

Lowball Draw

Lucky Lady offers Lowball at these limits:

5-10 Lowball W/ Kill Buttons

10-20 Lowball W/ Kill Buttons

Lowball is played with a standard 52 card deck plus one joker that is completely wild. Standard low poker rankings apply (best hand is A-2-3-4-5.) There is a bet and three raise limit on both betting rounds.

Each player is dealt 2 down cards at which point the dealer asks "any kills?" Each player then has the option to place a designated amount of chips into the pot that raises the stakes for that hand. If the pot is killed the dealer then asks "any overkills?" Each player again has the option to place a designated amount into the pot that raises the stakes to a new level. This continues until no one else elects to kill the pot. The dealer then continues by giving each player 3 more down cards giving each one a total of 5 down cards. A round of betting at the before the draw limit ensues.

- 1) The players who elect to play in the pot then have the opportunity to replace any cards they do not want to keep by discarding them and drawing replacements. This is followed by a second and final round of betting at the after the draw limit.
- 2) The winning Lowball hand is determined as follows
 - a) No pair beats a pair (straights and flushes are ignored, an ace counts as 1).
 - b) If neither player has a pair, the player with the lowest high card wins the pot. If more than one player has the same lowest high card the next highest card in each players hand are compared, and the next lowest high card wins the pot, this process is continued until a winner is determined. In the event of a tie the pot is split equally.
- 3) A player must bet a hand "8 or better (5 cards with no pair the highest card being an 8) to be able to win after the draw action, although he can still win any monies bet before the draw if he has the best hand.
- 4) Kill Buttons are designed to raise the stakes on a hand if a player so desires, and to ensure that each player kills at least one pot during each kill round
- 5) The dealer starts each kill round with a stipulated number of buttons that imprinted with the word "kill". When all the Kill Buttons have been given out as described in section 1 above, on the subsequent hand the dealer announces "buttons up" and everyone who has earned a Kill Button during that round places it in front of him. The dealer then identifies those players without a Kill Button and they must each kill one of the next pots in the blind in order from the left of the dealer, one hand at a time until all kill obligations are satisfied.

5-10 Lowball – \$1 ante, \$5 open blind by the player to the left of the dealer. Kill amount is structured. The first kill is twice the amount of the Blind (\$10). An overkill is twice that amount (\$20). A second overkill would be twice the amount of the first overkill (\$40) etc. If there are no kills or overkills the limit before the draw is \$5 and after the draw is \$10. If there is a kill or overkill on a hand the limit before the draw is the amount of the greatest kill or overkill. The limit after the draw is double the limit before the draw.

10-20 Lowball – \$1 ante, \$10 open blind by the player to the left of the dealer. Kill amount is unstructured. Any player can kill or overkill for an amount up to 1/3 of their

chips as long as this amount is at least double the amount of the blind or previous kill or overkill, whichever is greater. The limit before the draw is equal to the amount of the blind, kill or overkill, whichever is the largest amount. The limit after the draw is double the limit before the draw.

Lowball Drop Schedule:

7 or 8 handed	5
6 handed	4
5 handed	3

2, 3, or 4 handed \$2 The drop is collected from the antes and placed in the drop slot. After the pot has been awarded to the winner the drop is made (note: if no one opens the pot there is no drop and all antes and blinds are awarded to the blind, killer, or overkiller, whichever amount is the greatest.)



OMAHA

Omaha is similar to Hold'em, except each player is dealt four downcards instead of two. In order to make a hand, a player must use precisely two holecards with any combination of exactly three boardcards. The betting is the same as in Hold'em.

Omaha is often played high-low split, 8-or-better. You may use any combination of two holecards and three boardcards for your high hand and another (or the same) combination of two holecards and three boardcards for your low hand.

Rules of Omaha

1. You must use two of the four holecards in your hand and three cards on the board to make a valid 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 governing "kill pots" are listed in the section on kill pots.

High-Low Omaha (8 or better)

3-6 and 4-8 High-Low Omaha are played as follows:

Omaha is played with a standard 52 card deck. The game starts to the left of the dealer button. The blind bets are made from the positions to the left of the dealer button and are forced bets that must be made before the cards are dealt.

Each player is dealt 4 hole cards, one at a time, face down in rotation followed by a round of betting at the lower limit increments (or double on a Kill Pot). A player may call, raise or fold on this round and all subsequent rounds. A bet and three raises is the maximum for each betting round.

Three Community Cards are placed face up on the board (the Flop) followed by a second round of betting again at the lower limit increments (or double on a Kill Pot).

Two more Community Cards placed on the board one at a time, each followed by another round of betting at the higher limit increments (or double on Kill Pots)

At the showdown each player must use two of his hole cards with three cards on the board to make the highest five-card poker hand and any two hole cards with three community cards to make the lowest qualifying five-card poker hand. The lowest qualifying five-card poker hand is Ace, 2, 3, 4, 5. Players must qualify for the low hand by making the five-card poker hand 8 high or better (lower). The pot is split equally between the players with the highest- ranking hand and lowest qualifying hand. If no player has a low qualifying 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 high or low hand only, is split equally.

If a player wins the entire pot (a "scooper") consisting of \$40 or more, he must "Kill" the next pot by placing \$6 in the pot before the cards are dealt which doubles the limits on that hand to 6-12 in 3-6, or in 4-8 if there is a \$50 scooper the "kill" is \$8 which doubles the limit to 8-16.

Blinds are posted as follows:

The player to the immediate left of the dealer posts a \$1 blind in 3-6 (or \$2 blind in 4-8), and the player two seats to the left of the dealer posts the big blind \$3 in 3-6 and \$4 in 4-8.

Drop Schedule 3-6 and 4-8 Omaha

7, 8, or 9 handed \$3

6 handed \$2

5 or less \$1 (note: the drop is taken from the big blind before the cards are dealt and placed in the drop slot. Upon completion of the hand the drop is made. If there is no flop there is no drop and all blind money is awarded to the big blind or "Killer", whichever is greater.

EXHIBIT C

21st Century Blackjack

NO BUST BLACKJACK

4/1/2001

21st Century Blackjack

VALUES OF CARDS

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

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

Ranking Chart

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

21st Century Blackjack

PLAYERS

The following chart outlines all rules regarding the hit cards subsequent to receiving two UP cards. After all players, including the player /dealer, have received their initial two cards, starting from the next clockwise position from the player /dealer, players may receive additional (hit) up cards. Players may draw as many cards as permitted.

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

21st Century Blackjack

PLAYER- DEALER & DEAL

The player/dealer position rotates in a systematic and continuous way so the deal does not constantly remain with a single person for many hands.

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

The game will be disbanded if at least one other intervening player at the table does not accept the deal when offered.

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

There is no maximum on the player /dealer's wager.

The following chart outlines the rules regarding player/dealer drawing procedure. After all players have exercised their rights to draw additional cards, the player/ dealer may receive his/her draw cards. Player/ dealer may draw as many cards as permitted.

Rules for Player / Dealer		
HARD 17 AND ABOVE	SOFT 17 OR LESS	NONE

21st Century Blackjack

DOUBLE DOWN, SPLIT, ODDS AND SURRENDER

- 1- Players can double- down on any two cards and receive one draw card card.
2. Players cannot split, double down or surrender any hand with a Joker.
3. Players splitting:
Any pair or any two cards of 10-point value will receive multiple draw cards.
4. Players may double down after split.
5. Multiple splitting is permitted (up to 3 times)
- 4 Player's Joker-Joker pays 2 to 1.
5. Players can surrender on their first 2 card, and forfeit half of their wager.
6. If the player –dealer's hand is a natural, double down and split wager receives no action.
7. All pay-off to the extend that player/dealer's money covers.

ADDITIONAL GAME RULES

1. A hand with a Joker considered frozen, and cannot receive any further action.
2. If the Player/ Dealer's up card is a Joker, all hands are frozen. Players may not surrender, split, double down or draw.
3. A joker with any card or cards is a hard 21.
4. Players with non-joker hands have the option to draw additional cards.

21st Century Blackjack

OBJECT OF THE GAME

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

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

GAME RULES

The following are game rules for No Bust Blackjack.

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

NO BUST 21st CENTURY BLACKJACK

4.0

4/23/2006

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**Any use of the game, rules, and/or trademarks without written authorization from
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Existing issued patents:

1-6,855,051	Dated	February 15, 2005	No Bust 21 Blackjack
2-6,776,416	Dated	August 17, 2004	No Bust Blackjack Type Game
3-6,855,051	Dated	January 9, 2001	No Bust 21 Blackjack
4-7,022,015	Dated	April 4, 2006	No Bust 21 Blackjack

And additional pending patents

21st Century Blackjack Trademark Registration No. 2,485,604

No Bust Blackjack Trademark Registration No. 2,404,922

OBJECT OF THE GAME

The object of the No-Bust 21st Century Blackjack is for the Players and the Player/Dealer to add the numerical value of their cards and:

- Obtain the best possible hand of 21 and a half, or “Natural.” (This hand pays 6 to 5.)
- A “Natural” beats all other hands.
- Draw additional cards if needed.

VALUE OF CARDS

A plural standard deck of cards with no Joker is used in the play of the game. The game can be played with a minimum of one (1) and a maximum of eight (8) decks.

- Any two cards consisting of any special bonus ace with any 10 value or face card is also the best hand (Natural). Natural hand beats all other hands.
- An Ace has a value of :

a) 11 and a half on first two cards with all cards with the value of 10's.

b) 1 or 11 with all cards with value of 2-9 .

c) 1 or 11 with three or more cards.

- Two aces have a value of 2 or 12
- All cards from 2-10 have their face value.
- Picture or face cards have a value of 10.

RANKING CHART

Ace	a) 11 and a half on first two cards with all cards with the value of 10's. b) 1 or 11 with all cards with value of 2-9 . c) 1 or 11 with three or more cards.
Two	2
Three	3
Four	4
Five	5
Six	6
Seven	7
Eight	8
Nine	9
Ten	10
Jack	10
Queen	10
King	10

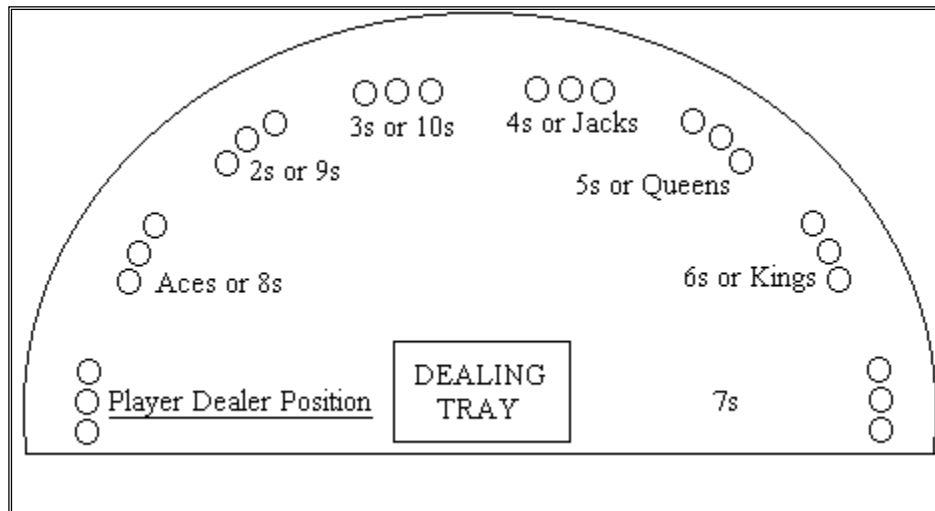
ROUND OF PLAY

1. No-Bust 21st Century Blackjack is played on a raised gaming table. The table seats eight players who face the Dealer in a 180-degree seating arrangement. The tables are commonly used in the casino industry. The casino Dealer stands opposite of the players, and in the center of the table. The casino Dealer's chip tray is set in front of him/her. The play starts from the left of the dealer and proceeds in a clock-wise fashion.
2. The game utilizes a 52-card deck with special bonus aces . The aces are bonus cards with the value of:
 - a) 11 and a half on first two cards with all cards with the value of 10's.
 - b) 1 or 11 with all cards with value of 2-9 .
 - c) 1 or 11 with three or more cards.
3. the game can be played with a minimum of a one deck, totaling 52 cards and to a maximum of eight decks totaling 416 cards.
4. All tables will have some type of signage where the name of the game is displayed, along with the minimum and maximum wager allowed, and collection fee for the Players and Player/Dealer. A maximum of three collection rates are allowed in compliance with the California Penal Code.
5. A standard round of play begins when a Player/Dealer is designated. The Player/Dealer will place an amount of money (casino chips) in front of their seat in a betting circle and that money will be used to pay the winners and will also set the amount that he/she can collect from the loser. The casino will place a "button" in front of the Player/Dealer which designates that they are taking the "Player/Dealer" position and further designate whether it is the first or second turn for the Player/Dealer in the banking position. The Player/Dealer will place the collection fee in front of his betting circle.
6. Players at a table then place their wagers in designated betting circles. The Players may place a wager at his/her seat along with other unoccupied betting circles. Each Player must pay the posted collection for the wager they placed in any betting circle where they have money or "action".
7. Once the Player/Dealer has posted the amount of money he/she will wager against the other Players, and once the Players have placed their wagers, the casino dealer will collect all of the fees. This will always be accomplished prior to the start of the game in accordance with the California Penal Code. The casino dealer will take the collection fees and drop them into a locked collection box affixed to the gaming table.
8. After the fees have been collected, the Dealer will deal the cards to the Players and the Player/Dealer. All cards dealt throughout the game are always dealt face up. The casino Dealer is the only person on the table to touch the cards. The Players will signal to the Dealer by hand gesture if they wish to hit or stand. These hand signals will be consistent with industry standard signals such as moving their hand in a sweeping motion towards their body indicating they want an additional card and in moving their hands in a side to side manner, indicating they wish to stay with their cards on the table. The casino Dealer deals the first card to the Player seated to the left of the designated Player/Dealer, in a clock-wise fashion. Each Player will be dealt one card face up and the Player/Dealer will receive his/her first card also. The Player/Dealer's first card will be placed in front of the casino dealer rather than in front of the Player/Dealer's seat position.
9. The casino Dealer will deal a second face up card to the players, again starting at the Player to the first seated position to the left of the Player/Dealer, in a clock-wise fashion. The Player/Dealer will receive a face down card.

10. Players must follow the below listed chart in deciding whether to hit or stand on a particular hand:

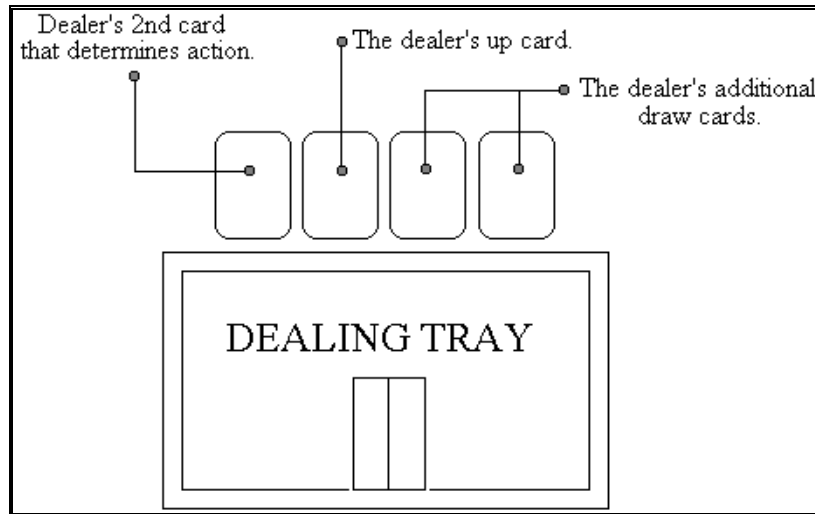
Rules For Player			
<i>Must Stand On</i>	<i>Must Hit On</i>	<i>Have Option On</i>	
Soft & Hard 21 "Naturals"	11 Or Less	12	
		13	
		14	
		15	
		16	
		17	
		18	

- After all Players have made their best hands by indicating to the casino Dealer that they do not wish to have additional cards dealt to them, the house Dealer will turn over the Player/Dealer hole card. This card will determine where the "action button" will be placed.
- The Action Button determines where the action starts or who will be first to be paid for their winning hand or lose their wager. The Action Button is placed based on its numerical value and in comparison to the Players seated at the table. (Please see the chart below for an example of how the card's value is used to determine the placement of the Action Button.



- Once the hand is played to the end, the payout or collection of the wagers will begin at the seat where the action button is placed. The settling of the wagers will proceed in a clock-wise manner until all wagers have been acted upon.
- In the event that the Player/Dealer does not have enough money on the table to cover all the wagers on the table, there will be no free collection button, refund, or other conciliatory action give to the affected Players by the casino or the Player/Dealer.

15. The Player/Dealer's cards will always be dealt and placed in front of the casino Dealer's tray. The placement of the Player/Dealer's cards is standard in all games and is depicted in the chart below:



16. The casino Dealer continues to draw cards for the Player/Dealer, if necessary until a Hard 17 or higher number is reached. The Player/Dealer does not have an option of hitting a Hard 17 or higher nor staying on a Soft 17 or lower. See the chart below for details:

Rules For Player/Dealer		
<i>Must Stand On</i>	<i>Must Hit On</i>	<i>Have Option On</i>
Hard 17 And Above	Soft 17 Or Less	None

17. Once the Player/Dealer's hand has been made, all winners and losers are determined when their card's numerical value are compared to the Player/Dealer's. The Player/Dealer is never required to cover all opposing player's wagers. A Player/Dealer can only win or lose as much as they have placed on the table to cover a portion or all of the wagers. If there is not enough money from the Player/Dealer position to cover all winning wagers, there will be no refund, free collection, or other form of rebate given to the affected Players.
18. After all wagers are settled, the cards are collected and discarded. The bank button is changed and after every two hands, the Player/Dealer position is rotated in a clock-wise fashion around the table.
19. The next round of play begins once the casino Dealer collects all cards from the table and places them in the discard tray. The casino Dealer will also change the Bank Button, and if necessary (if the same person has already held the Player/Dealer position twice) rotate the Player/Dealer position clock-wise to the next position on the table. If there is no person that intervenes on the Player/Dealer's position, the game will be "Broken" or stopped, as required by the California Penal Code.

GAME RULES

1. A "Natural" (21 and a half) is the best possible hand. If the player and the Player/Dealer's hands are both a "Natural," the hand is a push or tie, and no action is taken on the wager.
2. If a Player's total is less than a "Natural" and the Player/Dealer's total is more than a "Natural" the Player wins the hand.
3. If a Player's total is less than a "Natural" and the Player/Dealer's hand is less than a "Natural" the hand closest to a "Natural" wins.
4. If a Player and the Player/Dealer have the same total and it is less than a "natural," the hand is a push or tie, and no action is taken on the wager.
5. If a Player's and the Player/Dealer's totals are more than a "natural," the following will apply:
 - a. If the Player/Dealer is closer to a "natural," the Player/Dealer wins the hand.
 - b. If the Player is closer to a "natural" the Player loses except when the Player has a 3-card hand with the value of 22,23,24 & 25 and then they will "PUSH".
6. The Player/Dealer wins all ties or pushes over a "natural."
7. If a player has more than a "natural" and the Player/Dealer has less than a "natural," the Player/Dealer wins. The player would win if they had less than a "natural" and the Player/Dealer had more than a "natural."
8. Two cards 21 and half beat all other hands. The game is played on an industry standard Blackjack table where up to eight primary players can be seated.
9. All collection fees are collected by the casino Dealer prior to the start of play. Collection fees are pre-determined by the casino and can be up to three separate rates per game. All collection rates and wagering limits for the game will be posted at each gaming table and will not be based on a percentage or other factors.
10. Backline betting is allowed; subject to local Ordinance or Code.
11. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code (the Gambling Control Act), are permitted to play.

DOUBLE-DOWN, SPLIT, SURRENDER & ODDS

- **DOUBLE-DOWN**
 - Players can double-down on the first two-cards only, with the exception of all Natural . The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. The Player will only receive one card regardless of the total.
 - There is no extra collection fee taken by the casino on any double-down or split executed by a Player, nor is their any extra collection fee charged to the Player/Dealer.
- **SPLIT**
 - Players can split any two cards of the same value originally dealt to them. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. A Player may draw as many cards as the desire per split card to make the best hand. Players may double-down or surrender after each split.
 - Players can split any two Aces originally dealt to them but can only receive one extra card per Ace. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. Multiple splitting of cards is permitted. Multiple splitting of aces is permitted.
 - There is no extra collection fee taken by the casino on any double-down or split executed by a Player, nor is their any extra collection fee charged to the Player/Dealer.
- **SURRENDER**
 - Players can surrender at anytime if they do not exceed 20. If they choose to surrender, half of their wager will be forfeited. The Player must indicate they wish to surrender before the Player/Dealer's second card is dealt. Their (the Player's) play for that hand will cease.
- **ODDS**
 - Any Natural hand pays 6 to 5
- **INSURANCE**
 - When the Dealer has an Ace showing, Players can take insurance by betting 1/2 of their Blackjack wager. If the Player/Dealer has a Blackjack the insurance bet is paid 2 to 1 and the Player's blackjack wager loses if the Player does not have a Blackjack.

All pay-offs 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 prior to the start of the hand.

Buster Blackjack



US Patent 6,845,981

"WE CREATE GAMES TO ENTERTAIN"



**STANLEY KO
BETWISER GAMES, LLC
P. O. BOX 82225, LAS VEGAS, NV 89180
(702)258-9685**

EMAIL: STANKOG@AOL.COM

Rules of Play

Buster Blackjack features a side bet that allows the player to bet that the dealer will bust. The more cards in the dealer's busted hand, the higher the payoff is.

The game can be played on a regular Blackjack or No Bust 21 table. It can be dealt with six to eight decks of cards. In addition to the mandatory blackjack bet, the player has the option to make a "Buster" side bet. After all bets are made, the dealer deals himself and each player two cards. One of the dealer's cards is revealed. All players then play out their hands according to the house rules.

The Buster side bet remains in action whether or not the player busts or has a blackjack.

Once all players have played out their hands, the dealer will reveal his hole card and play out his hand. If the dealer does not bust, all Buster side bets lose. If the dealer busts, all Buster side bets are paid according to the below pay tables. The payoff odds vary with the number of cards in the dealer's busted hand.

Note that if all players have a blackjack, as long as there are Buster side bets, the dealer must complete his hand, if not 17 or greater.

Buster Blackjack Pay Tables

(All payouts are "to 1")

Number of Cards in Dealer's Busted Hand	Table A	Table B	Table C
3	1	1	2
4	3	3	2
5	6	5	4
6	30	25	12
7	100	100	50
8	200	200	250

The Benefits of Buster Blackjack

- ❑ **Camaraderie**
A feature that is almost nonexistent in other blackjack side betting games. In Buster Blackjack, everyone roots for the dealer to bust.
- ❑ **Suspense**
This is the only blackjack side bet that keeps the player in the game after they bust. The outcome of the side bet won't be determined until the dealer's last card is drawn. A player who has busted remains in action. So, his participation and anticipation to win also remain till the last second of the round. There is no such thing as "watching the paint dry" after the player busts.
- ❑ **Easy to deal**
If the dealer doesn't bust, all Buster Blackjack bets are swept. Otherwise, all bets are paid the same odds. Unlike other blackjack side bets, the dealer need not check to see whether each player has a qualified winning hand and how much it pays.



Fortune Pai Gow Poker

Standards of play:

Fortune Pai Gow Poker adds a bonus bet element to the traditional game of Pai Gow Poker played in California Cardrooms. Each player competes against the player-dealer to make the best possible hand.

In Fortune Pai Gow Poker, a player can place an optional Fortune Bonus Bet. A player that wagers at least \$25 on the Fortune Bonus Bet qualifies for an Envy Bonus prize.

Type of card deck used:

Fortune Pai Gow Poker is played with a standard fifty-two (52) card deck. A joker will be added for the Joker's Wild version, for a total of fifty-three (53) cards. The Joker is wild and can be used as any card in the deck.

The hand rankings for Pai Gow Poker are as follows:

Hand Dealt	Hand Requirements
Five of a Kind	A hand that consists of five (5) cards of the same rank. Five (5) Aces is the highest ranked five of a kind and five (5) 2's is the lowest ranked four 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 (5) 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 (4) cards of the same rank. Four (4) Aces is the highest ranked four of a kind and four (4) 2's is the lowest ranked four of a kind.
Full House	A hand that consists of a three of a kind and a pair. Three (3) Aces and two (2) Kings is the highest ranked full house and three (3) 2's and two (2) 3's is the lowest ranked full house.
Flush	A hand that consists of five (5) 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, 6, 5, 4, 2 is the lowest ranked flush.
Straight	A hand that consists of five (5) cards that are in consecutive



Fortune Pai Gow Poker

	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 (3) cards of the same rank. Three (3) Aces is the highest ranked three of a kind and three (3) 2's is the lowest ranked three of a kind.
Two Pairs	A hand that consists of two (2) pairs. Two (2) Aces and two (2) Kings is the highest ranked two pairs and two (2) 3's and two (2) 2's is the lowest ranked two pairs.
One Pair	A hand that consists of two (2) cards of the same rank. Two (2) Aces is the highest ranked pair and two (2) 2's is the lowest ranked pair.
High Card	A hand that consists of five (5) 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, 6, 5, 4, 2 is the lowest ranked high card hand.

The hand rankings for the Fortune Pai Gow Poker Bonus Bet are as follows:

Rank	Combination of Cards
1 st	7 Card Straight Flush (Seven cards, same suit, ranked in order; i.e. 4-5-6-7-8-9-10 of hearts)
2 nd	Royal Flush + Royal Match (10-J-Q-K-A of the same suit + Q-K suited)
3 rd	7 Card Straight Flush w/ Joker (Seven cards, same suit, ranked in order w/a Joker; i.e. 4-5-Joker-7-8-9-10 of hearts)
4 th	Five Aces (A-A-A-A-Joker)
5 th	Royal Flush (10-J-Q-K-A of the same suit)
6 th	Straight Flush (Five cards, same suit, ranked in order; i.e. 6-7-8-9-10 of hearts)
7 th	Four-of-a-kind (Four cards of the same rank; for example, 5-5-5-5) The highest-ranked cards win should the p/d and player both have a four-of-a-kind
8 th	Full House (Three-of-a-kind and one pair) The highest-ranking three-of-a-kind wins; i.e. K-K-K-7-7 beats a 10-10-10-A-A
9 th	Flush (Five cards, same suit, regardless of ranking; i.e. 5-8-9-Q-K of spades)
10 th	Straight (Five cards of different suits ranked in order)
11 th	Three-of-a-kind (Three cards of the same ranking; for example, Q-Q-Q)



Fortune Pai Gow Poker

12 th	Two Pair (Two sets of pairs)
13 th	A Pair (Two cards of the same value)
14 th	High Card

Dealing procedures:

- ❖ The casino dealer deals the cards into seven piles of seven cards. The Dealer deals seven piles of cards of seven each, in turn, in rotation in the middle of the table. The first card will be placed to the dealer's left and then additional cards will be dealt to the right until seven cards lay in front of the dealer. The dealer will then deal another seven cards, starting with the card farthest to the dealer's right. Cards shall be dealt in this back and forth manner until each pile has seven cards. The Player/Dealer selects which pile will be distributed to the first Player who is randomly selected. The Dealer identifies the hand by placing a "button" marked "ACTION" on this pile.
- ❖ After individual wagers are placed in the circle in front of the players, the player/dealer will be offered the dice cup, which contains three dice, to shake. The Casino dealer opens the dice cup, and the number of dots facing up on the dice determines the seated player who will receive the first set of cards (chosen by the player/dealer in the previous step) and the action button. If the dots on the dice equal 1, 8 or 15, the player/dealer receives cards first, and the player sitting left of the player-dealer receives the action button.
- ❖ Each pile of seven cards is distributed to each seat at the table, starting with the pile of cards that received the action button to the player that received the action position. The remaining piles, starting with the pile to the right of the action pile from the dealer position, shall be distributed to the remainder of the seats in a clockwise manner. The Dealer collects cards distributed to seats without a wager.

Number of players in the game:

The game will be played on a standard pai gow poker table which accommodates a maximum of seven players including the player/dealer position.

How and when are house fees collected:



Fortune Pai Gow Poker

The collection fees will be taken per hand from the player-dealer and per player for each Pai Gow Poker base game wager placed based on the player's wager, prior to cards being dealt or any round of play being conducted. A collection fee not be assessed to players when placing a wager on the Fortune Pai Gow Poker Bonus Bet.

Betting scheme:

Players may place wagers bearing in mind the posted table minimum and maximum. Players must make a standard Pai Gow wager have the option to make a Fortune Bonus wager as well. If a player wagers at least \$25 on the Fortune bonus, the player qualifies for the Envy Bonus and the Casino dealer must place an Envy button next to the Fortune Bonus wager.

The player/dealer may place a wager to cover some or all of the action on the table.

How winners determined and paid:

- ❖ Once the player/dealer's hands are set, according the 'House Way' chart below, each player's hand is exposed, in turn, and compared to the player/dealer's hands to determine the winners, losers, or tie hands, as described below, starting with the action button and moving clockwise from player to player:
- ❖ The Casino dealer will determine if the player's hand qualifies for the Fortune Bonus and/or the Envy Bonus.
 - The player-dealer will pay all winning Fortune Pai Gow Poker Bonus Bet wagers when the player's hand qualifies according to the chart below.
 - The player-dealer will collect all losing Fortune Pai Gow Poker Bonus Bet wagers when the player's hand does not qualify according to the chart below.
- ❖ The Fortune Bonus bet considers the best hand possible among the player's seven cards.
- ❖ A player must place a wager for the game of Pai Gow in order to place a Fortune Bonus bet.
- ❖ The Fortune Bonus bet may be less than, equal to, or greater than the Pai Gow Poker bet. However, the Fortune Bonus bet may not exceed the table limit.
- ❖ Seated player's as well as back-line bettors are eligible to place a Fortune Bonus bet.



Fortune Pai Gow Poker

- ❖ There is no collection fee taken when a player places a Fortune Bonus bet.
- ❖ The Fortune Bonus bet may win or lose independent of the outcome of the Pai Gow Poker bet.
- ❖ If the player's hand qualifies for payouts, the player is paid according to the posted pay table.
 - ✓ The dealer leaves the Envy button, if applicable, next to the player's original wager and payouts. The dealer will not pick up envy buttons until all wagers are reconciled.
- ❖ If the player's hand does not qualify for payouts, the player/dealer collects the Fortune Bonus wager.
 - The dealer leaves the Envy button, if applicable, next to the player's original wager and payouts. The dealer will not pick up envy buttons until all wagers are reconciled.
- ❖ The player/dealer pays any Envy Bonuses at the end of the round.
 - If at least one player has a four of a kind or higher, all players with Envy buttons win (see pay table).
 - In the event more than one player has at least four of a kind, then all players with envy buttons win multiple payouts.
 - A player cannot win an Envy Bonus for their own or for the player/dealer's hand.
- ❖ Once the Fortune Pai Gow Poker Bonus wagers are settled (win, lose, tie/push), the standard Pai Gow Poker wagers will be settled, as follows:
- ❖ The base game wager wins if the two (2) card hand and the five (5) card hand held by the player ranks higher than the player-dealer's two (2) card hand and the five (5) card hand. The player-dealer will pay all winning base game wagers.
- ❖ The base game wager loses if the two (2) card hand and the five (5) card hand held by the player ranks lower than the player-dealer's two (2) card hand and the five (5) card hand. The player-dealer will collect all losing base game wagers.
- ❖ The base game wager 'pushes' if one of the hands held by the player ranks higher than the player-dealer's hands and the player's other hand ranks lower



Fortune Pai Gow Poker

than the player-dealer's 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.

- ❖ If one hand is identical in rank to the player-dealer's hand, it is a "copy hand." The player-dealer wins all "copy hands."

Round of Play

- ❖ Each player and the player/dealer put up any bets they wish to place for the next hand. Players have the option of placing a Fortune Bonus bet at this time as well.
- ❖ The casino dealer will then follow dealing procedures and standards of play, as described above.
- ❖ Once the player/dealer's hands are set, each player's hand is exposed, in turn, and compared to the player/dealer's hands to determine the winners, losers, or tie hands.
- ❖ The Fortune Pai Gow Poker Bonus bets will be settled first. The Casino dealer will determine if the player's hand qualifies for the Fortune Bonus and/or the Envy Bonus.
- ❖ The player/dealer collects all losing Bonus wagers and pays all winning Bonus wagers.
- ❖ Once the Fortune Bonus and/or the Envy Bonus bets are settled, the standard Pai Gow Poker wagers are settled (win, lose, tie/push).
- ❖ In all winning bets, the players are paid 1 to 1 of their total wager to the extent the Player/Dealer's wagers covers the action.
- ❖ The cards are collected, shuffled and a new round begins.
- ❖ The player/dealer position rotates in a systematic and continuous way among the seated players, and no one player may serve as the player/dealer for more than two consecutive hands. The player/dealer button rotates clockwise around the table.

Type of gaming table utilized for this game:



Fortune Pai Gow Poker

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.

Fortune Pai Gow Poker PAYTABLE

Joker Fully Wild	Pays	Envy
7 Card Straight Flush with no Joker	500 to 1	\$250
7 Card Straight Flush with Joker	500 to 1	\$250
Five Aces	250 to 1	\$50
Five of a Kind	200 to 1	\$25
Royal Flush	100 to 1	\$10
Straight Flush	50 to 1	\$5
Four of a Kind	25 to 1	\$5
Full House	5 to 1	
Flush	3 to 1	
Straight	2 to 1	

Collection Fees for this game:

The collection fees will be taken per hand from the player-dealer and per player for each Pai Gow Poker base game wager placed based on the player's wager, prior to cards being dealt or any round of play being conducted. A collection fee not be assessed to players when placing a wager on the Fortune Pai Gow Poker Bonus Bet.

House Way Chart:

Pai Gow Poker "House Way"	
Hand Dealt	Logical Way Hand Setting
No Pairs	Put 2 nd and 3 rd highest cards in front.
One Pair	Put the pair in the back and the highest two other cards in the front.
Joker Handicap	Put 1 st and 3 rd highest cards in the front unless the play has a queen, 8, 7, or less.
One Pair and a Joker	Pair-pair unless ace king with three of a kind 2's, 3's, or 4's.



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Two Pairs	Please refer to the chart below.
Two Pairs and a Joker	Pair-trips, go three pair if the largest card is three points higher than the big pair.
Three Pairs	Put the highest pair in the front and the two lower pairs in the back.
Three of a Kind – Aces	If three aces, put one ace and the highest card in front and the pair of aces in the back unless the front hand is a king and queen.
Three of a Kind – Kings	If three kings, put one king and the highest card in front and the pair of kings in the back unless the front hand is a queen and jack.
Three of a Kind – Queens or lower	If three queens or lower, never split the three of a kind, place the three of a kind in back and the highest two cards in the front.
Three of a Kind – Two Sets	Put the highest pair in front and put lower three of a kind in the back.
Three of a Kind with a Joker	Put the three of a kind in back and the pair in front.
Straight, Flush, or Straight-Flush with No Pair or and No Joker	Always play the complete hand (straight or flush) in the back and the remaining single cards in front.
Straight, Flush, or Straight-Flush with Joker and No Pair or with One Pair and No Joker	If the front hand has a queen or better, play the complete hand behind (straight or flush) in the back. If the front hand is not queen or better, play ace and a pair of jacks or better behind or else play as No Joker rule above.
Straight, Flush, or Straight-Flush with Two Pairs and No Joker	Play according to Two Pairs strategy if there is a qualifier of 6's or lower. Otherwise, split if you can't play two pair behind.
Straight, Flush, or Straight-Flush with Two Pairs with a Joker	Play a pair in the front and a complete hand in the back. Otherwise, play according to the No



Fortune Pai Gow Poker

	Joker rules above.
Natural Full House and No Joker	Play the pair in front and the three of a kind in the back unless the pair is 2's and the front hand can be ace, king.
Full House or Four of a Kind and a Pair	Play the highest pair in the front and the full house or the four of a kind in the back.
Full House and a Joker	Play the highest pair in front that will leave a full house in the back.
Four of a Kind – Aces and Kings	Always split and put the pair of kings in front and the pair of aces in the back.
Four of a Kind – Queens	Always split and put a pair of queens in front and a pair of queens in the back, unless you can play an ace and a king or an ace and a jack in the front, then keep the four of a kind in back.
Four of a Kind – Jacks and 10's	Always split and put a pair in front and a pair in the back, unless you can play an ace in the front, then keep the four of a kind in back.
Four of a Kind – 9's and 8's	Always split and put a pair in front and a pair in the back, unless you can play a king or higher in the front, then keep the four of a kind in back.
Four of a Kind – 7's	Always split and put a pair in front and a pair in the back, unless you can play a queen or higher in the front, then keep the four of a kind in back.
Four of a Kind – 6's or lower	Play the four of a kind in the back and the two highest remaining cards in the front.
Five of a Kind Aces with or without a Pair	Always put the pair of aces in the front unless Kings.

Two Pair Chart



Fortune Pai Gow Poker

	22	33	44	55	66	77	88	99	XX	JJ	QQ	KK
AA	S	S	S	S	S	S	S	S	S	S	S	S
KK	AJ	AJ	AQ	AQ	S	S	S	S	S	S	S	
QQ	A8	A9	AX	AJ	AK	AK	AK	S	S	S		
JJ	A4	A4	A6	A8	AX	AQ	AQ	AQ	AK			
XX	KQ	KQ	KQ	A3	A3	A6	AJ	AJ				
99	KX	KJ	KQ	KQ	KQ	KQ	KQ					
88	K4	K5	KJ	KJ	KQ	KQ						
77	K4	K4	K6	KJ	KJ							
66	QJ	K4	K5	K7								
55	QX	QX	QJ									
44	Q5	Q6										
33	JX											

*The "S" stands for split. If a player has the following two pairs, they are automatically required to split the pairs regardless of what they can play in the front hand.

*The chart shows the minimum two cards that must be played in the front, otherwise, the two pairs should be split and the lower pair played in the front hand.

*The letters in the chart corresponds to the following cards: A (ace), K (king), Q (queen) J (jack), X (10). All of the numbers in the chart correspond to the exact card with that number.

Glossary of terms used in the controlled game:



Fortune Pai Gow Poker

Action Pile	The pile chosen by the player/dealer, before the hand begins, which will be given out to the seated-position determined by the shake of the dice cup.
Action Button	A token used to designate where the settling of bets will begin (the action).
Action	The player position where the settling of bets begins.
Copy	When a players hand is ranked equally to the player/dealers hand.
Envy Bonus	A payout that is made if a player wagers at least \$25 on the Fortune Bonus bet and at least one player has a four of a kind or higher, all players with Envy buttons win.
Fortune Bonus	An optional wager that can be placed by a player and paid according the payable.
Player/Dealer	Seated-position that, for any given hand of play, all other players at the table are playing against. The player in that position taking the Player/dealer position is also referred to as the Player/dealer.
Seated-positions	The seven designated positions on the table (often designated with a number) where players may place bets and receive a hand.
Push	When a player wins either the high or the low hand and the player/dealer wins the other.

Collection Rates

EZ Money Hold'em

RULES

1. The goal of EZ Money Hold'em is to win the pot with the highest ranking five-card poker hand attainable out of the seven (two personal and five community cards) available. Traditional poker hand rankings apply with the exception that a flush will beat a full house. Additionally, traditional suit ranking apply, with spades being the highest suit and clubs being the lowest suit.
2. **Deck:** The game shall be played using a modified 32-card deck with no joker and all cards of six (6), five (5), four (4), three (3), and two (2) removed. Aces shall not be removed and are used as high cards only.
3. **Table:** The game shall be played on a standard poker table which accommodates up to nine (9) seated positions. An optional tenth player may be used as a backup player but will not participate in a round of play.
4. EZ Money Hold'em uses a flat disc called a dealer button to indicate the position of the deal. The dealer button moves clockwise one seat each hand. The button (player with the dealer button) is last to receive cards on the initial deal and has the right of last-action on all betting rounds except the first.
5. Action is initiated on the first betting round by the player on the immediate left of the big blind. On all subsequent betting rounds the action is begun by the first active player clockwise from the dealer button. Players must post both blinds each round. In a new game, players are dealt cards, with the highest card by suit receiving the dealer button. All blinds are "live", meaning during the first round of betting, the player with a blind has the option of raising the pot when the action reaches them even if there has been no previous raise.
6. There are designated blinds in EZ Money Hold'em, the small blind and the big blind (two, in the first and second positions to the left of the dealer button). The blinds are considered to be bets, and used to initiate action.
7. Each player receives two down cards as his initial hand followed by a round of betting. Betting during this round will be at the lower table limit. Players may then either release (fold) their hand or they must call the amount of the big blind or raise the amount equal to the big blind.
8. The dealer then burns a card and turns three cards up at once; this is called the "flop." After the flop, there is a second round of betting. Betting during this round will be at the lower table limit. Players may then either check, bet, or release (fold) their hand.

9. The dealer then burns and turns one card (the fourth card, commonly known as the turn card), followed by another round of betting. Betting during this round will be at the higher table limit. Players may then either check, bet, or release (fold) their hand.
10. Finally, the dealer will burn and turn the last card (the fifth card, commonly known as the river card), followed by the last betting round. Betting during this round will be at the higher table limit. Players may then either check, bet, or release (fold) their hand.
11. After all betting has been completed, a player may use any combination of the two cards dealt to them and the five community cards (one in his hand, for from the board, etc.) to determine their best five card hand. The highest ranked five card poker hand wins the pot. In the event of a tie, the pot will be split equally among all winners. If there are an odd number of chips, the odd chips shall be awarded to the player closest to the left of the dealer button.
12. During the first two rounds of betting, the betting will be at the lower limit. During the last two rounds of betting, the betting will be at the higher limit. Example: In a \$3-\$6 game, the small blind is \$1 and the big blind is \$3. During the first two rounds of betting, raises shall be in \$3 increments. During the last two rounds of betting, raises are in \$6 increments. Therefore, whatever the table limits are, that will establish what the lower and higher increments will be for each round of betting. There are no "all in" bets permitted.
13. There is a maximum of three raises per round of betting, unless play is heads up, in which case there is no limit to the number of raises.

Collection Fees

The collection fees shall be taken from "the pot" after the casino dealer has placed the first three community cards face-up and moved all player bets into the pot. The collection fees are determined based on the number of players seated and participating in the game after the flop.

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Standards of play:

Ultimate Texas Hold'em Bad Beat Bonus features head-to-head play against the player/dealer and optional bonus bets.

The player/dealer position will be selected as in other games approved by the Bureau of Gambling Control; and the player/dealer will only "bank" the hand (including bonus bets) for two (2) consecutive times before it is offered in a clockwise fashion around the gaming table.

Players and the player/dealer each receive two cards. They combine them with five community cards to make their best five-card hand.

Ultimate Texas Hold'em Bad Beat Bonus lets players bet aggressively. The earlier they bet, the more they can risk and win. If players bet pre-flop, they may risk 3x or 4x their ante. If they bet on the flop, they may bet 2x their ante. If they wait until the river, when all community cards are out, they may only bet 1x their ante.

This game also features optional bonus bets, the Trips bonus and Bad Beat bonus. Players win the Trips bonus if their final five-card hand is three of a kind or higher and bad beat bonus if either the player or player/dealer is beaten by three of a kind or better. Odds will be printed on layout.

Type of gaming table utilized for this game:

Ultimate Texas Hold'em Bad Beat Bonus shall be played on a table having seven (7) places on one side for the players and the player/dealer for a total of eight seated positions, including a place for the Casino dealer on the opposite side of the table. Each Ultimate Texas Hold'em Bad Beat Bonus table shall have a drop box attached to it.

The layout cloth 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:

1. For ante wagers on the word "Ante";
2. For blind wagers on the word "Blind";
3. For trips bonus wagers on the word "Trips";
4. For Bad Beat Bonus wagers on the words "Bad Beat" and



5. For play wagers on the word "Play."

Number of players in the game:

A maximum of seven players plus the player/dealer position for a total of eight seated positions.

Type of card deck used:

1. **Shuffling Machine:** Cards used to play Ultimate Texas Hold'em Bad Beat Bonus shall be dealt from an automatic card shuffling device ("shuffler").
2. **Physical Characteristics:** Cards used to play Ultimate Texas Hold'em Bad Beat Bonus shall be in standard decks of fifty-two (52) cards.
3. **Number of Decks:** Cards used to play Ultimate Texas Hold'em Bad Beat Bonus shall be played with two (2) alternating decks, each consisting of fifty-two (52) cards with backs of the same design.
 - a. The backs of the cards of the two decks are of 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. Cards shall rank, from lowest to highest, as follows:
 - a. 2, 3, 4, 5, 6, 7, 8, 9, 10, jack, queen, king, ace.
3. Hands of cards shall rank, from lowest to highest, as follows:
 - a. 1 Pair 2 cards of the same value. A higher pair beating a lower pair. Aces shall be high.
 - b. 2 Pairs 2 different sets of pairs. The highest pair has priority when comparing hands. If the high pairs are the same, then the low pairs are compared, and then the remaining card.
 - c. 3 of a Kind 3 cards of the same value.
 - d. Straight 5 cards of any suit in sequence. An ace may be counted as high or low.



- e. Flush 5 cards of the same suit, not in sequence. The value of the highest card in the hand shall decide the ranking between 2 flushes, and where the highest cards in both hands are the same value, the next card and so on.
- f. Full House 3 cards of the same value and a pair (two cards of the same value). The hands take their rank from the threesome.
- g. 4 of a Kind 4 cards of the same value.
- h. Straight Flush 5 cards of the same suit in sequence.
- i. Royal Flush Ace, king, queen, jack, and 10 of the same suit.

Betting scheme:

1. All wagers at Ultimate Texas Hold'em Bad Beat 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 dealer announcing "No more bets." No bets shall be made, increased, or withdrawn after the dealer has announced, "No more bets."
3. Before the first card is dealt in a round, each player shall make either:
 - a. An equal wager in the "Ante" and "Blind" circles; or
 - b. An equal wager in the "Ante" and "Blind" circles and a "Trips Bonus Wager."
 - c. An equal wager in the "Ante" and "Blind" circles and a "Trips Bonus Wager" and a "Bad Beat Bonus Wager."

An ante wager and a blind wager are required to play the round.

4. The player/dealer will collect all losing wagers and will pay all winning wagers to the extent of their wager. Once the player/dealer's wager is exhausted, all player wagers not covered by the player/dealer will be returned to the players.

Dealing procedures:

1. Immediately before the start of each round of play and after all ante wagers, blind wagers, and any trips or bad beat bonus wagers have been made, the casino dealer shall:
 - a. Call "No more bets"; and then
 - b. Starting on his/her left and continuing clockwise around the table, deal the cards.
2. All cards shall be dealt face down.
3. When a card shoe is used the cards shall be dealt as follows:



- a. 1 card to each wagering area containing an ante wager and blind wager and then 1 card to the player/dealer; followed by
 - b. A further card to each such wagering area and the player/dealer, so that each player and the player/dealer have 2 cards each; followed by
 - c. 5 community cards in the center of the table.
4. When an automatic shuffler is used the cards shall be dealt as follows:
- a. 2 cards at a time to each wagering area containing an ante wager and blind wager; followed by
 - b. 2 cards to the player/dealer; followed by
 - c. 5 community cards in the center of the table.
5. After the cards have been dealt and delivered to each player and the player/dealer, the 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 or her cards and decide whether to check or to make a play wager three or four times the value of their ante wager.
2. When players have made their player wagers (if any), the casino dealer shall proceed to turn over the first three community cards.
3. Players who have not already made a play wager may decide to either check again or to make a play wager two times the value of their ante wager.
4. The casino dealer shall proceed to turn over the remaining two community cards.
5. When all five community cards are revealed, players who have not yet made a play wager can either fold or make a play wager equal to the value of their ante wager.
6. A player who decides to fold shall place his/her cards face down on the table. The casino dealer shall then, in relation to each player who has folded:
 - a. Collect the ante wager, blind wager, any trips bonus wager on behalf of the player/dealer, and the player's cards;
 - b. Individually spread out the cards, face down, and count them; and
 - c. Place the cards in the discard rack.



7. For all remaining players, the casino dealer will turn over the player/dealer's two cards. Each player and the player/dealer's two cards will be combined with three of the community cards to make the best five-card poker hand.
8. When handling the cards, players shall at all times ensure that the cards remain on or above the area of the table. The cards must not be removed from the table.

When the player/dealer does not qualify:

9. Where the player/dealer's hand is not 1 pair or higher, the player/dealer does not qualify. Starting with the player on the player/dealer's left, the casino dealer shall:
 - a. Expose each player's cards, signal a push for the ante and return the ante wager to the player;
 - b. Pay the play, blind, and trips bonus wagers in accordance with the appropriate payouts; and
 - c. Collect, count and place the player's cards in the discard holder.

NOTE: Ultimate Texas Hold'em Bad Beat Bonus handles qualifying differently than other games. When the dealer does not qualify, it is not an automatic win for the player.

When the player/dealer qualifies:

10. If the player/dealer's hand has a poker value of a pair or higher, the casino dealer reconciles the hands of those players who remain in the game. Starting with the player to the left of the player/dealer, the casino dealer will:
 - a. Bring the player's cards into the "work area" between the player/dealer's hand and the trips bonus wager area and reveal the player's cards;
 - b. Determine the player's best 5-card poker hand utilizing any of the 7 cards available (player's 2 hole cards and 5 community cards);
 - c. Compare the player's hand with that of the player/dealer; and
 - d. Announce the value of the player's hand and whether it wins or loses.
11. A player's hand shall:
 - a. Win if it has a higher poker value than that of the player/dealer's hand;
 - b. Lose if it has a lower poker value than that of the player/dealer's hand;
 - c. Constitute a push if it has a poker value equal to that of the player/dealer's hand.

12. If a player's hand loses, the casino dealer shall:

- a. Collect on behalf of the player/dealer, in order, the play, ante and blind wagers;



- b. Determine whether the trips bonus wager qualifies and pay accordingly on behalf of the player/dealer; and
 - c. Collect, count and place the player's cards in the discard holder.
13. If a player's hand wins, the casino dealer shall on behalf of the player/dealer:
 - a. Pay the ante wager and play wager on the hand;
 - b. Pay the blind wager;
 - c. Pay any trips bonus wager; and
 - d. Collect, count and place the payer's cards in the discard holder.
14. If a player's hand constitutes a push, the casino dealer shall:
 - a. Pay any trips bonus wager;
 - b. Collect, count and place the player's cards in the discard holder.
15. Winning ante wagers and play wagers shall be paid 1 to 1.
16. Winning blind wager and trips bonus wagers shall be paid in accordance with the approved pay table for the cardroom.
17. Where a player has made a trips bonus wager at the beginning of the round and has received a 3 of a Kind or higher, the casino dealer shall leave the particular cards face up on the table and those cards shall not be collected or discarded until the payout on the hand has been made.
18. If the player receives a 3 of a Kind or higher, the trips bonus payouts are made regardless of whether the hand wins, loses, or pushes.
19. The player/dealer is never required to cover all opposing players' wagers. Payoffs of wagers are limited to the amount of the player/dealer wager. The house never participates as the player/dealer. The house never takes a percentage of wagers placed in the game. There is no maximum on the player/dealer's wager.
20. The player/dealer position rotates in a systematic and continuous way among the seated players, and no one player may serve as the player/dealer for more than two consecutive hands. The player/dealer button rotates clockwise around the table.



Ultimate Texas Hold'em Paytables

UTH-02		
Hand	Trips Bonus	Blind
Royal Flush	50 to 1	500 to 1
Straight Flush	40 to 1	50 to 1
Four of a Kind	30 to 1	10 to 1
Full House	8 to 1	3 to 1
Flush	6 to 1	3 to 2
Straight	5 to 1	1 to 1
Three of a Kind	3 to 1	

BAD BEAT BONUS - RULES OF PLAY:

1. This is an optional bad-beat bet for Ultimate Texas Hold'em Bad Beat Bonus.
2. Players win if they and the player/dealer are involved in a bad beat. There are two ways to win:
 - ✓ The player has three of a kind or better and loses to the player/dealer.
 - ✓ The player beats the player/dealer's hand of three of a kind or better.

3. Payouts below:

Hand Beaten	Pays
Straight Flush	7,500 to 1
Quads	500 to 1
Full House	50 to 1
Flush	30 to 1
Straight	20 to 1
Trips	9 to 1

4. To participate in the bad beat, players must make bets on the Ante, Blind and Trips. Players place their bad-beat wagers in the marked circle.
5. If the player's hand qualifies for payouts, the player/dealer pays him according to the posted payable. If the player's hand does not qualify, the player/dealer takes his wager and moves on to the next player.
6. If the player/dealer and the player have a five card tie; then the Bad Beat Bonus bet loses because neither the dealer nor the player suffered a Bad Beat.



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

Glossary of terms used in the controlled game:

Ante Wager	The initial wager placed by a player in the ante circle.
Blind Wager	The initial wager equal to the ante wager placed by a player in the blind circle. Unlike a blind bet made in a standard Poker game, this bet is based on the value of the hand made by the player.
Check	To pass on placing a play wager.
Community Cards	Cards dealt face upward which can be used by all players to complete their best possible hand.
Fold	In relation to a hand of cards, means to no longer continue with the hand.
Play Wager	An additional wager made by a player on his/her hand.
Player/Dealer	Seated-position that, for any given hand of play, all other players at the table are playing against. The player in that position is also referred to as the player/dealer.
Poker Value	In relation to a hand of cards, the ranking of that hand as determined by the ranking of hands in the rules.

Lucky Lady Casino
Ultimate Texas Hold'em



Round of Play One complete cycle of play during which all wagers have been placed, all cards have been dealt and all remaining wagers have been paid off or collected in accordance with the game rules.

Trips Bonus Wager An additional wager which is paid if the player gets 3 of a kind or higher regardless of whether he or she beats the player/dealer.

Fortune 7 Baccarat



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.

Fortune 7 Baccarat

Type of Game

The game of Fortune 7 Baccarat 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 8 standard 52-card deck and no jokers. Cards may be dealt using either a multiple deck "shoe" or an automated shuffling machine

Card Values and Hand Rankings

The value of each card used in Fortune 7 Baccarat 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 Fortune 7 Baccarat, 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 a standard baccarat table that accommodates up to seven players and a player-dealer position for a total of eight 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 One Up Bonus Bet, and the Fortune 7 Bonus Bet. Back-line betting are not permitted on any wagers including all Tie and Bonus Bets.

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.

Fortune 7 Baccarat

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 a three-card 7 which shall push;
- 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 Fortune 7 Bonus Bet which pays 40 to 1;
- If a player placed a wager on the Player line or the Banker line, that player may place a wager on the One Up Bonus Bet which pays according to the 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 first two cards dealt to the player hand equal a natural, the banker hand shall not be allowed to draw any additional cards.
- 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.
- If the player's hand stands, then the banker 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	Stand	Stand	Stand	Stand	Stand	Stand	Stand	Stand	Stand	Stand
6	Stand	Stand	Stand	Stand	Stand	Stand	Hit	Hit	Stand	Stand
5	Stand	Stand	Stand	Stand	Hit	Hit	Hit	Hit	Stand	Stand
4	Stand	Stand	Hit	Hit	Hit	Hit	Hit	Hit	Stand	Stand
3	Hit	Hit	Hit	Hit	Hit	Hit	Hit	Hit	Stand	Hit
2	Hit	Hit	Hit	Hit	Hit	Hit	Hit	Hit	Hit	Hit
1	Hit	Hit	Hit	Hit	Hit	Hit	Hit	Hit	Hit	Hit
0	Hit	Hit	Hit	Hit	Hit	Hit	Hit	Hit	Hit	Hit

Fortune 7 Baccarat

How Winners are Determined and Paid

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 action on payouts will always begin with the player to the left of the player-dealer position and continue clockwise. Wagers will be settled in the following order from player to player: all Player line wagers, then all Banker line wagers, then all Tie Bets, then all One Up Bonus Bets, and finally all Fortune 7 Bonus Bets. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players. 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'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 three-card total of seven, the wager shall push.
- 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.

Tie Bet

- For each seated position, there shall be one separate and specifically designated area for the placement of a Tie Bet. A player may place a Tie Bet only even if he/she has 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 Bets 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 Bets when the total of the player's hand and the total of the banker's hand are not equal.
- Back-line betting is not permitted on the Tie Bet.
- 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 banker's hand after each hand has been completed according to the rules above. In the event of a tie between the player's hand and the banker's hand, the Tie Bet shall win. In the event that the player's hand and the banker's hand are different, the Tie Bet loses.
- Winning Tie Bets 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.

Fortune 7 Bonus Bet

- For each seated position, there shall be one separate and specifically designated area for the placement of a Fortune 7 Bonus Bet. A player may only place a Fortune 7 Bonus Bet only if he/she has placed either a Player line wager or a Banker line wager prior to the initial deal.
- Back-line betting is not permitted on the Fortune 7 Bonus Bet.
- See the collection rate schedule for restrictions on the amount that may be wagered on the Fortune 7 Bonus Bet and any collection fees that may be taken.

Fortune 7 Baccarat

- 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 Fortune 7 Bonus Bet wins. The Fortune 7 Bonus Bet shall lose on all other outcomes.
- All winning Fortune 7 Bonus Bets shall be paid 40 to 1.
- The player-dealer shall pay all winning Fortune 7 Bonus Bets and shall collect all losing Fortune 7 Bonus Bets. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players.

One Up Bonus Bet

- For each seated position, there shall be one separate and specifically designated area for the placement of one separate wager; the One Up Bonus Bet. A player may place a One Up Bonus Bet only if he/she has also placed either a Player line wager or a Banker line wager prior to the initial deal.
- Back-line betting is not permitted on the One Up Bonus Bet.
- The One Up Bonus Bet 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 One Up Bonus Bet and the player's hand beats the banker's hand by a 1-point margin the One Up Bonus Bet shall win.
- If the player's hand beats the banker's hand by a spread of two points or more, loses to the banker's hand, or the player and the banker hands are of the same value (tie), the One Up Bonus Bet wager shall lose.
- See the collection rate schedule for restrictions on the amount that may be wagered on the One Up Bonus Bet and any collection fees that may be taken.
- The player-dealer shall pay all winning One Up Bonus Bets and shall collect all losing One Up Bonus Bets. 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 One Up Bonus Bets shall be paid according to the pay table, as shown below:

Paytable	
Win 1-0	30 to 1
Other wins by a spread of 1	9 to 1
All others	Lose

Wagering Limits and Collection Fees

Although the Bureau has approved these collection rates, games offering a zero collection are currently under Bureau review. The Bureau has the right to: (1) review the lawfulness of the Fortune 7 Baccarat Collection Rates; (2) notify all law enforcement agencies and gambling establishments if further review determines that the Fortune 7 Baccarat Games Collection Rates are unlawful; (3) require gambling establishments to cease and desist offering the Fortune 7 Baccarat Games Collection Rates, if found unlawful; and (4) take action against those gambling establishments that decline to abide by the Bureau's cease and desist notification.

For **schedule option 1**, the collection fees shall be taken per hand from the player-dealer position prior to cards being dealt or any round of play being conducted. There will not be a collection fee taken from players on the Player or Banker line wagers or the bonus wagers. The maximum wagering limit on the Tie Bet, Fortune 7 and One Up Bonus Bets is \$100. 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.

Fortune 7 Baccarat

Table Layout



EZ BACCARAT™ PANDA 8



*EZ Baccarat Panda 8 is owned, patented and/or copyrighted by DEQ Systems Corp. Please submit your agreement with the Owner authorizing play of 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.

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 all wagers.

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.

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 8 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										
6										
5										
4										
3										
2										
1										
0										

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

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 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 8 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.

EZ BACCARAT PANDA 8

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.
- 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.

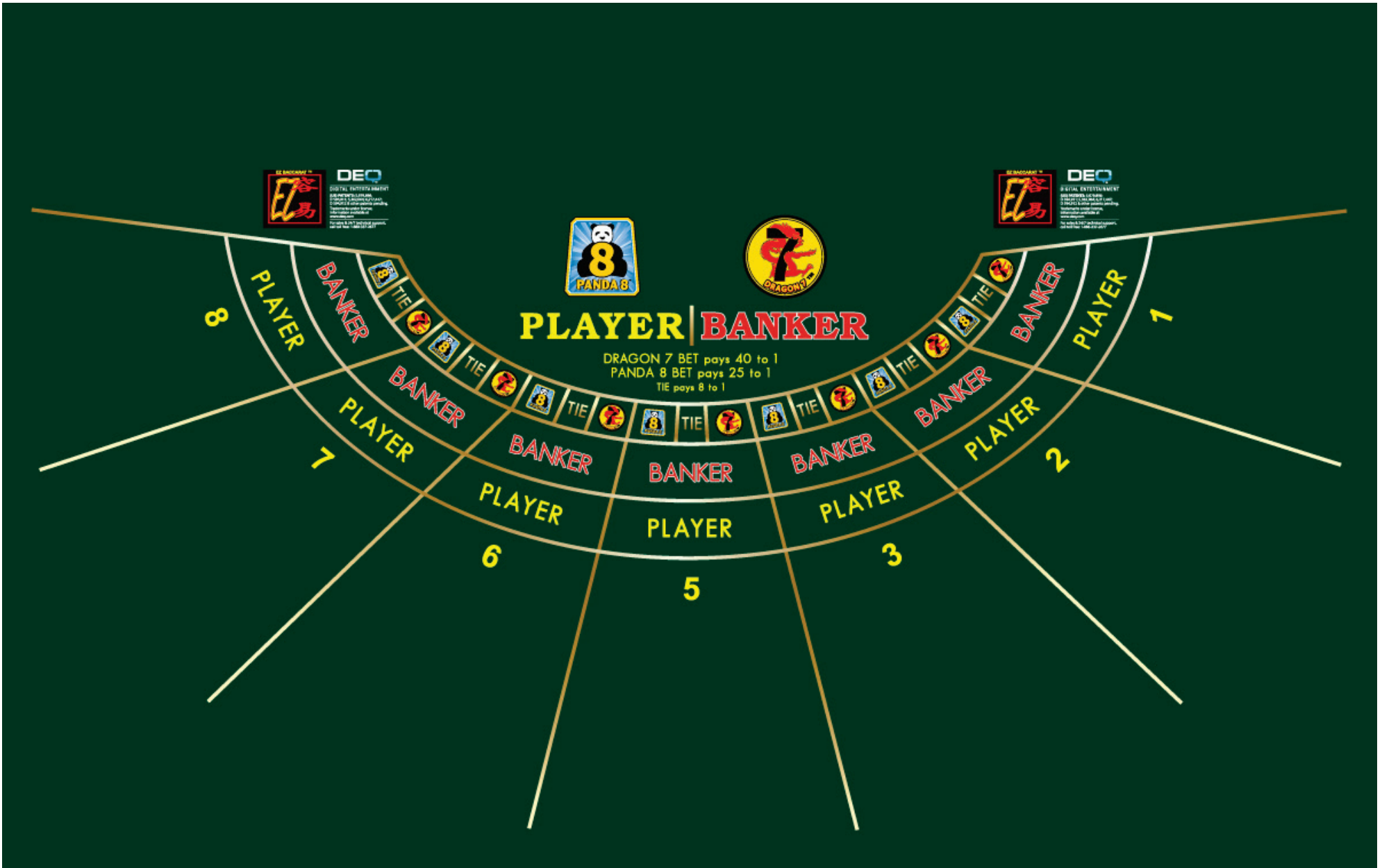
Equipment Used



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.





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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 covers.

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:

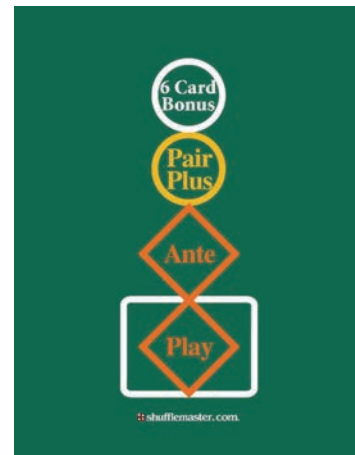
1. For Ante wagers the word “Ante”;
2. For Play wagers the word “Play”;
3. For Pair Plus wagers the words “Pair Plus”;
4. For 6 Card Bonus wagers on the words “6 Card Bonus.”

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:

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 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 action on payouts will always begin with the player to the left of the player-dealer position and continue clockwise. Wagers will be settled in the following order from player to player: the Ante wager, then the Play wager, then the Pair Plus wager (if placed), and then the 6 Card Bonus wager (if placed). Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.
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:

	TCP-6B3
Royal Flush	1,000:1
Straight Flush	200:1
Four of a Kind	100:1
Full House	20:1
Flush	15:1
Straight	9:1
Three of a Kind	8:1
House Advantage	6.74%
Hit frequency	7.2798%

Glossary of terms used in the controlled game:

- Action** The player position where the settling of wagers begins.
- Ante** The mandatory wager players make before seeing their hand.
- Backline Betting** Any wager made by a player on any position other than their own position.
- Bet** Chips placed on the table in a betting square.
- Betting Square** A specially marked area on the table designated specifically for wagers.
- Bonus Bet** An optional bet for players who place an Ante wager. See bonus bet pay chart in rules.
- Boxed Card** A card that is turned face up in the deck.
- Cut** Separating the deck or decks into two parts, placing the top cards on the bottom and the bottom cards on the top.
- Cut Card** A card used to determine the location of the cut.
- Fold** The player option to surrender his/her ante, rather than continue the game.
- Hand** A five card poker hand formed for each player by combining the three cards dealt to the player and the two community cards.
- Play** An optional wager that players make after seeing their three-card hand. The Play wager must equal the Ante wager. If players make the play, it means they wish to enter the showdown against the player-dealer. If players decide not to make the play, they forfeit their ante wager, and are no longer in the game.
- Player-dealer** Seated-position that, for any given hand of play, all other players at the table are playing against. The player in that position taking the player-dealer position is also referred to as the player-dealer.



- Qualifier** A specific set of card(s) that a player and/or the player-dealer must have to play.
- Round of Play** One complete cycle of play during which all wagers have been placed, all cards have been dealt and all remaining wagers have been paid off or collected in accordance with the game rules.
- Seated-positions** The designated positions on the table (often designated with a number) where players may place wagers and receive a hand.
- Suit** One of the four categories of cards: club, diamond, heart, or spade.

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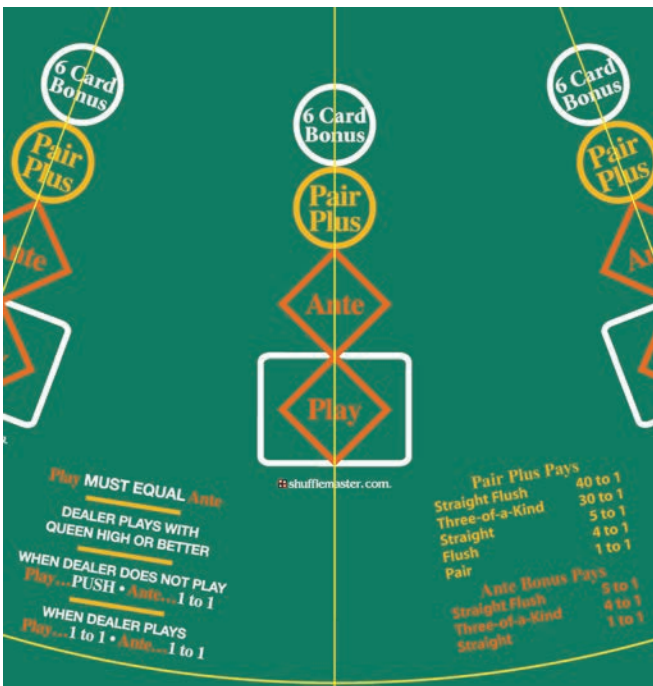
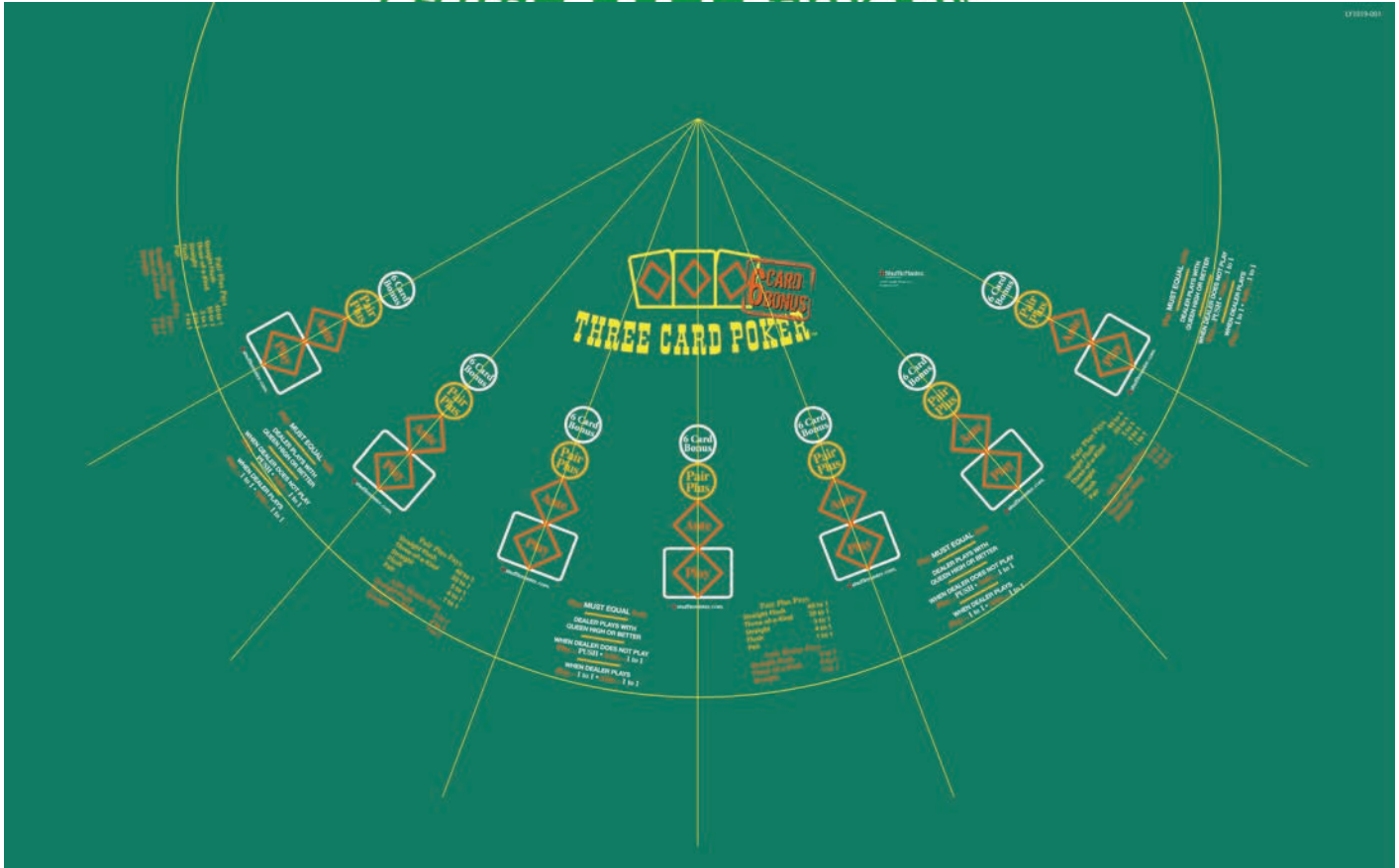
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Lucky Lady Card Room
 Three Card Poker 6 Card Bonus



TABLE LAYOUT





HOLD'EM

In Hold'em, all players receive two downcards as their personal hand, after which there is a round of betting. Three boardcards are turned simultaneously (called the 'flop') and another round of betting occurs. The next two boardcards are turned one at a time, with a round of betting after each card. The boardcards are community cards, and after the final round of betting, a player may use any five-card combination from among the board and personal cards. A player may even use all of the boardcards and no personal cards to form a hand. This is called "playing the board."

Hold'em uses a flat disk called a dealer button to indicate the player who is in the dealer position for that hand (even though a non-playing casino employee actually deals). The dealer button rotates clockwise. The player with the the dealer button is last to receive cards on the initial deal and has the right of last action after the first betting round.

One or more blind bets are used to stimulate action and initiate play. Blinds are posted before the players look at their cards. Blinds are part of a player's bet, unless the structure of a specific game or the situation requires part or all of a particular blind to be "dead." Dead chips are not part of a player's bet. The small blind is posted by the player immediately clockwise from the button, and the big blind is posted by the player two positions clockwise from the button.

Action is initiated on the first betting round by the player to the left of the blinds. On all subsequent betting rounds, the action begins with the first active player to the left of the button.

In non-tournament play, the button rotates one position clockwise after each deal.

Rules of Hold'em

Blinds

1. In Hold'em, all blinds are "live" (except for the "dead collection blind"). If you post a blind, you have the option of raising the pot when it is your turn.
2. When there are two blinds in a game with three or more players, the smaller blind is to the immediate left of the dealer button. In heads-up play, the small blind is on the button.
3. A new player entering a post game, has the following, options:
 - a. To wait for the big blind.
 - b. To post an amount equal to the big blind and immediately be dealt a hand
 - c. To let the blinds and the button pass before posting an amount equal to the big blind and receiving a hand.
4. As a new player, you cannot be dealt in when you're between the small blind and the button. You must wait until the button passes.




5. If you choose to post the big blind, the blind serves as your opening bet. When it becomes your turn to act, you can either call the action or you can raise.
6. In multiple-blind games players must meet their blind obligations for every round they play. Players cannot have the button twice: the button always moves forward, and the blinds are adjusted accordingly
7. If you miss all blinds, you can resume play by either posting the total amount of the blinds for that limit game or waiting for the big blind. If you choose to post the total amount of the blinds, an amount up to the size of the minimum opening bet is live, and the remainder is placed in the pot as "dead money." When it becomes your turn to act, you may either call the action or you may raise.

Small blind only missed - player may come in for:

- a. Small blind only missed - player may come in for:
 1. Small blind - dead or
 2. Wait for blinds.
8. Blinds may not be made up between the big blind and the button.
9. When a game starts, a new player will not be required to post a blind until the button has made one complete revolution around the table, provided a blind has not yet passed that seat. A player may also change seats without penalty, provided a blind has not yet passed the new seat. However, a player who drew for the button is considered active in the game, and is required to make up both blinds if he or she misses a blind.
10. Live "straddle" bets are allowed in limits of 10-20 and higher. In all other games, the "straddle" is dead.

Irregularities

11. If the first card off the deck is exposed on the deal, the dealer will place it back onto the deck, reshuffle, and recut the cards. If any other card is exposed due to dealer error, it will be replaced as follows: If a downcard is exposed due to a dealer error, you may not keep the exposed card. After completing the hand, the dealer replaces the card with the top card on the deck, and the exposed card is then used for the burn card.
12. If the cards are prematurely flopped before the betting is complete, or if the flop contains too many cards, the boardcards are mixed with the remainder of the deck. The burn card remains on the table. After shuffling, the dealer cuts the deck and deals a new flop without burning a card.
13. Should the dealer turn the fourth card on the board before the betting round is complete, the card is taken out of play for that round and the betting is completed. The dealer then burns and turns what would have been the fifth card in the fourth card's place. After this round of betting, the dealer reshuffles the deck, including, the



card that was taken out of play, but not including the burn cards or discards. The dealer then cuts the deck and turns the final card without burning a card. If the fifth card is turned up prematurely, the deck is reshuffled and dealt in the same manner.

14. In Hold'em, if the dealer mistakenly deals the first player an extra card (after all players have received their starting hands), the card will be returned to the deck and used for the burn card. If the dealer mistakenly deals more than one extra card, it is a misdeal.

Playing the Board

15. You must declare that you are playing the board before you throw your cards away. Otherwise, you relinquish all claims to the pot.

OMAHA

Omaha is similar to Hold'em, except each player is dealt four downcards instead of two. In order to make a hand, a player must use precisely two holecards with any combination of exactly three boardcards. The betting is the same as in Hold'em.

Omaha is often played high-low split, 8-or-better. You may use any combination of two holecards and three boardcards for your high hand and another (or the same) combination of two holecards and three boardcards for your low hand.

Rules of Omaha

1. You must use two of the four holecards in your hand and three cards on the board to make a valid 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 governing "kill pots" are listed in the section on kill pots.

OMAHA HIGH-LOW SPLIT (8-OR-BETTER)

Rules of Omaha High-Low Split (8-or-Better)

1. All the rules of Omaha apply to Omaha high-low split (8-or-better).
2. A qualifier of 8-or-better for low is required for all high-low split games, unless a specific posting to the contrary is displayed.
3. If there is no low hand, the high hand wins the entire pot.
4. You can 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 uses exactly two holecards with three boardcards.
5. All other Hold'em rules apply.

To: State of California
Department of Justice
Division of Gambling Control

From: Lucky Lady Casino
5526 El Cajon Blvd
San Diego, Ca 92115

No-Limit Hold'Em

No-Limit Hold'Em is a community card poker game that is played with a standard 52 card deck. The game starts to the left of the dealer button. The blind bets are made from the positions to the left of the dealer button and are forced bets that must be made before the cards are dealt. Two hole cards are dealt to each player, one at a time, face down, in rotation. This is followed by the first round of betting. A player may call, raise or fold on this and all subsequent rounds. A player may bet all of his chips at any time. No short buys are permitted.

- 1) Each player is dealt 2 hole cards followed by a round of betting with a minimum bet the size of the Big Blind.
 - 2) 3 Community Cards are then placed face up on the Board followed by a round of betting.
 - 3) 2 more Community Cards are placed on the Board, one at a time, each followed by a round of betting .
 - 4) The pot is awarded to the player with the best 5 card high poker hand comprised of any combination of his 2 hole cards and 5 Community Cards.
 - 5) Blinds
- | | Big Blind | Small Blind | Buy-in |
|--------------|-----------|-------------|-------------|
| 1-3 No-Limit | \$3 | \$1 | \$30-\$200 |
| 5-5 No-Limit | \$5 | \$5 | \$200-\$500 |

The player to the left of the dealer posts the Small Blind, the player 2 seats to the left of the dealer posts the Big Blind.

California Games Collection Rates

No Busy 21st Century Blackjack (GEGA-000940), No Bust 21st Century Blackjack 4.0 (GEGA-001761) - For **schedule options 1 through 12**, a collection fee will be taken per hand from the player-dealer position based on the total monetary value of all game wagers placed by players prior to cards being dealt, referred to as Total Table Action. No collection fee will be taken from any player or backline bettor when placing a base game wager, Buster Blackjack Bonus Bet (GEGA-002394), or for exercising any player options, including double-down, split, surrender, or placing insurance. All bonus bets may be less than, equal to, or greater than the base game wager, so long as they are within the table limits. The collection fees shall be taken from the player-dealer and dropped by the house dealer after all wagers have been placed on the table but prior to cards being dealt or any round of play being conducted.

Minimum Table Limit \$5-\$1,000

Maximum Table limit \$100-\$10,000

Schedule Option	Total Table Action	Player-Dealer Fee	Player Fee
1	\$5-\$100	\$1	\$0
	\$101-\$200	\$2	
	\$201-\$400	\$4	
	\$401-\$1,000	\$6	
	\$1,001+	\$10	
2	\$5-\$100	\$1	\$0
	\$101-\$200	\$2	
	\$201-\$400	\$4	
	\$401-\$1,000	\$7	
	\$1,001+	\$12	
3	\$5-\$100	\$1	\$0
	\$101-\$300	\$2	
	\$301-\$500	\$4	
	\$501-\$1,000	\$8	
	\$1,001+	\$12	
4	\$5-\$100	\$1	\$0
	\$101-\$300	\$3	
	\$301-\$600	\$4	
	\$601-\$1,000	\$8	
	\$1,001+	\$14	
5	\$5-\$100	\$1	\$0
	\$101-\$300	\$3	
	\$301-\$600	\$5	
	\$601-\$1,000	\$9	
	\$1,001+	\$12	
6	\$5-\$100	\$1	\$0
	\$101-\$400	\$2	
	\$401-\$600	\$4	
	\$601-\$1,000	\$8	
	\$1,001+	\$12	
7	\$5-\$100	\$1	\$0
	\$101-\$400	\$2	
	\$401-\$600	\$4	
	\$601-\$1,000	\$9	
	\$1,001+	\$14	

California Games Collection Rates

8	\$5-\$100	\$1	\$0
	\$101-\$400	\$3	
	\$401-\$700	\$5	
	\$701-\$1,000	\$8	
	\$1,001+	\$12	
9	\$5-\$100	\$1	\$0
	\$101-\$500	\$3	
	\$501-\$1,000	\$7	
	\$1,001-\$1,500	\$12	
10	\$1,501+	\$15	\$0
	\$5-\$100	\$1	
	\$101-\$500	\$4	
	\$501-\$1,000	\$7	
	\$1,001-\$1,500	\$12	
11	\$1,501+	\$15	\$0
	\$5-\$200	\$1	
	\$201-\$500	\$3	
	\$501-\$700	\$5	
	\$701-\$1,000	\$8	
12	\$1,001+	\$12	\$0
	\$5-\$500	\$4	
	\$501-\$1,000	\$8	
	\$1,001-\$1,500	\$12	
	\$1,501-\$2,000	\$17	
	\$2,001+	\$25	

EZ Baccarat Panda 8 (GEGA-003101), Fortune 7 Baccarat (GEGA-004529) - For schedule options 1 through 14, a collection fee shall be taken per hand from the player-dealer based on total monetary value of all game wagers that are initially placed on the table by players prior to cards being dealt, referred to as Total Table Action. There shall be no collection fee taken from any player or backline bettor for placing a base game wager or bonus bet. The Tie Bet, Dragon 7 and Panda 8 bonus bets may be less than, equal to, or greater than the base game wager, so long as they are within the table limits. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Minimum Table Limit \$5-\$1,000

Maximum Table limit \$100-\$10,000

Schedule Option	Total Table Action	Player-Dealer Fee	Player Fee
1	\$5-\$100	\$1	\$0
	\$101-\$300	\$2	
	\$301-\$500	\$3	
	\$501-\$1,200	\$6	
	\$1,201+	\$10	

California Games Collection Rates

2	\$5-\$100	\$1	\$0
	\$101-\$300	\$2	
	\$301-\$600	\$3	
	\$601-\$1,500	\$6	
	\$1,501+	\$10	
3	\$5-\$100	\$1	\$0
	\$101-\$300	\$2	
	\$301-\$500	\$4	
	\$601-\$1,500	\$6	
	\$1,501+	\$12	
4	\$5-\$100	\$1	\$0
	\$101-\$300	\$2	
	\$301-\$600	\$3	
	\$601-\$1,500	\$8	
	\$1,501+	\$12	
5	\$5-\$100	\$3	\$0
	\$101-\$300	\$5	
	\$301-\$600	\$7	
	\$601-\$1,500	\$10	
	\$1,501+	\$15	
6	\$5-\$200	\$1	\$0
	\$201-\$400	\$3	
	\$401-\$600	\$5	
	\$601-\$900	\$8	
	\$901+	\$12	
7	\$5-\$100	\$1	\$0
	\$101-\$400	\$2	
	\$401-\$600	\$4	
	\$601-\$1,000	\$9	
	\$1,001+	\$14	
8	\$5-\$300	\$4	\$0
	\$301-\$1,000	\$10	
	\$1,001-\$1,500	\$15	
	\$1,501-\$2,000	\$20	
	\$2,001+	\$30	
9	\$5-\$500	\$3	\$0
	\$501-\$700	\$5	
	\$701-\$1,200	\$10	
	\$1,201-\$3,000	\$18	
	\$3,001+	\$30	
10	\$5-\$500	\$3	\$0
	\$501-\$700	\$6	
	\$701-\$1,200	\$10	
	\$1,201-\$3,000	\$18	
	\$3,001+	\$25	

California Games Collection Rates

11	\$5-\$500	\$3	\$0
	\$501-\$800	\$5	
	\$801-\$1,500	\$10	
	\$1,501-\$3,000	\$15	
	\$3,001+	\$25	
12	\$5-\$500	\$3	\$0
	\$501-\$800	\$5	
	\$801-\$1,500	\$10	
	\$1,501-\$3,000	\$15	
	\$3,001+	\$30	
13	\$5-\$500	\$3	\$0
	\$501-\$800	\$6	
	\$801-\$1,500	\$10	
	\$1,501-\$3,000	\$20	
	\$3,001+	\$25	
14	\$5-\$500	\$5	\$0
	\$501-\$1,000	\$8	
	\$1,001-\$1,500	\$12	
	\$1,501-\$2,000	\$18	
	\$2,001+	\$25	

Pai Gow Poker (GEGA-000939) - For **schedule options 1 through 5**, a collection fee shall be taken per hand from the player-dealer based on total monetary value of all game wagers that are initially placed on the table by players prior to cards being dealt, referred to as Total Table Action. A collection fee shall also be taken from each player and backline bettor for each base game wager they place. There shall be no additional collection taken from the player when placing a bonus bet. The Fortune Bonus Bet may be less than, equal to, or greater than the base game wager, so long as it is within the table limits. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Minimum Table Limit \$5-\$1,000

Maximum Table limit \$100-\$10,000

Schedule Option	Total Table Action	Player-Dealer Fee	Player Fee
1	\$5-\$25	\$0.50	\$2
	\$26-\$100	\$1	
	\$101-\$200	\$2	
	\$201-\$300	\$3	
	\$301+	\$4	
2	\$5-\$25	\$0.50	\$3
	\$26-\$100	\$1	
	\$101-\$200	\$2	
	\$201-\$300	\$3	
	\$301+	\$4	
3	\$5-\$25	\$0.50	\$4
	\$26-\$100	\$1	
	\$101-\$200	\$2	
	\$201-\$300	\$3	
	\$301+	\$4	

California Games Collection Rates

4	\$5-\$25	\$0.50	\$4
	\$26-\$100	\$1	
	\$101-\$200	\$2	
	\$201-\$300	\$3	
	\$301+	\$4	
5	\$5-\$100	\$1	\$4
	\$101-\$200	\$2	
	\$201-\$400	\$4	
	\$401-\$600	\$6	
	\$601+	\$8	

Ultimate Texas Hold'em (GEGA-003723) - For **schedule options 1 through 5**, a collection fee shall be taken per hand from the player-dealer based on total monetary value of all game wagers that are initially placed on the table by players prior to cards being dealt, referred to as Total Table Action. There shall be no collection taken from the player when placing an Ante, Play, Blind, Trips Bonus Bet, or Bad Beat Bonus Bet. The bonus bets may be less than, equal to, or greater than the Ante wager, so long as they are within the table limits. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Minimum Table Limit \$5-\$1,000

Maximum Table limit \$100-\$10,000

Schedule Option	Total Table Action	Player-Dealer Fee	Player Fee
1	\$5-\$75	\$1	\$0
	\$76-\$200	\$2	
	\$201-\$500	\$4	
	\$501-\$1,500	\$5	
	\$1,501+	\$10	
2	\$5-\$100	\$1	\$0
	\$101-\$400	\$3	
	\$401-\$700	\$5	
	\$701-\$1,000	\$7	
	\$1,001+	\$10	
3	\$5-\$500	\$3	\$0
	\$501-\$1,000	\$7	
	\$1,001-\$1,500	\$12	
	\$1,501-\$2,000	\$17	
	\$2,001+	\$25	
4	\$5-\$100	\$1	\$0
	\$101-\$300	\$2	
	\$301-\$600	\$4	
	\$601-\$1,000	\$7	
	\$1,001+	\$9	
5	\$5-\$100	\$1	\$0
	\$101-\$400	\$2	
	\$401-\$700	\$5	
	\$701-\$1,000	\$7	
	\$1,001+	\$12	

California Games Collection Rates

Three Card Poker 6 Card Bonus (GEGA-002393) - For **schedule options 1 through 5**, a collection fee shall be taken per hand from the player-dealer based on total monetary value of all game wagers that are initially placed on the table by players prior to cards being dealt, referred to as Total Table Action. There shall be no collection fee taken from any player or backline bettor for placing a base game wager or Play, Pair Plus, or 6 Card Bonus wager. The Pair Plus and 6 Card Bonus wagers may be less than, equal to, or greater than the Ante wager, so long as they are within the table limits. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Minimum Table Limit \$5-\$1,000

Maximum Table limit \$100-\$10,000

Schedule Option	Total Table Action	Player-Dealer Fee	Player Fee
1	\$5-\$75	\$1	\$0
	\$76-\$200	\$2	
	\$201-\$500	\$4	
	\$501-\$1,500	\$5	
	\$1,501+	\$10	
2	\$5-\$75	\$1	\$0
	\$76-\$200	\$3	
	\$201-\$500	\$5	
	\$501-\$1,500	\$7	
	\$1,501+	\$10	
3	\$5-\$100	\$1	\$0
	\$101-\$400	\$3	
	\$401-\$1,000	\$7	
	\$1,001-\$3,000	\$18	
	\$3,001+	\$25	
4	\$5-\$100	\$1	\$0
	\$101-\$300	\$2	
	\$301-\$600	\$4	
	\$601-\$1,000	\$7	
	\$1,001+	\$9	
5	\$5-\$100	\$1	\$0
	\$101-\$400	\$3	
	\$401-\$700	\$5	
	\$701-\$1,000	\$8	
	\$1,001+	\$12	

California Games Collection Rates

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.
- 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.
- Lucky Lady 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.

Poker Collection Rates

Texas Hold'em (GEGA-000941), No Limit Texas Hold'em (GEGA-000283) - For **schedule options 1 through 26**, the collection fee shall be taken by the house dealer from the pot after the flop. The appropriate fees are dependent on the number of players as shown above. If the hand ends before the flop, no collection fee shall be taken.

Limit Games

\$1-\$2 Minimum Wagering Limit

\$500-\$1000 Maximum Wagering Limit

Schedule Options	Number of Players	Player Fee
1	2 or more	\$5
2	2 or more	\$7
3	2-4	\$1
4	2-4	\$2
5	2-4	\$3
6	2-4	\$5
7	5	\$3
8	5-6	\$4
9	5-6	\$6
10	6	\$4
11	7 or more	\$5
12	7 or more	\$6
13	7 or more	\$7

No Limit, Pot Limit, Spread Limit Games

Minimum Buy-In \$1

Maximum Buy-In \$1,000

Schedule Options	Number of Players	Player Fee
14	2 or more	\$5
15	2 or more	\$7
16	2-4	\$1
17	2-4	\$2
18	2-4	\$3
19	2-4	\$5
20	5	\$3
21	5-6	\$4
22	5-6	\$6
23	6	\$4
24	7 or more	\$5
25	7 or more	\$6
26	7 or more	\$7

Poker Collection Rates

EZ Money Hold'em (GEGA-003098)- For **schedule options 1 through 3**, the collection fee shall be taken by the house dealer from the pot after the flop. The appropriate fees are dependent on the number of players as shown below. If the hand ends before the flop, no collection fee shall be taken.

Limit Games

\$3-\$4 Minimum Wagering Limit

\$6-\$8 Maximum Wagering Limit

Schedule Options	Number of Players	Player Fee
1	4 or less	\$0
2	5-6	\$4
3	7 or more	\$5

Omaha (GEGA-000943) - For **schedule options 1 through 24**, the collection fee shall be taken by the house dealer from the pot after the flop. The appropriate fees are dependent on the number of players as shown below. If the hand ends before the flop, no collection fee shall be taken.

Limit Games

\$1-\$2 Minimum Wagering Limit

\$500-\$1000 Maximum Wagering Limit

Schedule Options	Number of Players	Player Fee
1	2 or more	\$5
2	2 or more	\$6
3	2 or more	\$7
4	2-4	\$3
5	2-4	\$4
6	2-4	\$5
7	5-6	\$4
8	5-6	\$5
9	5-6	\$6
10	7 or more	\$5
11	7 or more	\$6
12	7 or more	\$7

No Limit, Pot Limit, Spread Limit Games

Minimum Buy-In \$1

Maximum Buy-In \$1,000

Schedule Options	Number of Players	Player Fee
13	2 or more	\$5
14	2 or more	\$6
15	2 or more	\$7
16	2-4	\$3
17	2-4	\$4
18	2-4	\$5
19	5-6	\$4
20	5-6	\$5

Poker Collection Rates

21	5-6	\$6
22	7 or more	\$5
23	7 or more	\$6
24	7 or more	\$7

Omaha High-Low Split (GEGA-000944) - For **schedule options 1 through 24**, the collection fee shall be taken by the house dealer from the pot after the flop. The appropriate fees are dependent on the number of players as shown above. If the hand ends before the flop, no collection fee shall be taken.

Limit Games

\$1-\$2 Minimum Wagering Limit

\$500-\$1,000 Maximum Wagering Limit

Schedule Options	Number of Players	Player Fee
1	2 or more	\$5
2	2 or more	\$6
3	2 or more	\$7
4	2-4	\$3
5	2-4	\$4
6	2-4	\$5
7	5-6	\$4
8	5-6	\$5
9	5-6	\$6
10	7 or more	\$5
11	7 or more	\$6
12	7 or more	\$7

No Limit, Pot Limit, Spread Limit Games

Minimum Buy-In \$1

Maximum Buy-In \$1,000

Schedule Options	Number of Players	Player Fee
13	2 or more	\$5
14	2 or more	\$6
15	2 or more	\$7
16	2-4	\$3
17	2-4	\$4
18	2-4	\$5
19	5-6	\$4
20	5-6	\$5
21	5-6	\$6
22	7 or more	\$5
23	7 or more	\$6
24	7 or more	\$7

Poker Collection Rates

Lowball (GEGA-000942) - For **schedule options 1 through 7**, the collection fee shall be taken from the pot after the draw but before the completion of the hand in which the pot is awarded. If the round of play does not reach the draw, no collection fee shall be taken. The appropriate fees are dependent on the number of players seated and playing during that round.

Limit Games

\$1-\$2 Minimum Wagering Limit

\$500-\$1000 Maximum Wagering Limit

Schedule Options	Number of Players	Collection Fee
1	2 or more	\$5
2	2 or more	\$6
3	2-4	\$2
4	2-4	\$3
5	5-6	\$4
6	7-8	\$5
7	7-8	\$6

For **schedule options 8 through 19**, the collection fee shall be taken from the pot after the draw but before the completion of the hand in which the pot is awarded. If the round of play does not reach the draw, only the Modified Fee shall be taken from the pot. The appropriate fees are dependent on the number of players seated and playing during that round.

No Limit, Pot Limit, Spread Limit Games

Minimum Buy-In \$1

Maximum Buy-In \$1,000

Schedule Options	Number of Players	Collection Fee	Modified Fee
8	2 or more	\$5	\$0
9	2 or more	\$5	\$1
10	2 or more	\$6	\$0
11	2-4	\$3	\$0
12	2-4	\$2	\$1
13	2-4	\$3	\$1
14	5-6	\$4	\$0
15	5-6	\$4	\$1
16	5-6	\$5	\$0
17	7-8	\$5	\$0
18	7-8	\$5	\$1
19	7-8	\$6	\$0

Poker Collection Rates

Timed Collections

For **schedule options 1 through 11**, the collection fee is taken from each active player, in advance, every half hour of play based on number of active players. If a player enters the game during the first twenty minutes of the half hour period (example from 3:00 to 3:19), the player will pay the "First 20 Minute Rate." If the player enters the last 10 minutes of a half hour (example from 3:20 to 3:30), they will not be charged a fee.

Schedule Option	First 20 Minute Rate
1	\$8
2	\$10
3	\$12
4	\$15
5	\$20
6	\$25
7	\$30
8	\$40
9	\$50
10	\$60
11	\$75

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.
- Lucky Lady Card Room shall provide ample notice to patrons regarding the collection rates and fees, as well as the procedure for collecting them.