. Re-straddle by other players is not allowed.

Rules

The Limelight's Texas Hold'em rules (On file DOJ), will apply with the following exceptions.

Omaha is similar to Hold'em with two exceptions. First each player is dealt four down cards instead of two, and second, a player must use precisely two hole cards with any combination of three board cards to make a five-card poker hand. Omaha is also played high-low split (8-or-better). The betting structure is the same as in Hold'em.

Omaha Rules

1. You must use two of the four hole cards in your hand and three cards on the board to make a valid five-card hand.
2. All the rules of Hold'em apply to Omaha, except the rule on playing the board, which is not possible in Omaha.
3. All the rules of Omaha Hi apply to Omaha Hi-low split (8 or better).
4. Omaha Hi-Low, a qualifier of eight or better for low is required in all high-low split games.
5. Omaha Hi-Low, if there is no low hand, the high hand wins the entire pot.
6. Omaha Hi-Low, a player may use one combination of cards to make a high hand and the same or any other combination to make a low hand, as long as each hand consists of exactly two hole cards with three board cards.

LIMELIGHT CARDROOM

CRAZY PINEAPPLE/CRAZY PINEAPPLE HI/LOW

Rules of Play

Crazy Pineapple and Crazy Pineapple High/Low (8s or better) state that the games are played with a standard 52-card deck. Standard poker rankings apply and the ace may be used high or low. No jokers are used in Crazy Pineapple or Crazy Pineapple High/Low (8s or better). The dealer button positioned for the initial deal is based on a random draw. The player who draws the highest card receives the dealer button. The first player posts the small blind immediately clockwise from the dealer button. The player posts the big blind two positions clockwise from the dealer button. The player to the left of the blinds initiates action on the first round. On subsequent betting rounds, the action begins with the first active player to the left of the dealer button. After each hand the dealer button will advance clockwise to the next active player.

On the first round (pre-flop) all players will receive three hole cards face down followed by a round of betting. Three community cards (the flop) are then dealt and turned faced up in the center of the table. The Limelight Card Room dealer then takes the collection fee, and the players complete a round a betting. Once this round of betting is completed, the remaining players discard one of the three hole cards in their hand. The next two community cards (the turn, the river) are turned up one at a time and placed face up in the center of the table, each followed by a round of betting. After the final round of betting, a showdown follows and depending on which version of Crazy Pineapple is being played, players can make their best high hand for Crazy Pineapple, or they make their best high and/or low hand for Crazy Pineapple High/Low (8s or better).

Crazy Pineapple:

The player with the best five card hand is the winner. Standard hand rankings apply:

- | | |
|-------------------|-----------------------------------|
| 1. Royal Flush | 6. Straight |
| 2. Straight Flush | 7. Three of a Kind |
| 3. Four of a Kind | 8. Two Pairs |
| 4. Full House | 9. One Pair |
| 5. Flush | 10. No Pair (Highest single card) |

After the winner has been determined, the winning hand is left face up on the table so all players can see it, and the card room dealer awards the pot to the highest hand. In a case where there are two or more players that have the same winning hand, the pot is split equally among the winners. If there is an odd chip, it will be awarded to the first winning hand left of the dealer button.

Crazy Pineapple High/Low (8s or better):

After the final round of betting has been completed, each player may use the same combination, or any other combination of the two (2) hole cards and three (3) community cards to make the highest and/or lowest five card poker hand. To qualify for a low poker hand, a player must have an 8 high or better (lower). The lowest possible five card poker hand is 5-4-3-2-A. Straights and flushes do not count against the player's hand. The best five card high poker hand and qualifying low poker hand split the pot. If no player has a qualifying low hand, the player with the highest ranking five card poker hand wins the entire pot. In the event of a tie, the pot (or portion of the pot if the tie is for the high or low hand only) is split equally amongst the winners. If there is an odd chip, it will be awarded to the first winning hand left of the dealer button.

Kill Pots – A kill is required from a player who wins both high and low ends of the pot. The pot size must be at least 5 times the upper limit of the game. The kill will be twice the big blind. Kill pots will only be allowed in limit games.

Example: If the limit is a \$3/\$6 game, the pot must be 5 x the big blind (\$6) which equals \$30, so the kill amount would be \$12.

Live Straddle – The player immediately to the left of the big blind may place a live straddle bet. The straddle must be the size of a normal raise over the big blind (limit games). In spread limit (no limit or pot-limit games) the live straddle must be at least double the big blind, up to half the value of the live straddle player's chips. A straddle is a live bet; the player placing the straddle effectively becomes the 'bigger blind'. Action begins with the player to the left of the straddle. If action returns to the straddle without a raise, the straddle has the option to raise. Re-straddle by other players is not allowed.

Commission-Free



Baccarat
Dragon Bonus

Commission-Free Baccarat Dragon Bonus

Type of Game

The game of Commission Free Baccarat Dragon Bonus utilizes a player-dealer position and is a California game. The position shall 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 respective players. The gambling establishment does not participate in the actual play of the game and has no interest in the outcome of the play.

Object of the Game

The object of the game is to place a bet on the hand, either player or banker, that will have an accumulated point value closer to nine than the other hand.

Description of the Deck and Number of Decks Used

The game is played using a standard 52-card deck and no jokers. Cards may be dealt using either a multiple deck "shoe" or an automated shuffling machine. In either case, eight decks shall be used.

Card Values and Hand Rankings

The value of each card used in Commission Free Baccarat Dragon Bonus shall be as follows: aces have a value of one, picture cards have a value of ten, and all other cards have their face value. When the total numerical value of the cards equals ten or more, only the right-hand digit (numeric count) is considered. The ranking of hands for Commission Free Baccarat Dragon Bonus, in order from highest to lowest rank, shall be:

Hand Dealt	Hand Requirements
Natural 9	A two card hand that has a value of nine. A Natural 9 shall only be achieved when the first two cards dealt to a hand is valued at nine, according to the rules above.
Natural 8	A two card hand that has a value of eight. A Natural 8 shall only be achieved when the first two cards dealt to a hand is valued at eight, according to the rules above.
Nine or Eight	A three card hand that has a value of nine or eight.
Seven through Zero	A two or three card hand that has a value of seven, six, five, four, three, two, one or zero.

Description of Table Used and Total Number of Seated Positions

The game shall be played on either a standard blackjack table that accommodates up to seven players and a player-dealer position for a total of eight seated positions or a standard baccarat table that accommodates up to thirteen players and a player-dealer position for a total of fourteen seated positions. Within each betting area for each seated player, there shall be five separate betting spaces specifically designated for five separate wagers; the Player line, the Banker line, the Tie Bet, the Player Dragon Bonus Bet, and the Banker Dragon Bonus Bet. Each betting space at the table has a fixed amount for wagering limits defining the minimum and maximum amounts that may be wagered. Players must bet at least the table minimum. Back-line betting is not permitted on any wagers.

Method used to Determine Action and Distribution of Cards

The game does not utilize an "action" button or any other marker to determine which player receives first action on their wager. Wagers shall be settled starting with the player to the left of the player-dealer and shall continue in a clockwise manner around the table until all wagers have received action to the extent of the player-dealer's wager. Wagers will be settled in the following order from player to player: all Player line wagers, then all Banker line wagers, then all Tie Bet wagers, then all Player Dragon Bonus Bet wagers, then all Banker Dragon 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.

Commission-Free Baccarat Dragon Bonus

Dealing Procedures and Round of Play

At the start of a game, a player is offered the player-dealer position. Once a player-dealer position has been established for that game, the house dealer shall wait for each player to make their wager in accordance with the table limits.

Each player then has the following option(s) when placing their wager(s):

- The Player line which pays 1 to 1;
- The Banker line which pays 1 to 1 on all wins except 6, which shall pay 1 to 2;
- Place a wager on the Tie Bet which pays 9 to 1;
- If a player placed a wager on the player line or the banker line, that player may place a wager on the Player Dragon Bonus Bet and/or the Banker Dragon Bonus Bet, which pays according to the appropriate pay table below.

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 wager on the Banker line. The hand to the right of the house dealer is a community hand that belongs to those that placed a wager on the Player line. The player's hand is resolved first and then the banker's hand is resolved. The hand that is closest to nine wins. After the house dealer delivers the first two cards to both the Player line and Banker line, the following Baccarat rules are followed.

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

The following chart shows when the banker hits (H) or stands (S) according to the rules above:

Banker's Score	Player's Third Card									
	0	1	2	3	4	5	6	7	8	9
7	S	S	S	S	S	S	S	S	S	S
6	S	S	S	S	S	S	H	H	S	S
5	S	S	S	S	H	H	H	H	S	S
4	S	S	H	H	H	H	H	H	S	S
3	H	H	H	H	H	H	H	H	S	H
2	H	H	H	H	H	H	H	H	H	H
1	H	H	H	H	H	H	H	H	H	H
0	H	H	H	H	H	H	H	H	H	H

How Wagers are Paid, Collected and Pushed

Once both hands have been completed, according to the guidelines above, the player's wagers are settled. The following shall apply for each possible outcome when determining the winner. The player-dealer shall pay and collect all wagers accordingly:

Commission-Free Baccarat Dragon Bonus

- The player-dealer shall pay all winning Player line wagers made by players when the player's hand is closer to nine than the banker's hand.
- The player-dealer shall pay all winning Banker line wagers made by players when the banker's hand is closer to nine than the player's hand. If the banker's hand wins with a total of six, the wager shall only receive half pay (1 to 2).
- The player-dealer shall collect all losing Player line wagers when the banker's hand is closer to nine than the player's hand.
- The player-dealer shall collect all losing Banker line wagers when the player's hand is closer to nine than the banker's hand.
- If the first two cards dealt to the player hand equal a natural, the banker hand shall not be allowed to draw any additional cards and the hands shall be settled as-is.
- If the first two cards dealt to the banker hand equal a natural, the player hand shall not be allowed to draw any additional cards and the hands shall be settled as-is.

Tie Bet

- For each seated position, there shall be one separate and specifically designated area for the placement of a Tie Bet wager. A player may place a Tie Bet wager even if he/she has not also placed either a Player line wager or a Banker line wager prior to the initial deal.
- The player-dealer shall pay all winning Tie Bet wagers when the total of the player's hand and the total of the banker's hand are equal.
- The player-dealer shall collect all losing Tie Bet wagers when the total of the player's hand and the total of the banker's hand are not equal.
- A wager placed on the Tie Bet must be within the posted table limits.
- The Tie Bet takes into account the total value of the player's hand and the banker's hand after each hand has been completed according to the rules above. In the event of a tie (0 - 9) between the player's hand and the banker's hand, the Tie Bet wager shall win. In the event that the player's hand and the banker's hand are different, the Tie Bet wager loses.
- Winning Tie Bet wagers shall be paid 9 to 1.
- 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 shall be returned to the players.

Player Dragon Bonus Bet and Banker Dragon Bonus Bet

- For each seated position, there shall be two separate and specifically designated areas for the placement of two separate wagers; the Player Dragon Bonus Bet and the Banker Dragon Bonus Bet. A player may only place a Player Dragon Bonus Bet or a Banker Dragon Bonus Bet wager if they have also placed either a player line wager or a banker line wager prior to the initial deal.
- Regardless of what hand a player wagered on, a player may wager on the Player Dragon Bonus Bet, the Banker Dragon Bonus Bet, or both.
- The wager placed on the Player Dragon Bonus Bet and the Banker Dragon Bonus Bet must be within the posted table limits.
- The Player Dragon Bonus Bet wager takes into account the final value of the player's hand and the final value of the banker's hand. If a player wagers on the Player Dragon Bonus Bet and the player's hand beats the banker's hand by a spread of four points or greater, the Player Dragon Bonus Bet wager wins. Additionally, if the player's hand is a natural and the hand wins, the Player Dragon Bonus Bet wager shall win. If the player's hand beats the banker's hand by a spread of three points or less, loses to the banker's hand, or the player and the banker hands are of the same value (tie) but the hands are not naturals, the Player Dragon Bonus Bet wager shall lose. In the event that the player's hand and the banker's hand are of the same value (tie) and are natural hands, the Player Dragon Bonus Bet wager shall push.
- The Banker Dragon Bonus Bet takes into account the final value of the banker's hand and the final value of the player's hand. If a player wagers on the Banker Dragon Bonus Bet and the banker's

Commission-Free Baccarat Dragon Bonus

hand beats the player's hand by a spread of four points or greater, the Banker Dragon Bonus Bet wager wins. Additionally, if the banker's hand is a natural and the hand wins, the Banker Dragon Bonus Bet wager shall win. If the banker's hand beats the player's hand by a spread of three points or less, loses to the player's hand, or the banker and the player's hands are of the same value (tie) but the hands are not naturals, the Banker Dragon Bonus Bet wager shall lose. In the event that the banker's hand and the player's hand are of the same value (tie) and are natural hands, the Banker Dragon Bonus Bet wager shall push.

- The player-dealer shall pay all winning Player Dragon Bonus Bet and Banker Dragon Bonus Bet wagers and shall collect all losing Player Dragon Bonus Bet and Banker Dragon Bonus Bet wagers. 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 shall be returned to the players.
- Winning Player Dragon Bonus Bet and Banker Dragon Bonus Bet wagers shall be paid according to the pay table, as shown below:

Player Dragon Bonus Bet and Banker Dragon Bonus Bet Pay Table

Hand Dealt	Payout
Natural Winner	1 to 1
Natural Ties	Push
4 point difference	1 to 1
5 point difference	2 to 1
6 point difference	4 to 1
7 point difference	6 to 1
8 point difference	10 to 1
9 point difference	30 to 1



Standards of play:

Three Card Poker 6 Card Bonus (TCP) is a Three Card Poker game that utilizes a player-dealer position. As in other games featuring a player-dealer, the players play against another player who will collect all winnings and pay all losing wagers to the extent that their wagers cover.

The player-dealer will only “bank” the hand (including bonus bets) for two consecutive times before it is offered in a clockwise fashion around the gaming table.

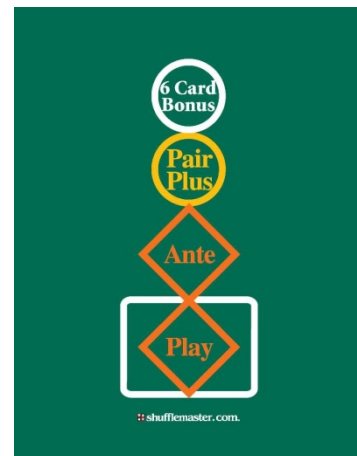
Type of gaming table utilized for this game:

Three Card Poker 6 Card Bonus 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 house dealer on the opposite side. Each Three Card Poker 6 Card Bonus table shall have a drop box attached to it.

The cloth covering a Three Card Poker 6 Card Bonus table (the layout) shall have wagering areas for eight players.

The wagering areas shall be designated as follows:

1. For Ante wagers the word “Ante”;
2. For Play wagers the word “Play”;
3. For Pair Plus wagers the words “Pair Plus”; and
4. For 6 Card Bonus wagers on the words “6 Card Bonus.”



Number of players in the game:

A maximum of eight players including the player-dealer position.

Type of card deck used:

1. **Shuffling Machine:** Cards used to play Three Card Poker 6 Card Bonus shall be dealt from a single deck automatic card shuffling device ('shuffler').
2. **Physical Characteristics:** Cards used to play Three Card Poker 6 Card Bonus shall be in standard decks of 52 cards. No jokers shall be utilized.
3. **Number of Decks:** Cards used to play Three Card Poker 6 Card Bonus shall be played with two alternating decks, each consisting of a 52-card deck with backs of the same design.
 - a. The backs of each deck will be a different color;
 - b. One deck will be shuffled by the automated card shuffling device while the other deck is being dealt or used to play the game;
 - c. Both decks will be continuously alternated in and out of play, with each deck being used for every other round of play; and
 - d. The cards from only one deck shall be placed in the discard rack at any given time.



Ranking of Hands:

1. All suits of cards shall have the same rank.
2. Hands of cards shall rank, from highest to lowest, as follows:

3-Card Hand Dealt	Hand Requirements
Mini Royal Flush	A hand that consists of an ace, king, and queen of the same suit.
Straight Flush	A hand that consists of three cards of the same suit in consecutive ranking. Ace, king, and queen are the highest ranked straight flush and 4, 3 and 2 is the lowest ranked straight flush.
Three of a Kind	A hand that consists of three cards of the same rank. Three aces is the highest ranked three of a kind and three 2's is the lowest ranked three of a kind.
Straight	A hand that consists of three cards that are in consecutive ranking, but that are not the same suit. Ace, king, and queen are the highest ranked straight and ace, 2, 3 is the lowest ranked straight.
Flush	A hand that consists of three cards of the same suit, but that are not in consecutive ranking. An ace, king, and jack is the highest ranked flush and a 5, 3, and 2 is the lowest ranked flush.
One Pair	A hand that consists of two cards of the same rank. Two aces is the highest ranked pair and two 2's is the lowest ranked pair.
High Card	A hand that consists of three cards that do not make any of the hands listed above. An ace, king, and 9 is the highest ranked high card hand and 5, 3, and 2 is the lowest ranked high card hand.

Betting scheme:

1. All wagers in Three Card Poker 6 Card Bonus 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 the house dealer announcing, "no more bets." No bets shall be made, increased, or withdrawn after the house dealer has announced, "no more bets."
3. At the beginning of each round of play, each player shall be required to place an Ante wager. Each player will have the option to place a Play wager, after inspecting their hand, which must be equal to the Ante wager.
4. Each player at a Three Card Poker 6 Card Bonus table, who has placed the Ante wager required above, shall also have the option to make an additional "Pair Plus" wager or a "6 Card Bonus" wager that awards a bonus payout to the player(s) who receives a poker hand consisting of certain hand combinations as listed in the *Bonus Bet Payout Table(s)*.
5. Backline betting is not permitted on any wager.

Dealing procedures:

1. Immediately prior to the commencement of play and after each round of play has been completed, the house dealer shall shuffle the cards by use of a shuffle machine so that the cards are randomly intermixed. Upon completion of the shuffle, the device shall dispense cards in stacks of three.



2. The house dealer shall wait for each player to place their Ante wagers as well as any bonus wagers. After each player has had the opportunity to place his/her bonus wager, the house dealer will announce, "no more bets."
 - a. The house dealer shall deliver the first stack of cards dealt by the shuffler to the player to the left of the player-dealer position. As the remaining stacks are dispensed by the shuffler, the house dealer shall deliver a stack in turn to each of the other players, including the player-dealer, moving clockwise around the table. The house dealer shall deliver each stack face-down. The stack given to the player-dealer shall be delivered face-down after which the bottom card will be turned face-up.
3. After the stacks have been delivered to each player and the player-dealer, the house dealer shall unload the remaining cards in the shuffler and place them into the discard rack without exposing the cards.

Round of Play

1. After the dealing procedures above have been completed, each player shall examine his/ her cards.
2. Each player who wagers in Three Card Poker 6 Card Bonus shall be responsible for his/ her own hand and no person other than the player or the house dealer may touch the cards of that player. Each player shall be required to keep his/ her three cards in full view of the house dealer at all times.
3. After examination of the cards, each player who has placed an Ante wager shall have the option to either make a Play wager in an amount **equal** to the player's Ante wager or forfeit the Ante wager and end his or her participation in the round of play with the exception of a player that placed a 6 Card Bonus wager. The house dealer shall offer this option to each player, starting with the player to the left of the player-dealer and moving clockwise around the table in order.
 - a. If a player has placed a Pair Plus wager, but does not make a Play wager, the player shall forfeit the wager, as well as, the Ante wager.
 - b. If a player has placed a 6 Card Bonus wager, but does not make a Play wager, the player shall still be eligible for the 6 Card Bonus payout.
4. After each player has either placed a wager on the table in the Play wager area or forfeited his/ her wager and hand, the house dealer shall collect all forfeited wagers and associated cards, placing them in the discard rack.
5. The house dealer shall then reveal the remaining player-dealer's cards and place the cards so as to form the highest possible ranking hand. The player-dealer must qualify to play with a **minimum of queen-high**.
 - a. If the player-dealer does NOT qualify, the Play wager receives no action. The house dealer shall immediately refund these wagers to players.
 - b. If the player-dealer's hand did NOT qualify, the player-dealer will automatically pay each Ante, not surrendered by folding, even money regardless of whether the player's hand ranks higher than the player-dealer's or not.
 - c. If the player-dealer's hand qualifies, the house dealer shall immediately stack each player's Play wager atop the Ante.
 - i. If the player's hand beats the player-dealer's hand, the player wins even money on the Ante and the Play wagers.



- ii. If the player-dealer's hand beats the player's hand, the player loses both the Ante and the Play wagers.
 - d. If the player's hand and the player-dealer's hand are equal in rank and value, the hand is considered a tie and the Ante and Play wagers shall push and be returned to the player.
6. The house dealer shall then reveal the three card hand of each active player, starting with the player to the left of the player-dealer position.
7. All cards collected by the house dealer shall be picked up in order and placed in the discard rack in such a way that they can be readily arranged to reconstruct each hand in the event of a question or dispute.
8. The game utilizes an action button to determine which player receives first action on their wager. The player-dealer's third card, which is dealt face-up, determines the position of the action button. The player-dealer position is not counted when determining where the action button shall be placed. The other seats, in clockwise rotation, starting with the player to the left of the house dealer and continuing left to right, respectively represent the numbers of the player-dealer's face down card. When determining where the action button will be placed, cards will hold the following values: Ace is one, 2 through 9 have their face value, jack is eleven, queens is twelve, and king is thirteen.
9. 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 shall not participate as the player-dealer. The house shall not take a percentage of wagers placed in the game. There is no maximum on the player-dealer's wager.
10. The player-dealer position shall 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 respective players. The gambling establishment does not participate in the actual play of the game and has no interest in the outcome of the play.

Pair Plus:

The Pair Plus is an optional bonus bet for Three Card Poker. The rules are as follows:

1. A player shall only place a Pair Plus wager if he/she has also placed an Ante wager prior to the initial deal.
2. Pair Plus wagers must be placed prior to the initial deal.
3. See the collection rate schedule for restrictions on the amount that may be wagered on the Pair Plus Bonus Bet and any collection fees that may be taken.
4. The Pair Plus only considers the three cards each player receives.
5. If the player's hand qualifies for payouts, the player is paid according to the posted pay below by the player-dealer.
6. If the player's hand does not qualify for payouts, the player-dealer collects the Pair Plus wager.
7. The player-dealer will pay all winning Pair Plus wagers and will collect all losing Pair Plus wagers.
8. The Pair Plus wager may win or lose regardless of the outcome of the base game wager. However, the Pair Plus wager shall be forfeited if the player folds their hand and does not place a Play wager.
9. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.
10. Winning Pair Plus wagers pay as follows:



3- Card Hand	Payoff
Mini Royal Flush	200:1
Straight Flush	40:1
Three of a Kind	30:1
Straight	6:1
Flush	3:1
One Pair	1:1

6 Card Bonus:

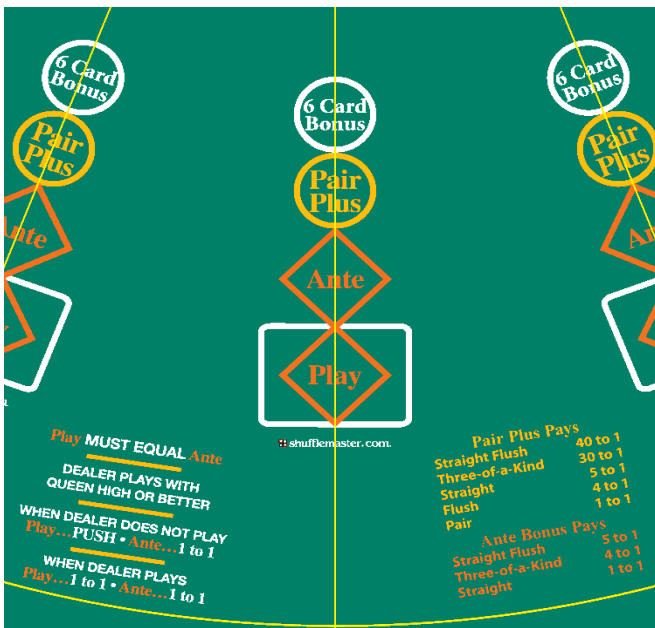
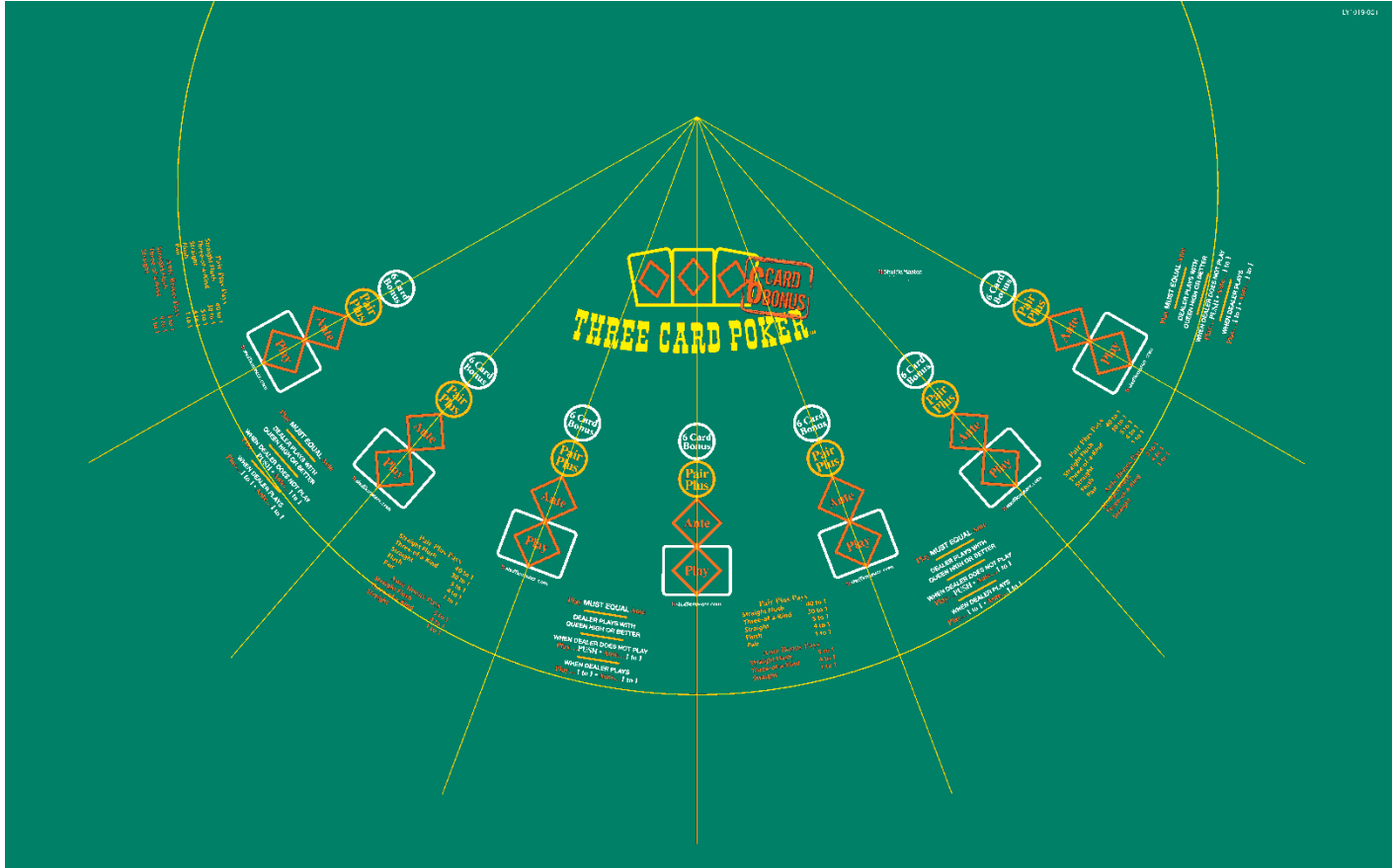
The 6 Card Bonus is an additional optional bonus bet for Three Card Poker. The rules are as follows:

1. A player shall only place a 6 Card Bonus wager if he/she has also placed an Ante wager prior to the initial deal.
2. 6 Card Bonus wagers must be placed prior to the initial deal.
3. See the collection rate schedule for restrictions on the amount that may be wagered on the 6 Card Bonus Bet and any collection fees that may be taken.
4. The 6 Card Bonus wager considers the three cards dealt to the player's hand and the three cards dealt to the player-dealer's hand. A player then uses any of those six cards, regardless of the number of cards used from their hand or the player-dealer's hand, to make the best possible five card poker hand.
5. If the player's hand qualifies for payouts, the player is paid according to the posted pay below by the player-dealer.
6. If the player's hand does not qualify for payouts, the player-dealer collects the 6 Card Bonus wager.
7. The player-dealer will pay all winning 6 Card Bonus wagers and will collect all losing 6 Card Bonus wagers.
8. The 6 Card Bonus wager may win or lose regardless of the outcome of the Ante wager. The 6 Card Bonus wager shall not be forfeited if the player folds their hand and does not place a Play wager.
9. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.
10. Winning 6 Card Bonus wagers pay as follows:

Royal Flush	1,000:1
Straight Flush	200:1
Four of a Kind	100:1
Full House	20:1
Flush	15:1
Straight	10:1
Three of a Kind	7:1
House Advantage	8.56%
Hit frequency	7.2798%



THREE CARD POKER
 TABLE LAYOUT



Limelight Cardroom
Poker Games Collection Rates

Hold'em: GEGA-000967

For **schedule options 1 through 20**, a collection fee is taken by the house dealer from the pot after the flop. If the hand ends before the flop, no collection fee is taken. The collection fee is based on the number of players participating in the game.

Limit

Schedule Options	Table Limit	Min. Buy-in	Blinds	Number of Players			
				8 or more	6-7	4-5	3 or less
1	\$1/\$2	\$10	\$1/\$1	\$5	\$4	\$3	\$2
2	\$2/\$4	\$20	\$1/\$2	\$5	\$4	\$3	\$2
3	\$3/\$6	\$30	\$1/\$3	\$5	\$4	\$3	\$2
4	\$4/\$8	\$40	\$2/\$4	\$5	\$4	\$3	\$2
5	\$5/\$10	\$50	\$3/\$5	\$5	\$4	\$3	\$2
6	\$6/\$12	\$60	\$3/\$6	\$5	\$4	\$3	\$2
7	\$8/\$16	\$80	\$4/\$8	\$5	\$4	\$3	\$2
8	\$9/\$18	\$90	\$3/\$9	\$5	\$4	\$3	\$2
9	\$10/\$20	\$100	\$5/\$10	\$5	\$4	\$3	\$2
10	\$12/\$24	\$120	\$6/\$12	\$5	\$4	\$3	\$2
11	\$15/\$30	\$150	\$5/\$15	\$5	\$4	\$3	\$2
12	\$20/\$40	\$200	\$10/\$20	\$5	\$4	\$3	\$2

No Limit

Schedule Options	Min. Buy-in	Max Buy-in	Blinds	Min. Bet	** Forced Min. Open Bet	Number of Players			
						8 or more	6-7	4-5	3 or less
13	\$40-\$200	\$100- *Table Max	\$1/\$2	\$2	\$4	\$5	\$4	\$3	\$2
14	\$40-\$300	\$100- *Table Max	\$1/\$3	\$3	\$6	\$5	\$4	\$3	\$2
15	\$40-\$300	\$200- *Table Max	\$2/\$3	\$3	\$6	\$5	\$4	\$3	\$2
16	\$40-\$400	\$200- *Table Max	\$2/\$4	\$4	\$8	\$5	\$4	\$3	\$2
17	\$40-\$500	\$200- *Table Max	\$2/\$5	\$5	\$10	\$5	\$4	\$3	\$2
18	\$40-\$500	\$200- *Table Max	\$3/\$5	\$5	\$10	\$5	\$4	\$3	\$2
19	\$40-\$1,000	\$300- *Table Max	\$5/\$10	\$10	\$20	\$5	\$4	\$3	\$2
20	\$100-\$2,000	\$400- *Table Max	\$10/\$20	\$20	\$40	\$5	\$4	\$3	\$2

**Table Max is equal to the largest stack of chips on the table. For example, in a \$1/\$2 no-limit table max game, if the largest stack of chips on the table is \$400, then the maximum buy-in would be \$400.*

***Forced Min. Open Bet only applies to games designated as Forced Bet games.*

Limelight Cardroom
Poker Games Collection Rates

Omaha & Omaha High-Low: GEGA-002298

For **schedule options 1 through 17**, a collection fee is taken by the house dealer from the pot after the flop. If the hand ends before the flop, no collection fee is taken. The collection fee is based on the number of players participating in the game.

Limit

Schedule Options	Table Limit	Min. Buy-in	Blinds	Number of Players			
				8 or more	6-7	4-5	3 or less
1	\$1/\$2	\$10	\$1/\$1	\$5	\$4	\$3	\$2
2	\$2/\$4	\$20	\$1/\$2	\$5	\$4	\$3	\$2
3	\$3/\$6	\$30	\$1/\$3	\$5	\$4	\$3	\$2
4	\$4/\$8	\$40	\$2/\$4	\$5	\$4	\$3	\$2
5	\$5/\$10	\$50	\$2/\$5	\$5	\$4	\$3	\$2
6	\$6/\$12	\$60	\$3/\$6	\$5	\$4	\$3	\$2
7	\$8/\$16	\$80	\$4/\$8	\$5	\$4	\$3	\$2
8	\$20/\$40	\$200	\$10/\$20	\$5	\$4	\$3	\$2

Pot Limit

Schedule Options	Min. Buy-in	Max. Buy-in	Blinds	Number of Players			
				8 or more	6-7	4-5	3 or less
9	\$40-\$200	\$100- *Table Max	\$1/\$1	\$5	\$4	\$3	\$2
10	\$40-\$200	\$100- *Table Max	\$1/\$2	\$5	\$4	\$3	\$2
11	\$40-\$300	\$100- *Table Max	\$1/\$3	\$5	\$4	\$3	\$2
12	\$40-\$300	\$200- *Table Max	\$2/\$3	\$5	\$4	\$3	\$2
13	\$40-\$400	\$200- *Table Max	\$2/\$4	\$5	\$4	\$3	\$2
14	\$40-\$500	\$200- *Table Max	\$2/\$5	\$5	\$4	\$3	\$2
15	\$40-\$500	\$200- *Table Max	\$3/\$5	\$5	\$4	\$3	\$2
16	\$40-\$1,000	\$300- *Table Max	\$5/\$10	\$5	\$4	\$3	\$2
17	\$100-\$2,000	\$400- *Table Max	\$10/\$20	\$5	\$4	\$3	\$2

**Table Max is equal to the largest stack of chips on the table. For example, in a \$1/\$2 pot limit table max game, if the largest stack of chips on the table is \$400, then the maximum buy-in would be \$400.*

Limelight Cardroom
Poker Games Collection Rates

Crazy Pineapple and Crazy Pineapple Hi/Lo: GEGA-002299

For **schedule options 1 through 17**, a collection fee is taken by the house dealer from the pot after the flop. If the hand ends before the flop, no collection fee is taken. The collection fee is based on the number of players participating in the game.

Limit

Schedule Options	Table Limit	Min. Buy-In	Blinds	Number of Players			
				8 or more	6-7	5-4	3 or less
1	\$1/\$2	\$10	\$1/\$1	\$5	\$4	\$3	\$2
2	\$2/\$4	\$20	\$1/\$2	\$5	\$4	\$3	\$2
3	\$3/\$6	\$30	\$1/\$3	\$5	\$4	\$3	\$2
4	\$4/\$8	\$40	\$2/\$4	\$5	\$4	\$3	\$2
5	\$5/\$10	\$50	\$2/\$5	\$5	\$4	\$3	\$2
6	\$6/\$12	\$60	\$3/\$6	\$5	\$4	\$3	\$2
7	\$8/\$16	\$80	\$4/\$8	\$5	\$4	\$3	\$2
8	\$9/\$18	\$90	\$3/\$9	\$5	\$4	\$3	\$2

Pot Limit

Schedule Options	Min. Buy-in	Max. Buy-in	Blinds	Number of Players			
				8 or more	6-7	4-5	3 or less
9	\$40-\$200	\$100- *Table Max	\$1/\$1	\$5	\$4	\$3	\$2
10	\$40-\$200	\$100- *Table Max	\$1/\$2	\$5	\$4	\$3	\$2
11	\$40-\$300	\$100- *Table Max	\$1/\$3	\$5	\$4	\$3	\$2
12	\$40-\$300	\$200- *Table Max	\$2/\$3	\$5	\$4	\$3	\$2
13	\$40-\$400	\$200- *Table Max	\$2/\$4	\$5	\$4	\$3	\$2
14	\$40-\$500	\$200- *Table Max	\$2/\$5	\$5	\$4	\$3	\$2
15	\$40-\$500	\$200- *Table Max	\$3/\$5	\$5	\$4	\$3	\$2
16	\$40-\$1,000	\$300- *Table Max	\$5/\$10	\$5	\$4	\$3	\$2
17	\$100-\$2,000	\$400- *Table Max	\$10/\$20	\$5	\$4	\$3	\$2

**Table Max is equal to the largest stack of chips on the table. For example, in a \$1/\$2 pot limit table max game, if the largest stack of chips on the table is \$400, then the maximum buy-in would be \$400.*

7 Card Stud: GEGA-000968, Razz: GEGA-000970

For **schedule option 1**, a collection fee is taken by the house dealer from the pot after the flop. If the hand ends before the flop, no collection fee is taken. The collection fee is based on the number of players participating in the game.

Limelight Cardroom
Poker Games Collection Rates

Schedule Option	Table Limit	Number of Players			
		8+ Players	6-7 Players	4-5 Players	3 or Less Players
1	All Limits	\$5	\$4	\$3	\$2

Lowball: GEGA-000966

For **schedule option 1**, a collection fee is taken on the hour and on the half hour (every 30 minutes). If a game starts in the middle of these times, the first collection will be free, but all subsequent half hours shall be collected.

Limit - Time Collection

Schedule Option	Table Limit	Player Collection
1	All Limits	\$5

EZ BACCARAT™ PANDA 8



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Limelight Cardroom

EZ BACCARAT PANDA 8

Type of Game

The game of EZ Baccarat Panda 8 utilizes a player-dealer position and is a California game. The position shall 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 respective players. The gambling enterprise does not participate in the actual play of the game and has no interest in the outcome of the play.

Object of the Game

The object of the game is to assemble two hands of two or three cards with an accumulated point value as close to nine as possible.

Description of the Deck and Number of Decks Used

The game is played using a standard 52-card deck and no jokers. Cards will be dealt using a multiple deck shoe. A minimum of three decks and a maximum of eight decks shall be used during the play of the game.

Card Values and Hand Rankings

The value of each card used in EZ Baccarat Panda 8, shall be as follows: picture cards (king, queen, jack) and 10's have a value of zero, an ace has a value of one, and all other cards have their face value. When the total numerical value of the cards equals ten or more, only the right-hand digit (numeric count) is considered. The ranking of hands for EZ Baccarat Panda 8, in order from highest to lowest rank, shall be:

Hand Dealt	Hand Requirements
Natural 9	A two card hand that has a value of nine. A Natural 9 shall only be achieved when the first two cards dealt to a hand is valued at nine, according to the rules above.
Natural 8	A two card hand that has a value of eight. A Natural 8 shall only be achieved when the first two cards dealt to a hand is valued at eight, according to the rules above.
Nine or Eight	A three card hand that has a value of nine or eight.
Seven through Zero	A two or three card hand that has a value of seven, six, five, four, three, two, one or zero.

Description of Table Used and Total Number of Seated Positions

The game shall be played on either a standard blackjack table that accommodates up to seven players and a player-dealer position for a total of eight seated positions or a standard baccarat table that accommodates up to thirteen players and a player-dealer position for a total of fourteen seated positions. Within each betting area for each seated player, there shall be five separate betting spaces specifically designated for five separate wagers; the player line, the banker line, the Tie Bet, the Panda 8 wager, and the Dragon 7 Bonus Bet. Each betting space at the table has a fixed amount for wagering limits defining the minimum and maximum amounts that may be wagered. Players must bet at least the table minimum. Back-line betting is permitted on any wager.

Method used to Determine Action and Distribution of Cards

The action on payouts will always begin with the player to the left of the player-dealer position and continue clockwise. All wagers shall be settled from seat to seat in the following order: all player line wagers, all banker line wagers, all Tie Bet wagers, all Panda 8 wagers, and then all Dragon 7 Bonus Bet wagers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players. Both the deal and settling of wagers will start with the player to the left of the player dealer and continue in a clockwise manner.

Limelight Cardroom EZ BACCARAT PANDA 8

Dealing Procedures and Round of Play

At the start of a game a player is offered the player-dealer position. Once accomplished, the house dealer shall wait for each player to make their wager in accordance with the table limits.

Each player has the following options when placing their wager(s):

- The player line which pays 1 to 1;
- The banker line which pays 1 to 1;
- The Tie Bet, which pays 9 to 1;
- If a player placed a wager on either the player line or the banker line, that player may place a wager on the Dragon 7 Bonus Bet, which pays 40 to 1.
- If a player placed a wager on either the player line or the banker line, that player may place a wager on the Panda 8, which pays 25 to 1.

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 banker 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 player's hand is resolved first and then the banker's hand is resolved. The hand that is closest to nine wins. After the house dealer delivers the first two cards to both the Player line and Banker line, the following Baccarat rules are followed.

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

The following chart shows when the banker hits (H) or stands (S) according to the rules above:

Banker's Score	Player's Third Card									
	0	1	2	3	4	5	6	7	8	9
7	S	S	S	S	S	S	S	S	S	S
6	S	S	S	S	S	S	H	H	S	S
5	S	S	S	S	H	H	H	H	S	S
4	S	S	H	H	H	H	H	H	S	S
3	H	H	H	H	H	H	H	H	S	H
2	H	H	H	H	H	H	H	H	H	H
1	H	H	H	H	H	H	H	H	H	H
0	H	H	H	H	H	H	H	H	H	H

The house dealer must use the "house way" when a player requests the house dealer to play an additional wager. House way hands shall be set as follows: player hand hits on five or below and stands on six or more

Limelight Cardroom

EZ BACCARAT PANDA 8

How Each Wager Wins, Loses, or Pushes

Once both hands have been completed, according to the guidelines above, the player's wagers are settled. The following shall apply for each possible outcome when determining the winner. The player-dealer shall pay and collect all wagers accordingly:

- The player-dealer shall pay all winning player line wagers made by players when the player hand is closer to nine than the banker hand.
- The player-dealer shall pay all winning banker line wagers made by players when the banker hand is closer to nine than the player hand.
- The player-dealer shall collect all losing player line wagers made by players when the banker hand is closer to nine than the player hand.
- The player-dealer shall collect all losing banker line wagers made by players when the player hand is closer to nine than the banker hand.

Tie Bet

- For each seated position, there shall be one separate and specifically designated area for the placement of a Tie Bet wager. A player may place a Tie Bet wager even if he/she has not also placed either a Player line wager or a Banker line wager prior to the initial deal.
- The player-dealer shall pay all winning Tie Bet wagers when the total of the player's hand and the total of the banker's hand are equal.
- The player-dealer shall collect all losing Tie Bet wagers when the total of the player's hand and the total of the banker's hand are not equal.
- Backline betting is permitted on the Tie Bet wager.
- See the collection rate schedule for restrictions on the amount that may be wagered on the Tie Bet and any collection fees that may be taken.
- The Tie Bet takes into account the total value of the player's hand and the total value of the banker's hand, regardless of the number of cards each hand has, at the completion of the round. Each hand must be played according to the guidelines above. In the event that the player's hand and the banker's hand are of the same value (tie), the tie bet wager shall win. In the event that the player's hand and the banker's hand are not of the same value, the player-dealer shall win the tie bet wager.
- All winning Tie Bet wagers shall be paid 9 to 1.
- 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 shall be returned to the players.

Dragon 7 Bonus Bet

- For each seated position, there shall be one separate and specifically designated area for the placement of a Dragon 7 Bonus Bet wager. A player may only place a Dragon 7 Bonus Bet wager if they have also placed a wager on either the player line or on the banker line prior to the initial deal.
- Back-line betting is permitted on the Dragon 7 Bonus Bet.
- See the collection rate schedule for restrictions on the amount that may be wagered on the Dragon 7 Bonus Bet and any collection fees that may be taken.
- If the banker hand has a point value of seven using three cards and the player's hand has a value of six or less, regardless of the number of cards, the Dragon 7 Bonus Bet wins. The Dragon 7 Bonus Bet shall lose on all other outcomes.
- All winning Dragon 7 Bonus Bet wagers shall be paid 40 to 1.
- The player-dealer shall pay all winning Dragon 7 Bonus Bet wagers and shall collect all losing Dragon 7 Bonus Bet wagers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players.

Panda 8 Bet

- For each seated position, there shall be one separate and specifically designated area for the placement of a Panda 8 Bet wager. A player may only place a Panda 8 Bet wager if they have also placed a wager on either the player line or on the banker line prior to the initial deal.
- Back-line betting is permitted on the Panda 8 Bet.

Limelight Cardroom EZ BACCARAT PANDA 8

- See the collection rate schedule for restrictions on the amount that may be wagered on the Panda 8 Bet and any collection fees that may be taken.
- If the player hand has a point value of eight using three cards and the banker's hand has a value of seven or less, regardless of the number of cards, the Panda 8 Bet wins. The Panda 8 Bet shall lose on all other outcomes.
- All winning Panda 8 Bet wagers shall be paid 25 to 1.
- The player-dealer shall pay all winning Panda 8 Bet wagers and shall collect all losing Panda 8 Bet wagers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players.

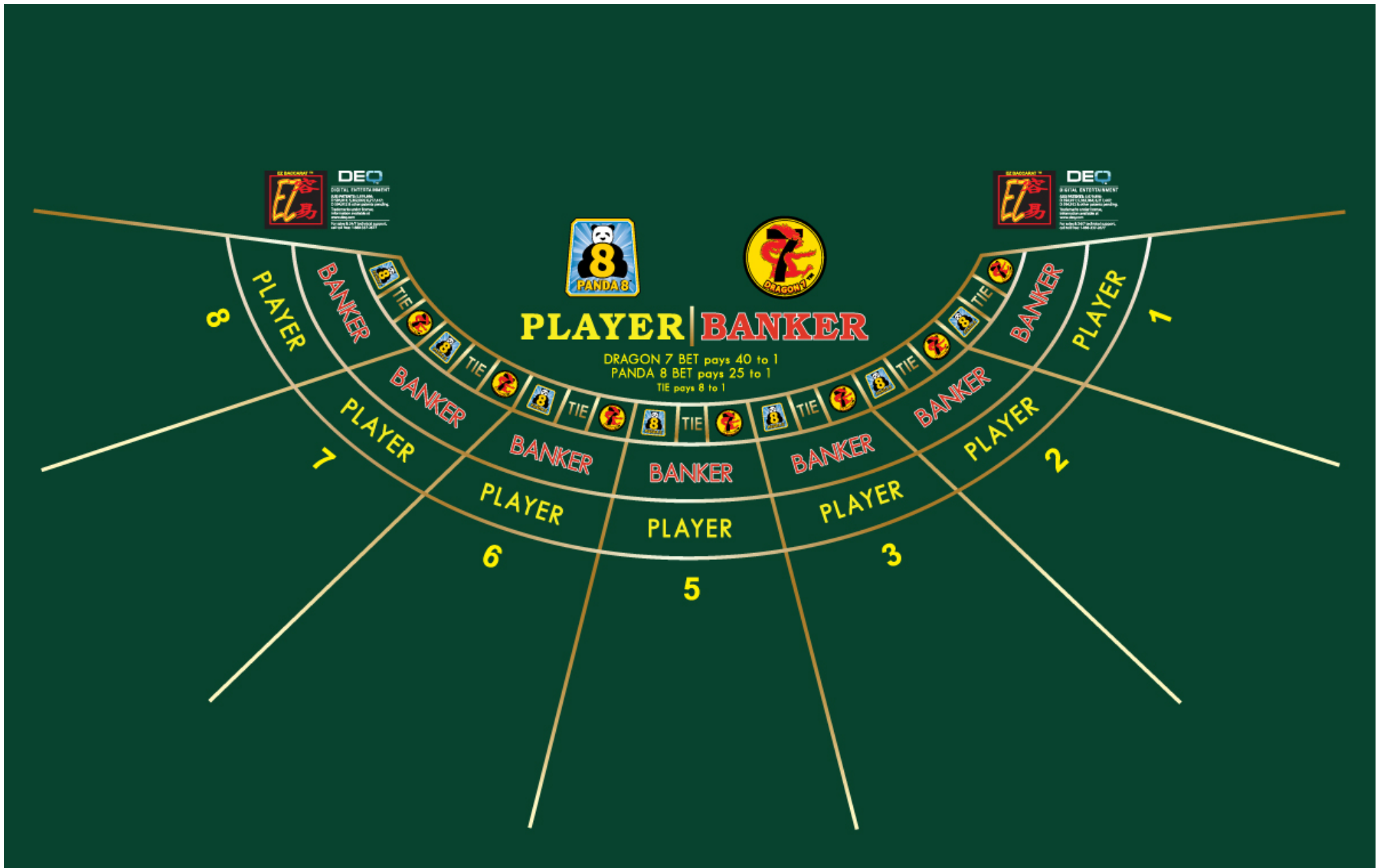
Equipment Used



EZTRAK™: Baccarat Edition is an LCD-based hand tracking system that provides players with valuable statistical data, enabling them to calculate trends and percentages for any type of Baccarat table games including the very popular EZ Baccarat™.

Key Features

- Table game min and max amounts
- Numbers and percentages for Player, Banker, Tie Bets, Dragon 7 and Panda 8 bets
- The occurrence of Naturals
- The number of hands per shoe
- Previous shoe statistics
- A timer (optional) that automatically closes all bets for the hand, speeding up hands per hour.



Pure Spanish 21.5™

Masque Publishing, Inc.

U.S. Patent 5,615,888, 5,806,846





OBJECT OF THE GAME

The object of Pure Spanish 21.5 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 a King, Queen, or Jack Bonus Card and an ace on the initial two cards dealt (Example King Bonus Card below). This hand is called a Pure Spanish 21.5 Blackjack and pays 6 to 5.



- Get as close to 21.5 as possible, without going over.
- Draw additional cards if needed.

VALUE OF THE CARDS

The game uses a 48-card deck with aces through nines (the standard spades, hearts, clubs and diamonds) and 12 cards specially marked with the word "Bonus" (four of each "king", "queen", and "jack" cards). All 10's shall be removed from each deck. The game shall be played with a minimum of four decks (totaling 192 cards) to a maximum of eight decks (totaling 384 cards).

- A King, Queen, or Jack Bonus card and an ace, on the initial deal, is the best possible hand. It is known as a "Pure Spanish 21.5" and pays 6 to 5.
- A King, Queen, or Jack 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.
- King, Queen, or Jack Bonus cards have a value of 10 unless dealt with an Ace on the initial deal, and then they have a value of 10.5.

Card Ranking Chart	
Card	Value
K, Q, J Bonus card	10 or 10.5 when dealt w/ an ace
Ace	1 or 11
2 – 9	Hold their face value

ROUND OF PLAY

1. Pure Spanish 21.5 is played on a raised gaming table. The table seats up to eight players who face the house dealer in a 180-degree seating arrangement. The tables are the standard blackjack tables commonly used in the casino industry. The house dealer stands opposite the players, and in the center of the table. The house dealer's chip tray is set in front of the dealer.



2. 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 shall also be displayed. A maximum of five collection rates is allowed in compliance with the California Penal Code.
3. A standard round of play begins when a player-dealer is designated. The player-dealer will place a wager in a betting circle in front of their seat. That wager 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 designates whether it is the first or second turn for the player-dealer in the banking position. The player-dealer will place the appropriate collection fee in front of his/her betting circle.
4. 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 appropriate collection fee based on the posted schedule for the card room. Prior to the start of play the house dealer will take collection fees and drop them into a locked collection box affixed to the gaming table.
5. After the fees have been collected, the house 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 house 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 they 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 house dealer deals the first card to the player seated to the left of the player-dealer, and continues 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 house dealer.
6. The house dealer will deal a second card to the players in the same order noted above and the last card will go to the player-dealer and will be dealt face down. 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.
7. Players must follow the below listed **Chart 1A** in deciding whether to hit or stand on a particular hand.
8. After all players have acted on their hands and indicated to the house 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.
9. **Action Button Utilized-** The game utilizes an action button to determine which player receives first action on their wager. The player-dealer's second card, which is dealt face-down, determines the position of the action button. The player-dealer position is not counted when determining where the action button shall be placed. The other seats, in clockwise rotation, starting with the player to the left of the house dealer and continuing left to right, respectively represent the numbers of the player-dealer's face down card. When determining where the action button will be placed, cards will hold the following values: Ace is one, 2 through 9 have their face value, jack is eleven, queen is twelve, and king is thirteen.



10. 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.
11. 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 shall not participate as the player-dealer. The house shall not take a percentage of wagers placed in the game. There is no maximum on the player-dealer's wager.
12. The player-dealer's cards will always be dealt and placed in front of the house dealer's tray. The placement of the player-dealer's cards is standard in all games and is depicted below. See **Diagram #1**
13. The next round of play begins when the house dealer collects all the cards from the table and places them in the discard tray. The player-dealer position shall 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 respective players. The gambling establishment does not participate in the actual play of the game and has no interest in the outcome of the play.

DIAGRAM #1

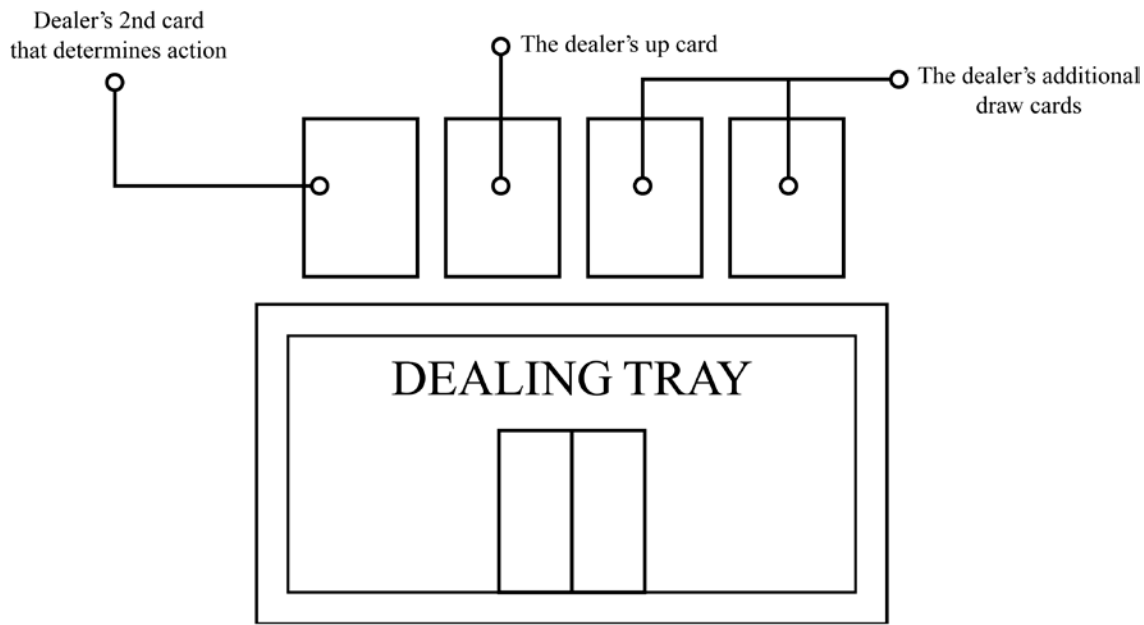




CHART 1A

PLAYER Options		
Must Stand on	Must Hit on	Have Option on
Hard 17 or more	Players Option	All other counts

- A “Hard” hand is achieved when a hand does not contain an Ace, or when it does contain an Ace, the Ace is counted as 1, not 11.

CHART 1B

PLAYER-DEALER Options		
Must Stand on	Must Hit on	Have Option on
Hard 17 or more	Soft 17 or less	No Options

- A “Soft” hand is achieved when a hand contains an Ace with a combination of two or more cards that add up to 17, and the Ace may be counted as either 1 or 11.
- A “Hard” hand is achieved when a hand contains any combination of three or more cards adding up to 17. In the event that the hand includes an Ace, the Ace is counted as 1, not 11.

GAME RULES

1. A Pure Spanish 21.5 Blackjack (an ace and a King, Queen, or Jack Bonus card) is the best possible hand. If the player and the player-dealer's hand are both Pure Spanish 21.5 Blackjack the player wins.
2. If the player-dealer does not have a Pure Spanish 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 face-down card will be checked by the house dealer, for a Pure Spanish 21.5 Blackjack, when the player-dealer's face-up card is an ace or King, Queen, or Jack Bonus Card. This will happen prior to any additional cards being given to players. If the player-dealer has Pure Spanish 21.5 Blackjack, no additional action will take place and all players' hands that do not have a Pure Spanish 21.5 Blackjack will lose.
3. After all players have been given a chance to act on their hands, the player-dealer's hand will be completed in accordance with Chart 1B.
4. If a player's total is less than a Pure Spanish 21.5 Blackjack and the player-dealer's total is more than a Pure Spanish 21.5 Blackjack, the player wins the hand.
5. If a player's total is more than a Pure Spanish 21.5 Blackjack and the player-dealer's total is less than a Pure Spanish 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 Spanish 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 Spanish 21.5 Blackjack, the hand closest to a Pure Spanish 21.5 Blackjack will win.
8. If the player and the player-dealer's total are both 21 and neither hand is a Pure Spanish 21.5 Blackjack hand, the player wins the hand.



9. If a player's total and the player-dealer's total are more than a Pure Spanish 21.5 Blackjack, the following will apply:
 - a. If the player-dealer's hand is 888 (three eights) all players whose total is more than 21.5 push.
 - b. If the player-dealer's hand is not 888 (three eights) all players whose total is more than 21.5 lose.
10. All collection rates and wagering limits will be posted at the table. They will not be based on any percentage.
11. Backline betting is not permitted on any wagers.
12. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code, are permitted to play.

DOUBLE-DOWN, RESCUE, DOUBLE-DOUBLE DOWN, SPLIT, AND SURRENDER

1. 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 than the player's original wager. The player will only receive one additional card, regardless of the total.
2. After doubling, if a player is dissatisfied with his/her non-busted hand, he/she may "rescue" (take back) the last doubled portion of the bet and forfeit the remainder of the wager. Their play for the hand will then cease.
3. If the player-dealer hits on a soft 17, the casino may allow an option known as "double-double down." If the casino allows the double-double down option, once a player elects to double and receives a double card, the player then has the option to double-double down (double his total wager again), rescue the last doubled portion of the bet, or stand. A player may double the total wager up to three times, once via double down and twice via double-double down, creating a maximum wager up to 8 times the original wager. After doubling a third time and receiving a double card, a player only has the option to stand or rescue. When a player "rescue" (take back) the last doubled portion of the bet and forfeit the remainder of the wager. Their play for the hand will then cease.
 - a. Important: The "double-double down" option is not available to the player when the player-dealer stands on all totals of 17. Doubling for less is only allowed if the double-double down option is not allowed. In other words, when the double-double down option is allowed there is no doubling for less.
4. Players can split any pair or two cards of the equal value, including aces and 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. There is no splitting for less.
5. A maximum of three splits is allowed per hand, giving a player up to 4 hands. Doubling-down is permitted after splitting.



6. Players can surrender after the 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.
7. Late surrender option:
 - a. Players will have the option to surrender after the dealer has checked for Pure Spanish 21.5 Blackjack. If the player-dealer has Pure Spanish 21.5 Blackjack, the hand is over there will be no draw; the player will not have the option to surrender.
 - b. If the player-dealer does not have Pure Spanish 21.5 Blackjack the player will have the option on their original first two cards dealt to them to surrender, whereas 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.
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.

Match the Dealer Up Card Bonus Bet

1. In addition to the regular base game wager, casinos may offer a Match the Dealer Up-Card bonus wager
2. A Match the Dealer Up Card bonus wager is a wager that one or both of a player's original two cards of the hand will exactly match the dealer's up-card in rank.
3. In order to play the Match the Dealer Up Card bonus wager, the player must make a regular base game wager.
4. Back-line betting is not permitted on the Match the Dealer Up Card Bonus Bet.
5. See the collection rate schedule for restrictions on the amount that may be wagered on the Match the Dealer Up Card Bonus Bet.
6. If the player-dealer does not or cannot have a Pure Spanish 21.5 and the player has a Pure Spanish 21.5, the game wager is paid and the player's cards are put away. The Match the Dealer Bonus Bet remains in action whether or not the player busts or is dealt a Pure Spanish 21.5.
7. Once all players have made the decisions concerning their hands according to the rules for game, the player-dealer will reveal his or her hole card and play out his hand. The payoff odds vary with the number of matched cards in the player-dealer's hand.
 - a. If the player-dealer's hand matches, all Match the Dealer Bonus Bets will be paid according to the posted Match the Dealer pay table.
 - b. If the player-dealer's hand does not match, all Match the Dealer Bonus Bets will be collected in rotation to the extent of the money in action.
8. The player-dealer will pay all winning Match the Dealer bonus bet wagers and collect all losing



Match the Dealer bonus bet wagers.

9. In the event that the player/dealer's wager does not cover the amount wagered by the players, an action button will be used to designate where the action will begin. Additionally, each player's wager receives action in the following order from seat to seat: base game wager, Match the Dealer Bonus Bet Wager. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.

There are two payoff amounts for each respective wager, a suited rank match and an unsuited rank match. All payoffs are shown in the below Match the Dealer Card bonus bet pay tables.

Match the Dealer Card Bonus Bet Pay Tables

48 Card Deck	D
	6 Decks
2 suited matches	16 to 1
1 suited + 1 non-suited match	12 to 1
1 suited match	8 to 1
2 non-suited matches	8 to 1
1 non-suited match	4 to 1
No match	lose



Lighted Sign



Table Layout



*Pure 21.5 Blackjack is owned, patented and/or copyrighted by TXB Industries Inc. *Red Flex Bet is owned, patented and/or copyrighted by Flexedge Gaming LLC. Please submit your agreement with the Owner authorizing play of the Game in your gambling establishment together with any request for Bureau of Gambling Control (Bureau) approval to play this game. Please note that the Bureau is making the details of this game available to the public as required by subdivision (g) of Business and Professions Code section 19826, but the posting does not waive any rights to the game content which may be held by Owner. The terms of any agreement with Owner are to be negotiated between the gambling establishment and Owner, and any dispute or asserted breach related thereto are private matters which will not be resolved by the Bureau.



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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 a King, Queen, Jack, or Ten Bonus Card and an ace on the initial two cards dealt (example King Bonus Card below). 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

The game uses a modified 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" card). The game is played with a minimum of a single deck to a maximum of eight decks.

- A King, Queen, Jack or Ten 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 King, Queen, Jack, or Ten 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.
- King, Queen, Jack, or Ten Bonus cards have a value of 10 unless dealt with an Ace on the initial deal, and then they have a value of 10.5.

Ranking Chart	
Card	Value
K, Q, J, 10 Bonus card	10 or 10.5 when dealt w/ an ace
Ace	1 or 11
2 – 9	Hold their face value

ROUND OF PLAY

1. Pure 21.5 Blackjack is played on a raised gaming table. The table seats eight players who face the house dealer in a 180-degree seating arrangement. The tables are the standard blackjack tables commonly used in the casino industry. The house dealer stands opposite the players, and in the center of the table. The house dealer's chip tray is set in front of the dealer.

PURE 21.5 BLACKJACK

2. 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 five collection rates is allowed in compliance with the California Penal Code.
3. A standard round of play begins when a player-dealer is designated. The player-dealer will place a wager in a betting circle in front of their seat. That wager 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 designates whether it is the first or second turn for the player-dealer in the banking position. The player-dealer will place the appropriate collection fee in front of his/her betting circle.
4. 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 appropriate collection fee based on the posted schedule for the cardroom. Prior to the start of play the house dealer will take collection fees and drop them into a locked collection box affixed to the gaming table.
5. After the fees have been collected, the house 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 house 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 they 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 house dealer deals the first card to the player seated to the left of the player-dealer, and continues 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 house dealer.
6. The house dealer will deal a second card to the players in the same order noted above and the last card will go to the player-dealer and will be dealt face down. 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 surrender will be outlined later).
7. Players must follow the below listed **Chart 1A** in deciding whether to hit or stand on a particular hand.
8. After all players have acted on their hands and indicated to the house 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.
9. Both the deal and settling of wagers will start with the player to the left of the player-dealer and continue in a clockwise manner. When determining where the action button will be placed, cards will hold the following values: Ace is one, 2 through 9 have their face value, jack is eleven, queen is twelve, and king is thirteen.
10. 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.
11. 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 shall not participate as the player-dealer. The house shall not take a percentage of wagers placed in the game. There is no maximum on the player-dealer's wager.
12. The player-dealer's cards will always be dealt and placed in front of the house dealer's tray. The placement of the player-dealer's cards is standard in all games and is depicted below. See **Diagram #1**

PURE 21.5 BLACKJACK

13. The next round of play begins when the house dealer collects all the cards from the table and places them in the discard tray. The player-dealer position shall 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 respective players. The gambling establishment does not participate in the actual play of the game and has no interest in the outcome of the play.

DIAGRAM #1

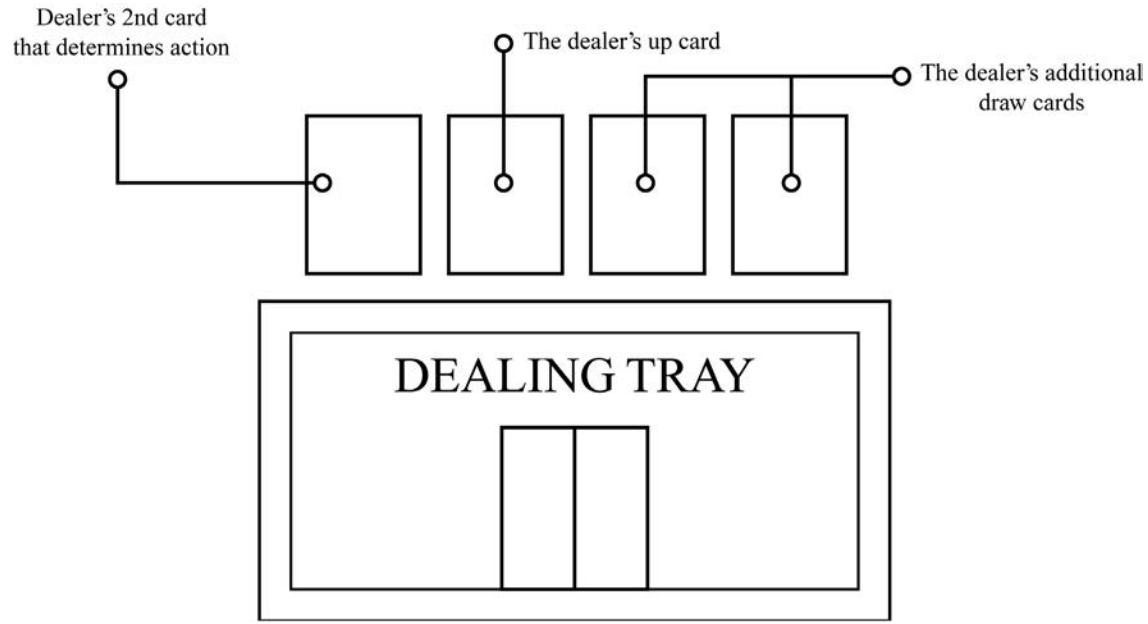


CHART 1A

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		
Must Stand on	Must Hit on	Have Option on
Hard 17 or more	Soft 17 or less	No Options

PURE 21.5 BLACKJACK

GAME RULES

1. A Pure 21.5 Blackjack (an ace and a King, Queen, Jack, or Ten 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 face-down card will be checked by the house dealer, for a Pure 21.5 Blackjack, when the player-dealer's face-up card is an ace or King, Queen, Jack or Ten Bonus Card. This will happen prior to any additional cards being given to players. If the player-dealer has Pure 21.5 Blackjack, no additional action will take place and all players' hands that do not have a Pure 21.5 Blackjack will lose.
3. After all players have been given a chance to act on their hands, the player-dealer's 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 are 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 total is more than 21.5 push.
 - b. If the player-dealer's hand is not 888 (three eights) all players whose total is more than 21.5 lose.
9. All collection rates and wagering limits will be posted at the table. They will not be based on any percentage.
10. Backline betting is only permitted on the base game wager.
13. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code, are permitted to play.

PURE 21.5 BLACKJACK

DOUBLE-DOWN, SPLIT, AND SURRENDER

1. 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 than the player's original wager. The player will only receive one additional card, regardless of the total.
2. Players can split any pair or two (King, Queen, Jack, or Ten) 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, giving a player up to 4 hands. Doubling-down is permitted after splitting.
4. Players can surrender after the 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 cardroom 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.

RED FLEX BET

Each player wagering in the base game of Pure 21.5 Blackjack has the option of placing a wager on the designated Red Flex Bet spot located next to each player's position on the gaming felt layout. When the player-dealer's first two (top & hole) cards are "Red," the **RED FLEX BET™** is an automatic winner. The more consecutive red cards by the player-dealer's hand the higher the **RED FLEX BET™** pay off.

There will be a distinctive marked circle on the table in which the player will place the optional wager.

Rules of Play

1. The Red Flex Bet is an optional wager offered to all players who placed a game wager. Players may place a Red Flex Bet for each game wager placed.
2. Red Flex Bets must be placed prior to the initial deal.
3. Back-line betting is not permitted on the Red FlexBet.
4. See the collection rate schedule for restrictions on the amount that may be wagered on the Red Flex Bet.
5. The Red Flex Bet shall remain in action regardless of the outcome of the base game wager.
6. Once all players have made the decisions concerning their hands according to the rules for game, the player-dealer will reveal his hole card and play out his hand. The payoff odds vary with the number of red cards that are in the player-dealer's hand as well the number of consecutive red cards that are dealt to the player-dealer's hand. Red cards are cards that are either the following suits: hearts or diamonds. Players making this optional bet will win if the player-dealer's first two cards (top and hole cards) are the same red color. Payoffs will increase exponentially if subsequent cards taken to the player-dealer's hand are also red. The order of the cards is listed below.
 - a) Player-Dealer's first card (top).
 - b) Player-Dealer's (hole) second card.
 - c) Player-Dealer's first hit card.
 - d) Player-Dealer's second card.
 - e) Player-Dealer's third card.
 - f) Player-Dealer's fourth hit card and so on.

PURE 21.5 BLACKJACK

The amount of the winning payoff will be determined once the player-dealer's hand is complete or a black card is drawn.

- The player-dealer will pay all winning Red Flex Bets and will collect all losing Red Flex Bets. Additionally, each player's wager receives action in the following order from seat to seat: game wager, Red Flex Bet. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.

Red Flex Bet Pay Table Options

Consecutive Red Cards in P/D's Hand	RFB-02
	Pays
Eight Red Cards	---
Seven Red Cards	200 to 1
Six Red Cards	100 to 1
Five Red Cards	50 to 1
Four Red Cards	10 to 1
Three Red Cards	5 to 1
Two Red Cards	1 to 1

[REDACTED]

[REDACTED]

[REDACTED]

[REDACTED]

[REDACTED]

[REDACTED]	[REDACTED]	[REDACTED]	[REDACTED]	[REDACTED]	[REDACTED]	[REDACTED]	[REDACTED]
[REDACTED]	[REDACTED]	[REDACTED]	[REDACTED]	[REDACTED]	[REDACTED]	[REDACTED]	[REDACTED]
[REDACTED]	[REDACTED]	[REDACTED]	[REDACTED]	[REDACTED]	[REDACTED]	[REDACTED]	[REDACTED]
[REDACTED]	[REDACTED]	[REDACTED]	[REDACTED]	[REDACTED]	[REDACTED]	[REDACTED]	[REDACTED]
[REDACTED]	[REDACTED]	[REDACTED]	[REDACTED]	[REDACTED]	[REDACTED]	[REDACTED]	[REDACTED]

California Games Collection Rates

Although the Bureau has approved these collection rates, games offering a zero collection are currently under Bureau review. Additionally, approval of these collection rates does not affect any rules regarding player-dealer rotation. The Bureau reserves the right to: (1) review the lawfulness of the California Games Collection Rates; (2) notify all law enforcement agencies and gambling establishments if further review determines the California Games Collection Rates to be unlawful; (3) require gambling establishments to cease and desist offering the California Games Collection Rates if found to be unlawful; and (4) take action against those gambling establishments that decline to abide by the Bureau's cease and desist notification.

EZ Baccarat Panda 8 (GEGA-004006), Pure 21.5 Blackjack (GEGA-003252), Three Card Poker 6 Card Bonus (GEGA-003699), Commission Free Baccarat Dragon Bonus (GEGA-003596), Pure Spanish 21.5 (GEGA-004367)

For **schedule options 1 through 103**, a collection will be taken per hand from the player-dealer position based on the total monetary value of all game wagers and bonus bets placed by players prior to cards being dealt, referred to as Total Table Action. The Total Table Action does not count any additional wagers placed by players after cards are dealt, such as when a player places a Play Bet in Three Card Poker 6 Card Bonus, or when a player places a double-down, split cards, or surrender wagers in Pure 21.5 Blackjack. Bonus bets may be less than, equal to, or more than the base game wager as long as they are within table limits. The collection fees shall be collected from the player-dealer and dropped by the house dealer, in a drop box attached to the table, after each player has placed their wagers but prior to cards being dealt or any round of play being conducted.

**Minimum Table Limit \$1-\$100
Maximum Table limit \$25-\$1000**

Schedule Option	Total Table Action	Player-Dealer Fee	Player Fee
1	\$1-\$9	\$0	\$0
	\$10-\$49	\$1	
	\$50-\$99	\$2	
	\$100-\$199	\$4	
	\$200+	\$5	
2	\$1-\$19	\$0	\$0
	\$20-\$49	\$1	
	\$50-\$99	\$2	
	\$100-\$199	\$4	
	\$200+	\$5	
3	\$1-\$24	\$1	\$0
	\$25-\$99	\$2	
	\$100-\$199	\$3	
	\$200-\$299	\$4	
	\$300+	\$6	
4	\$1-\$24	\$1	\$0
	\$25-\$99	\$2	
	\$100-\$199	\$3	
	\$200-\$299	\$5	
	\$300+	\$8	

California Games Collection Rates

5	\$1-\$24	\$1	\$0
	\$25-\$99	\$2	
	\$100-\$199	\$3	
	\$200-\$299	\$6	
	\$300+	\$10	
6	\$1-\$24	\$1	\$0
	\$25-\$99	\$2	
	\$100-\$199	\$3	
	\$200-\$299	\$7	
	\$300+	\$10	
7	\$1-\$24	\$1	\$0
	\$25-\$99	\$2	
	\$100-\$199	\$3	
	\$200-\$299	\$8	
	\$300+	\$12	
8	\$1-\$24	\$1	\$0
	\$25-\$99	\$2	
	\$100-\$199	\$4	
	\$200-\$299	\$6	
	\$300+	\$8	
9	\$1-\$29	\$0	\$0
	\$30-\$49	\$1	
	\$50-\$99	\$2	
	\$100-\$199	\$4	
	\$200+	\$5	
10	\$1-\$34	\$1	\$0
	\$35-\$99	\$2	
	\$100-\$199	\$3	
	\$200-\$299	\$5	
	\$300+	\$8	
11	\$1-\$34	\$1	\$0
	\$35-\$99	\$2	
	\$100-\$199	\$3	
	\$200-\$299	\$7	
	\$300+	\$10	
12	\$1-\$34	\$1	\$0
	\$35-\$99	\$2	
	\$100-\$199	\$3	
	\$200-\$299	\$8	
	\$300+	\$12	
13	\$1-\$34	\$1	\$0
	\$35-\$99	\$2	
	\$100-\$199	\$4	
	\$200-\$299	\$6	
	\$300+	\$8	
14	\$1-\$34	\$1	\$0
	\$35-\$99	\$2	
	\$100-\$199	\$3	
	\$200-\$299	\$4	
	\$300+	\$6	

California Games Collection Rates

15	\$1-\$34	\$1	\$0
	\$35-\$99	\$2	
	\$100-\$199	\$3	
	\$200-\$299	\$6	
	\$300+	\$10	
16	\$1-\$39	\$1	\$0
	\$40-\$79	\$2	
	\$80-\$119	\$3	
	\$120-\$139	\$4	
	\$140+	\$5	
17	\$1-\$39	\$1	\$0
	\$40-\$99	\$2	
	\$100-\$199	\$3	
	\$200-\$299	\$5	
	\$300+	\$8	
18	\$1-\$39	\$1	\$0
	\$40-\$99	\$2	
	\$100-\$199	\$3	
	\$200-\$299	\$7	
	\$300+	\$10	
19	\$1-\$39	\$1	\$0
	\$40-\$99	\$2	
	\$100-\$199	\$3	
	\$200-\$299	\$8	
	\$300+	\$12	
20	\$1-\$39	\$1	\$0
	\$40-\$99	\$2	
	\$100-\$199	\$4	
	\$200-\$299	\$6	
	\$300+	\$8	
21	\$1-\$39	\$1	\$0
	\$40-\$99	\$2	
	\$100-\$199	\$3	
	\$200-\$299	\$4	
	\$300+	\$6	
22	\$1-\$39	\$1	\$0
	\$40-\$99	\$2	
	\$100-\$199	\$3	
	\$200-\$299	\$6	
	\$300+	\$10	
23	\$1-\$39	\$0	\$0
	\$40-\$99	\$2	
	\$100-\$199	\$3	
	\$200-\$299	\$5	
	\$300+	\$8	
24	\$1-\$49	\$1	\$0
	\$50-\$99	\$2	
	\$100-\$149	\$3	
	\$150-\$199	\$4	
	\$200+	\$5	

California Games Collection Rates

25	\$1-\$49	\$1	\$0
	\$50-\$99	\$2	
	\$100-\$149	\$4	
	\$150-\$199	\$5	
	\$200+	\$6	
26	\$1-\$49	\$1	\$0
	\$50-\$99	\$2	
	\$100-\$199	\$3	
	\$200-\$299	\$5	
	\$300+	\$8	
27	\$1-\$49	\$1	\$0
	\$50-\$99	\$2	
	\$100-\$199	\$3	
	\$200-\$299	\$7	
	\$300+	\$10	
28	\$1-\$49	\$1	\$0
	\$50-\$99	\$2	
	\$100-\$199	\$3	
	\$200-\$299	\$8	
	\$300+	\$12	
29	\$1-\$49	\$1	\$0
	\$50-\$99	\$2	
	\$100-\$199	\$4	
	\$200-\$299	\$6	
	\$300+	\$8	
30	\$1-\$49	\$1	\$0
	\$50-\$99	\$2	
	\$100-\$199	\$3	
	\$200-\$299	\$4	
	\$300+	\$6	
31	\$1-\$49	\$1	\$0
	\$50-\$99	\$2	
	\$100-\$199	\$3	
	\$200-\$299	\$6	
	\$300+	\$10	
32	\$1-\$49	\$1	\$0
	\$50-\$99	\$2	
	\$100-\$199	\$4	
	\$200-\$299	\$5	
	\$300+	\$8	
33	\$1-\$49	\$1	\$0
	\$50-\$99	\$2	
	\$100-\$199	\$5	
	\$200-\$299	\$6	
	\$300+	\$8	
34	\$1-\$49	\$1	\$0
	\$50-\$99	\$2	
	\$100-\$199	\$6	
	\$200-\$299	\$7	
	\$300+	\$8	

California Games Collection Rates

35	\$1-\$49	\$1	\$0
	\$50-\$99	\$2	
	\$100-\$199	\$3	
	\$200-\$299	\$6	
	\$300+	\$9	
36	\$1-\$49	\$1	\$0
	\$50-\$99	\$2	
	\$100-\$199	\$3	
	\$200-\$299	\$7	
	\$300+	\$9	
37	\$1-\$49	\$0	\$0
	\$50-\$99	\$2	
	\$100-\$199	\$3	
	\$200-\$299	\$5	
	\$300+	\$8	
38	\$1-\$74	\$0	\$0
	\$75-\$99	\$2	
	\$100-\$199	\$3	
	\$200-\$299	\$5	
	\$300+	\$8	
39	\$1-\$74	\$1	\$0
	\$75-\$99	\$2	
	\$100-\$199	\$3	
	\$200-\$299	\$5	
	\$300+	\$8	
40	\$1-\$74	\$1	\$0
	\$75-\$99	\$2	
	\$100-\$199	\$3	
	\$200-\$299	\$7	
	\$300+	\$10	
41	\$1-\$74	\$1	\$0
	\$75-\$99	\$2	
	\$100-\$199	\$3	
	\$200-\$299	\$8	
	\$300+	\$12	
42	\$1-\$74	\$1	\$0
	\$75-\$99	\$2	
	\$100-\$199	\$4	
	\$200-\$299	\$6	
	\$300+	\$8	
43	\$1-\$74	\$1	\$0
	\$75-\$99	\$2	
	\$100-\$199	\$3	
	\$200-\$299	\$4	
	\$300+	\$6	
44	\$1-\$74	\$1	\$0
	\$75-\$99	\$2	
	\$100-\$199	\$3	
	\$200-\$299	\$6	
	\$300+	\$10	

California Games Collection Rates

45	\$1-\$74	\$1	\$0
	\$75-\$199	\$2	
	\$200-\$399	\$5	
	\$400-\$699	\$8	
	\$700+	\$12	
46	\$1-\$99	\$1	\$0
	\$100-\$199	\$3	
	\$200-\$299	\$4	
	\$300-\$399	\$5	
	\$400+	\$7	
47	\$1-\$99	\$1	\$0
	\$100-\$199	\$4	
	\$200-\$299	\$5	
	\$300-\$399	\$6	
	\$400+	\$8	
48	\$1-\$99	\$1	\$0
	\$100-\$299	\$3	
	\$300-\$499	\$5	
	\$500-\$799	\$8	
	\$800+	\$12	
49	\$1-\$99	\$2	\$0
	\$100-\$299	\$3	
	\$300-\$499	\$6	
	\$500-\$799	\$8	
	\$800+	\$12	
50	\$1-\$99	\$2	\$0
	\$100-\$299	\$3	
	\$300-\$499	\$6	
	\$500-\$799	\$10	
	\$800+	\$15	
51	\$1-\$99	\$2	\$0
	\$100-\$299	\$3	
	\$300-\$499	\$5	
	\$500-\$799	\$12	
	\$800+	\$20	
52	\$1-\$99	\$2	\$0
	\$100-\$299	\$3	
	\$300-\$499	\$8	
	\$500-\$799	\$12	
	\$800+	\$15	
53	\$1-\$99	\$2	\$0
	\$100-\$299	\$3	
	\$300-\$499	\$9	
	\$500-\$799	\$13	
	\$800+	\$15	
54	\$1-\$99	\$2	\$0
	\$100-\$299	\$4	
	\$300-\$499	\$6	
	\$500-\$799	\$10	
	\$800+	\$15	

California Games Collection Rates

55	\$1-\$99	\$2	\$0
	\$100-\$299	\$4	
	\$300-\$499	\$7	
	\$500-\$799	\$10	
	\$800+	\$15	
56	\$1-\$99	\$2	\$0
	\$100-\$299	\$4	
	\$300-\$499	\$7	
	\$500-\$799	\$11	
	\$800+	\$15	
57	\$1-\$99	\$2	\$0
	\$100-\$299	\$4	
	\$300-\$499	\$8	
	\$500-\$799	\$10	
	\$800+	\$15	
58	\$1-\$99	\$2	\$0
	\$100-\$299	\$4	
	\$300-\$499	\$8	
	\$500-\$799	\$12	
	\$800+	\$15	
59	\$1-\$99	\$2	\$0
	\$100-\$299	\$5	
	\$300-\$499	\$6	
	\$500-\$799	\$10	
	\$800+	\$15	
60	\$1-\$99	\$2	\$0
	\$100-\$299	\$5	
	\$300-\$499	\$7	
	\$500-\$799	\$10	
	\$800+	\$15	
61	\$1-\$99	\$2	\$0
	\$100-\$299	\$5	
	\$300-\$499	\$7	
	\$500-\$799	\$11	
	\$800+	\$15	
62	\$1-\$99	\$2	\$0
	\$100-\$299	\$5	
	\$300-\$499	\$8	
	\$500-\$799	\$10	
	\$800+	\$15	
63	\$1-\$99	\$2	\$0
	\$100-\$299	\$3	
	\$300-\$499	\$8	
	\$500-\$799	\$12	
	\$800+	\$15	
64	\$1-\$99	\$2	\$0
	\$100-\$299	\$6	
	\$300-\$499	\$7	
	\$500-\$799	\$10	
	\$800+	\$15	

California Games Collection Rates

65	\$1-\$99	\$2	\$0
	\$100-\$299	\$6	
	\$300-\$499	\$7	
	\$500-\$799	\$12	
	\$800+	\$11	
66	\$1-\$99	\$0	\$0
	\$100-\$299	\$4	
	\$300-\$499	\$8	
	\$500-\$799	\$12	
	\$800+	\$15	
67	\$1-\$199	\$3	\$0
	\$20-\$499	\$6	
	\$500-\$799	\$10	
	\$800-\$1499	\$20	
	\$1500+	\$35	
68	\$1-\$299	\$3	\$0
	\$300-\$499	\$6	
	\$500-\$799	\$10	
	\$800-1199	\$15	
	\$1200+	\$18	
69	\$1-\$499	\$5	\$0
	\$500-\$699	\$10	
	\$700-\$899	\$15	
	\$900-\$1099	\$20	
	\$1100+	\$25	
70	\$1-\$999	\$5	\$0
	\$1000-\$1999	\$15	
	\$2000-\$2999	\$25	
	\$3000-\$3999	\$35	
	\$4000+	\$45	
71	\$1-\$999	\$5	\$0
	\$1000-\$1999	\$15	
	\$2000-\$2999	\$30	
	\$3000-\$3999	\$35	
	\$4000+	\$50	
72	\$1-\$999	\$15	\$0
	\$1000-\$1999	\$20	
	\$2000-\$2999	\$30	
	\$3000-\$3999	\$40	
	\$4000+	\$55	
73	\$1-\$999	\$15	\$0
	\$1000-\$1999	\$25	
	\$2000-\$2999	\$35	
	\$3000-\$3999	\$50	
	\$4000+	\$70	
74	\$5-\$100	\$1	\$0
	\$101-\$200	\$2	
	\$201-\$300	\$3	
	\$301-\$600	\$5	
	\$601+	\$8	

California Games Collection Rates

75	\$5-\$100	\$2	\$0
	\$101-\$200	\$4	
	\$201-\$300	\$6	
	\$301-\$600	\$10	
	\$601+	\$16	
76	\$5-\$100	\$1	\$0
	\$101-\$200	\$3	
	\$201-\$300	\$4	
	\$301-\$600	\$5	
	\$601+	\$8	
77	\$5-\$100	\$2	\$0
	\$101-\$200	\$6	
	\$201-\$300	\$8	
	\$301-\$600	\$10	
	\$601+	\$16	
78	\$5-\$100	\$2	\$0
	\$101-\$200	\$3	
	\$201-\$300	\$5	
	\$301-\$600	\$7	
	\$601+	\$10	
79	\$5-\$100	\$4	\$0
	\$101-\$200	\$6	
	\$201-\$300	\$10	
	\$301-\$600	\$14	
	\$601+	\$20	
80	\$5-\$100	\$1	\$0
	\$101-\$300	\$3	
	\$301-\$600	\$6	
	\$601-\$1000	\$10	
	\$1001+	\$15	
81	\$5-\$100	\$2	\$0
	\$101-\$300	\$6	
	\$301-\$600	\$12	
	\$601-\$1000	\$20	
	\$1001+	\$30	
82	\$5-\$100	\$2	\$0
	\$101-\$300	\$4	
	\$301-\$600	\$7	
	\$601-\$1000	\$11	
	\$1001+	\$16	
83	\$5-\$100	\$4	\$0
	\$101-\$300	\$8	
	\$301-\$600	\$14	
	\$601-\$1000	\$22	
	\$1001+	\$32	
84	\$5-\$100	\$1	\$0
	\$101-\$300	\$2	
	\$301-\$600	\$5	
	\$601-\$1000	\$8	
	\$1001+	\$10	

California Games Collection Rates

85	\$5-\$100	\$2	\$0
	\$101-\$300	\$4	
	\$301-\$600	\$10	
	\$601-\$1000	\$16	
	\$1001+	\$20	
86	\$5-\$100	\$1	\$0
	\$101-\$500	\$3	
	\$501-\$1000	\$5	
	\$1001-\$2000	\$7	
	\$2001+	\$10	
87	\$5-\$100	\$2	\$0
	\$101-\$500	\$6	
	\$501-\$1000	\$10	
	\$1001-\$2000	\$14	
	\$2001+	\$20	
88	\$5-\$100	\$1	\$0
	\$101-\$500	\$3	
	\$501-\$900	\$7	
	\$901-\$2000	\$12	
	\$2001+	\$25	
89	\$5-\$100	\$2	\$0
	\$101-\$700	\$4	
	\$701-\$1200	\$6	
	\$1201-\$2500	\$10	
	\$2501+	\$20	
90	\$5-\$200	\$1	\$0
	\$201-\$300	\$2	
	\$301-\$500	\$3	
	\$501-\$1000	\$5	
	\$1001+	\$10	
91	\$5-\$200	\$2	\$0
	\$201-\$300	\$4	
	\$301-\$500	\$6	
	\$501-\$1000	\$10	
	\$1001+	\$20	
92	\$5-\$200	\$2	\$0
	\$201-\$500	\$5	
	\$501-1000	\$15	
	\$1001-\$2000	\$25	
	\$2001+	\$35	
93	\$5-\$200	\$4	\$0
	\$201-\$500	\$10	
	\$501-1000	\$30	
	\$1001-\$2000	\$50	
	\$2001+	\$70	
94	\$5-\$300	\$1	\$0
	\$301-\$600	\$3	
	\$601-1000	\$6	
	\$1001-\$2000	\$10	
	\$2001+	\$20	

California Games Collection Rates

95	\$5-\$300	\$2	\$0
	\$301-\$600	\$6	
	\$601-1000	\$12	
	\$1001-\$2000	\$20	
	\$2001+	\$40	
96	\$5-\$300	\$2	\$0
	\$301-\$600	\$5	
	\$601-1000	\$9	
	\$1001-\$2000	\$15	
	\$2001+	\$25	
97	\$5-\$300	\$4	\$0
	\$301-\$600	\$10	
	\$601-1000	\$18	
	\$1001-\$2000	\$30	
	\$2001+	\$50	
98	\$5-\$300	\$3	\$0
	\$301-\$600	\$6	
	\$601-1000	\$12	
	\$1001-\$2000	\$20	
	\$2001+	\$30	
99	\$5-\$300	\$6	\$0
	\$301-\$600	\$12	
	\$601-1000	\$24	
	\$1001-\$2000	\$40	
	\$2001+	\$60	
100	\$5-\$100	\$2	\$0
	\$101-\$500	\$6	
	\$501-900	\$10	
	\$901-\$2000	\$18	
	\$2001+	\$40	
101	\$5-\$100	\$6	\$0
	\$101-\$700	\$12	
	\$701-1200	\$24	
	\$1201-\$2500	\$40	
	\$2501+	\$60	
102	\$5-\$500	\$5	\$0
	\$501-\$1000	\$15	
	\$1001-2000	\$25	
	\$2001-\$4000	\$50	
	\$4001+	\$75	
103	\$5-\$500	\$10	\$0
	\$501-\$1000	\$30	
	\$1001-2000	\$50	
	\$2001-\$4000	\$100	
	\$4001+	\$150	

Collection Procedures

- California games utilize a player-dealer position. The position shall be offered systematically and continuously in a clockwise manner around the table after every two hands.

California Games Collection Rates

- All controlled game wagers, including bonus bets, 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 shall be returned to the respective players.
- The gambling establishment does not participate in the actual play of the game and has no interest in the outcome of the play.
- Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed above, shall be used at a gaming table at any one time.
- Collection rates and fees shall be determined prior to the start of play of any hand or round. Rates shall not be calculated as a fraction or percentage of wagers made or winnings earned.
- Flat fees on wagers may be assessed at different collection rates; however, no more than five collection rates may be established per table.
- Limelight Card Room shall provide ample notice to patrons regarding the collection rates and fees, as well as the procedure for collecting them.
- Collection fees shall be conspicuously posted on or within view of every gaming table.

Open Face Pineapple Chinese Poker

Type of Game

The players of Open Face Pineapple Chinese Poker play against each other for the “pot” of money on the table. The game does not utilize a player-dealer position, it is a poker game. The gambling enterprise does not participate in the actual play of the game and has no interest in the outcome of the play.

Object of the Game

The object of the game is for players to form three hands, also referred to as “segments;” a five-card back hand, a five-card middle hand, and a three-card front hand, which rank higher than all other player hands at the table, according to the rankings as shown below. Each player’s back hand must rank higher than their middle and front hands, their middle hand must rank higher than the front hand but lower than the back hand, and the front hand must rank lower than the back and middle hands.

Description of the Deck and Number of Decks Used

Open Face Pineapple Chinese Poker is played with one standard 52-card deck and does not include a joker.

Card Values and Hand Rankings

The rank of each card used in Open Face Pineapple Chinese Poker, in order of highest to lowest, shall be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, and 2. However, an ace may also be used as a low card when completing a Straight or Straight Flush. All suits shall be considered equal in rank. The ranking of hands that may be made for the back hand and the middle hand, in order from highest to lowest rank, shall be:

Hand Dealt	Hand Requirements
Royal Flush	A hand that consists of an ace, king, queen, jack and 10 of the same suit.
Straight Flush	A hand that consists of five cards of the same suit in consecutive ranking. A king, queen, jack, 10 and 9 is the highest ranked Straight Flush and a 5, 4, 3, 2 and ace is the lowest ranked Straight Flush.
Four of a Kind	A hand that consists of four cards of the same rank. Four aces is the highest ranked Four of a Kind and four 2s is the lowest ranked Four of a Kind.
Full House	A hand that consists of a Three of a Kind and a Pair. Three aces and two kings is the highest ranked Full House and three 2s and two 3s is the lowest ranked Full House.
Flush	A hand that consists of five cards of the same suit, but that are not in consecutive ranking. An ace, king, queen, jack and 9 is the highest ranked Flush and a 7, 5, 4, 3 and 2 is the lowest ranked Flush.
Straight	A hand that consists of five cards that are in consecutive ranking, but that are not the same suit. An ace, king, queen, jack and 10 is the highest ranked Straight and a 5, 4, 3, 2 and ace is the lowest ranked Straight.
Three of a Kind	A hand that consists of three cards of the same rank. Three aces is the highest ranked Three of a Kind and three 2s is the lowest ranked Three of a Kind.
Two Pairs	A hand that consists of two Pairs. Two aces and two kings is the highest ranked Two Pairs and two 3s and two 2s is the lowest ranked Two Pairs.
One Pair	A hand that consists of two cards of the same rank. Two aces is the highest ranked One Pair and two 2s is the lowest ranked One Pair.

Open Face Pineapple Chinese Poker

High Card	A hand that consists of five cards that do not make any of the hands listed above. An ace, king, queen, jack and 9 is the highest ranked High Card hand and 7, 5, 4, 3 and 2 the lowest ranked High Card hand.
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The ranking of hands that may be made for the front hand, in order from highest to lowest rank shall be:

Hand Dealt	Hand Requirements
Three of a Kind	A hand that consists of three cards of the same rank. Three aces is the highest ranked Three of a Kind and three 2s is the lowest ranked Three of a Kind.
One Pair	A hand that consists of two cards of the same rank. Two aces is the highest ranked One Pair and two 2s is the lowest ranked One Pair.
High Card	A hand that consists of three cards that do not make any of the hands listed above. An ace, king and queen are the highest ranked High Card hand and 4, 3 and 2 the lowest ranked High Card hand.

Straights and Flushes are not considered in the three-card hand.

Description of Table Used and Total Number of Seated Positions

The game will be played using a standard poker table or small round table which shall accommodate up to four seated positions. However, in a four player game, only three players will receive a hand and will be actively playing. The fourth player will become eligible during the next round of play when the action button and dealer button rotates. The fourth player may also be eligible to participate provided that one of the three hands chooses not to participate during that round of play. When four players are seated at the table, only the player that has both the action button and the dealer button, and the two players clockwise around the table from that player, shall receive cards. The settling of hands will follow the same guidelines below.

Each player's stack of chips acts as their wager, which is referred to as table stakes. Therefore, each player's stack of chips on the table shall be eligible to be won or lost during each round of play. A player is required to initially buy into a game for at least thirty times the amount of the table limit. At the beginning of each round, each player shall be required to have a minimum of nine points worth of chips in their stack in order to be eligible to play.

Dealing Procedures and Round of Play

1. The game will utilize a dealer button and an action button. Both buttons shall stay with the same player at all times and will rotate clockwise to the next player after each round of play.
 - a. The dealer button is a flat white disk with the words "dealer button" on it to visually designate which player is in the dealer position (in theory) for that hand.
 - b. The action button is a disk with the words "action button" on it to visually designate which player is in position #1 and will begin comparison of their hands against opponents as well as receive first action on their wager.
 - i. The other players in clockwise rotation represent position #2 and position #3.
2. Prior to any cards being dealt, the amount of chips in front of each player will be considered table stakes.
 - a. Table stakes is defined as limiting the amount a player can win or lose during the play of a single hand.

Open Face Pineapple Chinese Poker

- b. A player may stake no more than what they have on the table at the beginning of that hand and consequently cannot go back to their pocket for more money or place more chips once the hand is dealt.
 - c. In between hands however, a player is free to re-buy or add-on so long as their entire stack does not then exceed the maximum buy-in.
 - d. In addition, players may not remove any chips from their table stakes in between hands.
3. When first opening a game and after players have determined their table stakes, the player to the left of the house dealer will receive the dealer and action buttons.
4. Once a player has both buttons, the house dealer will complete the dealing procedures as described below.
5. The house dealer deals cards one at a time, face-up, to each active player beginning with the active player to the left of the dealer button, and continues clockwise until each active player receives five cards.
6. Starting with the first active player to the left of the dealer button, that player must then place their initial cards face-up in the front, middle, or back segments.
 - a. The initial five cards can be split up between any of the three segments, although, there can be no more than three cards in the top segment.
 - b. Once the cards lay face-up on the table in any of the segments, they will be set and cannot be altered.
 - c. This process continues clockwise until all active players have placed their initial five cards in their respective segments.
7. The house dealer will then deal three cards at a time, face-down, to each active player, starting with the first active player to the left of the dealer button.
8. Starting with the first active player to the left of the dealer button, that player must place two of the three cards face-up in either the top, middle, or bottom segment of their hand. They must discard the third card.
 - a. Once the cards lay face-up on the table in any of the segments, they will be set and cannot be altered.
 - b. This process continues clockwise until all active players have placed their first set of two cards in their respective segments.
9. The house dealer will then deal three cards at a time, face-down, to each active player, starting with the first active player to the left of the dealer button.
10. Starting with the first active player to the left of the dealer button, that player must place two of the three cards face-up in either the front, middle, or back segment of their hand. They must discard the third card.
 - a. Once the cards lay face-up on the table in any of the segments, they will be set and cannot be altered.
 - b. This process continues clockwise until all active players have placed their second set of two cards in their respective segments.
11. The house dealer will then deal three cards at a time, face-down, to each active player, starting with the first active player to the left of the dealer button.
12. Starting with the first active player to the left of the dealer button, that player must place two of the three cards face-up in either the front, middle, or back segment of their hand. They must discard the third card.
 - a. Once the cards lay face-up on the table in any of the segments, they will be set and cannot be altered.
 - b. This process continues clockwise until all active players have placed their third set of two cards in their respective segments.

Open Face Pineapple Chinese Poker

13. The house dealer will then deal three cards at a time, face-down, to each active player, starting with the first active player to the left of the dealer button.
14. Starting with the first active player to the left of the dealer button, that player must place two of the three cards face-up in either the front, middle, or back segment of their hand. They must discard the third card.
 - a. Once the cards lay face-up on the table in any of the segments, they will be set and cannot be altered.
 - b. This process continues clockwise until all active players have placed their fourth and final set of two cards in their respective segments.
15. At this point, all active players should have thirteen cards set in three segments.

How Winners are Determined and Paid

Once each player has set their three hands, all three segments of a player's hand will be compared to the next player's three segments, in the following order:

- The player in position #1 will compare their hands against the position to their left, which is position #2. When comparing each player's segments, each player will be paid according to the point system and bonus point system, as described below.
- The player in position #1 will compare their hands against the position to the left of the position #2, which is the position #3. When comparing each player's segments, each player will be paid according to the point system and bonus point system, as described below.
- The player in position #2, which is to the left of position #1, will compare their hands against the position to their left, which is the position #3. When comparing each player's segments, each player will be paid according to the point system and bonus point system, as described below.

Note: Payouts go in turn. If at any time any player runs out of money, the next player will not be paid.

Foul Hand

A hand that is set by a player that fails to set their hand in the proper ranking order when setting their five-card back hand, five-card middle hand, and three-card front hand, according to the rules above, is referred to as a "Foul Hand." When a player has a Foul Hand, that player must pay a penalty to each player. The penalty shall be two points to each player for each segment. Additionally, the player with the foul hand shall also be required to pay a player if they are eligible for bonus points according to the Bonus System shown below. However, the player with the foul hand is not eligible for bonus points according to the Bonus System.

Point System

The settlement of wagers is based on points awarded for each hand. Each of the three segments is worth one point which has a monetary value depending on the table limit. When segments are being compared between two players, as described in the order above, the player who has the highest ranking hand for each segment wins one point from their opponent(s) and shall be paid according to the monetary value of one point. If a segment has the same exact rank between two players, it results in a tie (push), and no point or wager is exchanged unless the tie is between a player in possession of the action and dealer buttons and another player. The player with both buttons will win all tie hands.

Open Face Pineapple Chinese Poker

In addition to players winning according to the Point System, players shall be eligible to win additional points according to the Bonus System as shown below.

Bonus System

Players may be eligible for additional points when comparing their segments against other players' segments if they make certain hands in their five-card back hand, their five-card middle hand, or their three-card front hand, as shown below. A player earns one point for each winning segment, and if a "Bonus" hand is present, points are added on the "Bonus" hand. Bonus points are earned as follows:

Hand Dealt	Points		
	Front Segment	Middle Segment	Back Segment
Pair of Sixes (6s)	1 point	N/A	N/A
Pair of Sevens (7s)	2 points	N/A	N/A
Pair of Eights (8s)	3 points	N/A	N/A
Pair of Nines (9s)	4 points	N/A	N/A
Pair of Tens (10s)	5 points	N/A	N/A
Pair of Jacks (Js)	6 points	N/A	N/A
Pair of Queens (Qs)	7 points	N/A	N/A
Pair of Kings (Ks)	8 points	N/A	N/A
Pair of Aces (As)	9 points	N/A	N/A
Three of a Kind (2s)	10 points	2 points	N/A
Three of a Kind (3s)	11 points	2 points	N/A
Three of a Kind (4s)	12 points	2 points	N/A
Three of a Kind (5s)	13 points	2 points	N/A
Three of a Kind (6s)	14 points	2 points	N/A
Three of a Kind (7s)	15 points	2 points	N/A
Three of a Kind (8s)	16 points	2 points	N/A
Three of a Kind (9s)	17 points	2 points	N/A
Three of a Kind (10s)	18 points	2 points	N/A
Three of a Kind (Js)	19 points	2 points	N/A
Three of a Kind (Qs)	20 points	2 points	N/A
Three of a Kind (Ks)	21 points	2 points	N/A
Three of a Kind (As)	22 points	2 points	N/A
Straight	N/A	4 points	2 points
Flush	N/A	8 points	4 points
Full House	N/A	12 Points	6 points
Four of a Kind	N/A	20 Points	10 Points
Straight Flush	N/A	30 Points	15 Points
Royal Flush	N/A	50 points	25 points

In order to get the bonus for each segment, as shown above, the following requirements must be met:

- Players must win the segment to win the bonus points. If a player has a qualifying bonus hand but loses the segment, they shall not be paid the bonus points.
- Bonus hand values are always additional points.
- Fouled hands will not be paid the bonus.

Open Face Pineapple Chinese Poker

Example: If a player wins two out of three segments and has Four of Kind in the back, that player shall win two points for two segments and ten points for the Four of a Kind in the back for a total of twelve points.

Fantasy Land

Fantasy Land gets triggered if a player gets a Pair of queens (Qs) or better, as their front hand segment without fouling. On the next hand, the player will receive 14 cards dealt face-down at once. The player can then place 13 cards optimally into their 3 hands and discard the remaining card face down. All Fantasy Land hands must be set and completed before cards are dealt to the other players. To stay in Fantasy Land a player must make a Straight Flush or Four of a Kind on the bottom hand, a Full House or better in the middle hand, or Three of a Kind in the front hand. If a player stays in Fantasy Land they must make a verbal announcement, before the end of the game, to the other players in the game.

Open Face Pineapple Chinese Poker

Collection Procedure:

For **schedule options 1 through 8**, a collection fee is taken per player, per 40 minutes played, based on the table limit. The limit of the game indicates the wager being played for; each hand represents one (1) point which is equivalent to the money value of the game's limit.(i.e., in a \$5.00 limit game each point would have a money value of \$5.00). Players who enter the game after the 20 minute play mark will be charged half the posted collection rate as shown below.

Schedule Options	Table Limit	Player Fee
1	\$1	\$10
2	\$5	\$10
3	\$10	\$12
4	\$20	\$12
5	\$30	\$15
6	\$40	\$15
7	\$50	\$18
8	\$100	\$18

Collection Rates for Poker Games

- The players of the poker games, as shown above, play against each other for the pot of money on the table. The games do not utilize a player-dealer position, they are Poker games.
- The collection fees shall be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing.
- Collection rates and fees shall be determined prior to the start of play of any hand or round.
- Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed above, shall be used at a table at any one time.
- Rates may not be calculated as a fraction or percentage of wagers made or winnings earned.
- Flat fees on wagers may be assessed at different collection rates; however, no more than five collection rates may be established per table limit.
- Limelight Card Room shall provide ample notice to patrons regarding the collection rates and fees, as well as the procedure for collecting them.

Fortune Pai Gow Poker

Type of Game

The game of Fortune Pai Gow Poker utilizes a player-dealer position and is a California game. The player-dealer will 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 will be returned to the respective players. A player will only remain in the player-dealer position for two consecutive rounds of play before it is offered in a clockwise fashion around the gaming table. The gambling enterprise does not participate in the actual play of the game and has no interest in the outcome of the play.

Object of the Game

The object of the game of Fortune Pai Gow Poker is to make a five-card hand and a two-card hand that ranks higher than the player-dealer's five-card hand and two-card hand.

Fortune Pai Gow Poker adds an optional bonus bet element to the traditional game of Pai Gow Poker. In Fortune Pai Gow Poker, a player can place an optional Fortune Bonus Bet. If a player wagers at least \$5 on the Fortune Bonus Bet, they qualify for an Envy Bonus payout.

Description of the Deck and Number of Decks Used

Fortune Pai Gow Poker is played with a standard 52-card deck including a joker for a total of 53 cards.

Card Values and Hand Rankings

The rank of each card used in Fortune Pai Gow Poker, in order of highest to lowest rank, will be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3 and 2. The ace would be considered low any time the ace begins a straight or a straight flush. The joker is fully wild. All suits will be considered equal in rank.

The hand rankings for the game of Fortune Pai Gow Poker, in order of highest to lowest, are as follows:

Five of a Kind	A hand that consists of Four of a Kind and a joker. Five aces is the highest ranked Five of a Kind and five 2s is the lowest ranked Five of a Kind.
Royal Flush	A hand that consists of an ace, king, queen, jack and 10 of the same suit.
Straight Flush	A hand that consists of five cards of the same suit in consecutive ranking. A king, queen, jack, 10 and 9 is the highest ranked Straight Flush and a 5, 4, 3, 2 and ace is the lowest ranked Straight Flush.
Four of a Kind	A hand that consists of four cards of the same rank. Four aces is the highest ranked Four of a Kind and four 2s is the lowest ranked Four of a Kind.
Full House	A hand that consists of a Three of a Kind and a Pair. Three aces and two kings is the highest ranked Full House and three 2s and two 3s is the lowest ranked Full House.
Flush	A hand that consists of five cards of the same suit but are not in consecutive ranking. An ace, king, queen, jack and 9 is the highest ranked Flush and a 7, 5, 4, 3 and 2 is the lowest ranked Flush.
Straight	A hand that consists of five cards in consecutive ranking, but are not the same suit. An ace, king, queen, jack and 10 is the highest ranked Straight and a 5, 4, 3, 2 and ace is the lowest ranked Straight.

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Three of a Kind	A hand that consists of three cards of the same rank. Three aces is the highest ranked Three of a Kind and three 2s is the lowest ranked Three of a Kind.
Two Pair	A hand that consists of two Pair. Two aces and two kings is the highest ranked Two Pair and two 3s and two 2s is the lowest ranked Two Pair.
One Pair	A hand that consists of two cards of the same rank. Two aces is the highest ranked Pair and two 2s is the lowest ranked Pair.
High Card	A hand that consists of five cards that do not make any of the hands listed above. An ace, king, queen, jack and 9 is the highest ranked High Card hand and 7, 5, 4, 3, and 2 is the lowest ranked High Card hand.

Description of Table Used and Total Number of Seated Positions

An industry standard Pai Gow Poker table will be used to play Fortune Pai Gow Poker. A table felt with the game name and segregated marked Fortune Bonus Bet areas. The table seats a maximum of seven players including the player-dealer position.

Dealing Procedures and Round of Play

All wagers in Fortune Pai Gow Poker will be made by placing casino chips on the appropriate betting areas of the table layout keeping in mind the table minimum and maximum wagering limits.

1. At the start of a game a player is offered the player-dealer position. Once the player-dealer position is accepted, the house dealer shall wait for each player to make their wager in accordance with the table limits.
2. Third-Party Providers of Proposition Player Services (TPPPS), as defined in Section 19984 of the California Business and Professions Code, are permitted to play.
3. Backline betting is not permitted on any wager.
4. Before the start of each hand the player and the player-dealer make their bets. Players also have the option of placing a Fortune Bonus Bet at this time as well.
5. The house dealer will complete the deal of seven piles of seven cards face down in front of the house dealer position.
 - When dealing the seven piles of seven cards, the house dealer will deal one card at a time in front of the house dealer position until there are seven cards, starting from left to right.
 - Once there are seven cards laid out, the house dealer shall deal each pile another card, from right to left, giving each pile a total of two cards. This process of dealing cards left to right, then right to left, shall be completed until each pile has seven cards.
 - The remaining four cards shall be placed in the discard pile.
 - Once the cards have been stacked, the player-dealer randomly selects which pile will be distributed to the first player who receives the "Action" button.
 - The house dealer identifies the hand by placing a button marked Action on this pile by pushing the button forward and turning the pile behind it side ways.
 - To determine the placement of the first pile of cards, the player-dealer shakes a dice cup containing three standard dice.
 - The sum of the dice indicates the seat the pile of cards will be distributed. The player-dealer's position is always one, eight, and fifteen. Other seats, in clockwise rotation, respectively represent the other numbers.


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- If the numerical total of the dice represents a seat/spot without any wagers placed, the Action button will be placed at the first active seat/spot clockwise from the original seat/spot.
6. Once all of the piles of cards have been distributed, the house dealer will collect the cards distributed to seats without a wager and place them in the discard pile.
 7. Once the cards have been distributed, each player will set their hands by arranging the seven cards into a two-card hand, which is placed in front of the five-card hand, and a five-card hand, which is placed behind the two-card hand. The five-card hand must rank higher than the two-card hand, according to the ranking of hands, as shown above.
 - Players do not have to set their hand the “House Way”, they are free to set the hand in any fashion they choose as long as it is not a foul hand. If a player arranges the two-card hand so it out-ranks the five-card hand, this will be considered a foul and the player will automatically lose their wager.
 - However, players may ask the house dealer to place their hand the House Way according to the chart below. Once the player asks the house dealer for assistance, the hand must be set the House Way and cannot be changed nor re-arranged.
 8. When all players' hands have been set, the house dealer exposes the player-dealer's hand, and sets it according to the House Way chart, as shown below.



Fortune Pai Gow Poker House Way Hand Set

High Card	Put 2 nd and 3 rd highest cards in front.	K ♦	J ♣			
		A ♥	10 ♣	7 ♠	5 ♥	3 ♦
One Pair	Put Pair in back, highest two cards in front.	A ♣	Q ♦			
		3 ♠	3 ♣	J ♥	8 ♦	4 ♣
Two Pair: High Pair is As, Ks, or Qs	Put small Pair in front.	3 ♦	3 ♠			
		K ♥	K ♠	7 ♥	6 ♣	2 ♦
Two Pair: High Pair is Js, 10s, or 9s	Put both Pairs in back if an ace can be played in the front, otherwise put small Pair in front.	A ♣	7 ♥			
		J ♦	J ♠	8 ♣	8 ♥	4 ♠
Two Pair: High Pair is 8s, 7s, or 6s	Put both Pairs in back if a king or higher can be played in the front; otherwise put small Pair in front.	K ♠	9 ♠			
		8 ♣	8 ♦	4 ♦	4 ♥	7 ♣
Two Pair: High Pair is 5s, 4s, or 3s	Put both Pairs in back if a queen or higher can be played in the front, otherwise put small Pair in front.	Q ♥	8 ♣			
		5 ♥	5 ♠	4 ♥	4 ♣	2 ♠

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Three Pair: With or without a Straight, Flush, or Straight Flush	Put highest Pair in front.	9 ♣	9 ♠			
		7 ♦	7 ♣	5 ♥	5 ♠	A ♣
Three of a Kind: Aces	Put an ace and highest single card in front.	A ♣	8 ♦			
		A ♦	A ♠	5 ♦	4 ♣	2 ♠
Three of a Kind: Kings and below	Put two highest single cards in front.	J ♥	10 ♣			
		K ♥	K ♦	K ♣	7 ♠	5 ♥
Two Three of a Kinds	Put highest Pair possible in front.	J ♣	J ♦			
		5 ♠	5 ♥	5 ♣	J ♠	A ♦
Straight, Flush, or Straight Flush with no Pair	Put the highest possible two cards in front that will leave a complete hand in back.	A ♠	9 ♠			
		6 ♠	5 ♠	4 ♣	3 ♦	2 ♠
Straight, Flush, or Straight Flush with one Pair	Put the highest possible two cards (Pair or no Pair) in front that will leave a complete hand in back.	J ♥	8 ♦			
		9 ♠	8 ♥		6 ♠	5 ♦
Straight, Flush, or Straight Flush with two Pair	Put a Pair in front with a complete hand in back otherwise play Two Pair strategy.	7 ♦	7 ♣			
		9 ♥	9 ♦	Q ♦	J ♦	4 ♦
Straight, Flush, or Straight Flush with Three of a Kind	Put Pair or ace in front with complete hand behind.	5 ♣	5 ♥			
		7 ♦	6 ♠	5 ♦	4 ♠	3 ♥
Full House with or without a Straight, Flush, or Straight Flush. (Three of a Kind and a Pair)	Put the highest Pair in front while keeping at least Three of a Kind behind.	4 ♣	4 ♥			
		8 ♥	8 ♠	8 ♦	A ♣	K ♥
Four of a Kind As, Ks, or Qs	Split to Pair-Pair.	Q ♣	Q ♦			
		Q ♥	Q ♠	9 ♠	7 ♦	5 ♣
Four of a Kind: Js, 10s, or 9s	Play Four of a Kind in back if at least a king can be played up front, otherwise split.	J ♦	J ♠			
		J ♥	J ♣	Q ♦	10 ♠	7 ♥

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Four of a Kind: 8s, 7s, or 6s	Play Four of a Kind in back if at least a queen can be played up front, otherwise split.	8 ♥	8 ♦			
		8 ♣	8 ♠	J ♣	7 ♠	4 ♦
Four of a Kind: 5s or below	Always play Four of Kind behind.	9 ♥	8 ♣			
		5 ♠	5 ♦	5 ♥	5 ♣	2 ♠
Four of a Kind with a Pair	Play the Pair in front and play Four of a Kind in back.	4 ♣	4 ♥			
		5 ♥	5 ♦	5 ♣	5 ♠	2 ♠
Five of a Kind (2 through king)	Play the Five of a Kind in the back hand.	Q ♦	10 ♠			
		J ♥	J ♣	J ♦	J ♠	
Five Aces	Play a Pair of aces in front.	A ♣	A ♠			
		A ♥	A ♦		K ♠	5 ♣

9. Once the player-dealer's hands are set according to the House Way, each player's hand is exposed, in turn, and compared to the player-dealer's hands to determine the winners, losers, or push hands.
10. Each player's five card hand will be compared to the player-dealer's five card hand, and each player's two card hand will be compared to the player-dealer's two card hand, in turn.
11. Wagers will be settled in a clockwise manner around the table, starting with the player with the Action button.
12. All wagers will be settled from seat to seat in the following order: the base game wager, then the Fortune Bonus Bet, and then the Envy Bonus. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the respective players.

How Winners are Determined and Paid

Once each player has set their hands and the house dealer has set the player-dealer's hand, each player's hand shall be compared against the player-dealer's hand. The following shall apply for each possible outcome when determining which hand wins, loses, or if there is a "push."

1. The Fortune Pai Gow Poker base game wager wins if the two-card hand and the five-card hand, held by the player, ranks higher than the player-dealer's two-card hand and five-card hand. Winning base game wagers are paid 1 to 1.
2. The Fortune Pai Gow Poker base game wager loses if the two-card hand and the five-card hand held by the player, ranks lower than the player-dealer's two-card hand and five-card hand.

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3. The Fortune Pai Gow Poker base game wager “pushes” if one of the hands held by the player ranks higher than the player-dealer’s corresponding hand, and the player’s other hand ranks lower than the player-dealer’s corresponding hand. In this case, neither the player nor the player-dealer wins or loses; the wager is a push and is returned to the player.
4. If either the two-card hand or the five-card hand is identical in rank to the player-dealer’s two-card hand or five-card hand, it is a “copy hand.” The player-dealer wins all copy hands.
5. Once the standard base game wagers are settled (win, lose, tie/push) the house dealer will determine if the player’s hand qualifies for the Fortune Bonus and/or the Envy Bonus.
6. If the player’s hand does not qualify for payouts, the player-dealer collects the Fortune Bonus Bet. The house dealer leaves the Envy button, if applicable, next to the player’s Fortune Pai Gow Poker game wager and payouts. The house dealer will not pick up Envy buttons until all wagers are reconciled.
7. The player-dealer pays any Envy Bonuses at the end of the round as noted below:
 - If multiple players have made a seven-card qualifying Fortune Bonus Bet and Envy Bonus hand, then all players with an Envy button will win, other than for their own hand.
8. The player-dealer collects losing Fortune Bonus Bets and pays winning Fortune Bonus Bets to the extent of the player-dealer’s wager.
9. The cards are collected, shuffled, and a new round begins.

Bonus Bets

Fortune Bonus Bet

For each seated position, there will be one separate and specifically designated area for the placement of a Fortune Bonus Bet. A player may only place the optional Fortune Bonus Bet if they have also placed a Fortune Pai Gow Poker base game wager prior to the initial deal.

- The Fortune Bonus Bet takes into account the seven cards dealt as a player’s hand.
- In the event the seven cards dealt to a player who placed a Fortune Bonus Bet is a designated qualifying hand, as shown below, the Fortune Bonus Bet will win.
- The player does not have to set their hand just for the Fortune Bonus Bet.
- The player will then receive a monetary payout based on the bonus hand the player has received and the pay table, as shown below. Any other combination of the first seven cards dealt, other than the hands shown below, will lose.
- There is no opportunity for the Fortune Bonus Bet to tie as it is dependent on the cards dealt as the player’s hand, not a comparison of cards or hands.
- The Fortune Bonus Bet remains in action regardless of whether the player’s Fortune Pai Gow Poker base game wager wins, loses, or pushes.
- The player-dealer will pay qualifying Fortune Bonus Bets and will collect Fortune Bonus Bets to the extent of the player-dealer’s wager that did not qualify.
- The Fortune Bonus Bet may be less than, equal to, or greater than the Fortune Pai Gow Poker game wager. However, the Fortune Bonus Bet must be within the minimum and maximum table limits.

Fortune Pai Gow Poker

Envy Bonus

A player who places a wager of at least \$5 on the Fortune Bonus Bet will receive an Envy button and may qualify for the Envy Bonus payout if another player who placed a Fortune Bonus Bet receives a pre-determined and designated qualifying hand, as shown below. Players will receive one Envy button for each Fortune Bonus Bet in an amount equal to or greater than \$5.

- The Envy Bonus takes into account the first seven cards dealt as a player's hand.
- In the event that the first seven cards dealt to a player that has placed a Fortune Bonus Bet is a pre-determined and designated qualifying hand, as shown below, all players with an Envy button will win.
- Players are not eligible to win an Envy Bonus for their own hand.
- If multiple players have made a seven-card qualifying Fortune Bonus Bet and Envy Bonus hand, then all players with an Envy button will win, other than for their own hand.
- If multiple Envy Bonus hands are achieved, only the highest-ranking hand is awarded the payout.

EXAMPLE: *One player achieves a Four of a Kind and another player achieves Five Aces. The Five Aces Envy Bonus is the only bonus payout.*

- Players will receive a fixed monetary payout based on the qualifying hand that another player has received and the pay table, as shown below.
- Any other combination of the first seven cards dealt, other than the hands shown below, will lose.
- The Envy Bonus may win regardless of the outcome of the Fortune Pai Gow Poker base game wager.
- The player-dealer will pay qualifying Envy Bonuses and will collect Envy buttons that did not qualify to the extent of the player-dealer's wager.
- Qualifying Envy Bonus buttons will be paid according to the table, as shown below.

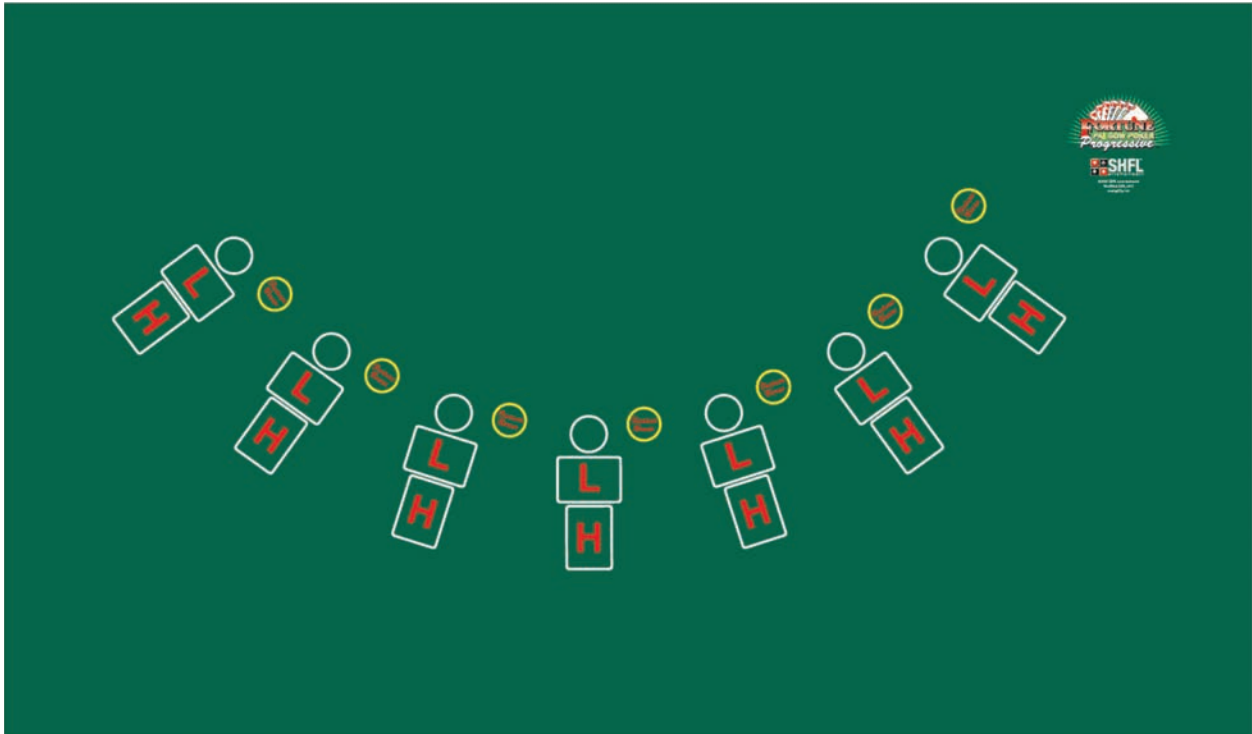
Fortune Bonus Bet & Envy Bonus Pay Table Options

7 Card Straight Flush (No Joker)	A hand that consists of seven cards of the same suit in consecutive ranking that does not utilize a joker.	500 to 1	\$250
7 Card Straight Flush (With Joker)	A hand that consists of seven cards of the same suit in consecutive ranking that utilizes a joker.	500 to 1	\$250
Five Aces	A hand that consists of four aces and a joker.	250 to 1	\$50
Five of a Kind	A hand that consists of Four of a Kind and a joker	200 to 1	\$25
Royal Flush	A hand that consists of an ace, king, queen, jack and 10 of the same suit.	100 to 1	\$10
Straight Flush	A hand that consists of five cards of the same suit in consecutive ranking.	50 to 1	\$5
Four of a Kind	A hand that consists of four cards of the same rank.	25 to 1	\$5
Full House	A hand that consists of a Three of a Kind and a Pair.	5 to 1	

Fortune Pai Gow Poker

Flush	A hand that consists of five cards of the same suit, but that are not in consecutive ranking.	3 to 1	
Straight	A hand that consists of five cards that are in consecutive ranking, but that are not the same suit.	2 to 1	

Table Layout



Collection Rates Schedule

For **schedule options 1 through 4**, a collection shall be taken per round of play from the player-dealer position. A collection shall also be taken from each player based on the amount of each game wager placed.

Minimum wagering limits shall be between \$1 and \$100

Maximum wagering limits shall be between \$25 and \$1,000

1	\$1-\$100	\$1	\$1
	\$101-\$200	\$2	
	\$201-\$300	\$3	
	\$301-\$400	\$4	
	\$401+	\$5	
2	\$1-\$100	\$1	\$2
	\$101-\$200	\$2	
	\$201-\$300	\$3	
	\$301-\$400	\$4	
	\$401+	\$5	

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3	\$1-\$200	\$1	\$2
	\$201-\$400	\$2	
	\$401-\$600	\$3	
	\$601-\$800	\$4	
	\$801+	\$5	
4	\$1-\$200	\$1	\$3
	\$201-\$400	\$2	
	\$401-\$600	\$3	
	\$601-\$800	\$4	
	\$801+	\$5	

For **schedule options 5 through 11**, a collection shall be taken each player based on the amount of each base game wager placed. A collection shall also be taken from per round of play from the player-dealer position based on the Total Table Action, which is the sum of all players' base game and bonus bets placed prior to cards being dealt.

5	\$1-\$200	\$1	\$1-\$100	\$1
	\$201-\$400	\$2		
	\$401-\$600	\$3	\$101+	\$2
	\$601-\$800	\$4		
	\$801+	\$5		
6	\$1-\$200	\$1	\$1-\$100	\$1
	\$201-\$400	\$2		
	\$401-\$600	\$3	\$101+	\$3
	\$601-\$800	\$4		
	\$801+	\$5		
7	\$1-\$200	\$1	\$1-\$100	\$1
	\$201-\$400	\$2		
	\$401-\$600	\$3	\$101-\$300	\$3
	\$601-\$800	\$4		
	\$801+	\$5	\$301+	\$4
8	\$1-\$200	\$1	\$1-\$100	\$1
	\$201-\$400	\$2		
	\$401-\$600	\$3	\$101-\$400	\$3
	\$601-\$800	\$4		
	\$801+	\$5	\$401+	\$5
9	\$1-\$100	\$1	\$1-\$100	\$1
	\$101-\$200	\$2		
	\$201-\$300	\$3	\$101-\$300	\$3
	\$301-\$400	\$4		
	\$401+	\$5	\$301+	\$4
10	\$1-\$100	\$1	\$1-\$100	\$2
	\$101-\$200	\$2		
	\$201-\$300	\$3	\$101-\$300	\$3
	\$301-\$400	\$4		
	\$401+	\$5	\$301+	\$4

Fortune Pai Gow Poker

11	\$1-\$100	\$1	\$1-\$100	\$2
	\$101-\$200	\$2		
	\$201-\$300	\$3	\$101-\$400	\$3
	\$301-\$400	\$4		
	\$401+	\$5	\$401+	\$5

Collection Procedures

- California games utilize a player-dealer position. The position shall be offered systematically and continuously in a clockwise manner around the table after every two hands.
- All base game wagers, including bonus bets, 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 shall be returned to the respective players.
- The gambling establishment does not participate in the actual play of the game and has no interest in the outcome of the play.
- Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed above, shall be used at a gaming table at any one time.
- Collection rates and fees shall be determined prior to the start of play of any hand or round. Rates shall not be calculated as a fraction or percentage of wagers made or winnings earned.
- Flat fees on wagers may be assessed at different collection rates; however, no more than five collection rates may be established per table.
- Limelight Card Room shall provide ample notice to patrons regarding the collection rates and fees, as well as the procedure for collecting them.
- Collection fees shall be conspicuously posted on or within view of every gaming table.

Ultimate Texas Hold'em

Type of Game

The game of Ultimate Texas Hold'em utilizes a player-dealer position and is a California game. 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 respective players. A player shall only remain in the player-dealer position for two consecutive rounds of play before it is offered in a clockwise fashion around the gaming table. The gambling enterprise does not participate in the actual play of the game and has no interest in the outcome of the play.

Object of the Game

The object of the game is for each player to form a five-card hand that ranks higher than the player-dealer's five-card hand. The players and player-dealer may use any combination of the two cards initial dealt to them at the beginning of the game, referred to as hole cards, and the five cards dealt on the table throughout the game, referred to as community cards or board cards, or they may play the board by using no hole cards and just use the five community cards, to make the highest ranking five-card hand, according to the rankings as shown below.

Ultimate Texas Hold'em lets players bet aggressively. The earlier they bet, the more they can risk and win.

1. If players bet pre-flop, they may bet three times or four times their Ante.
2. If they bet on the flop, they may bet two times their Ante.
3. If they wait until the river, when all community cards are out, they may only bet the same amount as their Ante.

This game also features two optional bonus bets:

- The Trips Bonus Bet is paid if the player's final five-card hand is Three of a Kind or better.
- The Bad Beat Bonus Bet is paid if either the player or player-dealer is beaten by Three of a Kind or better.

Description of the Deck and Number of Decks Used

1. **Physical Characteristics:** Cards shall be in standard decks of fifty-two cards.
2. **Number of Decks:** Cards shall be played with two alternating decks, each consisting of fifty-two cards with backs of the same design.
 - The backs of the cards of the two decks are of different color;
 - One deck will be shuffled by the automated card shuffling device while the other deck is being dealt or used to play the game; (if the automated card shuffling device breaks, the house dealer will hand shuffle the cards)
 - Both decks will be continuously alternated in and out of play, with each deck being used for every other round of play; and
 - The cards from only one deck shall be placed in the discard rack at any given time.

Card Values and Hand Rankings

The rank of the cards used in Ultimate Texas Hold'em, for the purpose of determining a winning hand shall be in order of highest to lowest rank, shall be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, and 2. All suits shall be considered equal in rank. The ace would be considered low any time the ace begins a Straight or a Straight Flush.

Ultimate Texas Hold'em

The ranking of hands for Ultimate Texas Hold'em in order from the highest to the lowest rank, shall be:

Ultimate Texas Hold'em Hand Rankings

Royal Flush	A hand that consists of an ace, king, queen, jack and 10 of the same suit.
Straight Flush	A hand that consists of five cards of the same suit in consecutive ranking. A king, queen, jack, 10 and 9 is the highest ranked Straight Flush and a 5, 4, 3, 2 and ace is the lowest ranked Straight Flush.
Four of a Kind	A hand that consists of four cards of the same rank. Four aces is the highest ranked Four of a Kind and four 2s is the lowest ranked Four of a Kind.
Full House	A hand that consists of a Three of a Kind and a Pair. Three aces and two kings is the highest ranked Full House and three 2s and two 3s is the lowest ranked Full House.
Flush	A hand that consists of five cards of the same suit, but not in consecutive ranking. An ace, king, queen, jack and 9 is the highest ranked Flush and a 7, 5, 4, 3 and 2 is the lowest ranked Flush.
Straight	A hand that consists of five cards that are in consecutive ranking, but not the same suit. An ace, king, queen, jack and 10 is the highest ranked Straight and a 5, 4, 3, 2 and ace is the lowest ranked Straight.
Three of a Kind	A hand that consists of three cards of the same rank. Three aces is the highest ranked Three of a Kind and three 2s is the lowest ranked Three of a Kind.
Two Pairs	A hand that consists of two Pairs. Two aces and two kings is the highest ranked Two Pairs and two 3s and two 2s is the lowest ranked Two Pairs.
One Pair	A hand that consists of two cards of the same rank. Two aces is the highest ranked Pair and two 2s is the lowest ranked Pair.
High Card	A hand that consists of five cards that do not make any of the hands listed above. An ace, king, queen, jack and 9 is the highest ranked High Card hand and 7, 5, 4, 3 and 2 the lowest ranked High Card hand.

Description of Table Used and Total Number of Seated Positions

Ultimate Texas Hold'em shall be played on a table having seven places on one side for the players and the player-dealer and a place for the house dealer on the opposite side of the table. Each Ultimate Texas Hold'em table shall have a drop box attached to it. Backline betting is not permitted on any wager.

The cloth layout covering the table shall bear an inscription to the effect that the "Player-Dealer Only Plays With a Pair or Higher."

The wagering areas shall be designated as follows:

- For Ante wagers, the word "Ante"
- For Blind wagers, the word "Blind"
- For Play wagers, the word "Play"
- For Trips Bonus Bet, the word "Trips"
- For Bad Beat Bonus Bet, the words "Bad Beat"



Ultimate Texas Hold'em

Dealing Procedures and Round of Play

1. At the start of a game, a player is offered the player-dealer position. Once a player-dealer position has been established for that game, the house dealer shall wait for each player to make their Ante wager in accordance with the table limits.
2. Once the player-dealer has been established and all players have posted their Ante wagers, Blind wagers, and any optional bonus bets, the house dealer shall deal two cards face-down to each player, starting with the player to the left of the house dealer and continuing clockwise until all players have two cards. The player-dealer is the last position to receive their cards.
3. Once the cards have been distributed, players are given the following options, starting with the player to the left of the house dealer and continuing clockwise around the table:
 - a. Place a Play wager, which at the player's discretion, shall be either three or four times the amount of their Ante wager; or
 - b. Check their hand and place no additional wager at this time; or
 - c. Fold their hand. A player who folds their hand shall keep their cards face-down. Their Ante wager, Blind wager, and Bad Beat Bonus Bet (if placed), shall automatically lose and be collected. However, if a Trips Bonus Bet was placed, it shall receive action. The player's initial two card hand shall not be considered. If there is a Three of a Kind or better on the board, the Trips Bonus Bet shall win. If the board does not contain at least a Three of a Kind or better, the Trips Bonus Bet shall lose. The hand shall then be kept face-down and collected by the house dealer, who shall then place them in the discard pile.
4. After all players have acted in turn, the house dealer shall take the top card of the deck and discard it to the discard pile without exposing it, referred to as a burn card. The next three cards from the top of the deck shall then be placed face-up on the table simultaneously. These are community cards and are available to all players. Once the first three community cards have been placed on the table, players that did not place a Play wager prior to the community cards being exposed shall be given the following two options, starting with the player to the left of the house dealer and continuing clockwise around the table:
 - a. Place a Play wager which shall be two times the amount of their Ante wager; or
 - b. Check their hand and place no additional wager at this time; or
 - c. Fold their hand according to the guidelines above.
5. After all players have acted in turn, the house dealer shall burn a card. The next two cards from the top of the deck shall then be placed face-up on the table simultaneously. These are community cards and are available to all players and the player-dealer. There are now a total of five community cards face-up on the table, which is referred to as the board. Once the two additional community cards have been placed on the table, players that did not place a Play wager up to this point shall be given the following two options, starting with the player to the left of the house dealer and continuing clockwise around the table:
 - a. Place a Play wager equal to the amount of their Ante wager; or
 - b. Fold their hand according to the guidelines above.
6. After all players have acted in turn, the house dealer shall expose the player-dealer's two hole cards by placing them face-up on the table. Each player and the player-dealer may use any combination of the two cards initially dealt to them at the beginning of the game, referred to as hole cards, and the five cards dealt on the table throughout the course of the game, referred to as community cards or the board cards, to make the highest ranking five-card poker hand.

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- a. Additionally, they may play the board by using no hole cards and only using the five community cards, to make the highest ranking five card poker hand.

How Winners are Determined and Paid

Once the hands have been completed, according to the guidelines above, the player's wagers are settled. The following shall apply when determining whether the player wins, loses or pushes.

If the player-dealer's hand does not contain at least One Pair or better, the hand does not qualify and base game wagers and bonus bets shall be settled as follows:

- The Ante wager shall not receive action and shall be returned to the player.
- The Blind wager shall receive action. If the player has a hand that ranks higher than the player-dealer's hand and is at least a Straight or higher, it shall win and be paid by the player-dealer, according to the pay table below. If the player's hand ranks higher than the player-dealer's hand, but is less than a Straight, the Blind wager shall tie, referred to as a push, and the wager shall be returned to the player. It shall lose and be collected by the player-dealer if the player-dealer's hand ranks higher than the player's hand.
- The Play wager shall receive action. If the player's hand ranks higher than the player-dealer's hand, it shall win and be paid 1 to 1 by the player-dealer. If the player-dealer's hand ranks higher than the player's hand it shall lose and be collected by the player-dealer. If the player and the player-dealer's hands are equally ranked the hands shall push.
- The Trips Bonus Bet shall receive action. If the player's hand has at least a Three of a Kind or better it shall win and be paid by the player-dealer, according to the pay table below. If the player's hand does not contain at least a three a kind or better it shall lose and be collected by the player-dealer. This wager cannot push as it is reconciled based on the hand held by the player.
- The Bad Beat Bonus Bet shall automatically lose, and be collected by the player-dealer.

If the player-dealer's hand contains at least one pair or higher, the player-dealer's hand qualifies and base game wagers and bonus bets shall be settled as follows:

- The Ante wager shall receive action. If the player's hand ranks higher than the player-dealer's hand, it shall win and be paid 1 to 1 by the player-dealer. If the player-dealer's hand ranks higher than the player's hand it shall lose and be collected by the player-dealer. If the player and the player-dealer's hands are equally ranked the hands shall push.
- The Blind wager shall receive action. If the player has a hand that ranks higher than the player-dealer's hand and is at least a Straight or higher, it shall win and be paid by the player-dealer, according to the pay table below. If the player-dealer's hand ranks higher than the player's hand it shall lose and be collected by the player-dealer. If the player's hand ranks higher than the player-dealer's hand but is less than a Straight, the Blind wager shall push and the wager shall be returned to the player.
- The Play wager shall receive action. If the player's hand ranks higher than the player-dealer's hand, it shall win and be paid 1 to 1 by the player-dealer. If the player-dealer's hand ranks higher than the player's hand it shall lose and be collected by the player-dealer. If the player and the player-dealer's hands are equally ranked the hands shall push.

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- The Trips Bonus Bet shall receive action. If the player's hand has at least a Three of a Kind or better it shall win and be paid by the player-dealer, according to the pay table below. If the player's hand does not contain at least a Three of a Kind or better it shall lose and be collected by the player-dealer.
- The Bad Beat Bonus Bet shall receive action. If the player-dealer has a Three of a Kind or better and loses to the player's hand, it shall win if the player has a Three of a Kind or better and loses to the player-dealer's hand or. If the player or the player-dealer's hand is less than a Three of a Kind it shall lose.

Blind Wager Payout

Royal Flush	500 to 1
Straight Flush	50 to 1
Four of a Kind	10 to 1
Full House	3 to 1
Flush	3 to 2
Straight	1 to 1

Bonus Bets

Trips Bonus Bet

The Trips Bonus Bet considers the player's two hole cards and the five community cards to form the highest ranking five-card poker hand. Players may use any combination of their hole cards and the community cards, or elect to use only the community cards, to make the highest ranking five-card poker hand.

- If a player achieves a qualifying hand, they will be paid according to the payout table as shown below.
- A player may only place a Trips Bonus Bet if they have also placed an Ante wager and a Blind wager.
- The Trips Bonus Bet may be less than, equal to, or greater than the Ante wager, so long as it is within the table limits.
- If a player does not place a Play wager and folds their hand, the Trips Bonus Bet shall remain in play. However, the player's hole cards shall not be considered, and only the five community cards may be used to reconcile the Trips Bonus bet.
- The player-dealer shall pay all winning Trips Bonus Bets and collect all losing Trips Bonus Bets.
- Winning Trips Bonus Bets shall be paid according to the payout table as shown below.

Trips Bonus Bet Payout Table

Royal Flush	50 to 1
Straight Flush	40 to 1
Four of a Kind	30 to 1
Full House	8 to 1
Flush	6 to 1
Straight	5 to 1
Three of a Kind	3 to 1

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Bad Beat Bonus Bet

The Bad Beat Bonus Bet considers the player and the player-dealer's five-card poker hands. Player's may use any combination of their hole cards and the community cards, or elect to use only the community cards, to make the highest ranking five-card poker hand. The Bad Beat Bonus shall be paid if the player has a qualifying hand as shown below and is beaten by the player-dealer, or the player-dealer has a qualifying hand as shown below and is beaten by the player.

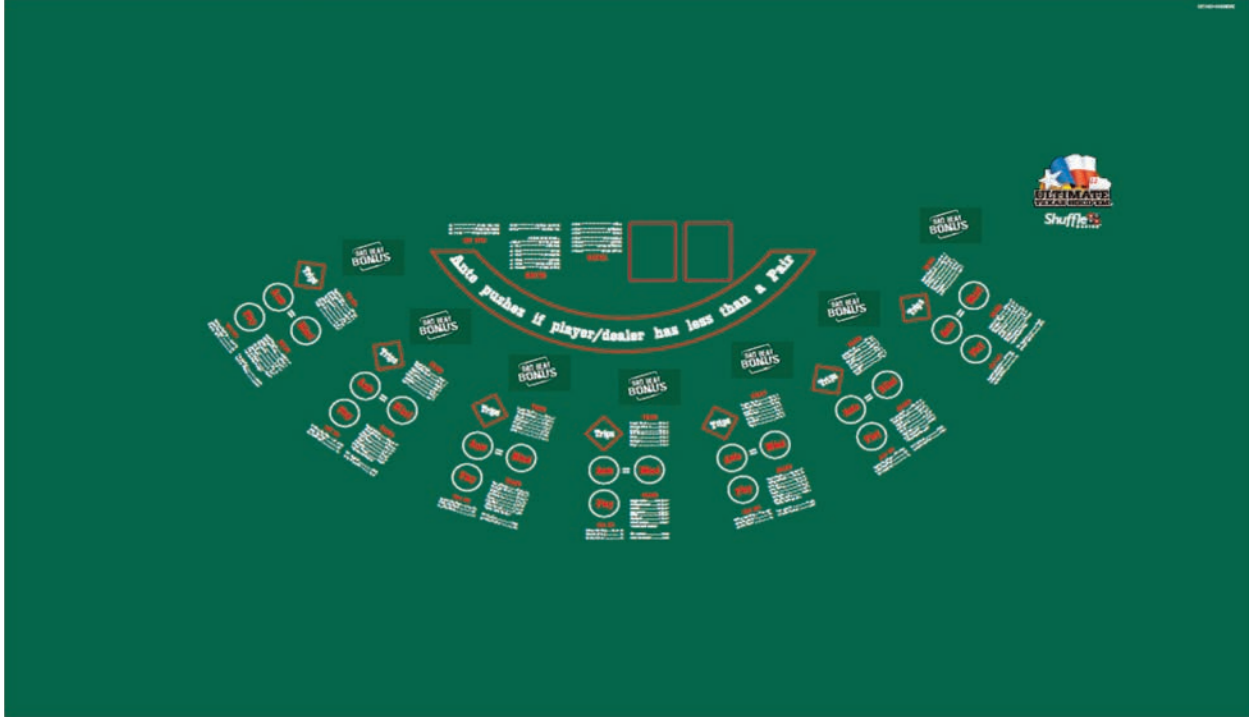
- If the player has a Three of a Kind or better and the player-dealer wins with a higher ranking hand, the Bad Beat Bonus shall win.
- If the player-dealer has a Three of a Kind or better and the player wins with a higher ranking hand, the Bad Beat Bonus shall win.
- The payout shall be based on the lowest hand that is beaten, regardless of whether the hand belongs to the player or the player-dealer.
- If neither hand qualifies, or if the player and the player-dealer's hands push, the Bad Beat Bonus Bet shall lose. There is no opportunity for the Beat Beat Bonus Bet to push.
- A player may only place a Bad Beat Bonus Bet if they have also placed an Ante wager and a Blind wager.
- The Bad Beat Bonus Bet may be less than, equal to, or greater than the Ante wager, so long as it is within the table limits.
- If a player does not place a Play wager and folds their hand, the Bad Beat Bonus Bet shall automatically lose.
- The player-dealer shall pay all winning Bad Beat Bonus Bets and collect all losing Bad Beat Bonus Bets.
- Winning Bad Beat Bonus Bets shall be paid according to the payout table as shown below.

Bad Beat Bonus Bet Payout Table

Straight Flush	7,500 to 1
Four of a Kind	500 to 1
Full House	50 to 1
Flush	30 to 1
Straight	20 to 1
Three of a Kind	9 to 1

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Table Layout



Collection Rates Schedule

For **schedule options 1 through 100**, the Player-Dealer Collection shall be taken per hand from the player-dealer position based on the total amount that all players have wagered on the Ante, Play, Blind, Trips Bonus Bets and Bad Beat Bonus Bets at the table, referred to as Total Table Action, prior to cards being dealt or any round of play being conducted. There shall be no fee taken from any players for placing an Ante, Blind, or Play wager, or for placing any bonus bets. The Trips Bonus Bet and the Bad Beat Bonus Bet may be less than, equal to, or greater than the Ante wager, so long as they are within table limits.

Minimum Wagering Limits Shall be Between \$1 to \$100

Maximum Wagering Limits Shall be Between \$25 to \$1,000

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3	\$1-\$19	\$0	\$0
	\$20-\$49	\$1	
	\$50-\$99	\$2	
	\$100-\$199	\$4	
	\$200 +	\$5	
4	\$1-\$29	\$0	\$0
	\$30-\$49	\$1	
	\$50-\$99	\$2	
	\$100-\$199	\$4	
	\$200 +	\$5	
5	\$1-\$49	\$1	\$0
	\$50-\$99	\$2	
	\$100-\$149	\$3	
	\$150-\$199	\$4	
	\$200 +	\$5	
6	\$1-\$49	\$1	\$0
	\$50-\$99	\$2	
	\$100-\$149	\$4	
	\$150-\$199	\$5	
	\$200 +	\$6	
7	\$1-\$24	\$1	\$0
	\$25-\$99	\$2	
	\$100-\$199	\$3	
	\$200-\$299	\$5	
	\$300 +	\$8	
8	\$1-\$24	\$1	\$0
	\$25-\$99	\$2	
	\$100-\$199	\$3	
	\$200-\$299	\$4	
	\$300 +	\$6	
9	\$1-\$24	\$1	\$0
	\$25-\$99	\$2	
	\$100-\$199	\$3	
	\$200-\$299	\$6	
	\$300 +	\$10	
10	\$1-\$24	\$1	\$0
	\$25-\$99	\$2	
	\$100-\$199	\$3	
	\$200-\$299	\$7	
	\$300 +	\$10	
11	\$1-\$24	\$1	\$0
	\$25-\$99	\$2	
	\$100-\$199	\$3	
	\$200-\$299	\$8	
	\$300 +	\$12	

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12	\$1-\$24	\$1	\$0
	\$25-\$99	\$2	
	\$100-\$199	\$4	
	\$200-\$299	\$6	
	\$300 +	\$8	
13	\$1-\$34	\$1	\$0
	\$35-\$99	\$2	
	\$100-\$199	\$3	
	\$200-\$299	\$4	
	\$300 +	\$6	
14	\$1-\$34	\$1	\$0
	\$35-\$99	\$2	
	\$100-\$199	\$3	
	\$200-\$299	\$5	
	\$300 +	\$8	
15	\$1-\$34	\$1	\$0
	\$35-\$99	\$2	
	\$100-\$199	\$3	
	\$200-\$299	\$6	
	\$300 +	\$10	
16	\$1-\$34	\$1	\$0
	\$35-\$99	\$2	
	\$100-\$199	\$3	
	\$200-\$299	\$7	
	\$300 +	\$10	
17	\$1-\$34	\$1	\$0
	\$35-\$99	\$2	
	\$100-\$199	\$3	
	\$200-\$299	\$8	
	\$300 +	\$12	
18	\$1-\$34	\$1	\$0
	\$35-\$99	\$2	
	\$100-\$199	\$4	
	\$200-\$299	\$6	
	\$300 +	\$8	
19	\$1-\$39	\$0	\$0
	\$40-\$99	\$2	
	\$100-\$199	\$3	
	\$200-\$299	\$5	
	\$300 +	\$8	
20	\$1-\$39	\$1	\$0
	\$40-\$99	\$2	
	\$100-\$199	\$3	
	\$200-\$299	\$4	
	\$300 +	\$6	

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21	\$1-\$39	\$1	\$0
	\$40-\$99	\$2	
	\$100-\$199	\$3	
	\$200-\$299	\$5	
	\$300 +	\$8	
22	\$1-\$39	\$1	\$0
	\$40-\$99	\$2	
	\$100-\$199	\$3	
	\$200-\$299	\$6	
	\$300 +	\$10	
23	\$1-\$39	\$1	\$0
	\$40-\$99	\$2	
	\$100-\$199	\$3	
	\$200-\$299	\$7	
	\$300 +	\$10	
24	\$1-\$39	\$1	\$0
	\$40-\$99	\$2	
	\$100-\$199	\$3	
	\$200-\$299	\$8	
	\$300 +	\$12	
25	\$1-\$39	\$1	\$0
	\$40-\$99	\$2	
	\$100-\$199	\$4	
	\$200-\$299	\$6	
	\$300 +	\$8	
26	\$1-\$49	\$0	\$0
	\$50-\$99	\$2	
	\$100-\$199	\$3	
	\$200-\$299	\$5	
	\$300 +	\$8	
27	\$1-\$49	\$1	\$0
	\$50-\$99	\$2	
	\$100-\$199	\$3	
	\$200-\$299	\$5	
	\$300 +	\$8	
28	\$1-\$49	\$1	\$0
	\$50-\$99	\$2	
	\$100-\$199	\$3	
	\$200-\$299	\$4	
	\$300 +	\$6	
29	\$1-\$49	\$1	\$0
	\$50-\$99	\$2	
	\$100-\$199	\$3	
	\$200-\$299	\$6	
	\$300 +	\$9	

Ultimate Texas Hold'em

30	\$1-\$49	\$1	\$0
	\$50-\$99	\$2	
	\$100-\$199	\$3	
	\$200-\$299	\$6	
	\$300 +	\$10	
31	\$1-\$49	\$1	\$0
	\$50-\$99	\$2	
	\$100-\$199	\$3	
	\$200-\$299	\$7	
	\$300 +	\$9	
32	\$1-\$49	\$1	\$0
	\$50-\$99	\$2	
	\$100-\$199	\$3	
	\$200-\$299	\$7	
	\$300 +	\$10	
33	\$1-\$49	\$1	\$0
	\$50-\$99	\$2	
	\$100-\$199	\$3	
	\$200-\$299	\$8	
	\$300 +	\$12	
34	\$1-\$49	\$1	\$0
	\$50-\$99	\$2	
	\$100-\$199	\$4	
	\$200-\$299	\$5	
	\$300 +	\$8	
35	\$1-\$49	\$1	\$0
	\$50-\$99	\$2	
	\$100-\$199	\$4	
	\$200-\$299	\$6	
	\$300 +	\$8	
36	\$1-\$49	\$1	\$0
	\$50-\$99	\$2	
	\$100-\$199	\$5	
	\$200-\$299	\$6	
	\$300 +	\$8	
37	\$1-\$49	\$1	\$0
	\$50-\$99	\$2	
	\$100-\$199	\$6	
	\$200-\$299	\$7	
	\$300 +	\$8	
38	\$1-\$74	\$0	\$0
	\$75-\$99	\$2	
	\$100-\$199	\$3	
	\$200-\$299	\$5	
	\$300 +	\$8	

Ultimate Texas Hold'em

39	\$1-\$74	\$1	\$0
	\$75-\$99	\$2	
	\$100-\$199	\$3	
	\$200-\$299	\$4	
	\$300 +	\$6	
40	\$1-\$74	\$1	\$0
	\$75-\$99	\$2	
	\$100-\$199	\$3	
	\$200-\$299	\$5	
	\$300 +	\$8	
41	\$1-\$74	\$1	\$0
	\$75-\$99	\$2	
	\$100-\$199	\$3	
	\$200-\$299	\$6	
	\$300 +	\$10	
42	\$1-\$74	\$1	\$0
	\$75-\$99	\$2	
	\$100-\$199	\$3	
	\$200-\$299	\$7	
	\$300 +	\$10	
43	\$1-\$74	\$1	\$0
	\$75-\$99	\$2	
	\$100-\$199	\$3	
	\$200-\$299	\$8	
	\$300 +	\$12	
44	\$1-\$74	\$1	\$0
	\$75-\$99	\$2	
	\$100-\$199	\$4	
	\$200-\$299	\$6	
	\$300 +	\$8	
45	\$1-\$74	\$1	\$0
	\$75-\$99	\$2	
	\$100-\$199	\$5	
	\$200-\$299	\$8	
	\$300 +	\$12	
46	\$1-\$99	\$1	\$0
	\$100-\$199	\$3	
	\$200-\$299	\$4	
	\$300-\$399	\$5	
	\$400 +	\$7	
47	\$1-\$99	\$1	\$0
	\$100-\$199	\$4	
	\$200-\$299	\$5	
	\$300-\$399	\$6	
	\$400 +	\$8	

Ultimate Texas Hold'em

48	\$1-\$99	\$0	\$0
	\$100-\$299	\$4	
	\$300-\$499	\$8	
	\$500-\$799	\$12	
	\$800 +	\$15	
49	\$1-\$99	\$1	\$0
	\$100-\$299	\$3	
	\$300-\$499	\$5	
	\$500-\$799	\$8	
	\$800 +	\$12	
50	\$1-\$99	\$2	\$0
	\$100-\$299	\$3	
	\$300-\$499	\$5	
	\$500-\$799	\$12	
	\$800 +	\$20	
51	\$1-\$99	\$2	\$0
	\$100-\$299	\$3	
	\$300-\$499	\$6	
	\$500-\$799	\$8	
	\$800 +	\$12	
52	\$1-\$99	\$2	\$0
	\$100-\$299	\$3	
	\$300-\$499	\$6	
	\$500-\$799	\$10	
	\$800 +	\$15	
53	\$1-\$99	\$2	\$0
	\$100-\$299	\$3	
	\$300-\$499	\$8	
	\$500-\$799	\$12	
	\$800 +	\$15	
54	\$1-\$99	\$2	\$0
	\$100-\$299	\$3	
	\$300-\$499	\$9	
	\$500-\$799	\$13	
	\$800 +	\$15	
55	\$1-\$99	\$2	\$0
	\$100-\$299	\$4	
	\$300-\$499	\$6	
	\$500-\$799	\$10	
	\$800 +	\$15	
56	\$1-\$99	\$2	\$0
	\$100-\$299	\$4	
	\$300-\$499	\$7	
	\$500-\$799	\$10	
	\$800 +	\$15	

Ultimate Texas Hold'em

57	\$1-\$99	\$2	\$0
	\$100-\$299	\$4	
	\$300-\$499	\$7	
	\$500-\$799	\$11	
	\$800 +	\$15	
58	\$1-\$99	\$2	\$0
	\$100-\$299	\$4	
	\$300-\$499	\$8	
	\$500-\$799	\$10	
	\$800 +	\$15	
59	\$1-\$99	\$2	\$0
	\$100-\$299	\$4	
	\$300-\$499	\$8	
	\$500-\$799	\$12	
	\$800 +	\$15	
60	\$1-\$99	\$2	\$0
	\$100-\$299	\$5	
	\$300-\$499	\$6	
	\$500-\$799	\$10	
	\$800 +	\$15	
61	\$1-\$99	\$2	\$0
	\$100-\$299	\$5	
	\$300-\$499	\$7	
	\$500-\$799	\$10	
	\$800 +	\$15	
62	\$1-\$99	\$2	\$0
	\$100-\$299	\$5	
	\$300-\$499	\$7	
	\$500-\$799	\$11	
	\$800 +	\$15	
63	\$1-\$99	\$2	\$0
	\$100-\$299	\$5	
	\$300-\$499	\$8	
	\$500-\$799	\$10	
	\$800 +	\$15	
64	\$1-\$99	\$2	\$0
	\$100-\$299	\$6	
	\$300-\$499	\$7	
	\$500-\$799	\$10	
	\$800 +	\$15	
65	\$1-\$99	\$2	\$0
	\$100-\$299	\$6	
	\$300-\$499	\$7	
	\$500-\$799	\$12	
	\$800 +	\$15	

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66	\$1-\$199	\$3	\$0
	\$200-\$499	\$6	
	\$500-\$799	\$10	
	\$800-\$1,499	\$20	
	\$1,500 +	\$35	
67	\$1-\$299	\$3	\$0
	\$300-\$499	\$6	
	\$500-\$799	\$10	
	\$800-\$1,199	\$15	
	\$1,200 +	\$18	
68	\$1-\$499	\$5	\$0
	\$500-\$699	\$10	
	\$700-\$899	\$15	
	\$900-\$1,099	\$20	
	\$1,100 +	\$25	
69	\$1-\$999	\$5	\$0
	\$1,000-\$1,999	\$15	
	\$2,000-\$2,999	\$25	
	\$3,000-\$3,999	\$35	
	\$4,000 +	\$45	
70	\$1-\$999	\$5	\$0
	\$1,000-\$1,999	\$15	
	\$2,000-\$2,999	\$30	
	\$3,000-\$3,999	\$35	
	\$4,000 +	\$50	
71	\$1-\$999	\$15	\$0
	\$1,000-\$1,999	\$20	
	\$2,000-\$2,999	\$30	
	\$3,000-\$3,999	\$40	
	\$4,000 +	\$55	
72	\$1-\$999	\$15	\$0
	\$1,000-\$1,999	\$25	
	\$2,000-\$2,999	\$35	
	\$3,000-\$3,999	\$50	
	\$4,000 +	\$70	
73	\$5-\$100	\$1	\$0
	\$101-\$200	\$2	
	\$201-\$300	\$3	
	\$301-\$600	\$5	
	\$601 +	\$8	
74	\$5-\$100	\$1	\$0
	\$101-\$200	\$3	
	\$201-\$300	\$4	
	\$301-\$600	\$5	
	\$601 +	\$8	

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75	\$5-\$100	\$2	\$0
	\$101-\$200	\$3	
	\$201-\$300	\$5	
	\$301-\$600	\$7	
	\$601 +	\$10	
76	\$5-\$100	\$2	\$0
	\$101-\$200	\$4	
	\$201-\$300	\$6	
	\$301-\$600	\$10	
	\$601 +	\$16	
77	\$5-\$100	\$2	\$0
	\$101-\$200	\$6	
	\$201-\$300	\$8	
	\$301-\$600	\$10	
	\$601 +	\$16	
78	\$5-\$100	\$4	\$0
	\$101-\$200	\$6	
	\$201-\$300	\$10	
	\$301-\$600	\$14	
	\$601 +	\$20	
79	\$5-\$100	\$1	\$0
	\$101-\$300	\$2	
	\$301-\$600	\$5	
	\$601-\$1,000	\$8	
	\$1,001 +	\$10	
80	\$5-\$100	\$1	\$0
	\$101-\$300	\$3	
	\$301-\$600	\$6	
	\$601-\$1,000	\$10	
	\$1,001 +	\$15	
81	\$5-\$100	\$2	\$0
	\$101-\$300	\$4	
	\$301-\$600	\$10	
	\$601-\$1,000	\$16	
	\$1,001 +	\$20	
82	\$5-\$100	\$2	\$0
	\$101-\$300	\$6	
	\$301-\$600	\$12	
	\$601-\$1,000	\$20	
	\$1,001 +	\$30	
83	\$5-\$100	\$2	\$0
	\$101-\$300	\$4	
	\$301-\$600	\$7	
	\$601-\$1,000	\$11	
	\$1,001 +	\$16	

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84	\$5-\$100	\$4	\$0
	\$101-\$300	\$8	
	\$301-\$600	\$14	
	\$601-\$1,000	\$22	
	\$1,001 +	\$32	
85	\$5-\$100	\$1	\$0
	\$101-\$500	\$3	
	\$501-\$1,000	\$5	
	\$1,001-\$2,000	\$7	
	\$2,001 +	\$10	
86	\$5-\$100	\$1	\$0
	\$101-\$500	\$3	
	\$501-\$1,000	\$7	
	\$1,001-\$2,000	\$12	
	\$2,001 +	\$25	
87	\$5-\$100	\$2	\$0
	\$101-\$500	\$6	
	\$501-\$1,000	\$10	
	\$1,001-\$2,000	\$14	
	\$2,001 +	\$20	
88	\$5-\$100	\$2	\$0
	\$101-\$700	\$4	
	\$701-\$1,200	\$6	
	\$1,201-\$2,500	\$10	
	\$2,501 +	\$20	
89	\$5-\$200	\$1	\$0
	\$201-\$300	\$2	
	\$301-\$500	\$3	
	\$501-\$1,000	\$5	
	\$1,001 +	\$10	
90	\$5-\$200	\$2	\$0
	\$201-\$300	\$4	
	\$301-\$500	\$6	
	\$501-\$1,000	\$10	
	\$1,001 +	\$20	
91	\$5-\$200	\$2	\$0
	\$201-\$500	\$5	
	\$501-\$1,000	\$15	
	\$1,001-\$2,000	\$25	
	\$2,001 +	\$35	
92	\$5-\$200	\$4	\$0
	\$201-\$500	\$10	
	\$501-\$1,000	\$30	
	\$1,001-\$2,000	\$50	
	\$2,001 +	\$70	

Ultimate Texas Hold'em

93	\$5-\$300	\$1	\$0
	\$301-\$600	\$3	
	\$601-\$1,000	\$6	
	\$1,001-\$2,000	\$10	
	\$2,001 +	\$20	
94	\$5-\$300	\$2	\$0
	\$301-\$600	\$5	
	\$601-\$1,000	\$9	
	\$1,001-\$2,000	\$15	
	\$2,001 +	\$25	
95	\$5-\$300	\$2	\$0
	\$301-\$600	\$6	
	\$601-\$1,000	\$12	
	\$1,001-\$2,000	\$20	
	\$2,001 +	\$40	
96	\$5-\$300	\$3	\$0
	\$301-\$600	\$6	
	\$601-\$1,000	\$12	
	\$1,001-\$2,000	\$20	
	\$2,001 +	\$30	
97	\$5-\$300	\$4	\$0
	\$301-\$600	\$10	
	\$601-\$1,000	\$18	
	\$1,001-\$2,000	\$30	
	\$2,001 +	\$50	
98	\$5-\$300	\$6	\$0
	\$301-\$600	\$12	
	\$601-\$1,000	\$24	
	\$1,001-\$2,000	\$40	
	\$2,001 +	\$60	
99	\$5-\$500	\$5	\$0
	\$501-\$1,000	\$15	
	\$1,001-\$2,000	\$25	
	\$2,001-\$4,000	\$50	
	\$4,001 +	\$75	
100	\$5-\$500	\$10	\$0
	\$501-\$1,000	\$30	
	\$1,001-\$2,000	\$50	
	\$2,001-\$4,000	\$100	
	\$4,001 +	\$150	

Collection Rates for California Games

- California games utilize a player-dealer position. The position shall be offered systematically and continuously in a clockwise manner around the table after every two hands.
- All controlled game wagers, including bonus bets, 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 shall be returned to the respective players.

Ultimate Texas Hold'em

- The gambling establishment does not participate in the actual play of the game and has no interest in the outcome of the play.
- Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed above, shall be used at a gaming table at any one time.
- Collection rates and fees shall be determined prior to the start of play of any hand or round. Rates shall not be calculated as a fraction or percentage of wagers made or winnings earned.
- Flat fees on wagers may be assessed at different collection rates; however, no more than five collection rates may be established per table.
- Limelight Card Room shall provide ample notice to patrons regarding the collection rates and fees, as well as the procedure for collecting them.
- Collection fees shall be conspicuously posted on or within view of every gaming table.