

1. **DRAW POKER:** The object of the game of Draw Poker is to garner the betting pool or "pot" with the highest ranking five-card poker hand. The game can be played with from 2 to 8 players. At the start of play participants are required to post either antes or blinds in an amount which is relative to the betting increments of the game. Then, players are dealt five single cards in turn, with the deal rotating, in turn, to the next player at the completion of the hand. After the deal is completed and all the players have a five card playing hand, players determine whether to continue play by taking the appropriate betting action or whether to drop out of action by discarding or "folding" their hand. After the initial betting round, players who are still participating for the pot discard any undesired cards from their hands and draw replacement cards from the deck in order to improve their playing hands. "Draw" cards are distributed by the dealer to the remaining players as requested, from the remainder of the deck. Players must maintain a five-card playing hand and after the draw of replacement cards is completed there is a final betting round. At the end of the second betting round the pot is awarded to the remaining player with the highest ranking 5-card hand.

The game may be dealt by the players at the table or a House Dealer may be employed, depending on the level of play. At the end of each hand the deal rotates in clockwise order to the next active player. The game is played with a standard 52 card deck with a joker added, making 53 cards. The joker can be used as an Ace or a substitute card to complete straights or flushes.

Hand Rankings

1. Five Aces
2. Royal Flush
3. Straight Flush
4. Four of a kind
5. Full House
6. Flush
7. Straight
8. Three of a kind
9. Two pair
10. One pair
11. High card

METHOD OF PLAY

- * Players ante, the size of which is relative to the stakes of the game. The ante acts as seed money for potential contenders for the pot.
- * Players are dealt five cards, in turn, in rotation, face down.
- * Round of betting. Players have an option of playing the hand by either betting or calling any bets that have already been made, or discarding their hand and discontinuing play for the pot.
- * Active Players may elect to discard any unwanted cards from their original hand and

receive replacement cards in an effort to improve their hand. Cards, as requested, are dealt to them by the dealer, in turn.

* Final round of betting. At the option of the active players, there may be another round of betting. Players posting any additional bets, if made, remain active for the final showdown.

* Showdown. Active Players expose all of their cards. Best five-card hand, using traditional Poker rankings, wins the pot.

DRAW POKER VARIATIONS

MINIMUM OPENING REQUIREMENTS: Depending on the exact variation being played, there may be a minimum opening requirement, such as a Pair of Jacks (or other specified prerequisite). In these cases, a Player may initially "pass" but is allowed to call (and even raise) should another Player open the pot. Players may be required to show openers.

WINNER/KILL: Draw Poker can be played as a "Winner" or "Kill" game at the discretion of the House. In such forms, an additional blind or bet is required to be placed in the pot which effectively doubles the limit of the game for that particular hand.

TIE HANDS: The only time a pot may be split by participating players is in the event of a tie hand(s). No exceptions. If a pot is split as a result of a tie and there is an odd chip, the odd chip will be awarded to the player with the highest card, by suit, in their hand. The ranking of suits from lowest to highest is Clubs, Diamonds, Hearts, and Spades.

2. **LOWBALL DRAW POKER** is a form of five card draw poker, in which the object of the game is to garner the betting pool or common pot with the lowest ranking poker hand attainable. The game is played with a standard 52 card deck with the joker added, making 53 cards. The joker is wild and counts as the lowest missing card in the hand. Aces count as low, with straights and flushes ignored. The BEST hand is A, 2, 3, 4, 5.

Lowball can be played with from 2 to 8 players. At the start of play three players post blinds. The blinds are a substitute form of an ante. The players posting blinds are the dealer--with the dealer rotating to the left at the completion of each hand--and the two players to the left of the dealer. The blinds equal the amount of the limit of the game. For example, if the game is a 20 limit game, the blinds would equal \$20: \$5, \$5, and \$10. The \$10 blind is referred to as the "big blind". At the start of play, players are dealt five single cards in turn. After everyone has received their 5-card starting hand, the player to the left of the big blind must act on his hand by either discarding it, or placing a bet in the pot. The players act in turn, either discarding their hand (folding) or calling or raising the initial bet, until everyone has acted on their hand and placed an equal amount of bets in the pot. Like high draw poker, players then act on their hands, discarding any unwanted cards in an effort to make their best (lowest) hand. After everyone has had an opportunity to draw cards if they so desire, another round of betting occurs. Players still in action after the second betting round show down their hands and the pot is awarded to the player with the five lowest-ranking cards. The game may be dealt by the players at the table or a

House Dealer may be employed, depending on the level of play. At the end of each hand the deal rotates in clockwise order to the next active player.

LOWBALL DRAW POKER (WINNER): Winner Lowball is a variation of the traditional Lowball Draw Poker game. The game is played exactly like the game of Lowball Draw Poker with only one difference: The winner of the previous hand is required to post an additional blind or bet in the pot which effectively doubles the limit of the game for that particular hand.

WINNER/KILL: At the discretion of the House, the game can also be played as a "Winner" or "Kill" game. In such forms, a two-sided disc is included with the deck of cards. The disc has the word "Win" and the word "Kill" printed on opposite sides. After a player wins a pot, the disc is placed in front of the player with the word "Win" displayed, stipulating that he or she has won the hand. If the same player wins the next pot--two wins in a row--the disc is turned over and the word "Kill" is displayed. This means that the limit of play will be doubled on the next hand and will remain at that level as long as that player continues to win. The player who wins two in a row is also required to post an additional blind in the pot, which is the size of all of the other blinds combined, effectively doubling the limit of the game. Once that player loses and another player wins, the disc returns to the "Win" position and the blinds return to normal.

TIE HANDS: The only time a pot may be split by participating players is in the event of a tie hand(s). No exceptions. If a pot is split as a result of a tie and there is an odd chip, the odd chip will be awarded to the player with the lowest card, by suit, in their hand. The ranking of suits from lowest to highest is Clubs, Diamonds, Hearts, and Spades. The joker is the lowest card in the deck.

METHOD OF PLAY

- * Three players post blinds, which are another form of ante, prior to the start of play. The size of the blinds is relative to the stakes of the game. The blinds act as seed money for potential contenders for the pot.
- * Players are dealt five cards, in turn, in rotation, face down.
- * Round of betting. Players have an option of playing the hand by either betting or calling any bets that have already been made, or discarding their hand and discontinuing play for the pot.
- * Active Players may elect to discard any unwanted cards from their original hand and receive replacement cards in an effort to improve their hand. Cards, as requested, are dealt to them by the dealer, in turn.
- * Final round of betting. At the option of the active players, there may be another round of betting. Players posting any additional bets, if made, remain active for the final showdown.
- * Showdown. Active Players expose all of their cards. Best five-card hand, in reverse standard order, using traditional Poker rankings, wins the pot.

3. **SEVEN CARD STUD POKER (HIGH)** uses a standard 52-card deck. Traditional rankings of hands apply. The object of the game is to garner the betting pool with the highest-ranking five-card poker hand. The game is normally played with an ante. To start the hand each player is dealt two down cards and one up card by a House Dealer. The low card determined by suit in alphabetical order (club, diamond, heart, spade) begins the action on the first betting round with a forced bet. On all subsequent rounds the high card acts first. If there are two hands of equal high value, the player to the left of the dealer position will act first. All active players will receive three more up cards and a final card face down, with a betting round after each card. At the completion of each hand all active players will have 7 cards--three cards face down and four cards face up. A player may use any combination of 5 cards to make their best high hand.

Seven Card Stud can be played with from 2 to 8 players and is normally contested at limit poker. Usually the limit is fixed and a player must bet that amount, except on the initial forced bet, completing a bet or going all-in. Most fixed-limit games have a double limit, with the lower limit used initially, and the upper limit after the fifth card or an open pair after the fourth card as been dealt. On the showdown a player uses his best five-card poker hand selected from the seven cards he possesses.

TIE HANDS: The only time a pot may be split by participating players is in the event of a tie hand(s). No exceptions. If a pot is split as a result of a tie and there is an odd chip, the odd chip will be awarded to the player with the highest card, by suit, in their hand. The ranking of suits from lowest to highest is Clubs, Diamonds, Hearts, and Spades.

METHOD OF PLAY

- * Players ante, the size of which is relative to the stakes of the game.
- * Players are dealt three cards in turn, in rotation, two face down, one face up.
- * Round of betting.
- * Active Players are dealt one card, face up (4th).
- * Round of betting.
- * Active Players are dealt one card, face up (5th).
- * Round of betting.
- * Active Players are dealt one card, face up (6th).
- * Round of betting.
- * Active Players are dealt one card, face down (7th).
- * Final round of betting.

* Showdown. Active Players expose all of their cards. Best five-card hand, using traditional Poker rankings, wins the pot.

4. SEVEN CARD STUD POKER (LOW/RAZZ):

Seven-Card Stud Poker (Low/Razz) is played exactly the same as Seven-Card Stud Poker, except for the following:

The goal of Seven Card Stud Poker/Razz is to garner the betting pool or common pot with the lowest ranking five card poker hand attainable. At the showdown, when playing hands are exposed to determine the winner, the lowest ranking five card poker hand wins the pot. Thus, the lowest possible hand is A, 2, 3, 4, 5. Aces count as low with straights and flushes ignored. A pair of aces ranks lower than a pair of deuces.

Seven Card Stud Poker/Razz can be played with from 2 to 8 players. In Seven Card Stud Poker/Razz, the high card (Aces are low) is required to make the forced bet on the first round and the low hand acts first on all subsequent rounds. The lower betting limit will be used on the third and fourth cards and the higher limit thereafter. The presence of an open pair does not effect the betting limit on the fourth card.

TIE HANDS: The only time a pot may be split by participating players is in the event of a tie hand(s). No exceptions. If a pot is split as a result of a tie and there is an odd chip, the odd chip will be awarded to the player with the lowest card, by suit, in their hand. The ranking of suits from lowest to highest is Clubs, Diamonds, Hearts, and Spades.

5. TEXAS HOLD EM POKER is a game played with a standard 52 card deck, or 53 cards when played with a joker. Hold'em Poker involves an individual player receiving two uninterrupted cards dealt face down followed by a round of betting. This is subsequently followed by the dealing of three community cards dealt face up in the center of the table followed by a second round of betting. At this point, each player has a total of five cards, two private personal cards dealt face down and three exposed community cards which he or she shares with the other active players at the table. Two additional community cards are then dealt face up at the center of the table with a round of betting following the dealing of each of these two cards. The goal of Hold'em Poker is to garner the betting pool or common pot with the highest ranking five-card poker hand attainable out of the seven (two personal and five community cards) available.

Texas Hold'em Poker can be played with from 2 to 10 players. All Hold'em games employ a House Dealer who uses a dealer button to indicate the player who in theory dealt the cards for that pot. The player with the dealer button is the last to receive cards on the initial deal and has the right of last action on all betting rounds except the first. One or more blind bets are used to start the action and initiate play. Blinds are posted by players who sit in consecutive order from the button. Action is initiated on the first betting round by the player on the immediate left of the last blind. On all subsequent betting rounds the action is begun by the first active player clockwise from the button. All blinds are "live", meaning the player with a blind has the option

of raising the pot when the action reaches him even if there has been no previous raise.

METHOD OF PLAY

- * Blinds are posted as in many other Poker games.
- * Each player is dealt two cards, one at a time, in turn.
- * A round of betting ensues for Players who wish to continue and contend for the pot.
- * Three cards are turned face up in the middle of the table (Flop).
- * A round of betting ensues for Players who wish to continue and contend for the pot.
- * A fourth card is turned face up next to the initial three (Fourth Street).
- * A round of betting ensues for Players who wish to continue and contend for the pot.
- * A fifth and final card is turned face up next to the previous four cards (The River Card). These five cards are common to all active Players.
- * A final betting round.
- * Active Players now expose their cards. The best High hand wins the pot using traditional Poker Hand rankings.

Traditional poker hand rankings apply.

OVER BUTTONS: "Over" buttons are available to customers participating in designated Hold'em Poker games. These buttons provide players the option of playing at the established betting limit, or doubling the limit for a particular betting round. The game must be the biggest game of its type in progress and provides customers who normally play at a higher limit, the convenience of play in a smaller game. In order for an "Over" button to be active, all players in the hand must possess an "Over" button at the start of any particular betting round. If this is not the case, then the betting limit remains at the established level of play.

TIE HANDS: The only time a pot may be split by participating players is in the event of a tie hand(s). No exceptions. If a pot is split as a result of a tie and there is an odd chip, the odd chip will be awarded to the player who is in the seat closest to the button, clockwise.

6. **PANGUINGUE (PAN)** is a game of Mexican origin which was a predecessor to the game of rummy. The game is played with 6 to 12 decks of cards with 8's, 9's, and 10's removed. There is NO Joker. The sequence of cards is A, 2, 3, 4, 5, 6, 7, J, Q, K. Each player is dealt 10 cards. The game may be played with from 2-7 players.

The object of the Game is to have eleven cards, face up in front of you, on the table in valid melds. The first Player doing so is the winner and receives from each Player with cards and chips the total value of his melds as they lay, two for winning the hand plus the tops (antes), which must be given to him last. He is the first Player dealt to on the next hand.

The Draw: Cards are always dealt to the right (counter clockwise) not to the left as in most games. They are dealt five cards at a time. In the beginning deal, four cards are turned down and the fifth card is turned up to each Player. The lowest card up is the eldest hand. From then on, the winner of each hand is dealt to first, and is first to act.

The Shuffle: The PAN dealer (mucker) gives each Player ten cards, in two rounds of five at a time, beginning with winning Player. For the deal he takes cards from the front of the deck, restoring any excess to the front of the deck.

Going On Top: Before play starts each Player places an ante on the table. The ante is usually in the amount of the betting increment for the particular game. All the ante chips are gathered from the participating players and normally placed on top of the block supporting the deck. These antes are commonly called the "tops". At the start of play, after all the players have received their cards, each Player beginning with the "winning" hand declares whether he will stay in the play or retire. If he retires, he discards his hand and forfeits his ante. Hands discarded by retiring Players are not returned to the deck, but are set aside so that they may not be drawn in play. The "tops" go to the Player who goes out.

The Play: Each active Player, in turn, draws one card from the top of the deck or from the top of the discard pile. If he takes the top card of the deck, he must immediately use it in a meld or discard it. He may draw from the discard pile only if (1) the top card of the discard pile was drawn from the deck and discarded by preceding Player and (2) he can immediately meld this card in a combination.

After drawing and before completing his turn by discarding one card face up, the Player may meld as many sets as he holds, or add to his existing melds.

The object of play is to meld ELEVEN cards, and the first Player to do so wins the game.

Melds: Each meld (or spread) must be at least three cards; it may be as many as eleven. For convenience, the melds are classified as sequences (usually called "ropes") and sets.

Sequences: Any three cards in sequence of the same suit, as Heart Q, J, 7.

Set: Three cards of the same rank and of different suits, as Heart 4, Spade 4, Club 4, or of the same suit, as Club Q,Q,Q. In addition, any three Aces or any three Kings form a set regardless of suit, as Diamond A, Diamond A, Club A. (Aces and Kings are called non-comoquers.)

Conditions: Certain melds are called conditions. On melding a condition, the Player immediately collects chips from every other Player as follows:

All threes, fives, and sevens are valle (pronounced valley) cards, that is "cards of value". Cards of other rank are non-valle.

The conditions are:

1. Any set of valle cards, not in same suit: 1 chip.
2. Any set of valle cards, in the same suit: 4 chips in Spades, 2 chips in any other suit.
3. Any set of non-valle cards, in the same suit: 2 chips in Spades, 1 chip in any other suit.
4. Any sequence of A, 2, 3, in the same suit 2 chips in Spades, 1 chip in any other suit.
5. Any sequence of K, Q, J, in the same suit: 2 chips in Spades, 1 chip in any other suit.

Going Out: When a Player shows eleven cards in melds, he collects 2 chips from every Player and also collects all over again for each condition in his cards.

TIE HANDS: The only time a pot may be split by participating players is in the event of a tie hand(s). No exceptions. There are no tie hands in Pan.

7. **PAI GOW** is an ancient Chinese game played with a set of 32 domino type tiles. Literally translated, it means "Cards-Nine". The tiles are shuffled by the House Dealer and placed in 8 stacks of 4 each. A dice cup is shaken for the sole purpose of determining which player is dealt the first stack of tiles. From two to eight players are dealt one stack (4 tiles). The object of the game is to set the tiles into the two best combinations of two tiles.

After all tiles are set, Players' tiles are compared to the Player Dealer's tiles. A player wins if both sets are of higher value when matched to the Player Dealer's combinations. If both are lower, the Player Dealer wins. If one set is superior and the other is not, it is a "push" and neither wins. When the Player Dealer and a Player have the same ranking combinations, it is called a "COPY" and the Player Dealer is the winner.

A round of play terminates either when all Player's hands are played and wagers are settled, or when the Player Dealer position wins or loses the amount it wagered, whichever comes first. The Player Dealer cannot win or lose more than his original wager. He has no obligation to cover any other bets. Each player has the opportunity to act as Player Dealer for up to two consecutive hands, if they choose, or they may decline and the next qualifying player has the option. The normal rotation of play in Pai Gow is counterclockwise.

METHOD OF PLAY

Players make a bet.

The House Dealer mixes or shuffles the tiles face down, and places them in eight stacks of four each.

To insure the random distribution of the stacks of tiles, three dice are shaken. The total shown on the dice indicates to which seat the first stack of tiles is distributed. The person who receives

the first set of tiles will also be the first to have his bet resolved. The Player to his right will receive the second set of tiles and his is the second bet to be resolved, and so on around the table.

The first stack of tiles to be distributed is determined by the Player Dealer. This is the "Action" stack. Starting with the "Action" stack and progressing to his left, the House Dealer "deals" out each stack of tiles.

The House collection is taken before play begins.

Each Player arranges his tiles to make the two highest combination of rankings. Assistance is available from the House Dealer or Floor Supervisor in setting the tiles according to pre-established ranking, using centuries-old ranking charts.

When all Players' tiles have been set, the Player Dealer exposes his tiles, indicates to the House Dealer how they should be set, and tells the House Dealer to continue.

The Dealer then exposes each Player's tiles, one Player at a time, and compares their rankings with the Player Dealer's ranking to determine the winner.

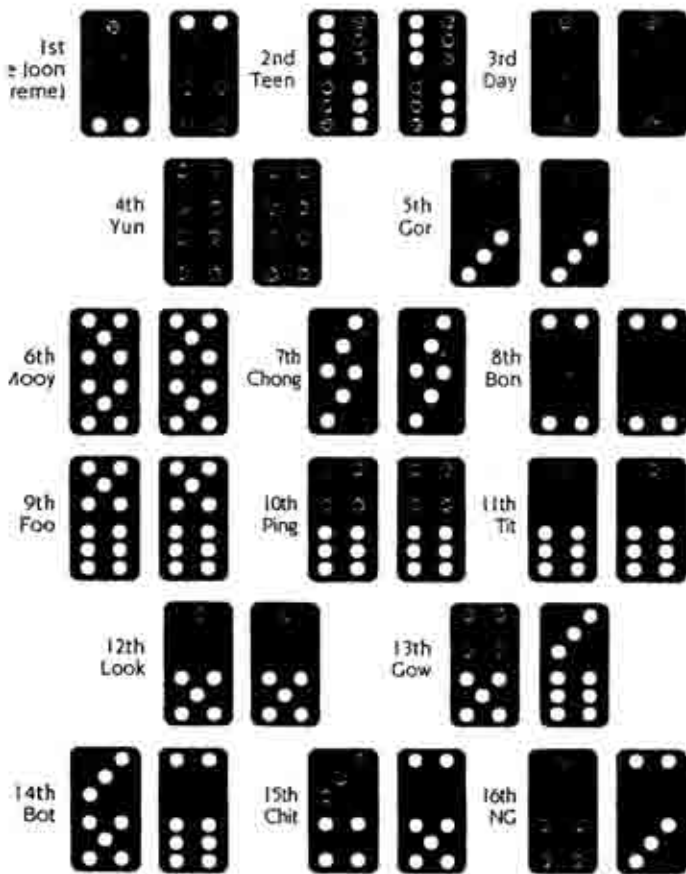
When all tiles have been exposed, and each player's hand compared to the Player Dealer's, payoffs start. Bets are collected and paid only to the extent that the Player Dealer's wager is in action.

See Pai Gow Tile Ranking Chart (following page).

PAI GOW RANKING CHART #1

(Pair Rank)

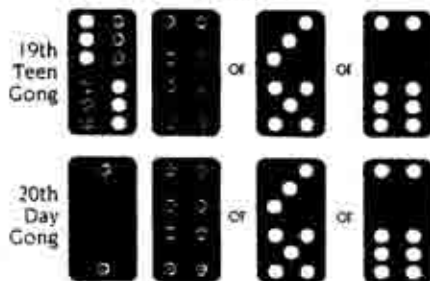
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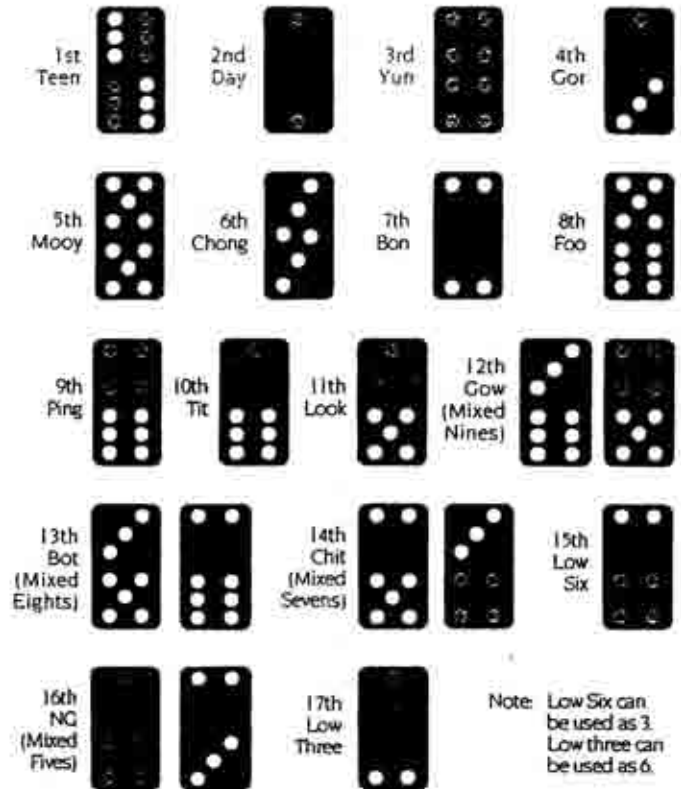


"GONG"



PAI GOW RANKING CHART #2

(Single Rankings)



PROPER ORDER OF WINNING COMBINATIONS

1. Play the pairs (combinations 1 thru 16)
2. Play a 2 or 12 with a 7, 8 or 9 (combinations 17 thru 20)
3. Play two small cards that equal 7, 8 or 9
4. Play the biggest card with the smallest card

8. **DOUBLE HAND POKER** is played with a standard 52-card deck, and the Joker (total of 53 cards): The Joker can be used as an Ace or a substitute card to complete a straight or a flush. The card game is dealt on a poker table to a maximum of seven positions. A House Dealer controls the shuffling and dealing of the cards, controls the orderliness of the game and collects time charges based on a fixed fee schedule. At no time does the House Dealer participate in the actual play of the game and has no interest in the outcome of the play.

In each round of play, 7 hands are dealt. Each hand contains 7 cards, all dealt face down. After the cards are dealt, the Player Dealer will select the hand to be distributed first. The dice cup will then be shaken by the Player Dealer to determine which seated player receives the first hand. Seated players arrange their 7 cards into 2 hands. They place their cards face down with the 2 card hand in front and the 5-card hand in back. The 5-card hand must be of a higher rank than the 2 card hand. The ranking of hands is the same as in Draw Poker.

After all hands are set, Players' hands are compared to the Player Dealer's hands. A player may win by beating the Player Dealer with both hands, lose by having both hands lose to the Player Dealer, or push by winning with one hand and losing with the other. The Player Dealer position moves clockwise around the table. A round of play terminates either when all Player's hands are played and wagers are settled, or when the Player Dealer position wins or loses the amount it wagered, whichever comes first. The Player Dealer cannot win or lose more than his original wager. He has no obligation to cover any other bets.

Play rotates clockwise. Each Player has the following options: 1. To be the Player Dealer for two consecutive hands, 2. For only one hand then pass that privilege, or 3. Refuse the option entirely, in which case it is offered to the next Player.

METHOD OF PLAY

Players make a bet.

The Dealer deals seven piles of cards of seven each, in turn, in rotation in the middle of the table.

The Player Dealer selects which pile will be distributed to the first player (who is randomly selected in the next step). The Dealer identifies the hand by placing a "button" marked "ACTION".

The Player Dealer shakes a dice cup containing three standard dice. The sum of the dice indicates to which seat the first pile of seven cards (identified in the previous step) will be distributed.

Each pile of seven cards is distributed to each seat at the table. Cards distributed to seats without a wager are collected by the Dealer.

Players form two hands, a two-card hand and a five-card hand.

When all Players' hands have been "set", the Dealer exposes the Player Dealer's hand, and sets it

according to the Player Dealer's instructions.

Each Player's hands are compared to the Player Dealer's hands to determine the winner according to the criteria in the above paragraphs.

Bets are collected and paid only to the extent that the Player Dealer's money covers.

9. **SUPER PAN 9** is played with eight standard decks, with the Sevens, Eights, Nines, and Tens removed. There is no Joker. The cards are dealt from a shoe. The object of the game is for a player to have cards whose sum total (numerical count) is closer to NINE than the sum total of the cards held by the Player Dealer. Only the last digit is used. For example, a hand with two 6's and a 4 would total 16, but its card count would be 6. A hand with two 5's and a king would have a card count of 0. From two to eight players are each dealt three cards face down, one at a time, in turn, in rotation. Players may stand pat or exercise their option of drawing a fourth card in an attempt to improve their hands. The Player Dealer is last to play.

A series of showdowns follows between the Player Dealer and each of the other players in turn according to the order of play established at the beginning of the hand. All action starts with the position of the action button (the position that receives the first hand to be distributed). The Player Dealer position cannot win or lose more than the original wager. There is no obligation to cover any other bets. At no time does the House Dealer participate in the actual play of the game and has no interest in the outcome of the play.

METHOD OF PLAY

- * After all bets have been placed, the Player Dealer shakes the dice cup to determine the position of the Action Button.
- * House Dealer delivers three cards to each player, one card at a time in clockwise rotation beginning at the Action Button position.
- * Players set their hand and place them in either the Hit or Stand box depending on whether or not they want to draw an additional card.
- * After all the players have completed their hands, the House Dealer exposes the Player Dealer's hand.
- * The Player Dealer's hand is handled according to the following guidelines:
 - Player Dealer receives a card automatically on totals of 0, 1, 2, or 3.
 - Player Dealer has option on totals of 4, 5, or 6.
 - Player Dealer must stand on any total of 7, 8, or 9.
- * Once Player Dealer's hand is set, House Dealer will settle all wagers starting from the Action Button and moving clockwise. Winning hands will be placed face up on the table in front of the wager and losing hands will be placed face down. If the result of the play is a push, the

cards will be removed and placed in the discards.

* Player Dealer will win or lose wagers to the extent that his wager covers.

10. **CALIFORNIA ACES** is played with a standard deck of cards (52) with four aces added for a total of 56 cards. Single and/or multiple deck systems are used. The object of the game is to have cards whose face value totals "22", or as close to "22" as possible. If the face value of a player's cards is closer to 22 than the Player Dealer's total, he wins. If a player's card total and the Player Dealer's card total is the same, neither wins, and the player's bet is returned. All active players are dealt two cards face down, one at a time, in turn, in rotation. The Player Dealer is dealt one card face down and one face up. Each player and the Player Dealer can elect to draw additional face up card(s) in an attempt to improve their total. The card game is dealt on a poker table to a maximum of 7 (seven) positions. A House Dealer controls the shuffling and dealing of the cards, controls the orderliness of the game and collects time charges based on a fixed fee schedule. At no time does the House Dealer participate in the actual play of the game and has no interest in the outcome of the play. The Player Dealer position moves clockwise around the table. A round of play terminates either when all player's hands are played and wagers are settled, or when the Player Dealer position wins or loses the amount it wagered, whichever comes first. In any given round of play, anywhere from only two hands to all 7 hands dealt may actually be played. The Player Dealer cannot win or lose more than his original wager. He has no obligation to cover any other bets. A Player Dealer can exercise the option to retain the wagering position for two consecutive hands, or may pass the Player Dealer position to the next clockwise seated player. Any seated player may pass his rights to the Player Dealer position.

11. **21ST CENTURY BLACKJACK (NO BUST)** is a game wherein Players make wagers against another Player in the game who is the "Player Dealer". The Player Dealer will win or lose individual bets up to the amount that his wager covers.

The Player Dealer cannot win more than he has wagered nor can he lose more than he has wagered. The card game is dealt on a poker table to a maximum of 8 (eight) positions. A House Dealer controls the shuffling and dealing of the cards, controls the orderliness of the game and collects time charges based on a fixed fee schedule. At no time does the House Dealer participate in the actual play of the game and has no interest in the outcome of the play.

All active players are dealt two cards face up, one at a time, in turn, in rotation. The Player Dealer is dealt one card face up on the initial round of dealing. Each player can elect to draw additional face up card(s) in an attempt to improve their total. When all the active players have completed the draw of additional cards, the Player Dealer is dealt their second card face up. A round of play terminates either when all player's hands are played and wagers are settled, or when the Player Dealer position wins or loses the amount it wagered, whichever comes first. The Player Dealer position moves clockwise around the table.

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 needed. In addition, players are responsible for protection and correct playing of their hands.

PLAYERS

MUST HIT: 11 OR LESS
OPTION: 12-19
MUST STAND: Soft & Hard 20
Soft & Hard 21
Natural 22

VALUES OF CARDS

The game is played with eight standard 52-card decks and the addition of eight jokers to each playing set-up resulting in a total of 424 playing cards.

All cards have their face value.

Joker is a "Wild" Card. Aces are 1 or 11.

Face cards have a value of 10.

<u>Cards</u>	<u>Value</u>
1. Ace:	1 or 11
2. Two:	Two
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

OBJECT OF THE GAME

The object of No Bust 21st Century Blackjack for the players is to, upon receiving the initial two up cards, add the numerical values of the cards and:

Draw additional cards if needed.

Achieve the best possible point total (Natural 22).

GAME RULES

The following are some game rules for No Bust 21st Century Blackjack.

1. If a Player's total is more than "Natural 22", and the Player Dealer's total is "Natural 22" or less, the 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", the PLAYER WINS.

If the Player's total is more than "Natural 22", and the Player Dealer's total is more than "Natural 22":

Player Dealer is closer to Natural 22, Player Dealer WINS.

Player is closer to "Natural 22", PUSH.

Player Dealer win all ties over "Natural 22".

PLAYER/DEALER & DEAL

1. The Player Dealer position for this game rotates in a systematic and continuous way so that the deal does not constantly remain with a single person for many hands.

2. There must be intervening Player Dealer so that a single player cannot have repeated deals within the meaning of Oliver v. County of Los Angeles (1998) 66 Cal. App.4th 1397,1408-09. 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 player's wagers. The house never participates as a Player Dealer. The House never takes a percentage of the game.

There is no maximum amount on the Player Dealer's wager.

The following chart outlines all rules regarding the hit cards subsequent to all players receiving hit cards. After all players have drawn additional cards, the Player Dealer may receive its hit cards. Player Dealer may also draw as many cards as needed.

RULES FOR PLAYER/DEALER

MUST HIT: SOFT 17 OR LESS

OPTION: NONE

MUST STAND: HARD 17 AND ABOVE

DOUBLE DOWN, SPLIT, ODDS AND SURRENDER

Players can double down on any two cards and take one card.

Players can split any pair or any two cards of 10 point value and receive multiple draw cards (with the exception of Aces). Multiple splitting is permitted.

Players may double down after split.

Joker-Joker pays 2 to 1.

Players can surrender on their first 2 cards and forfeit half their wager, except when Player Dealer has a Joker showing.

If the Player Dealer's hand is a Natural, double down and split wagers receive no action.

Players cannot split, double down or surrender any hand with a Joker.

All pay-offs to the extent that money covers.

Option: Natural hands will be Joker-Joker and Ace-Joker only. Two Aces can be counted as 2 or 12. Players can split Aces and receive one draw card only for each split Ace.

NO BUST

21 BLACKJACK

HAND RANKING CHART

HAND RANKING	COUNT VALUE	EXAMPLES
NATURAL	22	JOKER JOKER
		JOKER 2♣
2	21	JOKER ANY CARD
		2♣ 10♥
		10♥ 10♥ 10♥
3	20	10♥ 10♥
		10♥ 10♥
4	19	10♥ 10♥
5	18	10♥ 10♥
6	17	10♥ 10♥
7	16	10♥ 10♥

HAND RANKING	COUNT VALUE	EXAMPLES
8	15	10♥ 5♣
9	14	10♥ 4♣
10	13	10♥ 3♣
11	12	10♥ 2♣
12	22	10♥ 10♥ 2♣
		10♥ 10♥ 2♣
13	23	10♥ 10♥ 3♣
		10♥ 10♥ 3♣
14	24	10♥ 10♥ 4♣
		10♥ 10♥ 4♣
15	25	10♥ 10♥ 5♣
		10♥ 10♥ 5♣
16	26	10♥ 10♥ 6♣
		10♥ 10♥ 6♣
17	27	10♥ 10♥ 7♣
		10♥ 10♥ 7♣

- 7. Three of a kind
- 8. Two pair
- 9. One pair
- 10. High card

13. **OMAHA POKER (HIGH):** Omaha is a form of Texas Hold'em, except players are dealt four uninterrupted cards face down as their initial starting hand. The game is played with a standard 52-card deck. Omaha Poker involves an individual player receiving four uninterrupted cards dealt face down followed by a round of betting. This is subsequently followed by three community cards being dealt face up in the center of the table followed by a second round of betting. Subsequently, two additional community cards are dealt face-up, one at a time, in the center of the table followed by a round of betting. Omaha Poker requires that players must use exactly two cards of their initial four down cards, along with three of the community cards exposed on the table, in order to form their five-card poker hand. The traditional rankings of hands apply. The object of Omaha Poker is to garner the betting pool with the highest ranked poker hand. Omaha Poker is normally played in two variations: High, or Hi-Lo Split.

All Omaha games employ a House Dealer who uses a dealer button to indicate the player who in theory dealt the cards for that pot. The player with the dealer button is the last to receive cards on the initial deal and has the right of last action on all betting rounds except the first. One or more blind bets are used to start the action and initiate play. Blinds are posted by players who sit in consecutive order from the button. Action is initiated on the first betting round by the player on the immediate left of the last blind. On all subsequent betting rounds the action is begun by the first active player clockwise from the button. All blinds are "live", meaning the player with a blind has the option of raising the pot when the action reaches him even if there has been no previous raise.

METHOD OF PLAY

- * Blinds are posted as in many other Poker games.
- * Each player is dealt four cards, one at a time, in turn.
- * A round of betting ensues for Players who wish to continue and contend for the pot.
- * Three cards are turned face up in the middle of the table (Flop).
- * A round of betting ensues for Players who wish to continue and contend for the pot.
- * A fourth card is turned face up next to the initial three (Fourth Street).
- * A round of betting ensues for Players who wish to continue and contend for the pot.
- * A fifth and final card is turned face up next to the previous four cards (The River Card). These five cards are common to all active Players.

- * A final betting round.
- * All active Players expose their hands. Using exactly two of their personal four cards and three of the five communal cards, the active Player with the best High hand is awarded the pot.

OMAHA HI-LO SPLIT

Omaha Hi-Lo Split Poker is played exactly the same as Omaha Poker with the exception of the following:

The object of Omaha Hi-Lo Split Poker is to win at least half of the betting pool with either the highest or lowest hand. At showdown time, the Low hand, providing it is an "Eight-Or-Better", will split the pot with the High hand. Should there be no Player holding an "8 or Better" to qualify for the Low end, the entire pot is awarded to the best exposed High hand. Omaha Hi-Lo Split requires that players must use exactly two cards from their four card hands (hole cards), along with three of the community cards exposed on the board, in order to form their five card poker hand. Players may use a different set of two cards to form each hand, therefore it is possible for a single player to win the entire pot by having both the best high and low hand.

ODD CHIP RULE: In the event a pot has a high and a low hand and there is an odd chip, the high hand is awarded the odd chip. In the event of a tie hands (more than one high hand or more than one low hand): the player nearest the button (clockwise) receives the odd chip.

14. 13 CARD POKER: The game is played with a standard 52-card deck, and standard poker rankings apply. From 2 to 4 players are dealt 13 cards each by the House Dealer and must arrange those cards to form three poker hands: a three-card "front" hand (straights and flushes do not count in the three-card hand), a five-card "middle" hand, and a five-card "back" hand. To be valid, the front hand may not rank higher than the middle hand, and the middle hand may not rank higher than the back hand. The object of the game is for a player to set his three hands in such a manner that they beat the respective hands of his opponents. Should a player fail to set his cards in the proper ranking order or in the prescribed 3-5-5 combination, the hand is considered fouled and that player must pay a penalty to each of his opponents.

When all players have set their hands, the cards are turned face up and the deal is scored. Each player compares his three hands against the hands of his opponents, one player at a time, beginning with the player to the left of the dealer button and moving clockwise around the table.

The game can be played using three different systems (versions) for awarding points: Western, Eastern, and Mandarin.

POINT SYSTEM

Settlement of wagers is based on points awarded for each hand. In the basic point system, each of the three hands is worth one (1) point, and each point is given a monetary value that depends on the table limit. The player who has the higher ranking for each hand wins one point from his

NO BUST

21st

CENTURY

BLACKJACK

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 needed.

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

21st Century Blackjack

VALUES OF CARDS

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

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

Ranking Chart

<u>Sequence</u>	<u>Cards</u>	<u>Values</u>
1.	Ace	1or 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

OBJECT OF THE GAME

The object of the 21st Century 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).

GAME RULES

The following are some game rules for 21st Century 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".**

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 intervening player/dealer so that a single player cannot have repeated deals within the meaning of Oliver v. County of Los Angeles (1998) 66 Cal.App.4th 1397, 1408-09.

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' wager. The house never participates as a player/ dealer. The house never takes a percentage of the game.

There is no maximum amount on the player /dealers wager.

The following chart outlines all rules regarding the hit cards subsequent to all player receiving hit cards. After all players have drawn additional cards, the player dealer may receive its hit cards. Player/ dealer may also draw as many cards as needed.

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

21st Century Blackjack



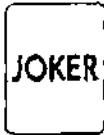
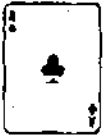



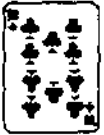

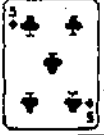
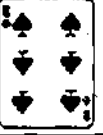



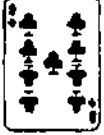



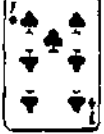


DOUBLE DOWN, SPLIT, ODDS AND SURRENDER


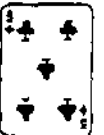



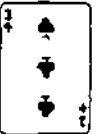











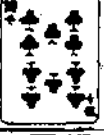



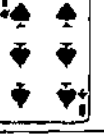


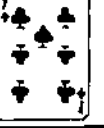

1. Players can double down on any two cards and take one card.
2. Players can split any pair or any two cards of 10 point value and receive multiple draw cards (with the exception of Aces). Multiple splitting is permitted.
3. Players may double down after split.
4. Joker-Joker pays 2 to 1.
5. Players can surrender on their first 2 cards and forfeit half their wager, except when Player/Dealer has a Joker showing.
6. If the Player/Dealer's hand is a Natural, double down and split wagers receive no action.
7. Players cannot split, double down or surrender any hand with a Joker.
8. All pay-offs to the extent that money covers.
9. Option: Natural hands will be Joker-Joker and Ace-Joker only. Two Aces can be counted as 2 or 12. Players can split Aces and receive one draw card only for each split Ace.

NO BUST

21 BLACKJACK

HAND RANKING CHART

HAND RANKING	COUNT VALUE	EXAMPLES	
NATURAL 22		 	
		 	
2	21	 	
		 	
		  	
3	20	 	
4	19	 	
5	18	 	
6	17	 	
7	16	 	

HAND RANKING	COUNT VALUE	EXAMPLES		
8	15	 		
9	14	 		
10	13	 		
11	12	 		
12	22	  		
13	23	  		
14	24	  		
15	25	  		
16	26	  		
17	27	  		

NO BUST

21ST CENTURY BLACKJACK

With: Double-Down, Split, & Surrender

HOW TO PLAY

1. All cards have face value.
2. A Joker with any card is a Hard 21. Players may not draw any further.
3. Aces have a value of 1 or 11. Two Aces count as 2 or 12, only.
4. All face cards have a value of 10.
5. The value of each hand is the sum of its cards.
6. All player's hands are compared with the Player/Dealer's hand.
7. Player's objective is to form a hand with a sum that does not exceed "Natural 22" points.
8. Each player will receive two cards, face-up, on the initial deal.
9. Players have the option of drawing additional cards.
10. The Player/Dealer will receive one card face-up, and after the last position has completed their draw, will receive a second card, face-up.
11. A "Natural" hand beats all other hands. Players are required to declare "Naturals" prior to start of draw. A "Natural" consists of:
 - a) Two Jokers;
 - b) One Ace and one Joker.

RULES FOR PLAYER/DEALER

MUST STAND

HARD 17
AND ABOVE

MUST HIT

SOFT 17
OR LESS

HAVE OPTION

NONE

RULES FOR PLAYERS

MUST STAND

SOFT & HARD 20
SOFT & HARD 21
NATURAL 22

MUST HIT

11 OR LESS

HAVE OPTION

12 THROUGH 19

NO BUST 21ST CENTURY BLACKJACK

With: Double-Down, Split, & Surrender

GAME RULES

1. If a player's total is more than "Natural 22", and the Player/Dealer's total is "Natural 22" or less, the **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", the **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. **THE PLAYER/DEALER WINS ALL TIES OVER "Natural 22"**.
5. Players may double down on any two cards and receive one card. Players may also double down after a split.
6. Players may split any pair or any two cards of 10 point value and receive multiple draw cards. Multiple splitting is permitted. Natural hands cannot be split.
7. Players cannot split, double-down or surrender any hand with a Joker.
8. When a player has Joker-Joker they receive 2-1 odds to the extent that money covers.
9. Players may surrender on the first 2 cards and forfeit half their wager to the extent that money covers. The only exception is if the Player/Dealer is showing a Joker.
10. If the Player/Dealer's hand is a Natural, double down and split wagers receive no action.
11. Two Aces can be counted as 2 or 12. Players can split Aces and receive one draw card only for each split Ace.
12. Natural hands will be Joker-Joker and Ace-Joker, only.
13. All pay-offs to the extent that money covers.

HOUSE RULES

1. Time collections are taken in advance.
2. Players must wager within the designated betting limits of the table.
3. Players removing their wager prior to completion of the pay-off may lose the maximum bet or win the minimum bet amount.
4. Players are not allowed to handle cards.
5. If a player inadvertently misplays a hand, the draw cards may not be readjusted. That player will automatically lose to the extent that money covers and all other hands will play as is.
6. The management reserves the right to make decisions which are in the best interest of the games. Under special circumstances, a decision may be rendered that is contrary to the technical interpretation of these rules.

Buster Blackjack



Buster Blackjack Bonus Bet

Buster Blackjack is a side game that complements Pure 21.5 Blackjack. It features a bonus bet that allows the player to bet that the Player-Dealer will bust. The greater the number of cards in the Player-Dealer's busted hand, the higher the payoff. There will be a distinctive marked circle on the table in which the player will place the optional bet.

Rules of Play

1. The Buster Blackjack bonus bet is an optional bet offered to all players who placed a Pure 21.5 Blackjack wager. A player must participate in the base game in order to make the additional bet.
2. Buster Blackjack bonus bets must be placed prior to the initial deal.
3. The Buster Blackjack bonus bet cannot exceed the Pure 21.5 Blackjack original wager.
4. If the Player-Dealer does not or cannot have a Natural and the player has a Natural, the

Pure 21.5 Blackjack wager is paid and the player's cards are put away. The Buster Blackjack bonus bet remains in action whether or not the player busts or is dealt a Natural.

5. Once all players have made the decisions concerning their hands according to the rules for Pure 21.5 Blackjack, the Player-Dealer will reveal his hole card and play out his hand. The payoff odds vary with the number of cards in the Player-Dealer's busted hand. The more cards in his busted hand, the higher the payoff.

If the Player-Dealer hand busts, all Buster Blackjack bonus bets will be paid according to the posted Buster Blackjack pay table. If the Player-Dealer does not bust, all Buster Blackjack bonus bets will be collected in rotation to the extent of the money in action.

6. The Player-Dealer will pay all winning Buster Blackjack bonus bets and will collect all losing Buster Blackjack bonus bets.

7. In the event that the Player-Dealer's wager does not cover the amount wagered by the players, an action button will be used to designate where the action will begin. Additionally, each player's wager receives action in the following order: Pure 21.5 Blackjack wager, Buster Blackjack bonus bet.

Back line betting on the base game wager is allowed.

Back line bettors are permitted to place a wager on the Buster Bonus Bet as long as they placed a base game wager, first. It should be noted that there are 8 seats at the 21.5 Pure Blackjack table with 6 betting squares in front of each seat and one square to place a Buster Bonus bet. If I'm the seated player and I place a Buster Bonus bet in the square in my designated seat, another player wagering in one of my betting squares must find an open Buster Bonus bet wagering spot in order to place a Buster Bonus bet. Buster Bonus bets cannot be commingled.

The Buster Bonus bet minimum bet is \$5 and the maximum bet is \$50 as long as the Buster bet does not exceed the base game wager.

Action is settled from player to player all Pure 21.5 wagers and then from player to player all Buster Bonus bets.

Note: If there are no Pure 21.5 Blackjack wagers remaining simply because all players have received a Natural, as long as there are Buster Blackjack bonus bets, the Player-Dealer must complete his hand, if not 17 or greater.

Buster Blackjack Pay Tables (All payouts are "to 1")

Number of Cards in

<u>Dealer's Busted Hand</u>	<u>Payout</u>
3	1
4	3
5	6
6	25
7	100
8 or more	250

MODIFICATION #2

Pure 21.5 Blackjack Table Fees and Betting limits

<u>TABLE LIMITS</u> MINIMUM/MAXIMUM	<u>COLLECTION</u>
\$5 -- \$100	\$1.00 PLAYER, \$2.00/\$1.00 PLAYER-DEALER
\$10 -- \$100	\$1.00 PLAYER, \$2.00/\$1.00 PLAYER-DEALER
\$40 -- \$100	\$1.00 PLAYER, \$3.00/\$1.00 PLAYER-DEALER
\$100 -- \$200	\$2.00 PLAYER, \$3.00/\$1.00 PLAYER-DEALER

Buster Bet Table Fees and Betting limits

<u>TABLE LIMITS</u> MINIMUM/MAXIMUM	<u>COLLECTION</u>
\$5 -- \$50	No Collection
\$5 -- \$50	\$1.00

LEGAL

The Player/Dealer position must rotate in a continuous and systematic fashion. One person cannot continually occupy the position and the "bank" hand within the meaning of OLIVER V. COUNTY OF LOS ANGELES (1988) 66 Cal. App. 4th 1397, 1408-1409. And in addition to the meaning of AB 1416 (the Wesson Bill) which added section 330.11 to the California Penal Code relating to the California licensed gambling establishments and any future regulatory guidelines from the California Department of Justice, Division of Gambling Control, with respect to the operation of a controlled game featuring a Player/Dealer position.

Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code, are permitted to play.
(End)

If the Bureau requires any additional information in order to process this request, please advise.

Thank you.

Yours truly,

John Tibbetts
General Partner
Oaks Card Club

CA Games Collection Rates

Three Card Poker 1.3 (GEGA-002847) - For **schedule options 1 through 7**, a collection fee shall be taken per round of play from the player-dealer as well as per base game wager from each player. There shall be no collection fee taken for wagering on a bonus bet. The collection fees shall be collected and dropped by the house dealer immediately after cards have been distributed to each player.

Schedule Options	Table Limit	Player Collection	Player-Dealer Collection
1	\$5 - \$60	\$1	\$2
2	\$5 - \$60	\$1	\$3
3	\$5 - \$100	\$1	\$2
4	\$5 - \$100	\$1	\$3
5	\$5 - \$200	\$1	\$2
6	\$5 - \$200	\$1	\$3
7	\$5 - \$200	\$1	\$4

For **schedule options 8 through 12**, a collection fee shall be taken per round of play from the player-dealer as well as per base game wager from each player. There shall be a collection fee taken for wagering on each bonus bet. The collection fees shall be collected and dropped by the house dealer immediately after cards have been distributed to each player.

Schedule Options	Table Limit	Player Collection	Player-Dealer Collection	Pair Plus Bonus	6 Card Bonus
8	\$5 - \$60	\$1	\$2	\$1	\$1
9	\$5 - \$100	\$1	\$2	\$1	\$1
10	\$5 - \$200	\$1	\$2	\$1	\$1
11	\$5 - \$200	\$1	\$3	\$1	\$1
12	\$5 - \$200	\$1	\$4	\$1	\$1

For **schedule option 13**, a collection fee shall be taken per hand from the player-dealer position based on the Total Table Action. Total Table Action is the sum of all players' base game wager and bonus bets. There shall be no collection fee taken from any players for placing any wagers. The collection fees shall be collected and dropped by the house dealer immediately after cards have been distributed to each player.

Schedule Options	Table Limit	Total Table Action	Player-Dealer Collection	Player Collection
13	\$5-\$60	\$5-\$100	\$2	\$0
		\$105-\$300	\$3	
		\$305-\$600	\$5	
		\$605-\$1,500	\$10	
		\$1,505+	\$25	

Baccarat Gold 2.0 (GEGA-003229) - For **schedule options 1 through 5**, a collection fee shall be taken per round of play from the player-dealer. For **schedule option 1**, there shall be a collection fee taken from each player for each base game wager taken. However, there shall be no fee taken for each Tie Bet or Gold Bonus wager placed. For **schedule options 2-5**, a collection fee shall also be taken for each per base game wager, Tie Bet wager, and Gold

CA Games Collection Rates

Bonus wager from each player. The collection fees shall be collected and dropped by the house dealer immediately after cards have been distributed to each player.

Schedule Options	Wager	Wager Limit	Player Fee	Player-Dealer Fee
1	Game	\$10 - \$100	\$1	\$3
	Tie Bet	\$5 - \$50	N/A	
	Gold Bonus	\$5 - \$50	N/A	
2	Game	\$10 - \$100	\$1	\$3
	Tie Bet	\$5 - \$50	\$1	
	Gold Bonus	\$5 - \$50	\$1	
3	Game	\$40 - \$100	\$1	\$3
	Tie Bet	\$5 - \$50	\$1	
	Gold Bonus	\$5 - \$50	\$1	
4	Game	\$40 - \$200	\$2	\$5
	Tie Bet	\$5 - \$50	\$1	
	Gold Bonus	\$5 - \$100	\$1	
5	Game	\$100 - \$200	\$2	\$5
	Tie Bet	\$5 - \$50	\$1	
	Gold Bonus	\$5 - \$50	\$1	

21st Century Blackjack (GEGA-001669), 21st Century Blackjack (Face Down, w/Double-down, Split, & Surrender (GEGA-001670), and No Bust 21st Century Blackjack (GEGA-001671) - For **schedule options 1 and 2**, a collection fee shall be taken per round of play from the player-dealer. A collection fee shall also be taken per wager placed, from each player. No collection fee shall be taken for any double down, split, insurance or surrender. The collection fees shall be collected and dropped by the house dealer immediately after cards have been distributed to each player.

Schedule Options	Table Limit	Player Collection	Player-Dealer Collection
1	\$10 - \$100	\$1	\$2
2	\$10 - \$200	\$2	\$2

Pai Gow Poker (Double Hand Poker) (GEGA-001681) and Pai Gow Poker with a Joker (GEGA-001682) - For **schedule options 1 through 5**, a collection fee shall be taken per round of play from the player-dealer. A collection fee shall also be taken per wager placed, from each player. The collection fees shall be collected and dropped by the house dealer immediately after cards have been distributed to each player.

Schedule Options	Table Limit	Player Collection	Player-Dealer Collection
1	\$10 - \$600	\$1	\$2
2	\$10 - \$1,200	\$1	\$2
3	\$10 - \$3,000	\$1	\$2
4	\$10 - \$6,000	\$1	\$2
5	\$100 - \$6,000	\$1	\$2

Pai Gow Tiles (GEGA-001683) - For **schedule options 1 through 5**, a collection fee shall be taken per round of play from the player-dealer based on the total aggregate value of all wagers

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in action against the player-dealer wager. A collection fee shall also be taken per wager placed by each player based on the amount he or she wagered. For **schedule option 6**, a collection fee shall be taken per round of play from the player-dealer based on the total aggregate value of all wagers in action against the player-dealer wager. A collection fee shall not be taken from each player for any wagers placed. The collection fees shall be collected and dropped by the house dealer immediately after tiles have been distributed to each player.

Schedule Options	Table Limit	Player Wager	Player Collection	Player-Dealer Action	Player-Dealer Collection
1	\$10 - \$2,000	\$10 - \$1,000	\$1	\$10 - \$200	\$1
		\$1,005 - \$2,000	\$2	\$200 +	\$4
2	\$20 - \$2,000	\$20 - \$1,000	\$1	\$20 - \$200	\$2
		\$1,005 - \$2,000	\$2	\$200 +	\$4
3	\$10 - \$5,000	\$10 - \$1,000	\$1	\$10 - \$200	\$2
		\$1,005 - \$2,000	\$2	\$200 +	\$4
		\$2,005 - \$5,000	\$3		
4	\$100 - \$6,000	\$100 - \$1,000	\$1	\$100 - \$500	\$3
		\$1,005 - \$2,000	\$2	\$500 +	\$5
		\$2,005 - \$6,000	\$3		
5	\$100 - \$10,000	\$100-\$1,000	\$1	\$100-\$10,000	\$6
		\$1,005-\$2,000	\$2		
		\$2,005-\$3,000	\$3		
		\$3,005-\$10,000	\$4		

Schedule Options	Table Limit	Player Wager	Player Collection	Player-Dealer Action	Player-Dealer Collection
6	\$10 - \$5,000	\$10 - \$5,000	\$0	\$10 - \$200	\$2
				\$200+	\$4

Super Pan 9 (GEGA-001686) - For **schedule options 1 and 2**, a collection fee shall be taken per round of play from the player-dealer. A collection fee shall also be taken per wager placed, from each player. The collection fees shall be collected and dropped by the house dealer immediately after cards have been distributed to each player.

Schedule Options	Table Limit	Player Collection	Player-Dealer Collection
1	\$10- \$100	\$1	\$2
2	\$10 - \$200	\$2	\$2

Pure 21.5 Blackjack (GEGA-003158) - For **schedule options 1 through 11**, a collection fee shall be taken per round of play from the player-dealer. For **schedule options 1 through 4**, a collection fee shall be taken from each player for each base game wager, Buster Blackjack wager, and Lucky Lucky wager placed. For **schedule options 5 through 11**, a collection fee shall be taken from each player for each base game wager placed, but not for placing any other wagers. For **schedule options 12 and 13**, a collection fee shall be taken per hand from the player-dealer position based on the total table action, which is the sum of all players' controlled game and bonus bet wagers. There shall be no collection fee taken from any players for placing any wagers. For **schedule options 1 through 13**, players may wager between \$5-\$50 on the

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Buster Blackjack wager, and \$5-\$50 on the Lucky Lucky wager. No collection fee shall be taken for any double down, split, insurance or surrender. The collection fees shall be collected and dropped by the house dealer immediately after cards have been distributed to each player.

Schedule Options	Table Limit	Player-Dealer Fee	Player Fee	Buster Blackjack Fee	Lucky Lucky Fee
1	\$5-\$100	\$2	\$1	\$1	\$1
2	\$10-\$100	\$2	\$1	\$1	\$1
3	\$40-\$100	\$3	\$1	\$1	\$1
4	\$100-\$1200	\$3	\$1	\$1	\$1

Schedule Options	Table Limit	Player-Dealer Fee	Player Fee
5	\$5-\$100	\$2	\$1
6	\$10-\$100	\$2	\$1
7	\$10-\$100	\$3	\$1
8	\$40-\$100	\$3	\$1
9	\$40-\$100	\$4	\$1
10	\$100-\$1200	\$3	\$1
11	\$100-\$1200	\$4	\$1

Schedule Option	Table Limit	Total Table Action	Player-Dealer Fee	Player Fee
12	\$10-\$600	\$10-\$100	\$1	\$0
		\$105-\$300	\$3	
		\$305-\$800	\$8	
		\$805-\$1,200	\$12	
		\$1,205+	\$20	
13	\$100-\$1,200	\$100-\$300	\$3	\$0
		\$305-\$800	\$8	
		\$805-\$1,200	\$12	
		\$1,205-\$2,000	\$20	
		\$2,005+	\$30	

ZooBac (GEGA-004019) - For **schedule options 1 through 4**, the player-dealer shall pay a fee per round of play, the players shall pay a collection for each separate wager. However, additional collections will not be charged for wagers made in conjunction with one another. For example:

- a) A participant makes two \$100 wagers on Banker and a \$20 wager on Zoo. He will pay a collection fee of \$1 for each \$100 wager on Banker, but will not be charged a separate collection fee for the \$20 Zoo wager.
- b) A participant makes a \$25 wager on Tie and a \$5 wager on Tiger. He will pay a collection fee of \$1 for the \$25 wager on Tie, but will not be charged a separate collection fee for the \$5 Tiger wager.

For **schedule option 5**, a collection fee shall be taken per hand from the player-dealer position based on the total table action, which is the sum of all players' controlled game and bonus bet wagers. There shall be no collection fee taken from any players for placing any wagers.

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All wagers must be in increments of \$5.

The approved collection fees and schedules for the game of ZooBac are as shown below:

Schedule Options	Wager	Wager Limit	Player Fee	Player-Dealer Fee
1	Player/Banker	\$10-\$100	\$1	\$3
	Tie/Zoo	\$5-\$100		
	Rabbit/Tiger/Monkey	\$5-\$50		
2	Player/Banker	\$10-\$100	\$1	\$4
	Tie/Zoo	\$5-\$100		
	Rabbit/Tiger/Monkey	\$5-\$50		
3	Player/Banker	\$10-\$100	\$1	\$5
	Tie/Zoo	\$5-\$100		
	Rabbit/Tiger/Monkey	\$5-\$50		

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4	Player/Banker	\$100	\$1	\$5
	Tie/Zoo	\$5-\$100		
	Rabbit/Tiger/Monkey	\$5-\$50		

Schedule Options	Wager	Wager Limit	Player Fee	Total Table Action	Player-Dealer Fee
5	Player/Banker	\$10-\$2,000	\$0	\$10-\$300	\$2
	Tie/Zoo	\$5-\$100		\$305-\$800	\$4
	Rabbit/Tiger/Monkey	\$5-\$50		\$805-\$2,000	\$12
				\$2,005+	\$20

Collection Procedures

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.
- The Casino 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.

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Texas Hold'em (GEGA-001687)

For schedule options 1 through 44, the house dealer will spread the 'flop,' move all pre-flop wagers into the center of the table, which is referred to as 'the pot,' then remove the appropriate collection from 'the pot' and drop it into the collection box. The appropriate fees are dependent on the number of players seated and participating in the play of this controlled game, as shown below. If there is "no flop," and 5 or more players, a reduced fee will be taken. If there are 4 players or less and "no flop," there is no fee taken. If there is "no flop," the appropriate fee shall be removed from "the pot" before it is awarded to the winner of the hand.

Schedule Options	Table Limit	Blinds	7 or More Players	6 Players	5 or Less Players/ Or No Flop	4 or Less Players & No Flop
1	\$1 - \$2	\$.50 - \$1	\$4.00	\$2.00	\$1.00	\$0
2	\$2 - \$4	\$1 - \$2	\$4.00	\$3.00	\$1.00	\$0
3	\$3 - \$6	\$1 - \$3	\$4.00	\$3.00	\$1.00	\$0
4	\$3 - \$6	\$1 - \$3	\$5.00	\$3.00	\$1.00	\$0
5	\$3 - \$6	\$2 - \$3	\$4.00	\$3.00	\$1.00	\$0
6	\$3 - \$6	\$2 - \$3	\$5.00	\$3.00	\$1.00	\$0
7	\$4 - \$8	\$2 - \$4	\$4.00	\$3.00	\$1.00	\$0
8	\$4 - \$8	\$2 - \$4	\$5.00	\$3.00	\$1.00	\$0
9	\$6 - \$12	\$2 - \$6	\$4.00	\$3.00	\$1.00	\$0
10	\$6 - \$12	\$2 - \$6	\$5.00	\$3.00	\$1.00	\$0
11	\$6 - \$12	\$4 - \$6	\$4.00	\$3.00	\$1.00	\$0
12	\$6 - \$12	\$4 - \$6	\$5.00	\$3.00	\$1.00	\$0
13	\$8 - \$16	\$4 - \$8	\$4.00	\$3.00	\$1.00	\$0
14	\$8 - \$16	\$4 - \$8	\$5.00	\$3.00	\$1.00	\$0
15	\$9 - \$18	\$3 - \$9	\$4.00	\$3.00	\$1.00	\$0
16	\$9 - \$18	\$3 - \$9	\$5.00	\$3.00	\$1.00	\$0
17	\$9 - \$18	\$6 - \$9	\$4.00	\$3.00	\$1.00	\$0
18	\$9 - \$18	\$6 - \$9	\$5.00	\$3.00	\$1.00	\$0
19	\$10 - \$20	\$5 - \$10	\$4.00	\$3.00	\$1.00	\$0
20	\$10 - \$20	\$5 - \$10	\$5.00	\$3.00	\$1.00	\$0
21	\$12 - \$24	\$6 - \$12	\$4.00	\$3.00	\$1.00	\$0
22	\$12 - \$24	\$6 - \$12	\$5.00	\$3.00	\$1.00	\$0
23	\$15 - \$30	\$5 - \$15	\$4.00	\$3.00	\$1.00	\$0
24	\$15 - \$30	\$5 - \$15	\$5.00	\$3.00	\$1.00	\$0
25	\$15 - \$30	\$10 - \$15	\$4.00	\$3.00	\$1.00	\$0
26	\$15 - \$30	\$10 - \$15	\$5.00	\$3.00	\$1.00	\$0
27	\$20 - \$40	\$10 - \$20	\$4.00	\$3.00	\$1.00	\$0
28	\$20 - \$40	\$10 - \$20	\$5.00	\$3.00	\$1.00	\$0
29	\$20 - \$40	\$10 - \$20	\$6.00	\$3.00	\$1.00	\$0
30	\$30 - \$60	\$10 - \$30	\$5.00	\$3.00	\$1.00	\$0
31	\$30 - \$60	\$10 - \$30	\$6.00	\$3.00	\$1.00	\$0

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32	\$30 - \$60	\$20 - \$30	\$5.00	\$3.00	\$1.00	\$0
33	\$30 - \$60	\$20 - \$30	\$6.00	\$3.00	\$1.00	\$0
34	\$40 - \$80	\$20 - \$40	\$5.00	\$3.00	\$1.00	\$0
35	\$40 - \$80	\$20 - \$40	\$6.00	\$3.00	\$1.00	\$0
36	\$60 - \$120	\$20 - \$60	\$5.00	\$3.00	\$1.00	\$0
37	\$60 - \$120	\$20 - \$60	\$6.00	\$3.00	\$1.00	\$0
38	\$60 - \$120	\$40 - \$60	\$5.00	\$3.00	\$1.00	\$0
39	\$60 - \$120	\$40 - \$60	\$6.00	\$3.00	\$1.00	\$0
40	\$80 - \$160	\$40 - \$80	\$5.00	\$3.00	\$1.00	\$0
41	\$80 - \$160	\$40 - \$80	\$6.00	\$3.00	\$1.00	\$0
42	\$100 - \$200	\$40 - \$100	\$6.00	\$3.00	\$1.00	\$0
43	\$100 - \$200	\$50 - \$100	\$6.00	\$3.00	\$1.00	\$0
44	\$100 - \$200	\$60 - \$100	\$6.00	\$3.00	\$1.00	\$0

For **schedule options 45 through 88**, the house dealer will spread the ‘flop,’ move all pre-flop wagers into the center of the table, which is referred to as ‘the pot,’ then remove the appropriate collection fee from ‘the pot’ and drop it into the collection box. The appropriate fees are dependent on the number of players seated and participating in the play of this controlled game, as shown above. If there is no “flop,” there is no collection.

Schedule Options	Table Limit	Blinds	7 or More Players	6 Players	5 or Less Players	No Flop
45	\$1 - \$2	\$.50 - \$1	\$4.00	\$2.00	\$1.00	\$0
46	\$2 - \$4	\$1 - \$2	\$4.00	\$3.00	\$1.00	\$0
47	\$3 - \$6	\$1 - \$3	\$4.00	\$3.00	\$1.00	\$0
48	\$3 - \$6	\$1 - \$3	\$5.00	\$3.00	\$1.00	\$0
49	\$3 - \$6	\$2 - \$3	\$4.00	\$3.00	\$1.00	\$0
50	\$3 - \$6	\$2 - \$3	\$5.00	\$3.00	\$1.00	\$0
51	\$4 - \$8	\$2 - \$4	\$4.00	\$3.00	\$1.00	\$0
52	\$4 - \$8	\$2 - \$4	\$5.00	\$3.00	\$1.00	\$0
53	\$6 - \$12	\$2 - \$6	\$4.00	\$3.00	\$1.00	\$0
54	\$6 - \$12	\$2 - \$6	\$5.00	\$3.00	\$1.00	\$0
55	\$6 - \$12	\$4 - \$6	\$4.00	\$3.00	\$1.00	\$0
56	\$6 - \$12	\$4 - \$6	\$5.00	\$3.00	\$1.00	\$0
57	\$8 - \$16	\$4 - \$8	\$4.00	\$3.00	\$1.00	\$0
58	\$8 - \$16	\$4 - \$8	\$5.00	\$3.00	\$1.00	\$0
59	\$9 - \$18	\$3 - \$9	\$4.00	\$3.00	\$1.00	\$0
60	\$9 - \$18	\$3 - \$9	\$5.00	\$3.00	\$1.00	\$0
61	\$9 - \$18	\$6 - \$9	\$4.00	\$3.00	\$1.00	\$0
62	\$9 - \$18	\$6 - \$9	\$5.00	\$3.00	\$1.00	\$0
63	\$10 - \$20	\$5 - \$10	\$4.00	\$3.00	\$1.00	\$0
64	\$10 - \$20	\$5 - \$10	\$5.00	\$3.00	\$1.00	\$0
65	\$12 - \$24	\$6 - \$12	\$4.00	\$3.00	\$1.00	\$0

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66	\$12 - \$24	\$6 - \$12	\$5.00	\$3.00	\$1.00	\$0
67	\$15 - \$30	\$5 - \$15	\$4.00	\$3.00	\$1.00	\$0
68	\$15 - \$30	\$5 - \$15	\$5.00	\$3.00	\$1.00	\$0
69	\$15 - \$30	\$10 - \$15	\$4.00	\$3.00	\$1.00	\$0
70	\$15 - \$30	\$10 - \$15	\$5.00	\$3.00	\$1.00	\$0
71	\$20 - \$40	\$10 - \$20	\$4.00	\$3.00	\$1.00	\$0
72	\$20 - \$40	\$10 - \$20	\$5.00	\$3.00	\$1.00	\$0
73	\$20 - \$40	\$10 - \$20	\$6.00	\$3.00	\$1.00	\$0
74	\$30 - \$60	\$10 - \$30	\$5.00	\$3.00	\$1.00	\$0
75	\$30 - \$60	\$10 - \$30	\$6.00	\$3.00	\$1.00	\$0
76	\$30 - \$60	\$20 - \$30	\$5.00	\$3.00	\$1.00	\$0
77	\$30 - \$60	\$20 - \$30	\$6.00	\$3.00	\$1.00	\$0
78	\$40 - \$80	\$20 - \$40	\$5.00	\$3.00	\$1.00	\$0
79	\$40 - \$80	\$20 - \$40	\$6.00	\$3.00	\$1.00	\$0
80	\$60 - \$120	\$20 - \$60	\$5.00	\$3.00	\$1.00	\$0
81	\$60 - \$120	\$20 - \$60	\$6.00	\$3.00	\$1.00	\$0
82	\$60 - \$120	\$40 - \$60	\$5.00	\$3.00	\$1.00	\$0
83	\$60 - \$120	\$40 - \$60	\$6.00	\$3.00	\$1.00	\$0
84	\$80 - \$160	\$40 - \$80	\$5.00	\$3.00	\$1.00	\$0
85	\$80 - \$160	\$40 - \$80	\$6.00	\$3.00	\$1.00	\$0
86	\$100 - \$200	\$40 - \$100	\$6.00	\$3.00	\$1.00	\$0
87	\$100 - \$200	\$50 - \$100	\$6.00	\$3.00	\$1.00	\$0
88	\$100 - \$200	\$60 - \$100	\$6.00	\$3.00	\$1.00	\$0

For **schedule options 89 – 95**, the collection is taken based on time. Time collections are taken from the pot on the hour and half hour.

Schedule Options	Table limit	Blinds	6 or More Players	5 or Less Players
89	\$15 - \$30	\$10 - \$15	\$7.00	\$5.00
90	\$20 - \$40	\$10 - \$20	\$8.00	\$5.00
91	\$30 - \$60	\$20 - \$30	\$9.00	\$6.00
92	\$40 - \$80	\$20 - \$40	\$9.00	\$6.00
93	\$60 - \$120	\$30 - \$60	\$10.00	\$6.00
94	\$80 - \$160	\$40 - \$80	\$11.00	\$6.00
95	\$100 - \$200	\$40 - \$100	\$12.00	\$6.00

For **schedule options 96– 107**, the house dealer will spread the ‘flop,’ move all pre-flop wagers into the center of the table, which is referred to as ‘the pot,’ then remove the appropriate collection from ‘the pot’ and drop it into the collection box. The appropriate fees are dependent on the number of players seated and participating in the play of this controlled game, as shown below. If there is “no flop,” and 5 or more players, a reduced fee will be taken. If there are 4 or less players and no flop, no collection will be taken. If there is “no flop,” the appropriate collection fee shall be removed from “the pot” before it is awarded to the winner of the hand.

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Schedule Options	Table limit	Blinds	7 or More Players	6 Players	5 or Less Players Or No Flop	4 or Less Players & No Flop
96	\$100 Max	\$1 up to \$20	\$4.00	\$3.00	\$1.00	\$0.00
97	\$100 Max	\$1 up to \$20	\$5.00	\$3.00	\$1.00	\$0.00
98	\$200 Max	\$2 up to \$20	\$5.00	\$3.00	\$1.00	\$0.00
99	\$200 Max	\$2 up to \$20	\$6.00	\$3.00	\$1.00	\$0.00
100	\$400 Max	\$2 up to \$20	\$5.00	\$3.00	\$1.00	\$0.00
101	\$400 Max	\$2 up to \$20	\$6.00	\$3.00	\$1.00	\$0.00
102	\$500 Max	\$2 up to \$20	\$5.00	\$3.00	\$1.00	\$0.00
103	\$500 Max	\$2 up to \$20	\$6.00	\$3.00	\$1.00	\$0.00
104	\$1000 Max	\$5 up to \$50	\$5.00	\$3.00	\$1.00	\$0.00
105	\$1000 Max	\$5 up to \$50	\$6.00	\$4.00	\$2.00	\$0.00
106	\$2000 Max	\$5 up to \$100	\$5.00	\$3.00	\$1.00	\$0.00
107	\$2000 Max	\$5 up to \$100	\$6.00	\$4.00	\$2.00	\$0.00

For **schedule options 108 – 193**, the house dealer will spread the ‘flop,’ move all pre-flop wagers into the center of the table, which is referred to as ‘the pot,’ then remove the appropriate collection from ‘the pot’ and drop it into the collection box. The appropriate fees are dependent on the number of players seated and participating in the play of this controlled game, as shown below. If there is “no flop,” and 5 or more players, a reduced fee will be taken. If there are 4 or less players and no flop, no collection will be taken. If there is “no flop,” the appropriate collection fee shall be removed from “the pot” before it is awarded to the winner of the hand.

Schedule Options	Table Limit	Blinds	7 or More Players	6 Players	5 Players	4 or Less Players or No Flop	4 or Less Players & No Flop
108	No Limit	\$1 - \$2	\$4.00	\$3.00	\$2.00	\$1.00	\$0
109	No Limit	\$1 - \$2	\$5.00	\$3.00	\$2.00	\$1.00	\$0
110	No Limit	\$1 - \$3	\$4.00	\$3.00	\$2.00	\$1.00	\$0
111	No Limit	\$1 - \$3	\$5.00	\$3.00	\$2.00	\$1.00	\$0
112	No Limit	\$1 - \$3	\$5.00	\$4.00	\$2.00	\$1.00	\$0
113	No Limit	\$1 - \$3	\$5.00	\$4.00	\$2.00	\$1.00	\$0
114	No Limit	\$2 - \$2	\$4.00	\$3.00	\$2.00	\$1.00	\$0
115	No Limit	\$2 - \$2	\$5.00	\$3.00	\$2.00	\$1.00	\$0
116	No Limit	\$2 - \$2	\$5.00	\$4.00	\$2.00	\$1.00	\$0
117	No Limit	\$2 - \$2	\$5.00	\$4.00	\$3.00	\$1.00	\$0
118	No Limit	\$2 - \$3	\$4.00	\$3.00	\$2.00	\$1.00	\$0
119	No Limit	\$2 - \$3	\$5.00	\$3.00	\$2.00	\$1.00	\$0
120	No Limit	\$2 - \$3	\$5.00	\$4.00	\$3.00	\$1.00	\$0
121	No Limit	\$2 - \$5	\$5.00	\$3.00	\$2.00	\$1.00	\$0
122	No Limit	\$2 - \$5	\$5.00	\$4.00	\$2.00	\$1.00	\$0
123	No Limit	\$2 - \$5	\$5.00	\$4.00	\$3.00	\$1.00	\$0
124	No Limit	\$3 - \$5	\$5.00	\$3.00	\$2.00	\$1.00	\$0

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125	No Limit	\$3 - \$5	\$5.00	\$4.00	\$2.00	\$1.00	\$0
126	No Limit	\$3 - \$5	\$5.00	\$4.00	\$3.00	\$1.00	\$0
127	No Limit	\$5 - \$5	\$5.00	\$3.00	\$2.00	\$1.00	\$0
128	No Limit	\$5 - \$5	\$5.00	\$4.00	\$2.00	\$1.00	\$0
129	No Limit	\$5 - \$5	\$5.00	\$4.00	\$3.00	\$1.00	\$0
130	No Limit	\$5 - \$5	\$6.00	\$5.00	\$3.00	\$1.00	\$0
131	No Limit	\$5 - \$10	\$5.00	\$3.00	\$2.00	\$1.00	\$0
132	No Limit	\$5 - \$10	\$5.00	\$4.00	\$2.00	\$1.00	\$0
133	No Limit	\$5 - \$10	\$5.00	\$4.00	\$3.00	\$1.00	\$0
134	No Limit	\$5 - \$10	\$6.00	\$5.00	\$3.00	\$1.00	\$0
135	No Limit	\$5 - \$10	\$6.00	\$5.00	\$3.00	\$2.00	\$0
136	No Limit	\$10 - \$20	\$5.00	\$3.00	\$2.00	\$1.00	\$0
137	No Limit	\$10 - \$20	\$5.00	\$4.00	\$2.00	\$1.00	\$0
138	No Limit	\$10 - \$20	\$5.00	\$4.00	\$3.00	\$1.00	\$0
139	No Limit	\$10 - \$20	\$6.00	\$5.00	\$3.00	\$1.00	\$0
140	No Limit	\$10 - \$20	\$6.00	\$5.00	\$3.00	\$2.00	\$0
141	No Limit	\$10 - \$20	\$7.00	\$6.00	\$4.00	\$3.00	\$0
142	No Limit	\$20 - \$20	\$5.00	\$3.00	\$2.00	\$1.00	\$0
143	No Limit	\$20 - \$20	\$5.00	\$4.00	\$2.00	\$1.00	\$0
144	No Limit	\$20 - \$20	\$5.00	\$4.00	\$3.00	\$1.00	\$0
145	No Limit	\$20 - \$20	\$6.00	\$5.00	\$3.00	\$1.00	\$0
146	No Limit	\$20 - \$20	\$6.00	\$5.00	\$3.00	\$2.00	\$0
147	No Limit	\$20 - \$20	\$7.00	\$6.00	\$4.00	\$3.00	\$0
148	No Limit	\$20 - \$40	\$5.00	\$3.00	\$2.00	\$1.00	\$0
149	No Limit	\$20 - \$40	\$5.00	\$4.00	\$3.00	\$1.00	\$0
150	No Limit	\$20 - \$40	\$5.00	\$4.00	\$2.00	\$1.00	\$0
151	No Limit	\$20 - \$40	\$6.00	\$5.00	\$3.00	\$1.00	\$0
152	No Limit	\$20 - \$40	\$6.00	\$5.00	\$3.00	\$2.00	\$0
153	No Limit	\$20 - \$40	\$7.00	\$6.00	\$4.00	\$3.00	\$0
154	No Limit	\$20 - \$40	\$8.00	\$7.00	\$5.00	\$3.00	\$0
155	No Limit	\$25 - \$50	\$5.00	\$3.00	\$2.00	\$1.00	\$0
156	No Limit	\$25 - \$50	\$5.00	\$4.00	\$2.00	\$1.00	\$0
157	No Limit	\$25 - \$50	\$5.00	\$4.00	\$3.00	\$1.00	\$0
158	No Limit	\$25 - \$50	\$6.00	\$5.00	\$3.00	\$1.00	\$0
159	No Limit	\$25 - \$50	\$6.00	\$5.00	\$3.00	\$2.00	\$0
160	No Limit	\$25 - \$50	\$8.00	\$7.00	\$5.00	\$3.00	\$0
161	No Limit	\$50 - \$100	\$5.00	\$3.00	\$2.00	\$1.00	\$0
162	No Limit	\$50 - \$100	\$5.00	\$4.00	\$2.00	\$1.00	\$0
163	No Limit	\$50 - \$100	\$5.00	\$4.00	\$3.00	\$1.00	\$0
164	No Limit	\$50 - \$100	\$6.00	\$5.00	\$3.00	\$1.00	\$0
165	No Limit	\$50 - \$100	\$6.00	\$5.00	\$3.00	\$2.00	\$0
166	No Limit	\$50 - \$100	\$8.00	\$7.00	\$5.00	\$3.00	\$0
167	No Limit	\$1-\$1-\$2	\$4.00	\$3.00	\$2.00	\$1.00	\$0

Poker Collections Rates

168	No Limit	\$1-\$1-\$2	\$4.00	\$4.00	\$3.00	\$1.00	\$0
169	No Limit	\$1-\$1-\$2	\$5.00	\$3.00	\$2.00	\$1.00	\$0
170	No Limit	\$1-\$1-\$2	\$5.00	\$4.00	\$3.00	\$1.00	\$0
171	No Limit	\$1-\$2-\$2	\$4.00	\$3.00	\$2.00	\$1.00	\$0
172	No Limit	\$1-\$2-\$2	\$4.00	\$4.00	\$3.00	\$1.00	\$0
173	No Limit	\$1-\$2-\$2	\$5.00	\$3.00	\$2.00	\$1.00	\$0
174	No Limit	\$1-\$2-\$2	\$5.00	\$4.00	\$3.00	\$1.00	\$0
175	No Limit	\$1-\$2-\$3	\$5.00	\$3.00	\$2.00	\$1.00	\$0
176	No Limit	\$1-\$2-\$3	\$5.00	\$4.00	\$3.00	\$1.00	\$0
177	No Limit	\$2-\$3-\$5	\$5.00	\$3.00	\$2.00	\$1.00	\$0
178	No Limit	\$2-\$3-\$5	\$5.00	\$4.00	\$3.00	\$1.00	\$0
179	No Limit	\$2-\$3-\$5	\$6.00	\$4.00	\$3.00	\$1.00	\$0
180	No Limit	\$5-\$5-\$10	\$5.00	\$3.00	\$2.00	\$1.00	\$0
181	No Limit	\$5-\$5-\$10	\$5.00	\$4.00	\$3.00	\$1.00	\$0
182	No Limit	\$5-\$5-\$10	\$6.00	\$4.00	\$3.00	\$1.00	\$0
183	No Limit	\$5-\$10-\$10	\$5.00	\$3.00	\$2.00	\$1.00	\$0
184	No Limit	\$5-\$10-\$10	\$5.00	\$4.00	\$3.00	\$1.00	\$0
185	No Limit	\$5-\$10-\$10	\$6.00	\$4.00	\$3.00	\$1.00	\$0
186	No Limit	\$10-\$10-\$20	\$5.00	\$3.00	\$2.00	\$1.00	\$0
187	No Limit	\$10-\$10-\$20	\$5.00	\$4.00	\$3.00	\$1.00	\$0
188	No Limit	\$10-\$10-\$20	\$6.00	\$4.00	\$3.00	\$1.00	\$0
189	No Limit	\$20-\$20-\$40	\$5.00	\$3.00	\$2.00	\$1.00	\$0
190	No Limit	\$20-\$20-\$40	\$5.00	\$4.00	\$3.00	\$1.00	\$0
191	No Limit	\$20-\$20-\$40	\$6.00	\$4.00	\$3.00	\$1.00	\$0
192	No Limit	\$20-\$40-\$60	\$5.00	\$4.00	\$3.00	\$1.00	\$0
193	No Limit	\$20-\$40-\$60	\$6.00	\$4.00	\$3.00	\$1.00	\$0

For **schedule options 194 – 197**, the house dealer will spread the ‘flop,’ move all pre-flop wagers into the center of the table, which is referred to as ‘the pot,’ then remove the appropriate collection from ‘the pot’ and drop it into the collection box. The appropriate fees are dependent on the number of players seated and participating in the play of this controlled game, as shown below. If there are 5 or less players or no flop, a reduced fee will be taken. If there are 4 or less players and no flop, no collection will be taken. If there is “no flop,” the appropriate collection fee shall be removed from “the pot” before it is awarded to the winner of the hand.

Schedule Options	Table Limits	Blinds	7 or more Players	6 Players	5 or Less Players or No Flop	4 or Less Players & No Flop
194	No Limit	\$1/\$1/\$2	\$4.00	\$3.00	\$1.00	\$0.00
195	No Limit	\$2/\$3/\$5	\$5.00	\$3.00	\$1.00	\$0.00
196	No Limit	\$5/\$5/\$10	\$5.00	\$3.00	\$1.00	\$0.00
197	No Limit	\$10/\$10/\$20	\$6.00	\$3.00	\$1.00	\$0.00

Poker Collections Rates

Seven Card Stud (GEGA-001661) – Limit

For **schedule options 1 through 53**, the house dealer will collect the appropriate collection from ‘the pot’ after the fourth card is delivered. The appropriate fees are dependent on the number of players seated and participating in the play of this controlled game, as shown:

Schedule Options	Table Limit	Ante	7 or More Players	6 Players	5 or Less Players
1	\$2 - \$4	\$0.50	\$3.00	\$2.00	\$1.00
2	\$3 - \$6	\$0.50	\$4.00	\$3.00	\$1.00
3	\$3 - \$6	\$1.00	\$4.00	\$3.00	\$1.00
4	\$3 - \$6	\$1.00	\$5.00	\$3.00	\$2.00
5	\$3 - \$6	\$1.00	\$6.00	\$4.00	\$2.00
6	\$4 - \$8	\$0.50	\$4.00	\$3.00	\$1.00
7	\$4 - \$8	\$1.00	\$4.00	\$3.00	\$1.00
8	\$4 - \$8	\$1.00	\$5.00	\$3.00	\$1.00
9	\$4 - \$8	\$1.00	\$5.00	\$3.00	\$2.00
10	\$4 - \$8	\$1.00	\$6.00	\$4.00	\$2.00
11	\$4 - \$8	\$1.00	\$6.00	\$4.00	\$1.00
12	\$6 - \$12	\$1.00	\$4.00	\$3.00	\$1.00
13	\$6 - \$12	\$1.00	\$5.00	\$3.00	\$1.00
14	\$6 - \$12	\$1.00	\$5.00	\$3.00	\$2.00
15	\$6 - \$12	\$1.00	\$6.00	\$4.00	\$1.00
16	\$6 - \$12	\$1.00	\$6.00	\$4.00	\$2.00
17	\$9 - \$18	\$1.00	\$5.00	\$3.00	\$1.00
18	\$9 - \$18	\$1.00	\$5.00	\$3.00	\$2.00
19	\$9 - \$18	\$1.00	\$6.00	\$4.00	\$1.00
20	\$9 - \$18	\$1.00	\$6.00	\$4.00	\$2.00
21	\$9 - \$18	\$2.00	\$5.00	\$3.00	\$1.00
22	\$9 - \$18	\$2.00	\$5.00	\$3.00	\$2.00
23	\$9 - \$18	\$2.00	\$6.00	\$4.00	\$1.00
24	\$9 - \$18	\$2.00	\$6.00	\$4.00	\$2.00
25	\$10 - \$20	\$1.00	\$5.00	\$3.00	\$1.00
26	\$10 - \$20	\$1.00	\$5.00	\$3.00	\$2.00
27	\$10 - \$20	\$1.00	\$6.00	\$4.00	\$1.00
28	\$10 - \$20	\$1.00	\$6.00	\$4.00	\$2.00
29	\$10 - \$20	\$2.00	\$5.00	\$3.00	\$1.00
30	\$10 - \$20	\$2.00	\$5.00	\$3.00	\$2.00
31	\$10 - \$20	\$2.00	\$6.00	\$4.00	\$1.00
32	\$10 - \$20	\$2.00	\$6.00	\$4.00	\$2.00
33	\$12 - \$24	\$1.00	\$5.00	\$3.00	\$1.00
34	\$12 - \$24	\$1.00	\$5.00	\$3.00	\$2.00
35	\$12 - \$24	\$1.00	\$6.00	\$4.00	\$1.00
36	\$12 - \$24	\$1.00	\$6.00	\$4.00	\$2.00

Poker Collections Rates

37	\$12 - \$24	\$2.00	\$5.00	\$3.00	\$1.00
38	\$12 - \$24	\$2.00	\$5.00	\$3.00	\$2.00
39	\$12 - \$24	\$2.00	\$6.00	\$4.00	\$1.00
40	\$12 - \$24	\$2.00	\$6.00	\$4.00	\$2.00
41	\$15 - \$30	\$2.00	\$5.00	\$3.00	\$1.00
42	\$15 - \$30	\$2.00	\$5.00	\$3.00	\$2.00
43	\$15 - \$30	\$2.00	\$6.00	\$4.00	\$1.00
44	\$15 - \$30	\$2.00	\$6.00	\$4.00	\$2.00
45	\$20 - \$40	\$2.00	\$5.00	\$3.00	\$1.00
46	\$20 - \$40	\$2.00	\$5.00	\$3.00	\$2.00
47	\$20 - \$40	\$2.00	\$6.00	\$4.00	\$1.00
48	\$20 - \$40	\$2.00	\$6.00	\$4.00	\$2.00
49	\$20 - \$40	\$5.00	\$5.00	\$3.00	\$1.00
50	\$20 - \$40	\$5.00	\$5.00	\$3.00	\$2.00
51	\$20 - \$40	\$5.00	\$6.00	\$4.00	\$1.00
52	\$20 - \$40	\$5.00	\$6.00	\$4.00	\$2.00
53	\$20 - \$40	\$5.00	\$7.00	\$5.00	\$3.00

Omaha High/Low Split (GEGA-001680) – Limit (No Kill)

For **schedule options 1 through 7**, the house dealer will spread the ‘flop,’ move all pre-flop wagers into the center of the table, which is referred to as ‘the pot,’ then remove the appropriate collection from ‘the pot’ and drop it into the collection box. If there is “no flop,” and 5 or more players, a reduced fee will be taken. If there are 4 or less players and no flop, no collection will be taken. The appropriate fees are dependent on the number of players seated and participating in the play of these controlled games, as shown:

Schedule Options	Table Limit	Blinds (Small/Big)	7 or More Players	6 Players	5 or Less Players Or No Flop	4 or Less Players & No Flop
1	\$3 - \$6	\$1 - \$3	\$5.00	\$3.00	\$2.00	\$0.00
2	\$6 - \$12	\$2 - \$6	\$5.00	\$3.00	\$2.00	\$0.00
3	\$6 - \$12	\$4 - \$6	\$5.00	\$3.00	\$2.00	\$0.00
4	\$9 - \$18	\$6 - \$9	\$5.00	\$3.00	\$2.00	\$0.00
5	\$15 - \$30	\$10 - \$15	\$5.00	\$3.00	\$2.00	\$0.00
6	\$20 - \$40	\$10 - \$20	\$5.00	\$3.00	\$2.00	\$0.00
7	\$20 - \$40	\$10 - \$20	\$6.00	\$4.00	\$2.00	\$0.00

Omaha High/Low Split (GEGA-001680) – Limit (With 1/2 Kill)

For **schedule options 1 through 20**, the house dealer will spread the ‘flop,’ move all pre-flop wagers into the center of the table, which is referred to as ‘the pot,’ then remove the appropriate collection from ‘the pot’ and drop it into the collection box. If there is “no flop,” and 5 or more players, a reduced fee will be taken. If there are 4 or less players and no flop, no collection will be taken. The appropriate fees are dependent on the number of players seated and participating in the play of these controlled games, as shown:

Poker Collections Rates

Schedule Options	Table Limit	Blinds (Small/Big)	7 or More Players	6 Players	5 or Less Players Or No Flop	4 or Less Players & No Flop
1	\$2 - \$4	\$1 - \$2	\$4.00	\$3.00	\$1.00	\$0.00
2	\$2 - \$4	\$1 - \$2	\$5.00	\$3.00	\$1.00	\$0.00
3	\$4 - \$8	\$2 - \$4	\$5.00	\$3.00	\$1.00	\$0.00
4	\$4 - \$8	\$2 - \$4	\$5.00	\$3.00	\$2.00	\$0.00
5	\$4 - \$8	\$2 - \$4	\$6.00	\$3.00	\$1.00	\$0.00
6	\$4 - \$8	\$2 - \$4	\$6.00	\$3.00	\$2.00	\$0.00
7	\$6 - \$12	\$4 - \$6	\$5.00	\$3.00	\$1.00	\$0.00
8	\$6 - \$12	\$4 - \$6	\$5.00	\$3.00	\$2.00	\$0.00
9	\$6 - \$12	\$4 - \$6	\$6.00	\$3.00	\$1.00	\$0.00
10	\$6 - \$12	\$4 - \$6	\$6.00	\$3.00	\$2.00	\$0.00
11	\$6 - \$12	\$2 - \$6	\$5.00	\$3.00	\$1.00	\$0.00
12	\$6 - \$12	\$2 - \$6	\$5.00	\$3.00	\$2.00	\$0.00
13	\$6 - \$12	\$2 - \$6	\$6.00	\$3.00	\$1.00	\$0.00
14	\$6 - \$12	\$2 - \$6	\$6.00	\$3.00	\$2.00	\$0.00
15	\$10 - \$20	\$5 - \$10	\$5.00	\$3.00	\$1.00	\$0.00
16	\$10 - \$20	\$5 - \$10	\$5.00	\$3.00	\$2.00	\$0.00
17	\$10 - \$20	\$5 - \$10	\$6.00	\$3.00	\$1.00	\$0.00
18	\$10 - \$20	\$5 - \$10	\$6.00	\$3.00	\$2.00	\$0.00
19	\$20 - \$40	\$10 - \$20	\$5.00	\$3.00	\$2.00	\$0.00
20	\$20 - \$40	\$10 - \$20	\$6.00	\$4.00	\$2.00	\$0.00

Omaha Pot Limit (GEGA-001679)

For **schedule options 1 through 9**, the house dealer will spread the ‘flop,’ move all pre-flop wagers into the center of the table, which is referred to as ‘the pot,’ then remove the appropriate collection from ‘the pot’ and drop it into the collection box. In a pot-limit game no player can raise more than the size of the total pot. If there is “no flop,” and 4 or more players, a reduced fee will be taken. If there are 4 or less players and no flop, no collection will be taken. The appropriate fees are dependent on the number of players seated and participating in the play of these controlled games, as shown:

Schedule Options	Table Limit	Blinds	7 or More Players	6 Players	5 Players	4 or Less Players or No Flop	4 or Less Players & No Flop
1	Pot Limit	\$2 - \$2	\$5.00	\$4.00	\$3.00	\$1.00	\$0.00
2	Pot Limit	\$5 - \$5	\$5.00	\$4.00	\$3.00	\$1.00	\$0.00
3	Pot Limit	\$5 - \$5	\$6.00	\$4.00	\$3.00	\$1.00	\$0.00
4	Pot Limit	\$10 - \$10	\$5.00	\$4.00	\$3.00	\$1.00	\$0.00
5	Pot Limit	\$10 - \$10	\$6.00	\$4.00	\$3.00	\$1.00	\$0.00
6	Pot Limit	\$20 - \$20	\$5.00	\$4.00	\$3.00	\$1.00	\$0.00
7	Pot Limit	\$20 - \$20	\$6.00	\$4.00	\$3.00	\$1.00	\$0.00
8	Pot Limit	\$25 - \$25	\$5.00	\$4.00	\$3.00	\$1.00	\$0.00

Poker Collections Rates

9	Pot Limit	\$25 - \$25	\$6.00	\$4.00	\$3.00	\$1.00	\$0.00
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Lowball (GEGA-001677)

For **schedule options 1 – 9**, the collection is taken based on time. Time collections are taken from the pot on the hour and half hour. In a “Winner” game, the winner of the last hand puts in an additional blind, so there are 4 blind positions instead of 3.

Schedule Options	Table Limit	Blinds	5 or More Players	4 or Less Players
1	\$20	\$5-\$5-\$10	\$5.00	\$3.00
2	\$30	\$5-\$10-\$20	\$5.50	\$3.50
3	\$40	\$10-\$10-\$20	\$6.00	\$4.00
4	\$40 Winner	\$5-\$5-\$10-\$20	\$6.00	\$4.00
5	\$60	\$10-\$20-\$30	\$8.00	\$4.50
6	\$60 Winner	\$5-\$10-\$15-\$30	\$8.00	\$4.50
7	\$80	\$20-\$20-\$40	\$9.00	\$5.00
8	\$120	\$20-\$40-\$60	\$11.00	\$6.00
9	\$200	\$40-\$60-\$100	\$12.00	\$7.00

Pan (GEGA-001660)

For **schedule 1-4**, the collection is taken from the ante, with any remaining excess staying in the center of the table to be collected by the winner. The collection will be taken in accordance with the table below:

Schedule Options	Table Limit	Ante	5 or More Players	4 or Less Players
1	\$2.00	\$2.00	\$2.00	\$1.00
2	\$3.00	\$3.00	\$3.00	\$2.00
3	\$5.00	\$5.00	\$4.00	\$2.00
4	\$10.00	\$10.00	\$5.00	\$2.00

For **schedule options 4 – 8**, the collection is taken based on time. Time collections are taken on the hour and half hour. Players may choose to play double the table limit. Players playing double must double their ante bet and, if they win, they receive double the payout. If they chose to play double the table limit, they pay the collection listed under “Doubles.”

Schedule Options	Table Limit	Ante	Time	Doubles
4	\$20 - \$40	\$20 - \$40	\$10.00	\$14.00
5	\$40 - \$80	\$40 - \$80	\$14.00	\$20.00
6	\$100 - \$200	\$100 - \$200	\$20.00	\$35.00
7	\$200 - \$400	\$200 - \$400	\$35.00	N/A

Poker Collections Rates

Draw Poker (GEGA-001672)

For **schedule options 1 – 5** the collection is taken based on time. Time collections are taken on the hour and half hour.

Schedule Options	Table Limit	Blinds	5 or More Players	4 or Less Players
1	\$2 - \$20	\$1-\$1-\$2	\$3.00	\$2.00
2	\$4 - \$40	\$2-\$2-\$4	\$4.00	\$3.00
3	\$8 - \$30	\$4-\$4-\$8	\$5.00	\$4.00
4	\$10 - \$100	\$5-\$5-\$10	\$6.00	\$4.00
5	\$20 - \$200	\$10-\$10-\$20	\$7.00	\$5.00

Poker Game Collection Procedures

- 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.
- Only one (1) collection rate schedule is permitted to be used at any given time on a single table.
- Collection rates shall be determined prior to the start of play of any hand or round.
- Flat fees on wagers may be assessed at different collection rates. However, no more than five (5) collection rates may be permitted per table limit. Furthermore, no fee may be calculated as a fraction or percentage of wagers made or winnings earned.
- The Oaks Casino 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.

**Oaks Card Club
ZooBac**

Ownership of Game

1. Copyright and trademark registration applications for this game are pending.
2. A copy of the patent application for this game is attached.
3. Attached is an agreement between the Oaks Card Club, represented by John Tibbetts, and Lessinger Gaming, LLC, represented by Matt Lessinger.
4. The inventor of the game is Matt Lessinger.

Game Information/Specifics

The name of the controlled game is ZooBac. Alternative capitalizations would be ZOOBAC or Zoobac.

Rules of Play

The object of ZooBac is to assemble a hand of two or three cards with a point value as close to nine as possible. The value of each hand is determined by the sum of the combined cards. Aces count as one, picture cards as ten, and all others as their face value.

When combined cards have a total sum greater than ten, the last digit of the total sum is the value of the hand. For example, a hand with a sum of eighteen would be valued as eight.

Participants can place one or more of the following seven wagers: Player, Banker, Tie, Rabbit, Tiger, Monkey, and/or Zoo. No particular wager is dependent on another; participants may wager on any one of the seven options, or any combination of their choosing.

The House Dealer deals two cards face up for the Player and Banker hands in the following manner: The first card goes to Player, the next to Banker, the next to Player, and the next to Banker. These are community hands, meaning that everyone who places a wager is betting on the outcome of those hands.

If either Player or Banker has a point total of eight or nine on their first two cards, they both stand, meaning they do not take a third card. This overrides all other hitting rules.

If Player has a point total of six or seven, Player stands. If Player has a point total of five or less, Player takes a third card.

If Player has a point total of six or seven after two cards, Banker will take a third card if Banker has a point total of five or less. If Player takes a third card, Banker will follow a set of rules to determine whether to take a third card based on the Banker's current score and the value of the Player's third card. Those rules are outlined in the table below, where "S" represents stand and "H" represents hit.

Oaks Card Club ZooBac

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

A Player wager wins when Player ends the hand with a higher point total than Banker. Winning Player wagers will be paid 1-to-1. When Player and Banker point totals tie, Player wagers push. When Banker finishes with the higher point total, Player wagers lose.

A Banker wager wins when Banker ends the hand with a higher point total than Player. Winning Banker wagers will be paid 1-to-1, with one exception. If Banker wins with a hand comprised of three cards and a point total of eight, Banker bets will push. When Player and Banker point totals tie, Banker wagers will again push. When Player finishes with the higher point total, Banker wagers lose.

A Tie wager wins when Player and Banker end the hand with identical point totals. Tie wagers will be paid 9-to-1. If either Player or Banker wins, Tie wagers lose.

A Rabbit wager wins when Player wins the hand with a three-card hand totaling seven points, and will be paid 25-to-1. If the Rabbit wager wins and the Banker hand totals zero, the payout is tripled to 75-to-1. Rabbit wagers lose with any outcome other than Player winning with a three-card hand totaling seven points.

A Tiger wager wins when Banker wins the hand with a three-card hand totaling eight points, and will be paid 25-to-1. If the Tiger wager wins and the Player hand totals zero, the payout is tripled to 75-to-1. Tiger wagers lose with any outcome other than Banker winning with a three-card hand totaling eight points.

A Monkey wager wins when the hand ends in a zero-to-zero tie and will be paid 150-to-1. Monkey wagers lose with any result other than a zero-to-zero tie.

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A Zoo wager is a combination wager that wins if any one of the Rabbit, Tiger, or Monkey wagers wins. The payout varies depending on which wager wins. If the Rabbit wager wins, the Zoo wager payout is 10-to-1. If the Rabbit wager wins and the Banker hand totals zero, the Zoo wager payout is tripled to 30-to-1. If the Tiger wager wins, the Zoo wager payout is 10-to-1. If the Tiger wager wins and the Player hand totals zero, the Zoo wager payout is tripled to 30-to-1. If the Monkey wager wins, the Zoo payout is 30-to-1.

ZooBac uses at least four (4) but no more than eight (8) standard 52-card decks.

There is no more wagering once the dealer calls for last bets and then takes the collection. The House Dealer will then deal out the hand as provided above. Once all cards are dealt, including any hit cards, the House Dealer will identify all winning and losing wagers.

The Player-Dealer position will be systematically offered to each numbered betting position in a clockwise manner. When the Player-Dealer wager covers all other wagers, the House Dealer will collect and pay counter-clockwise, starting from the seat to the House Dealer's immediate right and proceeding to the left.

If the Player-Dealer's wager covers all wagers, the House Dealer will collect and pay counter-clockwise, starting from the seat to the House Dealer's immediate right and proceeding to the left. The House Dealer will first collect all losing bets starting from the outermost ring of designated betting areas and continuing inward, collecting right to left on each ring of designated betting areas. The House Dealer will then pay all winning bets from right to left, again starting with the outermost ring of designated betting areas and continuing inward, paying right to left on each ring of designated betting areas. Wagers will be settled in the following order: Player, Banker, Tie, Rabbit, Tiger, Monkey, and Zoo. Each participant's Player wager will be settled first, followed by each participant's Banker wager, then continuing on with Tie, Rabbit, Tiger, Monkey, and Zoo, in that order.

In the event that the Player-Dealer wager does not cover all other wagers, the House Dealer will start from the action button and proceed clockwise, using the Player-Dealer's wager to settle all other wagers in the following order: Player, Banker, Tie, Rabbit, Tiger, Monkey, and Zoo. Wagers not covered by the Player-Dealer shall be returned to the respective participants. The Player-Dealer can win or lose only the amount of their wager.

The first card dealt for Player will determine the location of the action button, taking the value of the card and counting clockwise from the Player-Dealer seat.

There will be seats for up to twelve (12) participants. Back line betting is allowed.

Collection Fee Schedules

For **schedule options 1 and 2**, the player-dealer shall pay a fee per round of play, the players shall pay a collection for each separate wager. However, additional collections will not be charged for wagers made in conjunction with one another. For example:

- a) A participant makes two \$100 wagers on Banker and a \$20 wager on Zoo. He will pay a collection fee of \$1 for each \$100 wager on Banker, but will not be charged a separate collection fee for the \$20 Zoo wager.

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- b) A participant makes a \$25 wager on Tie and a \$5 wager on Tiger. He will pay a collection fee of \$1 for the \$25 wager on Tie, but will not be charged a separate collection fee for the \$5 Tiger wager.

All wagers must be in increments of \$5.

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. Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed below, 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. The approved collection fees and schedules for the game of ZooBac are as shown below:

Schedule Options	Wager	Wager Limit	Player Fee	Player-dealer Fee
1	Player/Banker	\$10 - \$100	\$1	\$3
	Tie/Zoo	\$5 - \$100		
	Rabbit/Tiger/Monkey	\$5 - \$50		
2	Player/Banker	\$100	\$1	\$5
	Tie/Zoo	\$5 - \$100		
	Rabbit/Tiger/Monkey	\$5 - \$50		

Participants will place their bets on one or more of the following seven wagers in accordance with table limits: Player, Banker, Tie, Rabbit, Tiger, Monkey, and/or Zoo. The House Dealer will call for last bets and take the appropriate collection fees in accordance with table limits.

The House Dealer will deal the first card for Player, then the next card to Banker, then a second card for Player, then a second card for Banker. Based on the hand totals, the House Dealer will follow the hitting rules of ZooBac to determine whether to deal a third card for Player and/or Banker.

One type of ZooBac table will be a standard semi-circular gaming table. The House Dealer will be seated in the center of the flat portion while the participants will be seated around the outside of the circular portion. There will be clearly marked areas to bet on Player, Banker, Tie, Rabbit, Tiger, Monkey, and Zoo, and each betting area is large enough to accommodate back line wagers. The area directly in front of the House Dealer will be where the cards for Player and Banker are placed. A graphic representation of what the table may look like is shown below.

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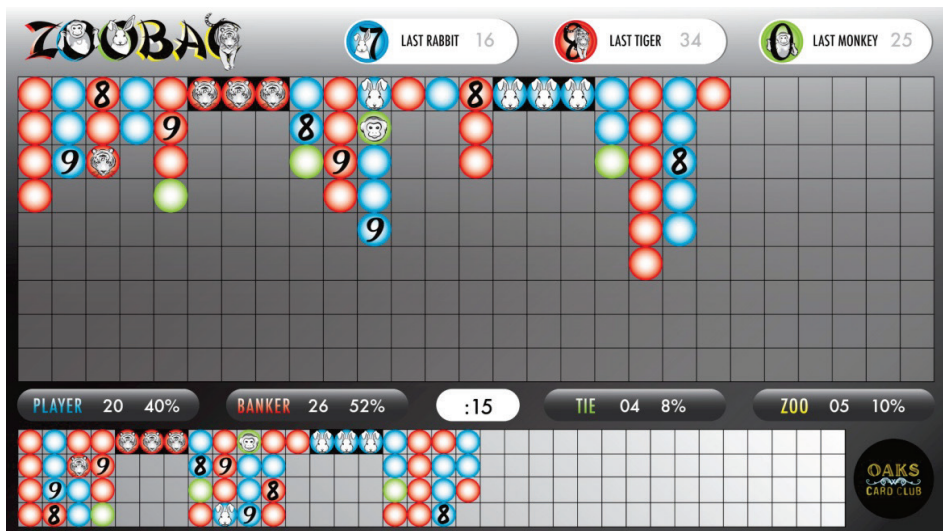


A second type of ZooBac table will be a kidney-style table with both a House Dealer and a Stick. The two employees will be seated in the center, with the participants seated to either side of them. There will be clearly marked areas to bet on Player, Banker, Tie, Rabbit, Tiger, Monkey, and Zoo, and there may be demarcated areas for back line wagers. The area directly in front of the House Dealer will be where the cards for Player and Banker are placed.

The House Dealer will have a standard “shoe” from which to deal the cards. That is the only mandatory piece of equipment other than the cards and the table itself.

ZooBac may also have one or more of the following additional pieces of equipment:

- a) An electronic scoreboard which will show the results of previous hands from a given shoe. It may also have a game clock which will give players a set amount of time to place their wagers. It may also display statistical results based on previous hands. A graphic representation of a potential scoreboard is shown below.



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- b) An entry pad which the House Dealer will use to enter the result of a given hand, which will then be displayed on the electronic scoreboard.
- c) A payout screen which will be a fixed display showing the various payouts for the different possible wager results. A graphic representation of a potential payout screen is shown below.

RABBIT PAYS		Winning Three-Card Player Seven	25-1
		Three-Card Player Seven vs. Banker Zero	75-1
TIGER PAYS		Winning Three-Card Banker Eight	25-1
		Three-Card Banker Eight vs. Player Zero	75-1
MONKEY PAYS		Zero to Zero tie	150-1
ZOO PAYS		Winning Three-Card Player Seven	10-1
		Three-Card Player Seven vs. Banker Zero	30-1
		Winning Three-Card Banker Eight	10-1
		Three-Card Banker Eight vs. Player Zero	30-1
		Zero to Zero tie	30-1
			

- d) A CPU unit which will be affixed under the table. It will enable the scoreboard and keypad to work together properly, and for the scoreboard and payout screen to display properly.
- e) A shuffling machine which the House Dealer will use only when he or she reaches the end of a given shoe.

Oaks Card Club ZooBac

Glossary of Terms

Player – One of the two hands on which participants place wagers. When Player ends the round with a higher point total than Banker, participants who bet on Player are paid 1-to-1.

Banker – One of the two hands on which participants place wagers. When Banker ends the round with a higher point total than Player, participants who bet on Banker are paid 1-to-1, except when Banker wins with a three-card hand totaling eight points, in which case Banker wagers push.

Tie – When Player and Banker end the round with identical point totals. Winning wagers on Tie pay 9-to-1.

Rabbit – When Player wins the round with a three-card hand totaling seven points. Winning Rabbit wagers pay 25-to-1.

Triple Rabbit – When Player wins the round with a three-card hand totaling seven points and the Banker hand totals zero. In that instance, the payout on winning Rabbit wagers is tripled to 75-to-1.

Tiger – When Banker wins the round with a three-card hand totaling eight points. Winning Tiger wagers pay 25-to-1.

Triple Tiger – When Banker wins the round with a three-card hand totaling eight points and the Player hand totals zero. In that instance, the payout on winning Tiger wagers is tripled to 75-to-1.

Monkey – When the round ends in a zero-to-zero tie. Winning Monkey wagers pay 150-to-1.

Zoo - A combination wager that wins in five different scenarios. If the result of the round is a Rabbit or Tiger, Zoo wagers pay 10-1. If the result of the round is a Triple Rabbit, Triple Tiger, or Monkey, Zoo wagers pay 30-1.



1.3

Type of Game

Pursuant to the letter issued February 19, 2016, the Bureau is in the process of establishing options that will be deemed in compliance with Penal Code section 330.11, related to the rotation of the player-dealer position in California Games. Although the Bureau has approved these rules, the Bureau is reviewing the lawfulness of the gambling enterprise's player-dealer rotation practices. If the Bureau determines the practices to be unlawful, the Bureau will require the gambling enterprise to modify its rules, may require the gambling enterprise to cease offering Three Card Poker 1.3 with 6 Card Bonus, and take action against the gambling enterprise if it declines to abide by the Bureau's notification.

The game of Three Card Poker 1.3 with 6 Card Bonus utilizes a player-dealer position and is a California game. Although these rules have been updated and revised to reflect the gambling establishments request for a modification, the rules regarding the player-dealer rotation have not been reviewed or modified. Oaks Card Club's existing rules regarding the player-dealer position are as follows:

Three Card Poker 1.3 with 6 Card Bonus utilizes a player-dealer position and is a California/Asian game. The position must be offered systematically and continuously in a clockwise manner around the table after every two (2) hands. Additionally, the player-dealer position is identified with a 'bank' tile and is placed in front of that player's seat position. The player-dealer will collect all losing wagers, pay all winning wagers, and may not win or lose more than the original amount wagered. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer 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 assemble a three card hand that beats the player-dealer's three card hand.

Description of the Deck and Number of Decks Used

Shuffling Machine: Cards used to play Three Card Poker 1.3 with 6 Card Bonus shall be dealt from a single deck automatic card shuffling device ('shuffler').

Physical Characteristics: Cards used to play Three Card Poker 1.3 with 6 Card Bonus shall be in standard decks of 52 cards. No jokers shall be utilized.

Number of Decks: Cards used to play Three Card Poker 1.3 with 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.



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Card Values and Hand Rankings

Three Card Poker 1.3 with 6 Card Bonus Values-The rank of each card used in Three Card Poker 1.3 with 6 Card Bonus, when forming a three card poker hand, in order of highest to lowest rank, shall be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, 2 and all suits shall be considered equal in rank. The ace would be considered low any time the Ace begins a Straight or a Straight Flush.

Three Card Poker 1.3 with 6 Card Bonus Hand Rankings

3-Card Hand Dealt	Hand Ranking
Mini Royal Flush	A hand consisting of an ace, king, and queen of the same suit.
Straight Flush	A hand consisting of three cards of the same suit in consecutive ranking. King, queen and jack are the highest ranked straight flush and 3, 2, and ace is the lowest ranked straight flush.
Three of a Kind	A hand consisting 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 consisting of three cards in consecutive ranking, but are not the same suit. Ace, king, and queen are the highest ranked straight and 3, 2, ace is the lowest ranked straight.
Flush	A hand consisting of three cards of the same suit, but 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 consisting 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 consisting of three cards that do not make any of the hands listed above. An ace, king, and jack is the highest ranked high card hand and 5, 3, and 2 is the lowest ranked high card hand.

Description of Table Used and Total Number of Seated Positions

Three Card Poker 1.3 with 6 Card Bonus shall be played on a standard blackjack style table having eight places on one side of the table for seven players and a player-dealer position, and a place for the house dealer on the opposite side. Each Three Card Poker 1.3 with 6 Card Bonus table shall have a drop box attached to it.

The wagering areas shall be designated as follows:

- a. For Ante wagers the word "Ante";
- b. For Play wagers the word "Play";
- c. For the Pair Plus Bonus wager the word(s) "Bonus" or "Pair Plus."
- d. For 6 Card Bonus wagers on the words "6 Card Bonus."



Dealing Procedures and Round of Play

1. All wagers in Three Card Poker 1.3 with 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.



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2. Backline betting is not permitted on any wagers.
3. At the beginning of each round of play, each player may place an Ante, Pair Plus or 6 Card Bonus wager. Each player will have the option to place a Play wager, after inspecting their hand; the Play wager must be equal to the Ante wager.
4. Each player at a Three Card Poker 1.3 with 6 Card Bonus table who places a Pair Plus or 6 Card Bonus wager is awarded a bonus payout for poker hands consisting of certain hand combinations as listed in the Bonus Bet Payout Table.
5. The house dealer shall wait for each player to place their Ante wagers as well as any bonus wagers. After each player has placed their wagers, the house dealer will announce, "no more bets." No Ante, Pair Plus or 6 Card Bonus wagers shall be made, increased, or withdrawn after the house dealer has announced, "no more bets."
6. After each round of play has been completed, the house dealer shall shuffle the cards by use of a shuffle machine so the cards are randomly intermixed. Upon completion of the shuffle, the device shall dispense cards in stacks of three.
 - 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 third card will be turned face-up.
7. Prior to the commencement of play, the house dealer will determine where the action will begin on the table, as noted below:
 - a. The game utilizes an action button to determine which player receives first action on their wager. The player-dealer's third card, which is dealt face-up, determines the position of the action button. The player-dealer position is not counted when determining where the action button shall be placed. The other seats, in clockwise rotation, starting with the player to the left of the house dealer and continuing left to right, respectively represent the numbers of the player-dealer's face up card. When determining where the action button will be placed, cards will hold the following values: ace is one, 2 through 10 have their face value, jack is eleven, queen is twelve, and king is thirteen. 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.
8. After the stacks have been delivered to each player, face-down. The house dealer shall unload the remaining cards in the shuffler and place them into the discard rack without exposing the cards.
9. After the dealing procedures above have been completed, each player shall examine his/her cards.



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10. Each player who wagers in Three Card Poker 1.3 with 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.
11. 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/her participation in the round of play. 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.
 - If a player has placed a Pair Plus wager, but does not make an Ante or Play wager, the player shall forfeit the wager as well as the Ante wager.
 - If a player has placed a 6 Card Bonus wager, but does not make an Ante or Play wager, the player shall still be eligible for the 6 Card Bonus payout.
12. 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.
13. 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**.

How Winners are Determined and Paid

1. If the player-dealer's hand does not have a minimum of a queen-high, the **player-dealer does not qualify**.
 - a. Play Bet Payout-The Play Bet receives no action. The house dealer shall immediately refund these wagers to players.
 - b. Ante Bet Payout-If the player-dealer's hand does NOT qualify, the Ante wager receives action. If the player did not fold and their hand ranks higher than the player-dealer's, the player shall be paid even money. If the player-dealer's hand ranks higher than the player's hand, the Ante wager shall lose and be collected by the player-dealer.
2. If the player-dealer's hand has a queen or better, the **player-dealer's hand qualifies**, the house dealer shall immediately stack each player's Play wager atop the Ante. 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.
 - a. If the player's hand beats the player-dealer's hand, the player wins even money on the Ante and the Play wagers.
 - b. If the player-dealer's hand beats the player's hand, the player loses both the Ante and the Play wagers.
 - c. 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.
3. 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.



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4. 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.

Bonus Bets

Pair Plus Wager:

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

- A player has the option to place a Pair Plus wager without placing an Ante wager prior to the initial deal.
- Pair Plus wagers must be placed prior to the initial deal.
- The Pair Plus wager only considers the three cards each player receives.
- If the player's hand qualifies for payouts, the player is paid by the player-dealer according to the posted pay table below.
- If the player's hand does not qualify for payouts, the player-dealer collects the Pair Plus wager.
- The player-dealer will pay all winning Pair Plus wagers and will collect all losing Pair Plus wagers.
- The Pair Plus wager may win or lose regardless of the outcome of the base game wager.
- Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.
- Winning Bonus/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 1.3 with 6 Card Bonus. The rules are as follows:

- A player has the option to place a 6 Card Bonus wager without placing an Ante wager prior to the initial deal.
- 6 Card Bonus wagers must be placed prior to the initial deal.
- 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.
- If the player's hand qualifies for payouts, the player is paid by the player-dealer according to the posted pay table below.
- If the player's hand does not qualify for payouts, the player-dealer collects the 6 Card Bonus wager.
- The player-dealer will pay all winning 6 Card Bonus wagers and will collect all losing 6 Card Bonus wagers.
- The 6 Card Bonus wager may win or lose regardless of the outcome of the Ante wager.



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- Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.
- Winning 6 Card Bonus wagers pay as follows:

6 Card Bonus Hand	Payout
Royal Flush	1000:1
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

Table Layout



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.



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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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Collection Rates Schedule

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 CA Games Collection Rates; (2) notify all law enforcement agencies and gambling establishments if further review determines that the CA Games Collection Rates are unlawful; (3) require gambling establishments to cease and desist offering the CA 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 options 1 through 7**, a collection fee shall be taken per round of play from the player-dealer as well as per base game wager from each player. There shall be no collection fee taken for wagering on a bonus bet. The collection fees shall be collected and dropped by the house dealer immediately after cards have been distributed to each player.

Schedule Options	Table Limit	Player Collection	Player-Dealer Collection
1	\$5 - \$60	\$1	\$2
2	\$5 - \$60	\$1	\$3
3	\$5 - \$100	\$1	\$2
4	\$5 - \$100	\$1	\$3
5	\$5 - \$200	\$1	\$2
6	\$5 - \$200	\$1	\$3
7	\$5 - \$200	\$1	\$4

For **schedule options 8 through 12**, a collection fee shall be taken per round of play from the player-dealer as well as per base game wager from each player. There shall be a collection fee taken for wagering on each bonus bet. The collection fees shall be collected and dropped by the house dealer immediately after cards have been distributed to each player.

Schedule Options	Table Limit	Player Collection	Player-Dealer Collection	Pair Plus Bonus	6 Card Bonus
8	\$5 - \$60	\$1	\$2	\$1	\$1
9	\$5 - \$100	\$1	\$2	\$1	\$1
10	\$5 - \$200	\$1	\$2	\$1	\$1
11	\$5 - \$200	\$1	\$3	\$1	\$1
12	\$5 - \$200	\$1	\$4	\$1	\$1

For **schedule option 13**, a collection fee shall be taken per hand from the player-dealer position based on the Total Table Action. Total Table Action is the sum of all players' base game wager and bonus bets. There shall be no collection fee taken from any players for placing any wagers. The collection fees shall be collected and dropped by the house dealer immediately after cards have been distributed to each player.



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Schedule Options	Table Limit	Total Table Action	Player-Dealer Collection	Player Collection
13	\$5-\$60	\$5-\$100	\$2	\$0
		\$105-\$300	\$3	
		\$305-\$600	\$5	
		\$605-\$1,500	\$10	
		\$1,505+	\$25	

Collection Procedures

- 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. Collection rates and fees shall be determined prior to the start of play of any hand or round. 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.
- The Oaks Card Club 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.

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Pure 21.5 Blackjack

Type of Game

The game of Pure 21.5 Blackjack utilizes a player-dealer position and is a California game. The player-dealer shall collect all losing wagers, pay all winning wagers, and may not win or lose more than the original amount wagered. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players. A player shall only remain in the player-dealer position for two consecutive rounds of play before it is offered in a clockwise fashion around the gaming table. The gambling enterprise does not participate in the actual play of the game and has no interest in the outcome of the play.

Object of the Game

The object of Pure 21.5 Blackjack is for the players and the player-dealer to add the numerical value of their cards and:

- Achieve the best possible point total of 21.5 by getting a king, queen, jack, or ten Bonus card and an ace on the initial two cards dealt (Example King Bonus Card below). This hand pays 6 to 5.



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

Description of the Deck and Number of Decks Used

The game uses a modified 52-card deck with aces through nines (the standard spades, hearts, clubs and diamonds) and 16 cards specially marked with the word "Bonus" (four of each "king", "queen", "jack", and "ten" card). The game is played with a minimum of six decks to a maximum of eight decks.

Card Values and Hand Rankings

- A king, queen, jack or ten Bonus card and an ace, on the initial deal, is the best possible hand. It is known as a "Pure 21.5 Blackjack" and pays 6 to 5.
- A king, queen, jack, or ten Bonus card dealt with any other card is worth 10 and is added to the other card(s) point total.
- An ace has a value of either 1 or 11.
- All cards from 2-9 have their face value.
- King, queen, jack, or ten Bonus cards have a value of 10 unless dealt with an ace on the initial deal, and then they have a value of 10.5.

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

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Description of Table Used and Total Number of Seated Positions

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

Dealing Procedures and Round of Play

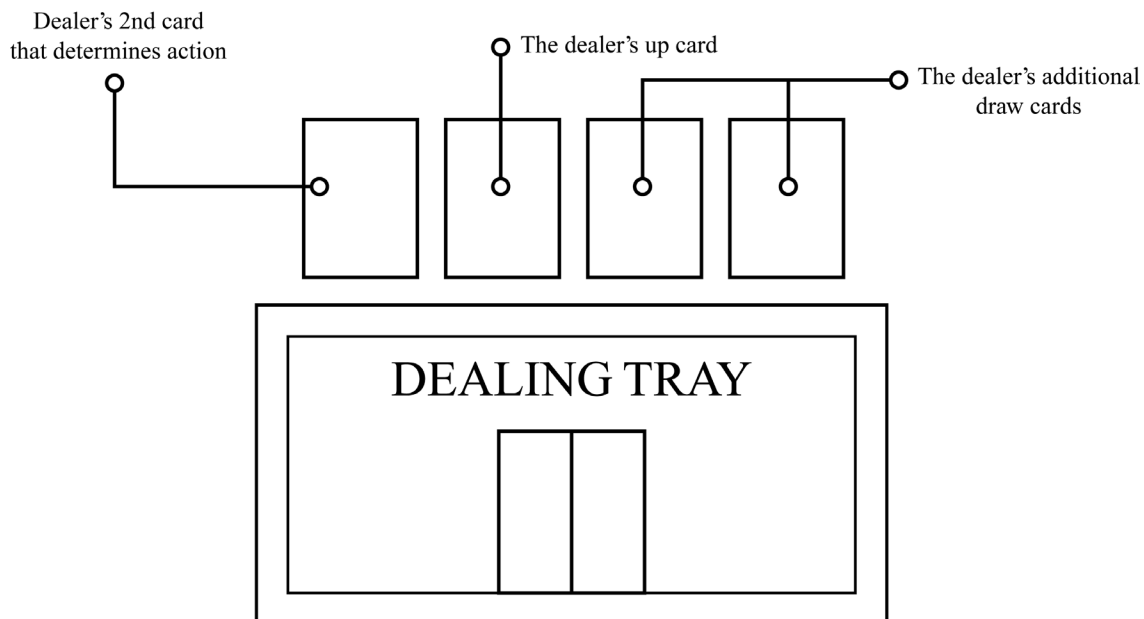
1. All tables will have some type of signage where the name of the game is displayed, along with the minimum and maximum wager allowed. The collection fee for the players and player-dealer will also be displayed. A maximum of five collection rates is allowed in compliance with the California Penal Code.
2. A standard round of play begins when a player-dealer is designated. The player-dealer will place a wager in a betting circle in front of their seat. That wager will be used to pay the winners and will set the amount that he/she can collect for the losers. The casino will place a button in front of the player-dealer, which designates that they are taking the "bank" position and further designates whether it is the first or second turn for the player-dealer in the banking position. The player-dealer will place the appropriate collection fee in front of his/her betting circle.
3. Players at a table then place their wagers in designated betting circles. The players may place a wager at his/her seat along with other unoccupied betting circles. Each player must pay the appropriate collection fee based on the posted schedule for the cardroom. Prior to the start of play the house dealer will take collection fees and drop them into a locked collection box affixed to the gaming table.
4. After the fees have been collected, the house dealer will deal the cards to the players and the player-dealer. All cards dealt throughout the game are face up, with the exception of the player-dealer's second card, which will remain face-down until all players have acted on their hands. The house dealer is the only person on the table allowed to touch the cards. The players will signal the dealer with hand gestures that indicate whether they wish to hit or stand. The hand signals will be consistent with the industry standard signals of a sweeping motion towards a player's body, indicating a hit, or a side to side hand motion, indicating the desire to stand. The house dealer deals the first card to the player seated to the left of the player-dealer, and continues in a clock-wise manner. Each player will be dealt one card face up with the player-dealer receiving the last card. The player-dealer's cards will be placed in front of the house dealer.
5. The house dealer will deal a second card to the players in the same order noted above and the last card will go to the player-dealer and will be dealt face down. The players are given an opportunity, starting with the player seated to the left of the player-dealer, to be dealt additional cards to make the best possible hand. (Rules and procedures for splitting, doubling down and surrender will be outlined later).
6. Players must follow the below listed **Chart 1A** in deciding whether to hit or stand on a particular hand.
7. After all players have acted on their hands and indicated to the house dealer that they do not want or cannot receive additional cards, the player-dealer's down card will be turned up. This down card will determine where the "action button" is placed.
8. The game utilizes an action button to determine which player receives first action on their wager. The player-dealer's second card, which is dealt face-down, determines the position of the action

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button. The player-dealer position is not counted when determining where the action button shall be placed. The other seats, in clockwise rotation, starting with the player to the left of the house dealer and continuing left to right, respectively represent the numbers of the player-dealer's face down card. When determining where the action button will be placed, cards will hold the following values: Ace is one, 2 through 9 have their face value, jack is eleven, queen is twelve, and king is thirteen.

9. The player-dealer's hand will then be completed according to the rules listed on **Chart 1B**. Once the player-dealer's hand is completed, the payoff and/or collection of wagers will begin in the seat designated by the action button and continue in a clockwise manner until all wagers have been acted on. Wagers will be paid in the following order: 20 Pays Bonus Bet, Lucky Lucky Bonus Bet, Buster Blackjack Bonus Bet, base game wager.
10. 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.
11. The player-dealer's cards will always be dealt and placed in front of the house dealer's tray. The placement of the player-dealer's cards is standard in all games and is depicted below. See **Diagram #1**
12. The next round of play begins when the house dealer collects all the cards from the table and places them in the discard tray. The player-dealer position shall be offered systematically and continuously in a clockwise manner around the table after every two hands. The player-dealer shall collect all losing wagers, pay all winning wagers, and may not win or lose more than the original amount wagered. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players. The gambling establishment does not participate in the actual play of the game and has no interest in the outcome of the play.

DIAGRAM #1



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CHART 1A

PLAYER Options		
Must Stand on	Must Hit on	Have Option on
Hard 19 or more	Hard 11 or less	All other counts

A "Soft" hand is achieved when a hand contains an ace with a combination of two or more cards and the ace is counted as 11, not 1.

A "Hard" hand is achieved when a hand does not contain an ace, or when it does contain an ace, the ace is counted as 1, not 11.

CHART 1B

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

A "Soft" hand is achieved when a hand contains an ace with a combination of two or more cards that add up to 17, and the ace may be counted as either 1 or 11.

A "Hard" hand is achieved when a hand contains any combination of three or more cards adding up to 17. In the event that the hand includes an ace, the ace is counted as 1, not 11.

How Winners are Determined and Paid

1. A Pure 21.5 Blackjack (an ace and a king, queen, jack, or ten Bonus card) is the best possible hand. If the player and the player-dealer's hand are both Pure 21.5 Blackjack the hand is a push or tie, and no action is taken on the wager.
2. If the player-dealer does not have a Pure 21.5 Blackjack, the players will be given the option to draw to improve their hands, in accordance with Chart 1A above. The player-dealer's face-down card will be checked by the house dealer, for a Pure 21.5 Blackjack, when the player-dealer's face-up card is an ace or king, queen, jack or ten Bonus card. This will happen prior to any additional cards being given to players. If the player-dealer has Pure 21.5 Blackjack, no additional action will take place and all players' hands that do not have a Pure 21.5 Blackjack will lose.
3. After all players have been given a chance to act on their hands, the player-dealer's hand will be completed in accordance with Chart 1B.
4. If a player's total is less than a Pure 21.5 Blackjack and the player-dealer's total is more than a Pure 21.5 Blackjack, the player wins the hand.
5. If a player's total is more than a Pure 21.5 Blackjack and the player-dealer's total is less than a Pure 21.5 Blackjack, the player loses the hand.
6. If a player and the player-dealer have the same total and it is less than a Pure 21.5 Blackjack, the hand is a push or tie. No action is taken on the wager.
7. If a player's total and the player-dealer's total are less than a Pure 21.5 Blackjack, the hand closest to a "Pure 21.5 Blackjack" will win.
8. If a player's total and the player-dealer's total are more than a Pure 21.5 Blackjack, the following will apply:
 - a. If the player-dealer's hand is 888 (three eights) all players whose total is more than 21.5 push.

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

Player Options

1. Players can double-down on the first two cards dealt to them. The player must place a second wager which may be equal to or less than the player's original wager. The player will only receive one additional card, regardless of the total.
2. Players can split any pair or two (king, queen, jack, or ten) Bonus cards. The player must place a second wager equal to the original wager. The player may draw as many cards as desired per split card. When splitting two Aces, the player only receives one additional card per ace. There is no splitting for less.
3. A player may split one time, giving the player 2 hands. Doubling-down is not permitted after splitting.
4. Players can surrender after the first two cards are dealt to them. If they choose to surrender, half of their wager will be forfeited. The player must indicate their desire to surrender before the player-dealer's down card is exposed. Their play for the hand will then cease.
5. The cardroom will take no extra collection fee on double downs or splits from the player or player-dealer.
6. All payoffs are to the extent that the player-dealer's money covers the action on the table. A player-dealer cannot win or lose more than the entire amount of money placed on the table before the start of the hand.

Bonus Bets

Buster Blackjack Bonus Bet

The Buster Blackjack wager allows the player to bet that the player-dealer will bust. The greater the number of cards in the player-dealer's busted hand, the higher the payoff. There will be a distinctive marked circle on the table in which the player will place the optional wager.

Rules of Play

1. The Buster Blackjack Bonus Bet is an optional wager offered to all players who placed a game wager. Players may place a Buster Blackjack Bonus Bet for each game wager placed.
2. A player must make a base game wager in order to make the Buster Blackjack Bonus Bet.
3. Buster Blackjack Bonus Bets must be placed prior to the initial deal.
4. Back-line betting is permitted on the Buster Blackjack Bonus Bet.
5. See the collection rate schedule for restrictions on the amount that may be wagered on the Buster Blackjack Bonus Bet.

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6. If the player-dealer does not or cannot have a Pure 21.5 Blackjack and the player has a Pure 21.5 Blackjack, the game wager is paid and the player's cards are put away. The Buster Blackjack Bonus Bet remains in action whether or not the player busts or is dealt a Pure 21.5 Blackjack.
7. Once all players have made the decisions concerning their hands according to the rules for the game, the player-dealer will reveal his or her face-down card and play out his/her hand. The payoff odds vary with the number of cards in the player-dealer's busted hand. The more cards in his/her busted hand, the higher the payoff.
 - a. If the player-dealer's hand busts, all Buster Blackjack Bonus Bets will be paid according to the posted Buster Blackjack pay table.
 - b. If the player-dealer's hand does not bust, all Buster Blackjack Bonus Bets will be collected in rotation to the extent of the money in action.
8. The player-dealer will pay all winning Buster Blackjack Bonus Bets and will collect all losing Buster Blackjack Bonus Bets.
9. In the event that the player/dealer's wager does not cover the amount wagered by the players, an action button will be used to designate where the action will begin. Additionally, each player's wager receives action in the following order from seat to seat: 20 Pays Bonus Bet, Lucky Lucky Bonus Bet, Buster Blackjack Bonus Bet, base game wager. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.

Note: If there are no game wagers remaining simply because all players have received a Pure 21.5 Blackjack, as long as there are Buster Blackjack Bonus Bet(s), the player-dealer must complete his or her hand, if it is not 17 or greater.

Buster Blackjack Bonus Bet Pay Table

Number of Cards in Dealer's Busted Hand	Payout
3	1:1
4	3:1
5	6:1
6	25:1
7	100:1
8 or more	250:1

Lucky Lucky Bonus Bet

1. The Lucky Lucky Bonus Bet is an optional wager offered to all players who placed a game wager. Players may place a Lucky Lucky Bonus Bet for each game wager placed.
2. In order to play the Lucky Lucky Bonus Bet, the player must make a regular base game wager.
3. Lucky Lucky Bonus Bets must be placed prior to the initial deal.
4. Back-line betting is permitted on the Lucky Lucky Bonus Bet.
5. See the collection rate schedule for restrictions on the amount that may be wagered on the Lucky Lucky Bonus Bet.
6. The Lucky Lucky Bonus Bet may be less than, equal to, or greater than the game wager. However, it cannot exceed the posted table limits.
7. Once all cards have been dealt, and prior to any draws being made, the dealer will check to see if any players have received a Lucky Lucky total. Lucky Lucky winning totals are noted below.
 - a) Players who did place a Lucky Lucky bet and win must be paid immediately and all payouts must be removed off the Lucky Lucky betting square before regular Blackjack play begins.
 - b) Players who did not receive a Lucky Lucky win in their first two cards dealt and dealer's first up card will lose their Lucky Lucky bet.
 - c) All losing bets will be removed immediately before regular Blackjack play begins.

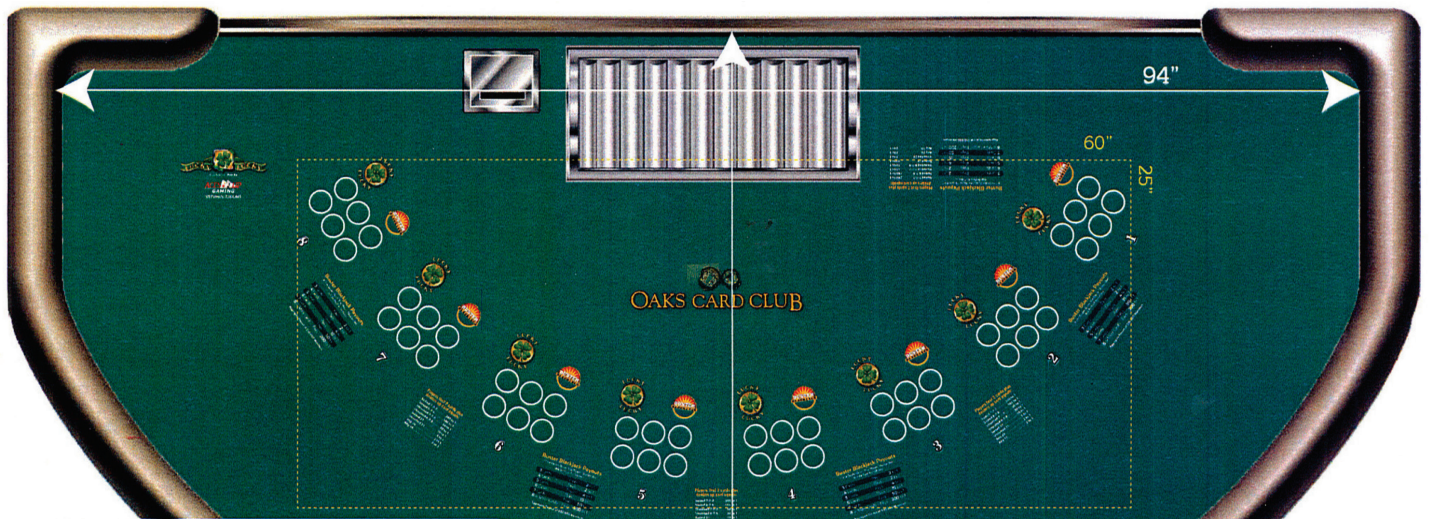
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8. In the event that the player/dealer's wager does not cover the amount wagered by the players, an action button will be used to designate where the action will begin. Additionally, each player's wager receives action in the following order from seat to seat: 20 Pays Bonus Bet, Lucky Lucky Bonus Bet, Buster Blackjack Bonus Bet, base game wager. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.

Lucky Lucky Payout Chart

Player's Hand	Pays
Suited 777	200:1
Suited 678	100:1
777	50:1
678	30:1
Suited 21	10:1
21 Total	3:1
20 Total	2:1
19 Total	2:1
18 or less total	Loss

Table Layout



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Collection Rates Schedule

Although the Bureau has approved these collection rates, games offering a zero collection are currently under Bureau review. The Bureau reserves the right to: (1) review the lawfulness of Pure 21.5 Blackjack; (2) notify all law enforcement agencies and gambling establishments if further review determines Pure 21.5 Blackjack to be unlawful; (3) require gambling establishments to cease and desist offering Pure 21.5 Blackjack if found to be unlawful; and (4) take action against those gambling establishments that decline to abide by the Bureau's cease and desist notification.

For **schedule options 1 through 11**, a collection fee shall be taken per round of play from the player-dealer. For **schedule options 1 through 4**, a collection fee shall be taken from each player for each base game wager, Buster Blackjack wager, and Lucky Lucky wager placed. For **schedule options 5 through 11**, a collection fee shall be taken from each player for each base game wager placed, but not for placing any other wagers. For **schedule options 12 and 13**, a collection fee shall be taken per hand from the player-dealer position based on the total table action, which is the sum of all players' controlled game and bonus bet wagers. There shall be no collection fee taken from any players for placing any wagers. For **schedule options 1 through 13**, players may wager between \$5-\$50 on the Buster Blackjack wager, and \$5-\$50 on the Lucky Lucky wager. No collection fee shall be taken for any double down, split, insurance or surrender. The collection fees shall be collected and dropped by the house dealer immediately after cards have been distributed to each player.

Schedule Options	Table Limit	Player-Dealer Fee	Player Fee	Buster Blackjack Fee	Lucky Lucky Fee
1	\$5-\$100	\$2	\$1	\$1	\$1
2	\$10-\$100	\$2	\$1	\$1	\$1
3	\$40-\$100	\$3	\$1	\$1	\$1
4	\$100-\$1200	\$3	\$1	\$1	\$1

Schedule Options	Table Limit	Player-Dealer Fee	Player Fee
5	\$5-\$100	\$2	\$1
6	\$10-\$100	\$2	\$1
7	\$10-\$100	\$3	\$1
8	\$40-\$100	\$3	\$1
9	\$40-\$100	\$4	\$1
10	\$100-\$1200	\$3	\$1
11	\$100-\$1200	\$4	\$1

Schedule Option	Table Limit	Total Table Action	Player-Dealer Fee	Player Fee
12	\$10-\$600	\$10-\$100	\$1	\$0
		\$105-\$300	\$3	
		\$305-\$800	\$8	
		\$805-\$1,200	\$12	
		\$1,205+	\$20	
13	\$100-\$1,200	\$100-\$300	\$3	\$0
		\$305-\$800	\$8	
		\$805-\$1,200	\$12	
		\$1,205-\$2,000	\$20	
		\$2,005+	\$30	