



Rules of Play For Each Game

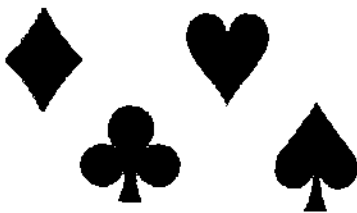
Texas Hold-Em (High)

As the name implies, Texas Hold-Em reportedly originated in Texas in the early 1900s although there is no exact information on when or where it was first developed. Today, it is an exceedingly popular and widespread form of poker. It is a community game, meaning cards dealt on the hoard are shared by players to make their hands.

In Texas Hold-Em, each player gets two down cards. After the cards are dealt, there is a round of betting. The betting starts to the left of the big blind. Then three of the community cards are exposed all at once, which is called the *Three-Card Flop*. After a round of betting, the fourth card, called *Fourth Street*, is turned, (also called the *Turn Card*) followed by another round of betting, then the fifth card, called *Fifth Street*, (also called the *River Card*). Fifth Street is followed by a final round of betting.

Basic Texas Hold-Em rules:

1. Two cards are dealt face-down to each player plus a total of five community cards are dealt on the board.
2. Texas Hold-Em has a total of four rounds of betting.
3. Players use any five of the community cards and one, two, or none of their hole cards to make a five-card hand.
4. The winner is determined by the player holding the highest poker hand.
5. All hands speak for themselves.





Omaha (High)

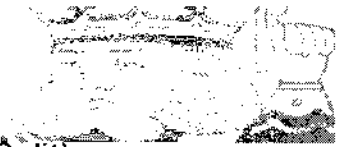
This is the second most popular community game. Each player gets four down cards. After the cards are dealt, there is a round of betting. The betting starts to the left of the big blind. Then three of the community cards are exposed all at once, which is called the *Three-card Flop*. After another round of betting, the fourth card, called *Fourth Street*, is turned, (also called the *Turn Card*). Fourth Street is followed by a round of betting, and then the fifth card, called *Fifth Street*, (also called the *River Card*) is exposed. A final round of betting follows Fifth Street.

Basic Omaha rules:

1. Four cards are dealt face-down to each player plus a total of five community cards are dealt on the board.
2. Omaha has a total of four rounds of betting.
3. Players **must** use two of the hole cards (down cards) and three of the community cards to make a five-card hand. This is the tricky part of Omaha. Don't get terribly excited about being dealt three or four of a kind!
4. All hands speak for themselves and the highest hand wins the pot.

Example:

Board	
6 ♣ 8 ♣ 6 ♦ 3 ♥ 6 ♠	
Final Players' Hands	
2 ♠ 4 ♣ J ♦ 9 ♥	Three 6s, Jack high LOSE
10 ♣ 5 ♣ Q ♣ A ♥	Three 6s, Ace high LOSE
K ♥ K ♦ 7 ♥ J ♥	Full House, 6s over Kings WINNER



Omaha (High-Low Split)

This is the same game as Omaha only it also has a low hand. At Angie's it is played with an 8 qualifier and all Omaha rules apply. A player must have five cards 8 or below without pairing to qualify for low. The highest cards that can make a low hand are 8-7-6-5-4. The best low hand possible is A-2-3-4-5. Two cards from a player's hand may be used for high and two cards for low. The same cards may even be used for high and low. For example, A-2-3-4-5 could win for best high and low hand. This game is very popular and is the second most common game played at Angie's.

Basic Omaha rules:

1. Four cards are dealt face-down to each player plus a total of five community cards are dealt on the board.
2. Omaha has a total of four rounds of betting.
3. Players **must** use two of the hole cards (down cards) and three of the community cards to make a five-card hand.
4. All hands speak for themselves and the highest hand wins the pot.

Specific Omaha High-Low Split Rules:

5. In High-Low Split, high hand wins one-half the pot and low takes the other half. High hand gets the odd chip if the pot does not split equally.
6. In High-Low Split, straights and flushes do not count against the low hand.
7. In High-Low Split, any two of the hole cards may be used for the low hand and any two may be used for the high hand.



Basic Seven Card Stud Rules

1. Three cards are dealt to the players face-down. Two cards in the beginning and then the final seventh card is dealt face-down as well. The other four cards are dealt face-up to players for a total of seven cards for each player who stays in the hand until the showdown.
2. A player who drops must immediately turn down all of his or her face-up cards.
3. It is the dealer's duty, after each round of cards is dealt, to designate the first bettor (as by saying, "First king bets," "Pair of sixes bets," etc.); and, after the third and fourth face-up cards are dealt, also to indicate holdings that may become straights or flushes ("Possible straight," "Possible flush").
4. If a bet or raise goes uncalled in any betting interval, the pot is taken by the player not called and the deal passes in rotation.
5. Highest hand wins the pot in Seven Card Stud High.
6. Highest hand and low hand split the pot in Seven Card Stud High-Low Split. The high hand gets the odd chip if the pot does not divide equally.
7. All hands speak for themselves.

Seven Card Stud (High)

Seven Card Stud used to be the most popular form of poker. Each player gets two cards down, then a third one up. There is a round of betting, started by the player to the left of the big blind. Three more rounds of up cards follow, each round punctuated by a round of betting. The first bettor in each additional betting interval is the player with the highest card or the highest Poker combination showing. If two or more players are tied for highest, the one



nearest the dealer's left (that is, the one dealt first) is the first bettor.

The seventh and final card is dealt down, followed by a final round of betting. At the end of the hand, the players who have not folded and are still in the hand will have seven cards—three down and four up. After calling all bets, players then turn over their hands, and a winner is declared. Highest hand wins the pot.

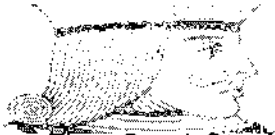
Seven Card Stud (High-Low Split)

The basic idea of high-low poker is that the best poker hand and the worst poker hand split the pot. Any form of poker may be played high-low. In a high-low split game there are usually two winners of the pot. The player with the highest hand takes one-half the pot and the player with the lowest hand takes the other half. Each player in the showdown may select any five of his or her cards as a high hand and any five cards as his or her low hand. In some cases a single player may win both ways and take the entire pot. The best low hand is a bicycle (A-2-3-4-5). This is played with an 8 qualifier at Angie's. The highest low hand allowed in Seven Card Stud would be 8-7-6-5-4. A player must have five cards 8 or below without pairing to qualify for low. Straights and flushes do not count against a low hand.

Razz (Seven Card Stud, Low Only)

Razz is Seven Card Stud, low only. The best hand in Razz is a bicycle (A-2-3-4-5). However, a pair can win for low if it is the lowest hand. There is no qualifier. Hand speaks for itself. Straights and flushes do not count against players' hands.

Razz is usually played during a Seven Card Stud Choice game or a Dealer's Choice game. When a player has the dealer button, the player may choose one of the options (High-only, High-Low Split, or Razz) for Seven Card Stud. That game will then be announced to all.



Five Card Stud

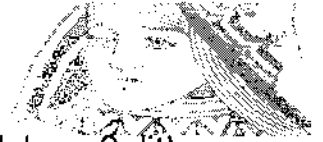
Essentially this game is the same as Seven Card Stud except that each player only receives a total of five cards instead of seven. A dealer gives each player a face-down card and then each player a face-up card. The first betting interval then begins. In the first betting interval, the player to the left of the dealer and not on a blind is first to act.

The first bettor in each additional interval is the player with the highest card or the highest poker combination showing. If two or more players are tied for highest, the one nearest the dealer's left is the first bettor.

Following the first betting interval, the dealer gives another face-up card to each active player in rotation, and there is another betting interval. Then another round of face-up cards to the remaining active players is dealt, and another betting interval occurs. Then a final round of face-up cards and a final betting interval takes place, followed by the showdown in which each player turns up his or her hole card. The best poker hand is declared the winner and all hands speak for themselves.

Five Card Draw

Each player receives five cards, all dealt face down, one at a time, in rotation beginning at the dealer's left. Upon completion of the deal there is a betting interval. The player at the left of the big blind has the first right or obligation to bet. After finishing the first betting interval, each active player, in turn, beginning at the dealer's left, may discard one or more cards. Then the dealer gives the player from the top of the undealt portion of the pack, face down, as many cards as the player discarded. This is the draw. A player may also choose to stand pat (draw no cards). After the draw, there is another betting interval, followed by a showdown. The best poker hand wins, and all hands speak for themselves.



Five Card Draw (High-Low Split)

This variation of five card draw allows both the high hand and low hand to win. If the winning hands belong to different players the pot is split with the odd chip going to the high hand. At Angie's it is played with an 8 qualifier, meaning a player must have five cards 8 or below without pairing to qualify for low. The highest low hand allowed is 8-7-6-5-4.

Lowball

In Lowball, the lowest hand wins every pot. The ace is always low, and two aces are the lowest pair. Straights and flushes do not count, so the lowest possible hand is A-2-3-4-5 regardless of suits. This hand is called a "bicycle" or a wheel. The joker is added to the pack as the "bug" and represents the lowest card not actually held in the hand (or the lowest card in the hand without pairing). The betting starts on the left of the big blind. The game is "pass and out" before the draw. After the draw it is permissible to check. In Lowball, five cards are dealt to each player face down.

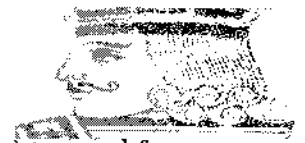
Lowball Rules:

1. When playing Dealer's Choice, no joker will be added. During all other Lowball events one joker will be added to the pack.
2. Must bet a seven or better or lose all action after the draw. This means that if a player checks his or her hand that is a seven or better, then the player loses all bets placed after the draw.
3. Joker is the lowest card in your hand without pairing.
4. Five cards constitute a hand. A hand more or less than five cards is dead.
5. Straddles are permitted. May look at only two cards. Must be double the blind or the previous straddle and must be no more than half your chips.



Lowball Rules continued:

6. Flashed card on the deal must be kept by the player if it is a five or lower. If the card is a six or higher it will be replaced after last player is dealt.
7. Flashed or boxed cards on draw cannot be kept and will be replaced after the last person acts.
8. Card faced by dealer after the draw is dead and player receives additional card after all players receive their cards.
9. A card off the table is dead. A card faced in deck, which is a boxed card, is also dead.
10. Only one cut is permitted per hand. Must be requested before any action is taken.
11. Do not expose any cards.
12. If a card is dropped by the player before the draw, then it is a dead card. If dropped after the draw, then it is a dead hand.
13. A misdeal is declared if six cards are dealt to two players or if dealer exposes more than one card face up.
14. Player must take number of cards requested. If the player says "Give me two—no, I mean three," the player still gets two cards.
15. If the player fouls his or her hand, then the hand is dead.
16. A player may draw up to five cards. However, only four cards can be given at one time. The fifth card will be dealt after the other players have received their requested cards.
17. All players must keep cards at table level and in sight. Hand held below table level is dead.
18. When a player calls for cards, the



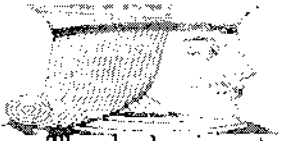
dealer "burns" (discards) top card face down and then fills the player's requirements.

19. All called hands must be shown as a full five-card spread.
20. A hand thrown away cannot be retrieved if any card touches any other card or cards. Player is responsible for his or her own hand. If a hand is fouled by another player, the hand is dead.
21. If a player makes an insufficient bet, the player must add additional chips or forfeit existing bet.
22. Money, once it is in pot, may not be removed.
23. No string bets. Player cannot go back to his or her stack in order to raise unless the player has announced "raise" clearly.
24. All hands must be played out.
25. No splitting of pots unless actual tie.
26. All hands speak for themselves and lowest hand wins.

Option Alley

This game is better known as High-Low with a buy. It is Five Card Stud High-Low Split with a one card draw on the end, and is a very exciting game. After a normal one card down, four cards up game, each player gets to discard one card and buy a new one from the dealer. If the hole card is discarded, the player gets a down card back. Otherwise the new card is dealt face up.

Replacing one card may not seem like a big deal, but with only five cards, almost everyone will stay in for a shot at the high or low. Any player with an Ace and low cards may be going for the low until the last card, then pair up and take high. Or a player with a Jack and four low cards could discard the Jack and make a great low hand on the buy card.

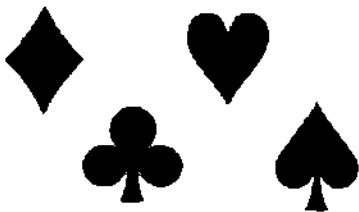


The dealer is not paid for the buy card. The buy card is obtained through an additional round of betting into the pot.

The best poker hand for high wins. The best low hand wins low and there is no qualifier so a pair could win for low as long as it is the lowest hand held. It is also possible for the low hand to win high and the high hand to win low. The hands speak for themselves.

Dealer's Choice

This is played when a game cannot be agreed upon. The player located on the dealer's button is allowed to choose the game to be played for that hand. Any game offered at Angie's including variations such as High-Low Split and High-only may be selected. The rules for each game apply. Then the dealer button is rotated, and the game is chosen by the next dealer. This is a very slow game and is played as a last resort. Dealer's Choice is always very social and a good way for new players to learn new games.



Betting Limits

The following betting limits can be posted as the betting limits for any and all of the games offered at Angie's:

\$1 - \$3/\$1 - \$6

\$2 - \$4

\$2 - \$4/\$2 - \$8

\$5 - \$10

\$6 - \$12

\$10 - \$20

Pot Limit

No Limit

With the exception of Pot Limit and No Limit, any and all games played at the other betting limits can be played with a half kill or full kill.

Kill Rules:

1. The game is played with a kill button added to the pot. The winner of the pot receives the kill button.
2. If the player with the kill button wins the very next pot in a row, the betting stakes for the next pot go up. The amount of the kill button blind will vary according to the stakes of the game. In a Half Kill game the stakes go up by one-and-a-half. In a Full Kill game the stakes double.
Example: In a Half Kill game with a \$2 big blind, the big blind would be set at \$3 (one-and-a-half) if the player with the kill button won two pots in a row.
3. The kill blind must be paid.
4. The player with the kill button returns the button to the pot as soon as he or she loses or folds a hand.

Players should call Angie's Poker Club at (530) 892-2282 to verify the betting limits currently posted for play for various games.

Chinese Poker '

Detailed description of game

Standards of play:

The object of the game is to set the thirteen cards received on the deal into three hands that will rank higher than the three hands set by the other active players at the table. The player must arrange the hand according to the three-five-five-card formation. The front hand may not rank higher than the middle hand; the middle hand may not rank higher than the back.

Type of card deck:

Chinese Poker is played with one standard 52-card poker deck and no joker.

Dealing procedures:

The casino dealer deals the cards face down in front of the dealer tray. Cards will be dealt consecutively to the first stack until there are 13 cards, and then the next stack of cards will be dealt. This procedure will occur until 4 stacks of cards are dealt, each stack containing 13 cards. Once the stacks of cards have been dealt, the first stack on the casino dealer's left will be dealt to the player with the dealer button and the action button. The dealer button and action button will rotate clockwise each round of play.

Number of players:

The game allows up to five (5) seated players. However, in a 5 handed game, only four players will receive a hand will be actively playing. The fifth player will become eligible during the next round of play when the action button and dealer button rotates. The fifth player may also be eligible to participate provided that one of the 4 hands chooses not to participate during that round of play.

How and when are house fees collected:

By the house prior to cards being dealt.

Collection Procedure:

Flat fees on each wager may be assessed at different collection rates; but no more than five (5) collection rates may be established per table.

Table Fee- house fee collection

The collection fee is taken from each player per round of play prior to any cards being dealt. Each player must post the following collection fee.

The collection fee is taken from each player per round of play prior to any cards being dealt. Each player must post the following collection fee. Additionally, the player that has the action button and the dealer button shall be required to pay a fee as well.

What is the betting scheme:

The limit of the game indicates the wager being played for; each hand basically represents one (1) point which is equivalent to the money value of the game's limit.

i.e., in a \$5.00 limit game each point would have a money value of \$5.00.

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How winners are determined and paid:

The player wins one point when their respective hand ranks higher than the other active players. If the hands have the same exact rank; it results in a tie (push) no wager is exchanged, except ties between a player in possession of the action and dealer buttons and another player, in which case the player with both button wins all ties. The following are the ranking of hands in the descending order of values:

1. Royal Flush
2. Straight Flush
3. Four of a Kind
4. Full House
5. Flush
6. Straight (A-2-3-4-5-is the smallest Straight)
7. Three of a Kind
8. Two Pairs
9. One Pair
10. No Pair (Nothing)

Round of Play

The players wager will play against the rest of the participants. The player's wager at the beginning of the hand determines the amount of transaction of wagers that might take place during the settlement of the wagers. The portion of the player's wager that has received action will not be allowed to be involved in subsequent transactions. When comparing hands, each player will compare their back, middle, and front hands against the other player's corresponding hands, as shown below. The Point System will be used to pay winners, as described below.

The settlement of wagers will be conducted in the following fashion:

1. The player with the action and dealer buttons settles the payoff against the position to their left, which is the 2nd position.
2. The player with the action and dealer buttons settles the payoff against the position to the left of the 2nd position, which is the 3rd position.
3. The player with the action and dealer buttons settles the payoff against the position to the left of the 3rd position, which is the 4th position.
4. The player in 2nd position, which is to the left of the action and dealer buttons, settles the payoff against the position to their left, which is the 3rd position.
5. The player in 2nd position, which is to the left of the action and dealer buttons, settles the payoff against the position to the left of the 3rd position, which is the 4th position.
6. The player in the 3rd position, which is to the left of the action and dealer buttons, settles the payoff against the position to their left, which is the 4th position.

Describe a "round of play"

The dealer will deliver the first stack from the casino dealer's left to right; they will be referred to as # 1 through # 4) one hand (13 cards) per seat, starting from the action button and dealer button position. If it is the first hand of a new game, the action button and the dealer button will be given to the first clockwise player from the casino dealer. All players will view their hands and set the cards to front, middle and back hands at the table. Once all

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hands are properly placed on the table, players will expose the hands and compare with each other. The payoff process then follows as described above.

Type of gaming table utilized for this game:

Standard poker table

Point System: The settlement of wagers is based on points awarded for each hand. In the basic point system, each of the three segments is worth one (1) point which has a monetary value depending on the table limit. The player who has the highest ranking hand for each segment wins one point from their opponent(s). If the hands have the same exact rank; it results in a tie (push) no wager is exchanged, except ties between a player in possession of the action and dealer buttons and another player, in which case the player with both button wins all ties. Therefore, if a player wins two out of the three segments, that player shall be paid one point. If a player wins all three segments, that player shall be paid three points.

In addition to players receiving one point for each winning hand, certain situations will qualify to win extra points, such as *Bonus Hand* and *Clean Sweep*. One of these or all of these may be won during each round.

Bonus System: additional points shall be awarded for making certain hands in the winning front, middle, and back segments. A player earns one point for each winning segment, and if a "Bonus" hand is present, points are added on the "Bonus" hand. Bonus hands and points earned as follows:

Hand Dealt	Points		
	Top Segment	Middle Segment	Bottom Segment
Three of a Kind	3 Points	N/A	N/A
Full House	N/A	2 Points	N/A
Four of a Kind	N/A	8 Points	4 Points
Straight Flush	N/A	10 Points	5 Points

Bonus points may be awarded in addition to the other points awarded for winning a segment or Clean Sweep. In order to get the bonus for each segment, as shown above, the following requirements must be met:

- Must win the segment to win the Bonus. If a player has a qualifying bonus hand but loses the segment, they shall not be paid the bonus.
- Bonus Hand values are always additional points.

Example: if a player wins two out of three segments and has four of kind in the back, that player shall win two points for two segments and four points for the four of a kind in the back for a total of six (6) points.

Clean Sweep: "Clean Sweep" hands have a special ranking and automatically win. A "Clean Sweep" hand must be declared after the player has received their cards but before the showdown. If a player has a "Clean Sweep," the player is not required to set the back, middle, and front hands. Additionally, that player's hand will not participate in the comparing of segments and will not be required to pay players if they receive a bonus. In order to qualify for a "Clean Sweep" hand, all 13 cards are considered and are not

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required to be set a particular way. The 13 cards that make a clean sweep hand must be contained in the 13 cards in order to qualify. The following are the "Clean Sweep" hands ranked from highest to lowest:

Clean Sweep Hands	
Hand Dealt	Point Value
Dragon Ace through King, Any Suit	13
6 Pairs Hand consist of 6 pairs (4 of a kind may be used as 2 pairs)	3
Three Straights Contains straights in all three segments (top, middle, bottom)	3
Three Flushes Suited cards in all three segments (top, middle, bottom)	3

* Clean sweep hands with same value are pushed. Clean sweep hands with higher value will be paid full of amount winning value, not deducted. Clean sweep hand must be announced before any cards are turned over. In the situation where a player has 2 clean sweeps in one hand; they will be paid the higher value only. Clean sweep hands will be paid before all regular hands are compared, starting with the player with the action and dealer buttons and moving clockwise. Once the "clean sweep" hand has been paid, all hands will be compared according the rules above.

When a player declares a "Clean Sweep" hand, the casino dealer will verbally confirm this with the player. Once confirmed, the dealer will place a marker on the top of the hand. The "Clean Sweep" hand will be viewed first on the showdown and the player collects its value first. If more than one player has a "clean Sweep" hand the higher ranking "Clean Sweep" hand will collect the total point value for that hand; the point value for the lower ranking "Clean Sweep" hand will not be subtracted. If two "Clean Sweep" hands have the same ranking, it is a tie. No money is exchanged between these two players, but they still may collect from the other players. Conversely, if a player sets their front, middle, and back hands and after cards are exposed, it is determined that the hand qualified as a "Clean Sweep" hand, it will be played as a regular hand and will not qualify for the "Clean Sweep."

Game Rules

1. The buy-in is twenty (20) times the value of one point of the game. Only the chips on the table will play. Any player adding or subtracting chips to the stack after he/she picks up the cards may cause his/her hand to be fouled. The exception is if a player declares the amount he/she intended to add to the stack and does so before the showdown. One short re-buy is available for a minimum of ten (10) times the value of one point of the game.

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2. You can only win up to the amount of money in your stack at the start of the hand. Players are responsible for their own pay-offs. The dealers are not responsible for either the pay-offs or the reading of the hands. In an all-in situation, pay-off will be paid clockwise, starting with the player with the action and dealer buttons. A minimum of nine (9) points worth of chips will be needed in play before each hand; this is to be enforced by the players.
3. In an all-in situation, the settlement of wagers starts to the left of the dealer button and proceeds clockwise around the table. The all-in player's payoff will end when the total wager exchanged is equal to the amount that was in front to that player at the beginning of the hand.
4. Players are responsible for their own payoffs. The dealers are not responsible for either the payoffs or the comparison of hands.
5. If a player fails to set his/her hand in the proper ranking order or in the prescribed 3-5-5 combination, the hand is considered fouled and the player must pay a penalty to each player. A player who fouls their hand for any segment shall be required to pay each player 3 points for each segment, and any qualifying bonus or clean sweep hand that a player may have.
6. If a player declares a "Clean Sweep" hand but cannot produce it, the player has a fouled hand and will be required to pay each player the penalty, as described above.
7. Before a showdown, a misdeal will be declared if:
 - a. Five or more cards of one player's hand are exposed by the dealer '
 - b. Any player is dealt the wrong number of cards. '
 - c. Five or more boxed cards appear in the deck '
 - d. A foreign card appears. '
8. Any hand containing an incorrect number of cards may be fouled. It is the player's responsibility to notify the house dealer before the showdown that an incorrect number of cards have been dealt.
9. On the showdown, if a player's hand contains two of the same cards, the player's hand is a fouled hand. If two of the same cards belong to different players, the hand will be declared a misdeal.
10. Exposed cards or boxed cards will play as dealt.
11. Ace-2-3-4-5 is the smallest straight.
12. Any chips less than the minimum condition (point) of the game will not play. Any chips larger than the table denomination must be changed to the table denomination.

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Collection Fees '

Schedule Option	Table Limit	Player Fee (per hand)
1	\$1 - \$100	\$1

Schedule Options	Table Limit	Player # 1	Player #2
2	\$1 - \$100	\$2	\$1
3	\$1 - \$100	\$3	\$2

Angie's Poker Club
Pure 21.5 Blackjack 3 to 2

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Buster Blackjack



OBJECT OF THE GAME

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

- Achieve the best possible point total of 21.5 by getting a King, Queen, Jack, or Ten Bonus Card and an ace on the initial two cards dealt (example King Bonus Card below). This hand pays 3 to 2.



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

VALUE OF THE CARDS

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

- A King, Queen, Jack or Ten Bonus card and an Ace, on the initial deal, is the best possible hand. It is known as a “Pure 21.5 Blackjack” and pays 3 to 2.
- A King, Queen, Jack, or Ten Bonus card dealt with any other card is worth 10 and is added to the other card(s) point total.
- An ace has a value of either 1 or 11.
- All cards from 2-9 have their face value.
- King, Queen, Jack, or Ten Bonus cards have a value of 10 unless dealt with an Ace on the initial deal, and then they have a value of 10.5.

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

ROUND OF PLAY

1. Pure 21.5 Blackjack is played on a raised gaming table. The table seats eight players who face the house dealer in a 180-degree seating arrangement. The tables are the standard blackjack tables commonly used in the casino industry. The house dealer stands opposite the players, and in the center of the table. The house dealer's chip tray is set in front of the dealer.
2. All tables will have some type of signage where the name of the game is displayed, along with the minimum and maximum wager allowed. The collection fee for the players and player-dealer will also be displayed. A maximum of five collection rates is allowed in compliance with the California Penal Code.

Angie's Poker Club
Pure 21.5 Blackjack 3 to 2

3. A standard round of play begins when a player-dealer is designated. The player-dealer will place a wager in a betting circle in front of their seat. That wager will be used to pay the winners and will set the amount that he/she can collect for the losers. The casino will place a button in front of the player-dealer, which designates that he/she is taking the "bank" position and further designates whether it is the first or second turn for the player-dealer in the banking position. The player-dealer will place the appropriate collection fee in front of his/her betting circle.
4. Players at a table then place their wagers in designated betting circles. The players may place a wager at his/her seat along with other unoccupied betting circles. Each player must pay the appropriate collection fee based on the posted schedule for the cardroom. Prior to the start of play the house dealer will take collection fees and drop them into a locked collection box affixed to the gaming table.
5. After the fees have been collected, the house dealer will deal the cards to the players and the player-dealer. All cards dealt throughout the game are face up, with the exception of the player-dealer's second card, which will remain face-down until all players have acted on their hands. The house dealer is the only person on the table allowed to touch the cards. The players will signal the dealer with hand gestures that indicate whether they wish to hit or stand. The hand signals will be consistent with the industry standard signals of a sweeping motion towards a player's body, indicating a hit, or a side to side hand motion, indicating the desire to stand. The house dealer deals the first card to the player seated to the left of the player-dealer, and continues in a clock-wise manner. Each player will be dealt one card face up with the player-dealer receiving the last card. The player-dealer's cards will be placed in front of the house dealer.
6. The house dealer will deal a second card to the players in the same order noted above and the last card will go to the player-dealer and will be dealt face down. The players are given an opportunity, starting with the player seated to the left of the player-dealer, to be dealt additional cards to make the best possible hand. (Rules and procedures for splitting, doubling down and surrender will be outlined later).
7. Players must follow the below listed **Chart 1A** in deciding whether to hit or stand on a particular hand.
8. After all players have acted on their hands and indicated to the house dealer that they do not want or cannot receive additional cards, the player-dealer's down card will be turned up.
9. The action on payouts will always begin with the player to the left of the player-dealer position and continue clockwise. All wagers shall be settled from seat to seat in the following order: all game wagers followed by all Red Flex wagers and then all Buster Blackjack Bonus Bet wagers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players.
10. The player-dealer's hand will then be completed according to the rules listed on **Chart 1B**. Once the player-dealer's hand is completed, the payoff and/or collection of wagers will begin with the player to the left of the player-dealer and continue in a clockwise manner until all wagers have been acted on.
11. Player-dealers are never required to cover all opposing players' wagers. Payoffs of wagers are limited to the amount of the player-dealer wager. The house shall not participate as the player-dealer. The house shall not take a percentage of wagers placed in the game. There is no maximum on the player-dealer's wager.
12. The player-dealer's cards will always be dealt and placed in front of the house dealer's tray.
13. The next round of play begins when the house dealer collects all the cards from the table and places them in the discard tray. The player-dealer position shall be offered systematically and continuously in a clockwise manner around the table after every two hands. The player-dealer shall collect all losing wagers, pay all winning wagers, and may not win or lose more than the original amount wagered. Once the player-dealer's

wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players. The gambling establishment does not participate in the actual play of the game and has no interest in the outcome of the play.

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 1 or 11.

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 is counted as 1 or 11.

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

GAME RULES

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

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

DOUBLE-DOWN, SPLIT, AND SURRENDER

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

INSURANCE AND EVEN MONEY

1. & If the player-dealer's face-up card is an ace, all players will have the option to place a separate "insurance" wager. They are wagering that the player-dealer's face-down card is a King, Queen, Jack, or Ten Bonus card, giving the player-dealer a Pure 21.5 Blackjack. Winning insurance wagers will pay 2 to 1. Insurance wagers may be equal to no more than $\frac{1}{2}$ of a player's original wager.
2. & In conjunction with offering insurance, when the player-dealer's face-up card is an ace, players that have a Pure 21.5 Blackjack (an Ace and a King, Queen, Jack, or Ten Bonus Card) may opt to take even money on their wagers before the player-dealer's face-down card is checked for a King, Queen, Jack, or Ten Bonus Card. The player is actually making an insurance wager equal to $\frac{1}{2}$ of the original wager. If the player-dealer has a Bonus card as the undercard (a Pure 21.5 Blackjack), the Player wins the insurance bet (a wager equal to $\frac{1}{2}$ of the original wager that pays 2 to 1) and pushes on the original wager. If the player-dealer does not have a King, Queen, Jack, or Ten Bonus Card as the undercard, the player will lose the insurance bet and is paid, in accordance with the Pure 21.5 Blackjack payoff, on the original wager. The result in each case is the same as the player wins an amount equal to the original wager (even money).

RED FLEX BET

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

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

Rules of Play

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

f) Player-Dealer's fourth hit card and so on.

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

5.&The player-dealer will pay all winning Red Flex Bets and will collect all losing Red Flex Bets. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.

Consecutive Red Cards in P/D's Hand	RFB-12
	Pays
Eight Red Cards	300 to 1
Seven Red Cards	200 to 1
Six Red Cards	100 to 1
Five Red Cards	50 to 1
Four Red Cards	8 to 1
Three Red Cards	3 to 1
Two Red Cards	2 to 1

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 wager for each game wager placed.
2. A player must participate in the game in order to make the Buster Blackjack Bonus Bet wager.
3. Buster Blackjack Bonus Bet wagers must be placed prior to the initial deal.
4. Back-line betting is not permitted on the Buster Blackjack wager.
5. **See the collection rate schedule** for restrictions on the amount that may be wagered on the Buster Blackjack Bonus Bet.
- 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 game, the player-dealer will reveal his or her 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.
 - 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.
- 6.&The player-dealer will pay all winning Buster Blackjack Bonus Bets and will collect all losing Buster Blackjack Bonus Bets. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.

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 Option 1
3	1 to 1
4	3 to 1
5	8 to 1
6	20 to 1
7	50 to 1
8 or more	200 to 1

Wagering Limits and Collection Fees

For **schedule options 1 and 3**, a collection fee shall be taken per hand from the player in the player-dealer position based on the total monetary value of all game wagers and bonus bet wagers that are placed by players prior to cards being dealt, referred to as total table action. The total table action does not count the player-dealer's wager or any additional wagers placed by players after cards are dealt, such as when players double-down, split cards, place an insurance wager, or when a hand is surrendered. There shall also be a collection fee taken from a player per bet when placing a game wager. However, there shall be no additional collection fee taken from players for placing a bonus bet, doubling-down, splitting, surrendering their cards, or placing an insurance bet. For **schedule options 4 through 8**, a collection fee shall be taken per hand from the player in the player-dealer position based on the total monetary value of all game wagers and bonus bet wagers that are placed by players prior to cards being dealt, referred to as total table action. The total table action does not count the player-dealer's wager or any additional wagers placed by players after cards are dealt, such as when players double-down, split cards, place an insurance wager, or when a hand is surrendered. There shall be no collection fee taken from players for placing a game wager, bonus bet, doubling-down, splitting, surrendering their cards, or placing an insurance bet. The Red Flex Bet must be within the table limits and a maximum amount of \$100. The Red Flex Bet wager may be less than, equal to, or more than the game wager. The Buster Blackjack Bonus Bet must be within the table limits and a maximum amount of \$100. The Buster Blackjack Bonus Bet may be less than, equal to, or more than the game wager. The collection fees shall be collected from the player-dealer and dropped by the house dealer after the house dealer has dealt each player their initial two card hand. The collection fees shall be pre-determined 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 above, shall be used at a table at any one time. Rates may not be calculated as a fraction or percentage of wagers made or winnings earned. Flat fees on wagers may be assessed at different collection rates. However, no more than five collection rates may be permitted per table limit. The approved collection fees and schedules for the game of Pure 21.5 Blackjack 3 to 2 are as shown below:

Angie's Poker Club
 Pure 21.5 Blackjack 3 to 2

Option	Table Limit	Total Bet	Player-Dealer Collection Rate	Player Collection Rate
1	\$3 - \$200	\$3 - \$50	\$.50	\$0.50
		\$51 - \$100	\$1	
		\$101 - \$200	\$2	
		\$201 - \$300	\$3	
		\$301 +	\$4	
2	\$5 - \$200	\$5 - \$50	\$.50	\$1
		\$51 - \$100	\$1	
		\$101 - \$200	\$2	
		\$201 - \$300	\$3	
		\$301 +	\$4	
3	\$25 - \$200	\$25 - \$50	\$.50	\$1
		\$51 - \$100	\$1	
		\$101 - \$200	\$2	
		\$201 - \$300	\$2	
		\$301 +	\$2	

Schedule Option	Table Limit	Total Bet	Player-Dealer Collection Rate	Player Collection
4	\$3 - \$200	\$3 - \$50	\$.50	\$0
		\$51 - \$100	\$1	
		\$101 - \$200	\$2	
		\$201 - \$300	\$3	
		\$301 +	\$4	
5	\$5 - \$200	\$5 - \$50	\$.50	\$0
		\$51 - \$100	\$1	
		\$101 - \$200	\$2	
		\$201 - \$300	\$3	
		\$301 +	\$4	
6	\$25 - \$500	\$25 - \$50	\$.50	\$0
		\$51 - \$100	\$1	
		\$101 - \$200	\$2	
		\$201 - \$300	\$3	
		\$301 +	\$5	

Angie's Poker Club
 Pure 21.5 Blackjack 3 to 2

7	\$50 - \$1000	\$50 - \$100	\$1	\$0
		\$101 - \$200	\$2	
		\$201 - \$500	\$3	
		\$501 - \$1000	\$5	
		\$1001 +	\$7	
8	\$100 - \$2000	\$100 - \$300	\$1	\$0
		\$301 - \$500	\$2	
		\$501 - \$1000	\$3	
		\$1001 - \$2000	\$5	
		\$2001 +	\$10	

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Angie's Poker Club
Pure 21.5 Blackjack 6 to 5

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CA



Buster Blackjack



OBJECT OF THE GAME

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

- Achieve the best possible point total of 21.5 by getting a King, Queen, Jack, or Ten Bonus Card and an ace on the initial two cards dealt (example King Bonus Card below). This hand pays 6 to 5.



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

VALUE OF THE CARDS

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

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

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

ROUND OF PLAY

1. Pure 21.5 Blackjack is played on a raised gaming table. The table seats eight players who face the house dealer in a 180-degree seating arrangement. The tables are the standard blackjack tables commonly used in the casino industry. The house dealer stands opposite the players, and in the center of the table. The house dealer's chip tray is set in front of the dealer.
2. All tables will have some type of signage where the name of the game is displayed, along with the minimum and maximum wager allowed. The collection fee for the players and player-dealer will also be displayed. A maximum of five collection rates is allowed in compliance with the California Penal Code.

Angie's Poker Club
Pure 21.5 Blackjack 6 to 5

3. A standard round of play begins when a player-dealer is designated. The player-dealer will place a wager in a betting circle in front of their seat. That wager will be used to pay the winners and will set the amount that he/she can collect for the losers. The casino will place a button in front of the player-dealer, which designates that he/she is taking the "bank" position and further designates whether it is the first or second turn for the player-dealer in the banking position. The player-dealer will place the appropriate collection fee in front of his/her betting circle.
4. Players at a table then place their wagers in designated betting circles. The players may place a wager at his/her seat along with other unoccupied betting circles. Each player must pay the appropriate collection fee based on the posted schedule for the cardroom. Prior to the start of play the house dealer will take collection fees and drop them into a locked collection box affixed to the gaming table.
5. After the fees have been collected, the house dealer will deal the cards to the players and the player-dealer. All cards dealt throughout the game are face up, with the exception of the player-dealer's second card, which will remain face-down until all players have acted on their hands. The house dealer is the only person on the table allowed to touch the cards. The players will signal the dealer with hand gestures that indicate whether they wish to hit or stand. The hand signals will be consistent with the industry standard signals of a sweeping motion towards a player's body, indicating a hit, or a side to side hand motion, indicating the desire to stand. The house dealer deals the first card to the player seated to the left of the player-dealer, and continues in a clock-wise manner. Each player will be dealt one card face up with the player-dealer receiving the last card. The player-dealer's cards will be placed in front of the house dealer.
6. The house dealer will deal a second card to the players in the same order noted above and the last card will go to the player-dealer and will be dealt face down. The players are given an opportunity, starting with the player seated to the left of the player-dealer, to be dealt additional cards to make the best possible hand. (Rules and procedures for splitting, doubling down and surrender will be outlined later).
7. Players must follow the below listed **Chart 1A** in deciding whether to hit or stand on a particular hand.
8. After all players have acted on their hands and indicated to the house dealer that they do not want or cannot receive additional cards, the player-dealer's down card will be turned up.
9. The action on payouts will always begin with the player to the left of the player-dealer position and continue clockwise. All wagers shall be settled from seat to seat in the following order: all game wagers followed by all Red Flex wagers and then all Buster Blackjack Bonus Bet wagers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players.
10. The player-dealer's hand will then be completed according to the rules listed on **Chart 1B**. Once the player-dealer's hand is completed, the payoff and/or collection of wagers will begin with the player to the left of the player-dealer and continue in a clockwise manner until all wagers have been acted on.
11. Player-dealers are never required to cover all opposing players' wagers. Payoffs of wagers are limited to the amount of the player-dealer wager. The house shall not participate as the player-dealer. The house shall not take a percentage of wagers placed in the game. There is no maximum on the player-dealer's wager.
12. The player-dealer's cards will always be dealt and placed in front of the house dealer's tray.
13. The next round of play begins when the house dealer collects all the cards from the table and places them in the discard tray. The player-dealer position shall be offered systematically and continuously in a clockwise manner around the table after every two hands. The player-dealer shall collect all losing wagers, pay all winning wagers, and may not win or lose more than the original amount wagered. Once the player-dealer's

wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players. The gambling establishment does not participate in the actual play of the game and has no interest in the outcome of the play.

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 1 or 11.

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 is counted as 1 or 11.

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

GAME RULES

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

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

DOUBLE-DOWN, SPLIT, AND SURRENDER

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

INSURANCE AND EVEN MONEY

1. & If the player-dealer's face-up card is an ace, all players will have the option to place a separate "insurance" wager. They are wagering that the player-dealer's face-down card is a King, Queen, Jack, or Ten Bonus card, giving the player-dealer a Pure 21.5 Blackjack. Winning insurance wagers will pay 2 to 1. Insurance wagers may be equal to no more than $\frac{1}{2}$ of a player's original wager.
2. & In conjunction with offering insurance, when the player-dealer's face-up card is an ace, players that have a Pure 21.5 Blackjack (an Ace and a King, Queen, Jack, or Ten Bonus Card) may opt to take even money on their wagers before the player-dealer's face-down card is checked for a King, Queen, Jack, or Ten Bonus Card. The player is actually making an insurance wager equal to $\frac{1}{2}$ of the original wager. If the player-dealer has a Bonus card as the undercard (a Pure 21.5 Blackjack), the Player wins the insurance bet (a wager equal to $\frac{1}{2}$ of the original wager that pays 2 to 1) and pushes on the original wager. If the player-dealer does not have a King, Queen, Jack, or Ten Bonus Card as the undercard, the player will lose the insurance bet and is paid, in accordance with the Pure 21.5 Blackjack payoff, on the original wager. The result in each case is the same as the player wins an amount equal to the original wager (even money).

RED FLEX BET

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

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

Rules of Play

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

f) Player-Dealer's fourth hit card and so on.

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

5.&The player-dealer will pay all winning Red Flex Bets and will collect all losing Red Flex Bets. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.

Consecutive Red Cards in P/D's Hand	RFB-12
	Pays
Eight Red Cards	300 to 1
Seven Red Cards	200 to 1
Six Red Cards	100 to 1
Five Red Cards	50 to 1
Four Red Cards	8 to 1
Three Red Cards	3 to 1
Two Red Cards	2 to 1

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 wager for each game wager placed.
2. A player must participate in the game in order to make the Buster Blackjack Bonus Bet wager.
3. Buster Blackjack Bonus Bet wagers must be placed prior to the initial deal.
4. Back-line betting is not permitted on the Buster Blackjack wager.
5. **See the collection rate schedule** for restrictions on the amount that may be wagered on the Buster Blackjack Bonus Bet.
- 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 game, the player-dealer will reveal his or her 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.
 - 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.
- 6.&The player-dealer will pay all winning Buster Blackjack Bonus Bets and will collect all losing Buster Blackjack Bonus Bets. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.

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 Option 1
3	1 to 1
4	3 to 1
5	8 to 1
6	20 to 1
7	50 to 1
8 or more	200 to 1

Wagering Limits and Collection Fees

For **schedule options 1 and 3**, a collection fee shall be taken per hand from the player in the player-dealer position based on the total monetary value of all game wagers and bonus bet wagers that are placed by players prior to cards being dealt, referred to as total table action. The total table action does not count the player-dealer's wager or any additional wagers placed by players after cards are dealt, such as when players double-down, split cards, place an insurance wager, or when a hand is surrendered. There shall also be a collection fee taken from a player per bet when placing a game wager. However, there shall be no additional collection fee taken from players for placing a bonus bet, doubling-down, splitting, surrendering their cards, or placing an insurance bet. For **schedule options 4 through 8**, a collection fee shall be taken per hand from the player in the player-dealer position based on the total monetary value of all game wagers and bonus bet wagers that are placed by players prior to cards being dealt, referred to as total table action. The total table action does not count the player-dealer's wager or any additional wagers placed by players after cards are dealt, such as when players double-down, split cards, place an insurance wager, or when a hand is surrendered. There shall be no collection fee taken from players for placing a game wager, bonus bet, doubling-down, splitting, surrendering their cards, or placing an insurance bet. The Red Flex Bet must be within the table limits and a maximum amount of \$100. The Red Flex Bet wager may be less than, equal to, or more than the game wager. The Buster Blackjack Bonus Bet must be within the table limits and a maximum amount of \$100. The Buster Blackjack Bonus Bet may be less than, equal to, or more than the game wager. The collection fees shall be collected from the player-dealer and dropped by the house dealer after the house dealer has dealt each player their initial two card hand. The collection fees shall be pre-determined 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 above, shall be used at a table at any one time. Rates may not be calculated as a fraction or percentage of wagers made or winnings earned. Flat fees on wagers may be assessed at different collection rates. However, no more than five collection rates may be permitted per table limit. The approved collection fees and schedules for the game of Pure 21.5 Blackjack 6 to 5 are as shown below:

Angie's Poker Club
 Pure 21.5 Blackjack 6 to 5

Schedule Option	Table Limit	Total Bet	Player-Dealer Collection Rate	Player Collection Rate
1	\$3 - \$200	\$3 - \$50	\$.50	\$0.50
		\$51 - \$100	\$1	
		\$101 - \$200	\$2	
		\$201 - \$300	\$3	
		\$301 +	\$4	
2	\$5 - \$200	\$5 - \$50	\$.50	\$1
		\$51 - \$100	\$1	
		\$101 - \$200	\$2	
		\$201 - \$300	\$3	
		\$301 +	\$4	
3	\$25 - \$200	\$25 - \$50	\$.50	\$1
		\$51 - \$100	\$1	
		\$101 - \$200	\$2	
		\$201 - \$300	\$2	
		\$301 +	\$2	

Schedule Option	Table Limit	Total Bet	Player-Dealer Collection Rate	Player Collection Rate
4	\$3 - \$200	\$3 - \$50	\$.50	\$0
		\$51 - \$100	\$1	
		\$101 - \$200	\$2	
		\$201 - \$300	\$3	
		\$301 +	\$4	
5	\$5 - \$200	\$5 - \$50	\$.50	\$0
		\$51 - \$100	\$1	
		\$101 - \$200	\$2	
		\$201 - \$300	\$3	
		\$301 +	\$4	
6	\$25 - \$500	\$25 - \$50	\$.50	\$0
		\$51 - \$100	\$1	
		\$101 - \$200	\$2	
		\$201 - \$300	\$3	
		\$301 +	\$5	

Angie's Poker Club
 Pure 21.5 Blackjack 6 to 5

7	\$50 - \$1000	\$50 - \$100	\$1	\$0
		\$101 - \$200	\$2	
		\$201 - \$500	\$3	
		\$501 - \$1000	\$5	
		\$1001 +	\$7	
8	\$100 - \$2000	\$100 - \$300	\$1	\$0
		\$301 - \$500	\$2	
		\$501 - \$1000	\$3	
		\$1001 - \$2000	\$5	
		\$2001 +	\$10	

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Standards of play:

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

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

Type of gaming table utilized for this game:

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

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

The wagering areas shall be designated as follows:

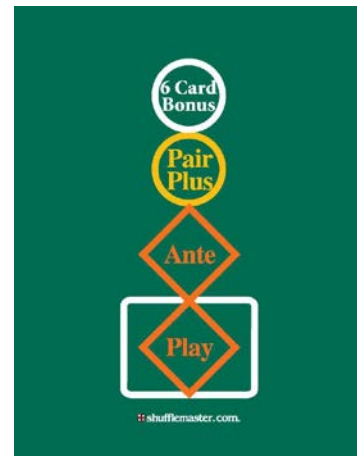
1. For Ante wagers the word “Ante”;
2. For Play wagers the word “Play”;
3. For Pair Plus wagers the words “Pair Plus”;
4. For 6 Card Bonus wagers on the words “6 Card Bonus.”

Number of players in the game:

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

Type of card deck used:

1. **Shuffling Machine:** Cards used to play Three Card Poker 6 Card Bonus shall be dealt from a single deck automatic card shuffling device (‘shuffler’).
2. **Physical Characteristics:** Cards used to play Three Card Poker 6 Card Bonus shall be in standard decks of 52 cards. No jokers shall be utilized.
3. **Number of Decks:** Cards used to play Three Card Poker 6 Card Bonus shall be played with two alternating decks, each consisting of a 52-card deck with backs of the same design.





- The backs of each deck will be a different color;
- One deck will be shuffled by the automated card shuffling device while the other deck is being dealt or used to play the game;
- Both decks will be continuously alternated in and out of play, with each deck being used for every other round of play; and
- The cards from only one deck shall be placed in the discard rack at any given time.

Ranking of Hands:

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

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

Betting scheme:

- All wagers in Three Card Poker 6 Card Bonus shall be made by placing gaming chips on the appropriate betting areas of the table layout keeping in mind the table minimum and maximum wagering limits.
- All wagers shall be placed prior to the house dealer announcing, "no more bets." No bets shall be made, increased, or withdrawn after the house dealer has announced, "no more bets."
- At the beginning of each round of play, each player shall be required to place an Ante wager. Each player will have the option to place a Play wager, after inspecting their hand, which must be equal to the Ante wager.
- Each player at a Three Card Poker 6 Card Bonus table, who has placed the Ante wager required above, shall also have the option to make an additional "Pair Plus" wager or a "6 Card Bonus" wager



that awards a bonus payout to the player(s) who receives a poker hand consisting of certain hand combinations as listed in the *Bonus Bet Payout Table(s)*.

5. Backline betting is permitted on any wager.

Dealing procedures:

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

Round of Play

1. After the dealing procedures above have been completed, each player shall examine his/ her cards.
2. Each player who wagers in Three Card Poker 6 Card Bonus shall be responsible for his/ her own hand and no person other than the player or the house dealer may touch the cards of that player. Each player shall be required to keep his/ her three cards in full view of the house dealer at all times.
3. After examination of the cards, each player who has placed an Ante wager shall have the option to either make a Play wager in an amount **equal** to the player's Ante wager or forfeit the Ante wager and end his or her participation in the round of play with the exception of a player that placed a 6 Card Bonus wager. The house dealer shall offer this option to each player, starting with the player to the left of the player-dealer and moving clockwise around the table in order.
 - a. If a player has placed a Pair Plus wager, but does not make a Play wager, the player shall forfeit the wager, as well as, the Ante wager.
 - b. If a player has placed a 6 Card Bonus wager, but does not make a Play wager, the player shall still be eligible for the 6 Card Bonus payout.
4. After each player has either placed a wager on the table in the Play wager area or forfeited his/ her wager and hand, the house dealer shall collect all forfeited wagers and associated cards, placing them in the discard rack.



5. The house dealer shall then reveal the remaining player-dealer's cards and place the cards so as to form the highest possible ranking hand. The player-dealer must qualify to play with a **minimum of queen-high**.
 - a. If the player-dealer does NOT qualify, the Play wager receives no action. The house dealer shall immediately refund these wagers to players.
 - b. If the player-dealer's hand did NOT qualify, the player-dealer will **automatically pay each Ante**, not surrendered by folding, even money regardless of whether the player's hand ranks higher than the player-dealer's or not.
 - c. If the player-dealer's hand qualifies, the house dealer shall immediately stack each player's Play wager atop the Ante.
 - i. If the player's hand beats the player-dealer's hand, the player wins even money on the Ante and the Play wagers.
 - ii. If the player-dealer's hand beats the player's hand, the player loses both the Ante and the Play wagers.
 - d. If the player's hand and the player-dealer's hand are equal in rank and value, the hand is considered a tie and the Ante and Play wagers shall push and be returned to the player.
6. The house dealer shall then reveal the three card hand of each active player, starting with the player to the left of the player-dealer position.
7. All cards collected by the house dealer shall be picked up in order and placed in the discard rack in such a way that they can be readily arranged to reconstruct each hand in the event of a question or dispute.
8. The action on payouts will always begin with the player to the left of the player-dealer position and continue clockwise. Wagers will be settled in the following order from player to player: the Ante wager, then the Play wager, then the Pair Plus wager (if placed), and then the 6 Card Bonus wager (if placed). Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.
9. Player-dealers are never required to cover all opposing players' wagers. Payoffs of wagers are limited to the amount of the player-dealer wager. The house shall not participate as the player-dealer. The house shall not take a percentage of wagers placed in the game. There is no maximum on the player-dealer's wager.
10. The player-dealer position shall be offered systematically and continuously in a clockwise manner around the table after every two hands. The player-dealer shall collect all losing wagers, pay all winning wagers, and may not win or lose more than the original amount wagered. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players. The gambling establishment does not participate in the actual play of the game and has no interest in the outcome of the play.



Pair Plus:

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

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

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

6 Card Bonus:

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

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



8. The 6 Card Bonus wager may win or lose regardless of the outcome of the Ante wager. The 6 Card Bonus wager shall not be forfeited if the player folds their hand and does not place a Play wager.
9. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.
10. Winning 6 Card Bonus wagers pay as follows:

	TCB-6B4
Royal Flush	1,000:1
Straight Flush	200:1
Four of a Kind	100:1
Full House	20:1
Flush	15:1
Straight	10:1
Three of a Kind	7:1



Glossary of terms used in the controlled game:

Action	The player position where the settling of wagers begins.
Ante	The mandatory wager players make before seeing their hand.
Backline Betting	Any wager made by a player on any position other than their own position.
Bet	Chips placed on the table in a betting square.
Betting Square	A specially marked area on the table designated specifically for wagers.
Bonus Bet	An optional bet for players who place an Ante wager. See bonus bet pay chart in rules.
Boxed Card	A card that is turned face up in the deck.
Cut	Separating the deck or decks into two parts, placing the top cards on the bottom and the bottom cards on the top.
Cut Card	A card used to determine the location of the cut.
Fold	The player option to surrender his/her ante, rather than continue the game.
Hand	A five card poker hand formed for each player by combining the three cards dealt to the player and the two community cards.
Play	An optional wager that players make after seeing their three-card hand. The Play wager must equal the Ante wager. If players make the play, it means they wish to enter the showdown against the player-dealer. If players decide not to make the play, they forfeit their ante wager, and are no longer in the game.
Player-dealer	Seated-position that, for any given hand of play, all other players at the table are playing against. The player in that position taking the player-dealer position is also referred to as the player-dealer.
Qualifier	A specific set of card(s) that a player and/or the player-dealer must have to play.
Round of Play	One complete cycle of play during which all wagers have been placed, all cards have been dealt and all remaining wagers have been paid off or collected in accordance with the game rules.
Seated-positions	The designated positions on the table (often designated with a number) where players may place wagers and receive a hand.
Suit	One of the four categories of cards: club, diamond, heart, or spade.



For Schedule Options 1-13, a collection fee shall be taken per hand from the player-dealer position based on the total aggregate value of the wagers placed by players, known as Total Table Action, which includes the Ante, Pair Plus, and 6 card bonus wagers only. **For Schedule Options 1-3**, the player collection fee is taken per hand. **For Schedule Options 4-5**, the player collection fee is based on each individual player's ante. **For Schedule Options 6-13**, there shall be no additional collection fee taken from a player when placing an Ante wager, Play wager, or Bonus wager. Wagers placed by players only apply to the base game wager and no additional collection will be taken for the Pair Plus wager or the 6 card bonus wager. The collection fees shall be collected prior to cards being dealt or any round of play being conducted. 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, 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. Furthermore the collection rates may not be calculated as a portion of wagers made or winnings earned. The approved collection fees and schedules for the game of Three Card Poker 6 Card Bonus are as shown below:

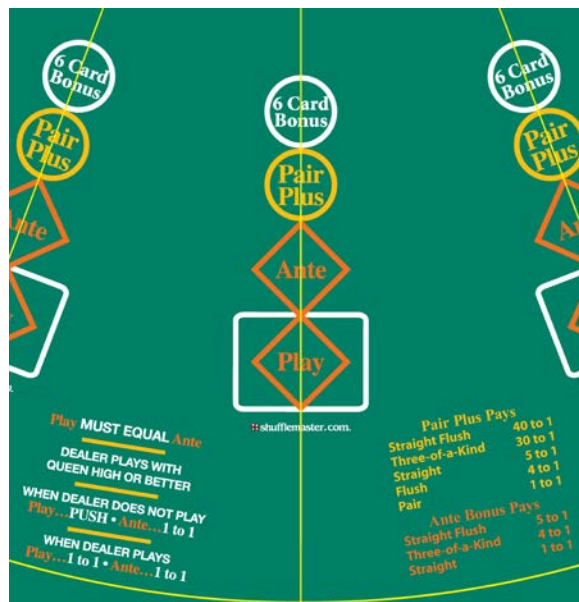
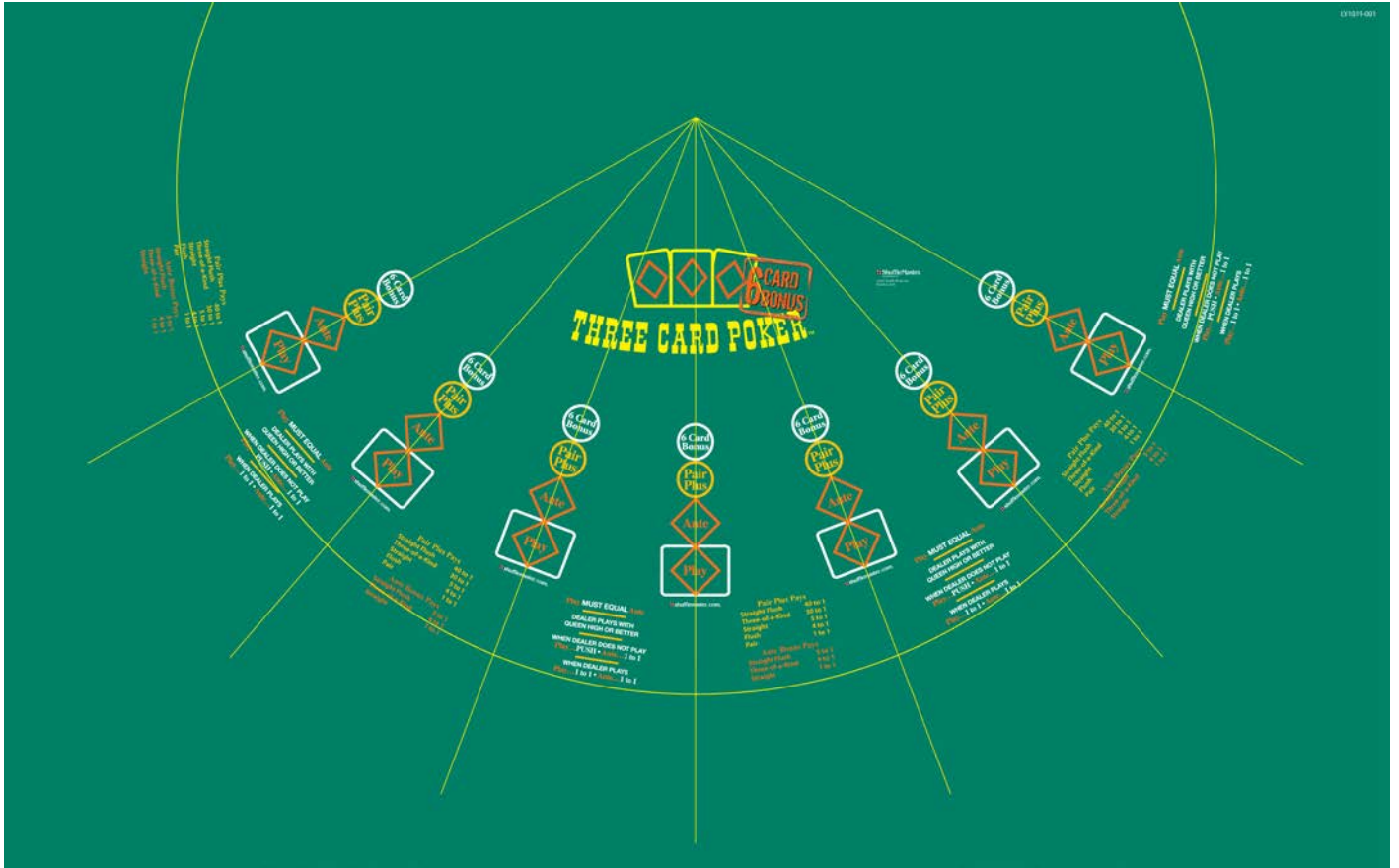
Schedule Options	Table Limit	Total Table Action	Player-Dealer Collection Fee	Player Collection Fee
1	\$3-\$200	\$3-\$50	\$0.50	\$0.50
		\$51-\$100	\$1	
		\$101-\$200	\$2	
		\$201-\$300	\$3	
		\$301+	\$4	
2	\$5-\$200	\$5-\$50	\$0.50	\$1.00
		\$51-\$100	\$1	
		\$101-\$200	\$2	
		\$201-\$300	\$3	
		\$301+	\$4	
3	\$25-\$200	\$25-\$200	\$0.50	\$1.00
		\$51-\$100	\$1	
		\$101-\$200	\$2	
		\$201-\$300	\$2	
		\$301+	\$2	

Schedule Options	Table Limit	Total Table Action	Player-Dealer Collection Fee	Player Wager	Player Collection Fee
4	\$3-\$1,000	\$3-\$99	\$0.50	\$3-\$99	\$0.50
		\$100-\$300	\$1	\$100-\$300	\$1
		\$301-\$500	\$2	\$301-\$500	\$2
		\$501+	\$3	\$501+	\$4
5	\$5-\$1,000	\$5-\$100	\$1	\$5-\$100	\$1
		\$101-\$300	\$2	\$101-\$300	\$1
		\$301-\$500	\$3	\$301-\$500	\$2
		\$501+	\$4	\$501+	\$3



Schedule Options	Table Limit	Total Table Action	Player-Dealer Collection Fee	Player Collection Fee
6	\$3-\$100	\$3-\$49	\$0.50	\$0
		\$50-\$100	\$1	
		\$101-\$200	\$2	
		\$201-\$300	\$3	
		\$301+	\$4	
7	\$5-\$100	\$5-\$49	\$0.50	\$0
		\$50-\$100	\$1	
		\$101-\$200	\$2	
		\$201-\$300	\$3	
		\$301+	\$4	
8	\$5-\$100	\$5-\$49	\$0.50	\$0
		\$50-\$100	\$1	
		\$101-\$300	\$2	
		\$301-\$1,000	\$4	
		\$1,001+	\$5	
9	\$3-\$200	\$3-\$50	\$0.50	\$0
		\$51-\$100	\$1	
		\$101-\$200	\$2	
		\$201-\$300	\$3	
		\$301+	\$4	
10	\$5-\$200	\$5-\$50	\$0.50	\$0
		\$51-\$100	\$1	
		\$101-\$200	\$2	
		\$201-\$300	\$3	
		\$301+	\$4	
11	\$25-\$200	\$25-\$50	\$0.50	\$0
		\$51-\$100	\$1	
		\$101-\$200	\$2	
		\$201-\$300	\$2	
		\$301+	\$2	
12	\$50-\$1,000	\$50-\$100	\$1	\$0
		\$101-\$200	\$2	
		\$201-\$500	\$3	
		\$501-\$1,000	\$5	
		\$1,001+	\$7	
13	\$100-\$2,000	\$101-\$200	\$1	\$0
		\$201-\$500	\$2	
		\$501-\$1,000	\$3	
		\$1,001-\$2,000	\$5	
		\$2,001+	\$10	

THREE CARD POKER™



EZ BACCARAT™ PANDA 8



*EZ Baccarat Panda 8 is owned, patented and/or copyrighted by DEQ Systems Corp. Please submit your agreement with the Owner authorizing play of Game in your gambling establishment together with any request for Bureau of Gambling Control (Bureau) approval to play this game. Please note that the Bureau is making the details of this game available to the public as required by subdivision (g) of Business and Professions Code section 19826, but the posting does not waive any rights to the game content which may be held by Owner. The terms of any agreement with Owner are to be negotiated between the gambling establishment and Owner, and any dispute or asserted breach related thereto are private matters which will not be resolved by the Bureau.

EZ BACCARAT PANDA 8**Type of Game**

The game of EZ Baccarat Panda 8 utilizes a player-dealer position and is a California game. The position shall be offered systematically and continuously in a clockwise manner around the table after every two hands. The player-dealer shall collect all losing wagers, pay all winning wagers, and may not win or lose more than the original amount wagered. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players. The gambling enterprise does not participate in the actual play of the game and has no interest in the outcome of the play.

Object of the Game

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

Description of the Deck and Number of Decks Used

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

Card Values and Hand Rankings

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

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

Description of Table Used and Total Number of Seated Positions

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

Method used to Determine Action and Distribution of Cards

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

EZ BACCARAT PANDA 8

Dealing Procedures and Round of Play

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

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

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

Once all wagers are placed, the house dealer deals one card to the right and one card to the left, one by one in rotation, until each hand has a total of two cards each. All cards are dealt face-up. The hand to the left of the house dealer is a community hand that belongs to those that placed a bet on the banker line. The hand to the right of the house dealer is a community hand that belongs to those that placed a bet on the player line. The player's hand is resolved first and then the banker's hand is resolved. The hand that is closest to nine wins. After the house dealer delivers the first two cards to both the Player line and Banker line, the following Baccarat rules are followed.

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

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

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

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

EZ BACCARAT PANDA 8**How Each Wager Wins, Loses, or Pushes**

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

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

Tie Bet

- For each seated position, there shall be one separate and specifically designated area for the placement of a Tie Bet wager. A player may place a Tie Bet wager even if he/she has not also placed either a Player line wager or a Banker line wager prior to the initial deal.
- The player-dealer shall pay all winning Tie Bet wagers when the total of the player's hand and the total of the banker's hand are equal.
- The player-dealer shall collect all losing Tie Bet wagers when the total of the player's hand and the total of the banker's hand are not equal.
- Backline betting is permitted on the Tie Bet wager.
- See the collection rate schedule for restrictions on the amount that may be wagered on the Tie Bet and any collection fees that may be taken.
- The Tie Bet takes into account the total value of the player's hand and the total value of the banker's hand, regardless of the number of cards each hand has, at the completion of the round. Each hand must be played according to the guidelines above. In the event that the player's hand and the banker's hand are of the same value (tie), the tie bet wager shall win. In the event that the player's hand and the banker's hand are not of the same value, the player-dealer shall win the tie bet wager.
- All winning Tie Bet wagers shall be paid 8 to 1.
- Wagers are collected or paid, to the extent that the player-dealer's wager covers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players.

Dragon 7 Bonus Bet

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

EZ BACCARAT PANDA 8

Panda 8 Bet

- For each seated position, there shall be one separate and specifically designated area for the placement of a Panda 8 Bet wager. A player may only place a Panda 8 Bet wager if they have also placed a wager on either the player line or on the banker line prior to the initial deal.
- Back-line betting is permitted on the Panda 8 Bet.
- See the collection rate schedule for restrictions on the amount that may be wagered on the Panda 8 Bet and any collection fees that may be taken.
- If the player hand has a point value of eight using three cards and the banker's hand has a value of seven or less, regardless of the number of cards, the Panda 8 Bet wins. The Panda 8 Bet shall lose on all other outcomes.
- All winning Panda 8 Bet wagers shall be paid 25 to 1.
- The player-dealer shall pay all winning Panda 8 Bet wagers and shall collect all losing Panda 8 Bet wagers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players.

Equipment Used



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

Key Features

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

EZ BACCARAT PANDA 8

Collection Fee Schedule

Although the Bureau has approved this game, games offering a zero collection are currently under Bureau review. The Bureau reserves the right to: (1) review the lawfulness of the game of EZ Baccarat Panda 8; (2) notify all law enforcement agencies and gambling establishments if further review determines the game of EZ Baccarat Panda 8 to be unlawful; (3) require gambling establishments to cease and desist offering the game of EZ Baccarat Panda 8 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 23**, the collection fees shall be taken per hand from the player-dealer position based on the total amount that all players have wagered on the Player line, Banker line, Dragon 7 wagers, Tie Bet and Panda 8 wagers. There shall be no collection fee taken from players for placing any wager. All bets shall be within the minimum and maximum table limits. Only one collection schedule, 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. Furthermore, the collection rates may not be calculated as a portion of wagers made or winnings earned. The collection fees shall be collected prior to cards being dealt or any round of play being conducted. The collection fees and schedules for the game of EZ Baccarat Panda 8 are as shown below:

Schedule Option	Table Limit (per	Total Table Action	Player-Dealer Collection	Player Collection
1	\$5-\$500	\$5-\$25	\$0.50	\$0
		\$26-\$100	\$1.00	
		\$101-\$200	\$1	
		\$201-\$300	\$2	
		\$301+	\$3	
2	\$5-\$500	\$5-\$200	\$0.50	\$0
		\$201-\$300	\$2	
		\$301-\$500	\$3	
		\$501-\$800	\$5	
		\$801+	\$8	
3	\$5-\$500	\$5-\$200	\$1	\$0
		\$201-\$300	\$2	
		\$301-\$500	\$3	
		\$501-\$1000	\$5	
		\$1000+	\$8	
4	\$5-\$500	\$5-\$100	\$1	\$0
		\$101-\$300	\$2	
		\$301-\$500	\$4	
		\$501-\$1000	\$6	
		\$1001+	\$10	
5	\$5-\$500	\$5-\$50	\$0.50	\$0
		\$51-\$100	\$1	
		\$101-\$300	\$3	
		\$301-\$500	\$5	
		\$501+	\$8	
6	\$5-\$500	\$5-\$100	\$1	\$0
		\$101-\$200	\$3	
		\$201-\$400	\$5	
		\$401-\$600	\$8	
		\$601+	\$10	

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7	\$5-\$1000	\$5-\$25	\$0.50	\$0
		\$26-\$100	\$1.00	
		\$101-\$200	\$1	
		\$201-\$300	\$2	
		\$301+	\$3	
8	\$5-\$1000	\$5-\$200	\$0.50	\$0
		\$201-\$300	\$2	
		\$301-\$500	\$3	
		\$501-\$800	\$5	
		\$801+	\$8	
9	\$5-\$1000	\$5-\$200	\$1	\$0
		\$201-\$300	\$2	
		\$301-\$500	\$3	
		\$501-\$1000	\$5	
		\$1000+	\$8	
10	\$5-\$1000	\$5-\$100	\$1	\$0
		\$101-\$300	\$2	
		\$301-\$500	\$4	
		\$501-\$1000	\$6	
		\$1001+	\$10	
11	\$5-\$1000	\$5-\$50	\$0.50	\$0
		\$51-\$100	\$1	
		\$101-\$300	\$3	
		\$301-\$500	\$5	
		\$501+	\$8	
12	\$5-\$1000	\$5-\$100	\$1	\$0
		\$101-\$200	\$3	
		\$201-\$400	\$5	
		\$401-\$600	\$8	
		\$601+	\$10	
13	\$25-\$1000	\$25-\$100	\$1	\$0
		\$101-\$500	\$2	
		\$501-\$700	\$5	
		\$701-\$1,200	\$7	
		\$1,201+	\$10	
14	\$25-\$1000	\$25-\$100	\$1	\$0
		\$101-\$300	\$2	
		\$301-\$600	\$5	
		\$601-\$1,000	\$8	
		\$1,001+	\$12	
15	\$25-\$1000	\$25-\$100	\$1	\$0
		\$101-\$300	\$2	
		\$301-\$800	\$5	
		\$801-\$1,200	\$12	
		\$1,201+	\$15	
16	\$25-\$1000	\$25-\$100	\$1	\$0
		\$101-\$300	\$2	
		\$301-\$500	\$5	
		\$501-\$1,000	\$8	
		\$1,001+	\$12	
17	\$25-\$1000	\$25-\$200	\$1	\$0
		\$201-\$500	\$5	
		\$501-\$800	\$8	
		\$801-\$1,200	\$10	
		\$1,201+	\$12	

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18	\$100-\$2000	\$101-\$400	\$2	\$0
		\$401-\$800	\$5	
		\$801-\$1,200	\$10	
		\$1,201-\$2,000	\$15	
		\$2,001+	\$20	
19	\$100-\$2000	\$101-\$300	\$2	\$0
		\$301-\$600	\$5	
		\$601-\$1,000	\$10	
		\$1,001-\$1,500	\$15	
		\$1,501+	\$20	
20	\$100-\$2000	\$101-\$300	\$3	\$0
		\$301-\$600	\$6	
		\$601-\$1,000	\$12	
		\$1,001-\$1,500	\$20	
		\$1,501+	\$25	
21	\$100-\$2000	\$101-\$300	\$3	\$0
		\$301-\$600	\$7	
		\$601-\$1,000	\$15	
		\$1,001-\$1,500	\$20	
		\$1,501+	\$25	
22	\$100-\$2000	\$100-\$500	\$5	\$0
		\$501-\$1,000	\$10	
		\$1,001-\$1,500	\$15	
		\$1,501-\$2,000	\$25	
		\$2,001+	\$50	
23	\$500-\$10,000	\$500-\$2,000	\$10	\$0
		\$2,001-\$5,000	\$25	
		\$5,001-\$10,000	\$50	
		\$10,001-\$15,000	\$75	
		\$15,001+	\$100	



Fortune Pai Gow Poker

Type of Game

The game of Fortune Pai Gow Poker utilizes a player-dealer position and is a California game. The player-dealer 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 player-dealer may only "bank" the hand (including bonus bets) 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 play.

Object of Game

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

In Fortune Pai Gow Poker, a player can place an optional Fortune Bonus Bet. A player that wagers at least \$5 on the Fortune Bonus Bet qualifies for an Envy Bonus prize.

Description of the Deck and Number of Decks Used

Fortune Pai Gow Poker is played with one standard 52 card deck including a Joker for a total of 53 cards. A joker may be used as an ace or to complete a straight or flush.

Card Values and Hand Rankings

The rank of each card used in Fortune Pai Gow Poker, in order of highest to lowest rank, shall be: ace, king, queen, jack, ten, 9, 8, 7, 6, 5, 4, 3, 2. All suits shall be considered equal in rank.

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

<i>Hand Dealt</i>	<i>Hand Requirements</i>
<i>7 Card Straight Flush (No Joker)</i>	<i>A hand that consists of seven cards of the same suit in consecutive ranking that does not utilize a joker. An ace, king, queen, jack, 10, 9, and 8 is the highest ranked 7 Card Straight Flush (No Joker) hand and a 7, 6, 5, 4, 3, 2 and ace is the lowest ranked 7 Card Straight Flush (No Joker) hand.</i>
<i>Royal Flush + Royal Match</i>	<i>A hand that consists of ace, king, queen, jack, 10 and king, queen suited.</i>
<i>7 Card Straight Flush (With Joker)</i>	<i>A hand that consists of seven cards of the same suit in consecutive ranking that utilizes a joker. An ace, king, queen, jack, 10, 9, and 8 is the highest ranked 7 Card Straight Flush (With Joker) hand, with one of those cards being substituted with a joker, and a 7, 6, 5, 4, 3, 2 and ace is the lowest ranked 7 Card Straight Flush (With Joker) hand, with one of those cards being substituted with a joker.</i>
<i>Five Aces</i>	<i>A hand that consists of four aces and a joker.</i>
<i>Royal Flush</i>	<i>A hand that consists of an ace, king, queen, jack and 10 of the same suit.</i>
<i>Straight Flush</i>	<i>A hand that consists of five cards of the same suit in consecutive ranking. A king, queen, jack, 10 and 9 is the highest ranked</i>

Fortune Pai Gow Poker

	<i>Straight Flush and a 5, 4, 3, 2 and ace is the lowest ranked Straight Flush.</i>
Four of a Kind	<i>A hand that consists of four cards of the same rank. Four aces is the highest ranked Four of a Kind and four 2's is the lowest ranked Four of a Kind.</i>
Full House	<i>A hand that consists of a Three of a Kind and a Pair. Three aces and two kings is the highest ranked Full House and three 2's and two 3's is the lowest ranked Full House.</i>
Flush	<i>A hand that consists of five cards of the same suit, but that are not in consecutive ranking. An ace, king, queen, jack and 9 is the highest ranked Flush and a 7, 6, 5, 4, 2 is the lowest ranked Flush.</i>
Straight	<i>A hand that consists of five cards that are in consecutive ranking, but that are not the same suit. An ace, king, queen, jack and 10 is the highest ranked Straight and a 5, 4, 3, 2 and ace is the lowest ranked Straight.</i>
Three of a Kind	<i>A hand that consists of three cards of the same rank. Three aces is the highest ranked Three of a Kind and three 2's is the lowest ranked Three of a Kind.</i>
Two Pairs	<i>A hand that consists of two pairs. Two aces and two kings is the highest ranked Two Pairs and two 3's and two 2's is the lowest ranked Two Pairs.</i>
One Pair	<i>A hand that consists of two cards of the same rank. Two aces is the highest ranked Pair and two 2's is the lowest ranked Pair.</i>
High Card	<i>A hand that consists of five cards that do not make any of the hands listed above. An ace, king, queen, jack and 9 is the highest ranked High Card hand and 7, 6, 5, 4, 2 is the lowest ranked High Card hand.</i>

Description of Table Used and Total Number of Seated Players

An industry standard Pai Gow Poker table will be used to play Fortune Pai Gow Poker. A table felt with the game name and segregated marked Fortune Bonus Bet areas. The game will be played on a standard pai gow poker table. Backline betting is permitted on all wagers.

Fortune Pai Gow Poker is played on a standard Pai Gow Poker table which seats a maximum of seven players including the player-dealer position. The game may be played on a larger table that seats more than seven players; however, a maximum of seven players may be active in the game during each round of play.

Dealing Procedures and Round of Play

Casino 99 will have the option of either using a shuffling machine or manually dealing the cards.

When using a shuffler, Casino 99 will have the player-dealer shake the dice cup to determine who has first action and who will be delivered the first hand. All positions will receive a 7-Card hand, one by one from the shuffler.

The casino dealer will complete the deal of seven piles of seven cards face down in front of the casino dealer. When dealing the seven piles of seven cards, the casino dealer shall deal one card at a time in front of them until there are seven cards, starting from **left to right**. Once there are seven cards laid out, the casino dealer shall deal each pile another card, from right to left, giving each pile a total of two cards. This process of dealing cards left to right, then **right to**

Fortune Pai Gow Poker

left, shall be completed until each pile has seven cards. The remaining four cards shall be placed in the discard pile.

Once the cards have been stacked, the player-dealer randomly selects which pile will be distributed to the first player who receives the "Action" button. The casino dealer identifies the hand by placing a button marked "Action" on this pile by pushing it forward and turning the pile behind it side ways.

To determine the placement of the "Action" button, 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 will be distributed. The player-dealer's position is always one, eight, and fifteen. Other seats, in clockwise rotation, respectively represent the other numbers. If the numerical total of the dice are one, eight, or fifteen, the player-dealer shall receive the first set of cards and the player to the left of the player-dealer shall receive the "Action" button. Wagers shall be settled in a clockwise manner around the table, starting with the player with the "Action" button. Furthermore, all wagers shall be settled from seat to seat in the following order: the Fortune Pai Gow Poker game wager, then the Fortune Bonus Bet wager, and then the Envy Bonus. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players.

Once the "Action" button position is determined, the casino dealer shall distribute the seven piles of cards, starting with the pile that has the "Action" button and continuing clockwise around the table. All seven piles of cards will be distributed to all seats at the table, regardless of whether a player is seated at each position or a wager has been placed. Once all of the piles of cards have been distributed, the casino dealer will collect the cards distributed to seats without a wager and place them in the discard pile.

Each player and the player-dealer put up any bets they wish to place for the next hand. Players have the option of placing a Fortune Bonus Bet wager at this time as well.

The casino dealer will then follow dealing procedures and standards of play, as described above.

Once the cards have been distributed, each player shall set their hands by arranging the seven cards into a two-card hand which is placed in front of the five-card hand, and a five-card hand which is placed behind the two-card hand. The five-card hand must rank higher than the two-card hand, according to the ranking of hands, as shown above. Player's may ask the casino dealer to place their hand "House Way" according to the chart below.

When all players' hands have been set, the casino dealer exposes the player-dealer's hand, and sets their hand.

Fortune Pai Gow Poker House Way	
No Pair	Put the 2nd and 3rd highest cards in front.
One Pair	Pair behind. 2 highest unpaired cards in front.

Fortune Pai Gow Poker

Two Pairs	If big pair is: <ol style="list-style-type: none"> 1. A's, K's or Q's: Put the small pair in front. 2. J's, 10's or 9's: Put both pairs in back if you can put an ace or joker in front, otherwise split. 3. 8's, 7's or 6's: Put both pairs in back if you can put a king or higher in front, otherwise split. 4. 5's, 4's or 3's: Put both pairs in back if you can put a queen or higher in front, otherwise split.
Three Pairs	Put the highest pair in front with 2 pair behind.
Three of a Kind	<ol style="list-style-type: none"> 1. A's: A+ next highest card in front. 2. K's and below: Put three of a kind in back and the two other highest cards in front
Three of a Kind x 2	Put pair from higher set in front.
Straight, Flush or Straight Flush with No Pair	Two highest possible cards in front that leaves any completed hand in back.
Straight, Flush or Straight Flush and 1 Pair	Two highest possible cards in front that leaves any complete hand behind.
Straight, Flush or Straight Flush with 2 Pairs	Set according to the 2 pair strategy
Straight, Flush or Straight Flush with Trips	Pair in front with complete hand behind.
Full House	Highest possible pair in front
Four of a Kind	<ol style="list-style-type: none"> 1. A's, K's or Q's: Play four of a kind in back if you can put at least a pair in front, otherwise split 2. J's, 10's or 9's: Play four of a kind in back if you can put at least a king up front, otherwise split 3. 8's, 7's or 6's: Play four of a kind in back if you can put at least a queen up front, otherwise split 4. 5's, 4's, 3's or 2's: Never split
Five Aces	Put pair of aces in front

*Golden Rule: Always play a pair in front with a complete hand behind when possible. A complete hand is considered a straight or better.

Once the player-dealer's hands are set according to the "House Way," the player/dealer may set his/her hand any way they wish so long as the hand is not set foul. (player/dealers hand can not be set foul. Then each player's hand is exposed, in turn, and compared to the player-dealer's hands to determine the winners, losers, or tie hands.

Each player's five card hand will be compared to the player-dealer's five-card hand, and each player's two-card hand will be compared to the player-dealer's two-card hand, in turn, starting with the "Action" button.

Fortune Pai Gow Poker

How Winners are Determined and Paid

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

The Fortune Pai Gow Poker game wager loses if the two card hand and the five card hand held by the player ranks lower than the player-dealer's two card hand and the five card hand.

The Fortune Pai Gow Poker game wager "pushes" if one of the hands held by the player ranks higher than the player-dealer's corresponding hand, and the player's other hand ranks lower than the player-dealer's corresponding hand. In this case, neither the player nor the player-dealer wins or loses; the wager is a "push" and is returned to the player.

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

Once the standard Pai Gow Poker wagers are settled (win, lose, tie/push) the casino dealer will determine if the player's hand qualifies for the Fortune Bonus Bet and/or the Envy Bonus.

The Fortune Bonus bet considers the best hand possible among the player's seven cards.

If the player's hand qualifies for payouts, the player is paid according to the posted pay table.

- The casino dealer leaves the "Envy" button, if applicable, next to the player's original wager and payouts. The casino dealer will not pick up "Envy" buttons until all wagers are reconciled.

If the player's hand does not qualify for payouts, the player-dealer collects the Fortune Bonus Bet wager.

- The casino dealer leaves the "Envy" button, if applicable, next to the player's Fortune Pai Gow Poker game wager and payouts. The casino dealer will not pick up "Envy" buttons until all wagers are reconciled.

The player-dealer pays any Envy Bonuses at the end of the round.

- If at least one player has a Four of a Kind or higher, all players with "envy" buttons win (see pay table).
- In the event more than one player has at least Four of a Kind, then all players with "envy" buttons win multiple payouts.
- A player cannot win an Envy Bonus for their own hand or for the player-dealer's hand.

The player-dealer collects all losing Fortune Bonus Bet wagers and pays all winning Fortune Bonus Bet wagers.

The cards are collected, shuffled, and a new round begins.

Bonus Bets

Fortune Bonus Bet

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

Fortune Pai Gow Poker

The Fortune Bonus Bet takes into account the first seven (7) cards dealt as a player's hand. In the event that the first seven (7) cards dealt to a player that placed a Fortune Bonus Bet wager is a pre-determined and designated qualifying hand, as shown below, the Fortune Bonus Bet wager shall win. The player shall then receive a monetary payout based on the bonus hand that the player has received and the payable, as shown below. Any other combination of the first seven (7) cards dealt, other than the hands shown below, shall lose. There is no opportunity for the Fortune Bonus Bet wager to tie as it is dependent on the cards dealt as the player's hand, not a comparison of cards or hands.

The Joker can be used as an ace or to complete a straight or flush, on the Fortune Bonus Bet.

The Fortune Bonus Bet wager remains in action regardless of whether the player's Fortune Pai Gow Poker game wager wins, loses, or pushes.

The player-dealer shall pay all qualifying Fortune Bonus Bet wagers and shall collect all Fortune Bonus Bet wagers that did not qualify. Wagers are collected or paid, to the extent that the player-dealer's wager covers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players.

Qualifying Fortune Bonus Bet wagers shall be paid according to the table, as shown below.

Envy Bonus

A player that places a wager of at least \$5 on the Fortune Bonus Bet shall receive an "Envy" button and may qualify for the Envy Bonus payout if another player who placed a Fortune Bonus Bet wager receives a pre-determined and designated qualifying hand, as shown below. Players shall receive one (1) "Envy" button for each Fortune Bonus Bet wager in an amount equal to or greater than \$5.

Only seated players are eligible to receive an "Envy" button.

The Envy Bonus takes into account the first seven (7) cards dealt as a player's hand. In the event that the first seven (7) cards dealt to a player that has placed a Fortune Bonus Bet wager is a pre-determined and designated qualifying hand, as shown below, all players with an "Envy" button shall win. However, a player is not eligible to win an Envy Bonus for their own hand if it qualifies for an Envy Bonus payout. If multiple players have made a seven (7) card qualifying Fortune Bonus Bet and Envy Bonus hand, then all players with an "Envy" button shall win, other than for their own hand. Players shall receive a fixed monetary payout based on the qualifying hand that another player has received and the payable, as shown below. Any other combination of the first seven (7) cards dealt, other than the hands shown below, shall lose.

The Envy Bonus may win regardless of the outcome of the Fortune Pai Gow Poker game wager.

The player-dealer shall pay all qualifying Envy Bonuses and shall collect all "Envy" buttons that did not qualify. Wagers are collected or paid, to the extent that the player-dealer's wager covers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players.

Qualifying Envy Bonus buttons shall be paid according to the table, as shown below.

Fortune Pai Gow Poker

BONUS BET PAYTABLE

Hand		
	Pays	Envy
7 Card Straight Flush	5,000 to 1	\$5,000
Royal Flush + Royal Match	2,000 to 1	\$1,000
7 Card Straight Flush (With Joker)	1,000 to 1	\$500
5 Aces	400 to 1	\$250
Royal Flush	150 to 1	\$50
Straight Flush	50 to 1	\$20
4 of a Kind	25 to 1	\$5
Full House	5 to 1	
Flush	4 to 1	
3 of a Kind	3 to 1	
Straight	2 to 1	

Fortune Pai Gow Poker

Collection Fees

Although the Bureau has approved these collection rates, games offering a zero collection are currently under Bureau review. The Bureau has the right to: (1) review the lawfulness of Fortune Pai Gow Poker; (2) notify all law enforcement agencies and gambling establishments if further review determines that Fortune Pai Gow Poker is unlawful; (3) require gambling establishments to cease and desist offering Fortune Pai Gow Poker, 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 - 32**, no collection fee shall be taken from the player. The 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. The Fortune Bonus Bet wager may be less than, equal to, or greater than the Fortune Pai Gow Poker game wager. However, the Fortune Bonus Bet wager must be within the minimum and maximum table limits. The collection fees shall be collected prior to cards being dealt or any round of play being conducted. 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. 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.

Schedule Option	Table Limit (per spot)	Total Table Action	Player-Dealer Collection (taken per hand)	Player Collection
1	\$3 - \$200	\$3-\$25	\$0.50	\$0
		\$26-\$100	\$1.00	
		\$101-\$200	\$1	
		\$201-\$300	\$2	
		\$301+	\$3	
2	\$3 - \$500	\$5-\$100	\$0.50	\$0
		\$101-\$200	\$1	
		\$201-\$300	\$2	
		\$301-\$500	\$3	
		\$501+	\$5	
3	\$3 - \$500	\$5-\$50	\$0.50	\$0
		\$51-\$100	\$1	
		\$101-\$300	\$2	
		\$301-\$500	\$3	
		\$501+	\$5	
4	\$3 - \$500	\$5-\$50	\$0.50	\$0
		\$51-\$100	\$1	
		\$101-\$300	\$3	
		\$301-\$500	\$5	
		\$501+	\$8	

Fortune Pai Gow Poker

5	\$3 - \$500	\$5-\$40	\$0.50	\$0
		\$41-\$75	\$1	
		\$76-\$200	\$3	
		\$201-\$500	\$5	
		\$501	\$8	
6	\$3 - \$500	\$5-\$100	\$1	\$0
		\$101-\$200	\$3	
		\$201-\$400	\$5	
		\$401-\$600	\$8	
		\$601+	\$10	
7	\$5 - \$500	\$5-\$100	\$1	\$0
		\$101-\$200	\$2	
		\$201-\$300	\$3	
		\$301-\$500	\$5	
		\$501+	\$10	
8	\$5 - \$500	\$5-\$50	\$0.50	\$0
		\$51-\$100	\$1	
		\$101-\$300	\$2	
		\$301-\$500	\$3	
		\$501+	\$5	
9	\$5 - \$500	\$5-\$50	\$0.50	\$0
		\$51-\$100	\$1	
		\$101-\$300	\$3	
		\$301-\$500	\$5	
		\$501+	\$8	
10	\$5 - \$500	\$5-\$40	\$0.50	\$0
		\$41-\$75	\$1	
		\$76-\$200	\$3	
		\$201-\$500	\$5	
		\$501	\$8	
11	\$5 - \$500	\$5-\$100	\$1	\$0
		\$101-\$200	\$3	
		\$201-\$400	\$5	
		\$401-\$600	\$8	
		\$601+	\$10	
12	\$3 - \$1000	\$5-\$50	\$0.50	\$0
		\$51-\$200	\$1	
		\$201-\$500	\$3	
		\$501-\$800	\$5	
		\$801	\$10	

Fortune Pai Gow Poker

13	\$3 - \$1000	\$5-\$50	\$0.50	\$0
		\$51-\$100	\$1	
		\$101-\$400	\$3	
		\$401-\$800	\$6	
		\$801+	\$10	
14	\$3 - \$1000	\$5-\$50	\$0.50	\$0
		\$51-\$100	\$1	
		\$101-\$400	\$4	
		\$401-\$700	\$7	
		\$701	\$10	
15	\$3 - \$1000	\$5-\$40	\$0.50	\$0
		\$41-\$75	\$1	
		\$76-\$200	\$3	
		\$201-\$500	\$7	
		\$501	\$10	
16	\$3 - \$1000	\$5-\$100	\$1	\$0
		\$101-\$200	\$3	
		\$201-\$400	\$5	
		\$401-\$800	\$10	
		\$801+	\$15	
17	\$5 - \$1000	\$5-\$50	\$0.50	\$0
		\$51-\$200	\$1	
		\$201-\$500	\$3	
		\$501-\$800	\$5	
		\$801+	\$10	
18	\$5 - \$1000	\$5-\$50	\$0.50	\$0
		\$51-\$100	\$1	
		\$101-\$400	\$3	
		\$401-\$800	\$6	
		\$801+	\$10	
19	\$5 - \$1000	\$5-\$50	\$0.50	\$0
		\$51-\$100	\$1	
		\$101-\$400	\$4	
		\$401-\$700	\$7	
		\$701+	\$10	
20	\$5 - \$1000	\$5-\$40	\$0.50	\$0
		\$41-\$75	\$1	
		\$76-\$200	\$3	
		\$201-\$500	\$7	
		\$501+	\$10	

Fortune Pai Gow Poker

21	\$5 - \$1000	\$5-\$100	\$1	\$0
		\$101-\$200	\$3	
		\$201-\$400	\$5	
		\$401-\$800	\$10	
		\$801+	\$15	
22	\$25 - \$1,000	\$25-\$100	\$1	\$0
		\$101-\$500	\$2	
		\$501-\$700	\$5	
		\$701-\$1,200	\$7	
		\$1,201+	\$10	
23	\$25 - \$1,000	\$25-\$100	\$1	\$0
		\$101-\$300	\$2	
		\$301-\$600	\$5	
		\$601-\$1,000	\$8	
		\$1,001+	\$12	
24	\$25 - \$1,000	\$25-\$100	\$1	\$0
		\$101-\$300	\$2	
		\$301-\$800	\$8	
		\$801-\$1,200	\$12	
		\$1,201+	\$15	
25	\$25 - \$1,000	\$25-\$100	\$1	\$0
		\$101-\$300	\$2	
		\$301-\$500	\$5	
		\$501-\$1,000	\$8	
		\$1,001+	\$12	
26	\$25 - \$1,000	\$25-\$200	\$1	\$0
		\$201-\$500	\$3	
		\$501-\$800	\$5	
		\$801-\$1,200	\$10	
		\$1,201+	\$12	
27	\$100 - \$2,000	\$100-\$400	\$2	\$0
		\$401-\$800	\$5	
		\$801-\$1,200	\$10	
		\$1,201-\$2,000	\$15	
		\$2,001+	\$20	
28	\$100 - \$2,000	\$100-\$300	\$2	\$0
		\$301-\$600	\$5	
		\$601-\$1,000	\$10	
		\$1,001-\$1,500	\$15	
		\$1,501+	\$20	

Fortune Pai Gow Poker

29	\$100 - \$2,000	\$100-\$300	\$3	\$0
		\$301-\$600	\$6	
		\$601-\$1,000	\$12	
		\$1,001-\$1,500	\$20	
		\$1,501+	\$25	
30	\$100 - \$2,000	\$100-\$300	\$3	\$0
		\$301-\$600	\$7	
		\$601-\$1,000	\$15	
		\$1,001-\$1,500	\$20	
		\$1,501+	\$25	
31	\$100 - \$2,000	\$100-\$500	\$5	\$0
		\$501-\$1,000	\$10	
		\$1,001-\$1,500	\$15	
		\$1,501-\$2,000	\$25	
		\$2,001+	\$50	
32	\$500 - \$10,000	\$500-\$2,000	\$10	\$0
		\$2,001-\$5,000	\$25	
		\$5,001-\$10,000	\$50	
		\$10,001-\$15,000	\$75	
		\$15,001+	\$100	

For **schedule options 33 – 36**, a collection fee shall be taken per spot, including controlled game and bonus bet spots, from the player based on the player's wagers. The collection shall be taken from the player-dealer position based on the total table action, which is the sum of all players controlled game and bonus bet wagers. The collection fees shall be collected prior to cards being dealt or any round of play being conducted. The Fortune Bonus Bet wager may be less than, equal to, or greater than the Fortune Pai Gow Poker game wager. However, the Fortune Bonus Bet wager must be within the minimum and maximum table limits. The collection fees shall be collected prior to cards being dealt or any round of play being conducted. 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. 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.

Schedule Option	Table Limit	Player Wagers	Player Collection Per Spot	Total Table Action	Player-Dealer Collection
33	\$10 - \$1,000	\$10-\$50	\$.50	\$10-\$200	\$1
				\$201+	\$2
34	\$10 - \$2,000	\$10-\$100	\$1	\$10-\$100	\$1
		\$105-\$200	\$2	\$101+	\$2
35	\$10 - \$3,000	\$10-\$100	\$1	\$10-\$100	\$1
		\$105-\$200	\$2	\$101+	\$2
		\$205-\$300	\$3		

Fortune Pai Gow Poker

36	\$10 - \$5,000	\$10-\$100	\$1	\$10-\$100	\$1
		\$105-\$200	\$2	\$101+	\$2
		\$205-\$300	\$3		
		\$305-\$400	\$4		
		\$405-\$500	\$5		


For **schedule options 37 – 43**, a collection fee shall be taken from the player based on the player's wager. A collection shall be taken from the player-dealer based on the total table action, which is the sum of all players' controlled game and bonus bet wagers. The Fortune Bonus Bet wager may be less than, equal to, or greater than the Fortune Pai Gow Poker game wager. However, the Fortune Bonus Bet wager must be within the minimum and maximum table limits. The collection fees shall be collected prior to cards being dealt or any round of play being conducted. 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. 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.

Schedule Option	Table Limit	Player Wagers	Player Collection	Total Table Action	Player-Dealer Collection
37	\$10 - \$200	\$10-\$49	\$.50	\$10-\$149	\$.50
		\$50-\$100	\$1	\$150-400	\$1
		\$101-\$200	\$2	\$401-600	\$1
		\$201-\$300	\$3	\$601-\$1,000	\$2
		\$301+	\$4	\$1,001+	\$3
38	\$10 - \$200	\$10-\$49	\$.50	\$10-\$199	\$.50
		\$50-\$100	\$1	\$200-\$300	\$1
		\$101-\$200	\$2	\$301-\$400	\$2
		\$201-\$300	\$3	\$401-\$500	\$3
		\$301+	\$4	\$501+	\$4
39	\$10 - \$200	\$10-\$49	\$.50	\$10-\$149	\$.50
		\$50-\$100	\$1	\$150-\$400	\$1
		\$101-\$200	\$2	\$401-\$600	\$2
		\$201-\$300	\$3	\$601-\$1,000	\$3
		\$301+	\$4	\$1,001+	\$4
40	\$10 - \$500	\$10-\$49	\$.50	\$10-\$149	\$.50
		\$50-\$100	\$1	\$150-\$400	\$1
		\$101-\$300	\$2	\$401-\$600	\$2
		\$301-\$500	\$3	\$601-\$1,000	\$3
		\$501+	\$4	\$1,001+	\$4
41	\$100 - \$500	\$100-\$200	\$1	\$100-\$200	\$.50
		\$201-\$300	\$2	\$201-\$400	\$1
		\$301-\$400	\$3	\$401-\$600	\$2
		\$401-\$500	\$4	\$601-\$1,000	\$3
		\$501+	\$5	\$1,001+	\$4


Fortune Pai Gow Poker

42	\$100 - \$1,000	\$10-\$49	\$2	\$100-\$300	\$.50
		\$50-\$100	\$3	\$301-\$500	\$1.00
		\$101-\$300	\$5	\$501-\$800	\$2
		\$301-\$500	\$7	\$801-\$1,000	\$3
		\$501+	\$8	\$1,001+	\$4
43	\$100 - \$1,000	\$100-\$200	\$1	\$100-\$500	\$1
		\$201-\$400	\$2	\$501-\$800	\$2
		\$401-\$600	\$5	\$801-\$1,000	\$3
		\$1000+	\$7	\$1,001+	\$5

Fortune Pai Gow Poker



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Date _____

OK Make changes & Re-Proof

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Table Dimensions

Actual Table Top	Bumper to Bumper	Bottom of Chip Tray to Bumper
Width _____	Width _____	Height _____
Height _____	Height _____	

Hand	Pays	
	Pays	Envy
7 Card Straight Flush	5,000 to 1	\$5,000
Royal Flush + Royal Match	2,000 to 1	\$1,000
7 Card Straight Flush (With Joker)	1,000 to 1	\$500
5 Aces	400 to 1	\$250
Royal Flush	150 to 1	\$50
Straight Flush	50 to 1	\$20
4 of a Kind	25 to 1	\$5
Full House	5 to 1	
Flush	4 to 1	
3 of a Kind	3 to 1	
Straight	2 to 1	

Pure Spanish 21.5™

Masque Publishing, Inc.

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





TYPE OF GAME

The game of Pure Spanish 21.5 utilizes a player-dealer position and is a California game. The position shall be offered systematically and continuously in a clockwise manner around the table after every two hands. The player-dealer shall collect all losing wagers, pay all winning wagers, and may not win or lose more than the original amount wagered. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players. The gambling enterprise does not participate in the actual play of the game and has no interest in the outcome of the play.

OBJECT OF THE GAME

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

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



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

DESCRIPTION OF THE DECK AND NUMBER OF DECKS USED

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

CARD VALUES AND HAND RANKINGS

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



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

DESCRIPTION OF THE TABLE USED AND TOTAL NUMBER OF SEATED POSITIONS

1. Pure Spanish 21.5 is played on a raised gaming table. The table seats up to seven 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. 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 from 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.
2. 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.
3. 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 house dealer deals the first card to the player seated to the left of the player-dealer, and continues in a clock-wise manner. The player-dealer's cards will be placed in front of the house dealer.
4. 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. 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.
5. Players must follow the below listed **Chart 1A** in deciding whether to hit or stand on a particular hand.
6. 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.



7. 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 to the left of the player-dealer and continue in a clockwise manner until all wagers have been acted on.
8. 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.
9. 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**
10. 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.
11. All tables will have some type of signage where the name of the game is displayed, along with the minimum and maximum wager allowed. The collection fee for the players and player-dealer shall also be displayed. A maximum of five collection rates is allowed in compliance with the California Penal Code.
12. A Pure Spanish 21.5 Blackjack (an ace and a king, queen, or jack Bonus card) is the best possible hand. If the player and the player-dealer's hand are both Pure Spanish 21.5 Blackjack the player wins.
13. If the player-dealer does not have a Pure Spanish 21.5 Blackjack, the players will be given the option to draw to improve their hands, in accordance with Chart 1A below. The player-dealer's face-down card will be checked by the house dealer, for a Pure Spanish 21.5 Blackjack, when the player-dealer's face-up card is an ace or king, queen, or jack Bonus Card. This will happen prior to any additional cards being given to players. If the player-dealer has Pure Spanish 21.5 Blackjack, no additional action will take place and all players' hands that do not have a Pure Spanish 21.5 Blackjack will lose.
14. 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.



DIAGRAM #1

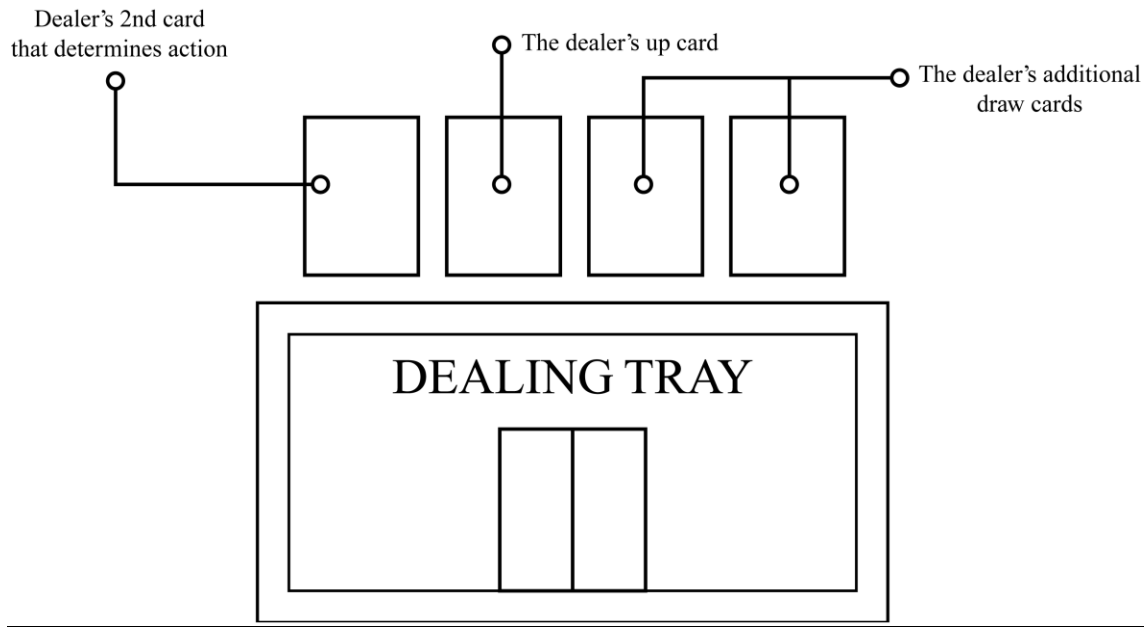


CHART 1A

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

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

CHART 1B

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

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

HOW WINNERS ARE DETERMINED AND PAID

1. If a player's total is less than a Pure Spanish 21.5 Blackjack and the player-dealer's total is more than a Pure Spanish 21.5 Blackjack, the player wins the hand.
2. If a player's total is more than a Pure Spanish 21.5 Blackjack and the player-dealer's total is less than a Pure Spanish 21.5 Blackjack, the player loses the hand.
3. If a player and the player-dealer have the same total and it is less than a Pure Spanish 21.5 Blackjack, the hand is a push or tie. No action is taken on the wager.



4. If a player's total and the player-dealer's total are less than a Pure Spanish 21.5 Blackjack, the hand closest to a Pure Spanish 21.5 Blackjack will win.
5. If the player and the player-dealer's total are both 21 and neither hand is a Pure Spanish 21.5 Blackjack hand, the player wins the hand.
6. If a player's total and the player-dealer's total are more than a Pure Spanish 21.5 Blackjack, the following will apply:
 - a. If the player-dealer's hand is 888 (three eights) all players whose total is more than 21.5 push.
7. All collection rates and wagering limits will be posted at the table. They will not be based on any percentage.
8. Backline betting is permitted on all wagers.
12. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code, are permitted to play.

PLAYER OPTIONS

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

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



5. A maximum of three splits is allowed per hand, giving a player up to 4 hands. Doubling-down is permitted after splitting.
6. Players can surrender after the first two cards are dealt to them. If they choose to surrender, half of their wager will be forfeited. The player must indicate their desire to surrender before the player-dealer's down card is exposed. Their play for the hand will then cease.
7. The casino will take no extra collection fee on double downs or splits from the player or player-dealer.
8. 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

MATCH THE DEALER UP CARD BONUS BET

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



the player-dealer will be returned to the players.

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

Match the Dealer Card Bonus Bet Pay Tables

48 Card Deck	6 Decks
	2 suited matches
1 suited + 1 non-suited match	13 to 1
1 suited match	9 to 1
2 non-suited matches	8 to 1
1 non-suited match	4 to 1
No match	lose

Table Layout



MATCH	PAYS
2 Suited Matches.....	18 - 1
1 Suited + 1 Non-Suited Match....	13 - 1
1 Suited Match.....	9 - 1
2 Non-Suited Matches.....	8 - 1
1 Non-Suited Match.....	4 - 1
No Match.....	Lose



Collection Fees

Although the Bureau has approved these collection rates, games offering a zero collection are currently under Bureau review. The Bureau has the right to: (1) review the lawfulness of Pure Spanish 21.5; (2) notify all law enforcement agencies and gambling establishments if further review determines that Pure Spanish 21.5 is unlawful; (3) require gambling establishments to cease and desist offering Pure Spanish 21.5, 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 - 41**, no collection fee shall be taken from the player. The 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 the player when placing any wager. The Match the Dealer Up Card Bonus Bet wager may be less than, equal to, or greater than the base game wager. However, the Match the Dealer Up Bonus Bet must be within the minimum and maximum table limits. The collection fees shall be collected prior to cards being dealt or any round of play being conducted. 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. 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.

Schedule Option	Table Limit (per spot)	Total Table Action	Player-Dealer Collection (taken per hand)	Player Collection
1	\$3 - \$200	\$3-\$25	\$0.50	\$0
		\$26-\$100	\$1.00	
		\$101-\$200	\$1	
		\$201-\$300	\$2	
		\$301+	\$3	
2	\$3 - \$500	\$5-\$100	\$0.50	\$0
		\$101-\$200	\$1	
		\$201-\$300	\$2	
		\$301-\$500	\$3	
		\$501+	\$5	
3	\$3 - \$500	\$5-\$50	\$0.50	\$0
		\$51-\$100	\$1	
		\$101-\$300	\$2	
		\$301-\$500	\$3	
		\$501+	\$5	
4	\$3 - \$500	\$5-\$50	\$0.50	\$0
		\$51-\$100	\$1	
		\$101-\$300	\$3	
		\$301-\$500	\$5	
		\$501+	\$8	



5	\$3 - \$500	\$5-\$40	\$0.50	\$0
		\$41-\$75	\$1	
		\$76-\$200	\$3	
		\$201-\$500	\$5	
		\$501	\$8	
6	\$3 - \$500	\$5-\$100	\$1	\$0
		\$101-\$200	\$3	
		\$201-\$400	\$5	
		\$401-\$600	\$8	
		\$601+	\$10	
7	\$5 - \$500	\$5-\$100	\$1	\$0
		\$101-\$200	\$2	
		\$201-\$300	\$3	
		\$301-\$500	\$5	
		\$501+	\$10	
8	\$5 - \$500	\$5-\$50	\$0.50	\$0
		\$51-\$100	\$1	
		\$101-\$300	\$2	
		\$301-\$500	\$3	
		\$501+	\$5	
9	\$5 - \$500	\$5-\$50	\$0.50	\$0
		\$51-\$100	\$1	
		\$101-\$300	\$3	
		\$301-\$500	\$5	
		\$501+	\$8	
10	\$5 - \$500	\$5-\$40	\$0.50	\$0
		\$41-\$75	\$1	
		\$76-\$200	\$3	
		\$201-\$500	\$5	
		\$501	\$8	
11	\$5 - \$500	\$5-\$100	\$1	\$0
		\$101-\$200	\$3	
		\$201-\$400	\$5	
		\$401-\$600	\$8	
		\$601+	\$10	



12	\$3 - \$1000	\$5-\$50	\$0.50	\$0
		\$51-\$200	\$1	
		\$201-\$500	\$3	
		\$501-\$800	\$5	
		\$801	\$10	
13	\$3 - \$1000	\$5-\$50	\$0.50	\$0
		\$51-\$100	\$1	
		\$101-\$400	\$3	
		\$401-\$800	\$6	
		\$801+	\$10	
14	\$3 - \$1000	\$5-\$50	\$0.50	\$0
		\$51-\$100	\$1	
		\$101-\$400	\$4	
		\$401-\$700	\$7	
		\$701	\$10	
15	\$3 - \$1000	\$5-\$40	\$0.50	\$0
		\$41-\$75	\$1	
		\$76-\$200	\$3	
		\$201-\$500	\$7	
		\$501	\$10	
16	\$3 - \$1000	\$5-\$100	\$1	\$0
		\$101-\$200	\$3	
		\$201-\$400	\$5	
		\$401-\$800	\$10	
		\$801+	\$15	
17	\$5 - \$1000	\$5-\$50	\$0.50	\$0
		\$51-\$200	\$1	
		\$201-\$500	\$3	
		\$501-\$800	\$5	
		\$801+	\$10	
18	\$5 - \$1000	\$5-\$50	\$0.50	\$0
		\$51-\$100	\$1	
		\$101-\$400	\$3	
		\$401-\$800	\$6	
		\$801+	\$10	



19	\$5 - \$1000	\$5-\$50	\$0.50	\$0
		\$51-\$100	\$1	
		\$101-\$400	\$4	
		\$401-\$700	\$7	
		\$701+	\$10	
20	\$5 - \$1000	\$5-\$40	\$0.50	\$0
		\$41-\$75	\$1	
		\$76-\$200	\$3	
		\$201-\$500	\$7	
		\$501+	\$10	
21	\$5 - \$1000	\$5-\$100	\$1	\$0
		\$101-\$200	\$3	
		\$201-\$400	\$5	
		\$401-\$800	\$10	
		\$801+	\$15	
22	\$25 - \$1,000	\$25-\$100	\$1	\$0
		\$101-\$500	\$2	
		\$501-\$700	\$5	
		\$701-\$1,200	\$7	
		\$1,201+	\$10	
23	\$25 - \$1,000	\$25-\$100	\$1	\$0
		\$101-\$300	\$2	
		\$301-\$600	\$5	
		\$601-\$1,000	\$8	
		\$1,001+	\$12	
24	\$25 - \$1,000	\$25-\$100	\$1	\$0
		\$101-\$300	\$2	
		\$301-\$800	\$8	
		\$801-\$1,200	\$12	
		\$1,201+	\$15	
25	\$25 - \$1,000	\$25-\$100	\$1	\$0
		\$101-\$300	\$2	
		\$301-\$500	\$5	
		\$501-\$1,000	\$8	
		\$1,001+	\$12	



26	\$25 - \$1,000	\$25-\$200	\$1	\$0
		\$201-\$500	\$3	
		\$501-\$800	\$5	
		\$801-\$1,200	\$10	
		\$1,201+	\$12	
27	\$100 - \$2,000	\$100-\$400	\$2	\$0
		\$401-\$800	\$5	
		\$801-\$1,200	\$10	
		\$1,201-\$2,000	\$15	
		\$2,001+	\$20	
28	\$100 - \$2,000	\$100-\$300	\$2	\$0
		\$301-\$600	\$5	
		\$601-\$1,000	\$10	
		\$1,001-\$1,500	\$15	
		\$1,501+	\$20	
29	\$100 - \$2,000	\$100-\$300	\$3	\$0
		\$301-\$600	\$6	
		\$601-\$1,000	\$12	
		\$1,001-\$1,500	\$20	
		\$1,501+	\$25	
30	\$100 - \$2,000	\$100-\$300	\$3	\$0
		\$301-\$600	\$7	
		\$601-\$1,000	\$15	
		\$1,001-\$1,500	\$20	
		\$1,501+	\$25	
31	\$100 - \$2,000	\$100-\$500	\$5	\$0
		\$501-\$1,000	\$10	
		\$1,001-\$1,500	\$15	
		\$1,501-\$2,000	\$25	
		\$2,001+	\$50	
32	\$500 - \$10,000	\$500-\$2,000	\$10	\$0
		\$2,001-\$5,000	\$25	
		\$5,001-\$10,000	\$50	
		\$10,001-\$15,000	\$75	
		\$15,001+	\$100	
33	\$5 - \$200	\$5-\$50	\$1	\$0
		\$51-\$200	\$2	
		\$201-\$400	\$3	
		\$401+	\$5	



34	\$5 - \$200	\$5-\$100	\$1	\$0
		\$101-\$200	\$3	
		\$201-\$400	\$5	
		\$401+	\$7	
35	\$25 - \$500	\$25-\$200	\$2	\$0
		\$201-\$500	\$4	
		\$501-\$800	\$5	
		\$801+	\$10	
36	\$25 - \$500	\$25-\$200	\$2	\$0
		\$201-\$500	\$4	
		\$501-\$800	\$5	
		\$801+	\$10	
37	\$5 - \$500	\$5 - \$100	\$0.50	\$0
		\$101 - \$200	\$1.00	
		\$201 - \$300	\$2.00	
		\$301 - \$500	\$3.00	
		\$501 +	\$5.00	
38	\$5 - \$500	\$5 - \$50	\$1.00	\$0
		\$51 - \$100	\$2.00	
		\$101 - \$300	\$3.00	
		\$301 - \$500	\$4.00	
		\$501 +	\$5.00	
39	\$5 - \$500	\$5 - \$50	\$1.00	\$0
		\$51 - \$100	\$2.00	
		\$101 - \$300	\$3.00	
		\$301 - \$500	\$5.00	
		\$501 +	\$7.00	
40	\$5 - \$500	\$5 - \$40	\$1.00	\$0
		\$41 - \$200	\$2.00	
		\$201-\$300	\$3.00	
		\$301 - \$500	\$4.00	
		\$501 +	\$10.00	
41	\$5 - \$500	\$5 - \$100	\$1.00	\$0
		\$101 - \$200	\$3.00	
		\$301-\$500	\$4.00	
		\$401-\$500	\$5.00	
		\$501 +	\$10.00	



For **schedule options 42 – 45**, a collection fee shall be taken per spot, including controlled game and bonus bet spots, from the player based on the player’s wagers. The collection shall be taken from the player-dealer position based on the total table action, which is the sum of all players controlled game and bonus bet wagers. The collection fees shall be collected prior to cards being dealt or any round of play being conducted. The Match the Dealer Up Bonus Bet may be less than, equal to, or greater than the base game wager. However, the Match the Dealer Up Bonus Bet must be within the minimum and maximum table limits. The collection fees shall be collected prior to cards being dealt or any round of play being conducted. 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. 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.

Schedule Option	Table Limit	Player Wagers	Player Collection Per Spot	Total Table Action	Player-Dealer Collection
42	\$10 - \$1,000	\$10-\$50	\$.50	\$10-\$200	\$1
				\$201+	\$2
43	\$10 - \$2,000	\$10-\$100	\$1	\$10-\$100	\$1
		\$105-\$200	\$2	\$101+	\$2
44	\$10 - \$3,000	\$10-\$100	\$1	\$10-\$100	\$1
		\$105-\$200	\$2	\$101+	\$2
		\$205-\$300	\$3		
45	\$10 - \$5,000	\$10-\$100	\$1	\$10-\$100	\$1
		\$105-\$200	\$2	\$101+	\$2
		\$205-\$300	\$3		
		\$305-\$400	\$4		
		\$405-\$500	\$5		

For **schedule options 46 – 52**, a collection fee shall be taken from the player based on the player’s wager. A collection shall be taken from the player-dealer based on the total table action, which is the sum of all players’ controlled game and bonus bet wagers. The Match the Dealer Up Bonus Bet may be less than, equal to, or greater than the base game wager. However, the Match the Dealer Up Bonus Bet must be within the minimum and maximum table limits. The collection fees shall be collected prior to cards being dealt or any round of play being conducted. 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. 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.

Schedule Option	Table Limit	Player Wagers	Player Collection	Total Table Action	Player-Dealer Collection
46	\$10 - \$200	\$10-\$49	\$.50	\$10-\$149	\$.50
		\$50-\$100	\$1	\$150-400	\$1
		\$101-\$200	\$2	\$401-600	\$1
		\$201-\$300	\$3	\$601-\$1,000	\$2
		\$301+	\$4	\$1,001+	\$3



47	\$10 - \$200	\$10-\$49	\$.50	\$10-\$199	\$.50
		\$50-\$100	\$1	\$200-\$300	\$1
		\$101-\$200	\$2	\$301-\$400	\$2
		\$201-\$300	\$3	\$401-\$500	\$3
		\$301+	\$4	\$501+	\$4
48	\$10 - \$200	\$10-\$49	\$.50	\$10-\$149	\$.50
		\$50-\$100	\$1	\$150-\$400	\$1
		\$101-\$200	\$2	\$401-\$600	\$2
		\$201-\$300	\$3	\$601-\$1,000	\$3
		\$301+	\$4	\$1,001+	\$4
49	\$10 - \$500	\$10-\$49	\$.50	\$10-\$149	\$.50
		\$50-\$100	\$1	\$150-\$400	\$1
		\$101-\$300	\$2	\$401-\$600	\$2
		\$301-\$500	\$3	\$601-\$1,000	\$3
		\$501+	\$4	\$1,001+	\$4
50	\$100 - \$500	\$100-\$200	\$1	\$100-\$200	\$.50
		\$201-\$300	\$2	\$201-\$400	\$1
		\$301-\$400	\$3	\$401-\$600	\$2
		\$401-\$500	\$4	\$601-\$1,000	\$3
51	\$100 - \$1,000	\$10-\$49	\$2	\$100-\$300	\$.50
		\$50-\$100	\$3	\$301-\$500	\$1.00
		\$101-\$300	\$5	\$501-\$1000	\$2
52	\$100 - \$1,000	\$100-\$200	\$1	\$100-\$500	\$1
		\$201-\$400	\$2	\$501-\$800	\$2
		\$401-\$600	\$5	\$801-\$1,000	\$3
		\$1000+	\$7	\$1,001+	\$5

Crazy Pineapple High-Low Split

Type of Game

The players of Crazy Pineapple High-Low Split play against each other for “the pot” of money on the table. The game does not utilize a player-dealer position, it is a Poker game. The gambling 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 for players to form a five-card high poker hand that ranks higher than the other players' five-card high poker hand and a five-card poker hand that ranks lower than the other players' five-card low poker hand. Each player may use any combination of two out of the three cards initially dealt to them at the beginning of the game, referred to as “hole” cards, and the five cards dealt on the table throughout the round of play, referred to as “community” cards or “the board” cards to make the highest five-card poker hand. A player may also play the board by using no hole cards and using the five community cards, to make the highest ranking five-card poker hand, according to the rankings as shown below.

When making a five-card low poker hand and a five-card high poker hand, a player may use zero, one, or both hole cards to complete each hand but a player is not required to use the same community cards to complete each hand.

Description of the Deck and Number of Decks Used

The game shall be played using one standard 52-card deck and no joker.

Card Values and Hand Rankings

Five-Card High Card Values

The rank of each card used in Crazy Pineapple High-Low Split when forming a five-card high poker hand, in order of highest to lowest rank, shall be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, and then 2. All suits shall be considered equal in rank.

Five-Card Low Card Values

The rank of each card used in Crazy Pineapple High-Low Split when forming a five-card low poker hand, in order of highest to lowest rank, shall be: king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, 2 and then ace. All suits shall be considered equal in rank.

In order to make a qualifying five-card low poker hand, a player must have a 9 high or better (lower), meaning that the player cannot have a hand that contains a card with a value of 10 or higher. Additionally, when determining if a player has a qualifying five-card low poker hand, straights and flushes do not disqualify the player's hand if all other requirements are met. However, if the player has a pair or higher in their low hand, the hand does not qualify, even if the cards have a value of 9 or lower. The lowest possible five-card poker hand is 5, 4, 3, 2, and an ace. If multiple players have qualifying five-card low poker hands, the lowest hand is determined by comparing the highest card of each players' five-card poker hand, with the lowest high card being the winning low hand.

For example: A hand of 7, 6, 4, 3, and a 2 is lower than an 8, 6, 5, 3, and an ace, even though the second hand has the lowest card.

Crazy Pineapple High-Low Split

The ranking of hands for Crazy Pineapple High-Low Split, in order from highest to lowest rank, shall be:

Hand Dealt	Hand Requirements
Royal Flush	A hand that consists of an Ace, King, Queen, Jack and 10 of the same suit.
Straight Flush	A hand that consists of five cards of the same suit in consecutive ranking. A King, Queen, Jack, 10 and 9 is the highest ranked Straight Flush and a 5, 4, 3, 2 and Ace is the lowest ranked Straight Flush.
Four of a Kind	A hand that consists of four cards of the same rank. Four Aces is the highest ranked Four of a Kind and four 2's is the lowest ranked Four of a Kind.
Full House	A hand that consists of a Three of a Kind and a Pair. Three Aces and two Kings is the highest ranked Full House and three 2's and two 3's is the lowest ranked Full House.
Flush	A hand that consists of five cards of the same suit, but that are not in consecutive ranking. An Ace, King, Queen, Jack and 9 is the highest ranked Flush and a 7, 5, 4, 3 and 2 is the lowest ranked Flush.
Straight	A hand that consists of five cards that are in consecutive ranking, but that are not the same suit. An Ace, King, Queen, Jack and 10 is the highest ranked Straight and a 5, 4, 3, 2 and Ace is the lowest ranked Straight.
Three of a Kind	A hand that consists of three cards of the same rank. Three Aces is the highest ranked Three of a Kind and three 2's is the lowest ranked Three of a Kind.
Two Pairs	A hand that consists of two pairs. Two Aces and two Kings is the highest ranked Two Pairs and two 3's and two 2's is the lowest ranked Two Pairs.
One Pair	A hand that consists of two cards of the same rank. Two Aces is the highest ranked Pair and two 2's is the lowest ranked Pair.
High Card	A hand that consists of five cards that do not make any of the hands listed above. An Ace, King, Queen, Jack and 9 is the highest ranked High Card hand and 7, 5, 4, 3 and 2 the lowest ranked High Card hand.

Description of Table Used and Total Number of Seated Positions

The game shall be played on a standard poker table which shall accommodate up to ten seated positions for patrons. Each player at the table shall have the same minimum and maximum wagering limits during each betting round, as specified by the table limits. During the first two rounds of betting, the amount that a player may wager and/or raise shall be the lower table limit. During the last two rounds of betting, the amount that a player may wager and/or raise shall be the higher table limit. For example, for a \$3-\$6 game, the small blind is \$1 and the big blind is \$3. During the first two rounds of betting, all wagers and raises shall be in \$3 increments. During the last two rounds of betting, all wagers and raises shall be in \$6 increments. Therefore, the table limit establishes what the lower and higher betting increments shall be for each round.

Method Used to Determine Action and Distribution of Cards

The game shall utilize a flat white disk with the words "dealer button" on it to visually designate which player is in the dealer position (in theory) for that hand. The dealer button shall rotate from player to player around the table clockwise after each round of play. The player with the dealer button is the last to receive cards when they are initially dealt at the beginning of the

Crazy Pineapple High-Low Split

round of play and has the right of last action on all betting rounds (second, third, and fourth) except the first betting round, in which the “big blind” shall have the right to act last.

The game also utilizes two separate disks, one with the words “small blind” and the other with the words “big blind” on them, to visually designate which player is in the “small blind” position and which player is in the “big blind” position. The small blind and the big blind, which are used to initiate action, are made from the positions immediately to the left of the dealer button and posted before the house dealer deals cards. On all subsequent betting rounds (second, third, and fourth), the action is started by the first active player to the left of the dealer button. The small blind and big blind buttons shall rotate from player to player around the table clockwise after each round of play.

Dealing Procedures and Round of Play

The 52-card deck shall be shuffled, cut, and dealt by the house dealer.

When first opening a game, all players shall draw one card, starting with the player to the immediate left of the house dealer and continuing clockwise around the table, to determine where the dealer button starts. The player with the highest ranked card, by suit, shall receive the dealer button.

Once the dealer button has been distributed by the house dealer, the player to the immediate left of the player with the dealer button shall receive the small blind button and shall be required to place the small blind. Additionally, the player to the immediate left of the player that received the small blind button shall receive the big blind button and shall be required to place the big blind. Both blinds are pre-determined and mandatory for the players with the small blind and big blind buttons. Both blind wagers shall be placed in the designated wagering area, which is referred to as “the pot.” Once the blinds have been placed in the pot the house dealer shall deal one card at a time face-down to each player, starting with the player to the left of the dealer button, which is the player that received the small blind button, and continuing clockwise around the table until all players have three cards face-down. These initial three cards are referred to as “hole cards.” Once each player has received their three hole cards, the first round of betting will occur. Players are given the following options, starting with the player to the left of the player that received the big blind button and continuing clockwise around the table:

- Place their three hole cards face-down into the center of the table, referred to as a “fold.” The hand shall be kept face-down and shall be collected by the house dealer, who shall then place them in the discard pile. A player that chooses to fold their hand will no longer participate during that round of play;
- Place a wager that is equal to the amount of the big blind, referred to as a “call.”
- Place a wager that is equal to the amount of the big blind as well as an additional amount within the posted table limit, referred to as a “raise.” If a player raises the pot, all other players will have the option to call the raise, re-raise the pot by placing a wager larger than the raise within the posted table limit, or fold their hand. There is a maximum of three raises per round of betting, unless there are only two players participating during a round of betting, in which case there is no limit to the number of raises. When a raise or re-raise occurs, checking is not permitted;
- The player in the big blind position may “check,” meaning they do not wish to place an additional wager, or they may raise, by placing an additional wager.

After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot. The house dealer shall then proceed dealing the

Crazy Pineapple High-Low Split

game by taking the top card of the deck and placing it in the discard pile without exposing it, referred to as a “burn.” The house dealer shall then take the next three cards from the top of the deck and place them face-up on the table simultaneously, which is referred to as “the flop.” These are community cards and are available to all players. Once the first three community cards have been placed face-up on the table, each active player, which are players that called all wagers and did not fold their hand, shall be required to discard one card from their three-card hand, starting with the first active player to the left of the dealer button. The cards shall be kept face-down and shall be collected by the house dealer, who shall then place them in the discard pile. Once all active players have discarded one card and now only have two cards in their hand, the second round of betting will occur. All active players shall be given the following options, starting with the first active player to the left of the dealer button:

- Place a wager according to the established table limits;
- Do not make a wager, referred to as a check, with the option to call or raise a wager by another player;
- Call a wager according to the rules and guidelines used in the previous round of play;
- Fold their hand according to the rules and guidelines used in the previous round of play;
- Raise the pot according to the rules and guidelines used in the previous round of play;

After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot. The house dealer shall then take the top card of the deck and place it in the discard pile without exposing it, referred to as a “burn”. The house dealer shall then take one card from the top of the deck and place it face-up on the table so that there are now a total of four community cards face-up on the table. This is referred to as “the turn card.” This card shall also become a community card and is available to all players. Once the fourth community card has been placed face-up on the table, the third round of betting will occur. All active players shall be given the following options, starting with the first active player to the left of the dealer button:

- Place a wager according to the established table limits;
- Call a wager according to the rules and guidelines used in the previous round of play;
- Check according to the rules and guidelines used in the previous round of play;
- Fold their hand according to the rules and guidelines used in the previous round of play;
- Raise the pot according to the rules and guidelines used in the previous round of play;

After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot. The house dealer shall then take the top card of the deck and place it in the discard pile without exposing it, referred to as a “burn”. The house dealer shall then take one card from the top of the deck and place it face-up on the table so that there are now a total of five community cards face-up on the table. This is referred to as “the river card.” This card shall also become a community card and is available to all players. Once the fifth community card has been placed face-up on the table, which is the final community card, the fourth and final round of betting will occur. All active players shall be given the following options, starting with the first active player to the left of the dealer button:

- Place a wager according to the established table limits;
- Call a wager according to the rules and guidelines used in the previous round of play;
- Check according to the rules and guidelines used in the previous round of play;
- Fold their hand according to the rules and guidelines used in the previous round of play;
- Raise the pot according to the rules and guidelines used in the previous round of play;

Crazy Pineapple High-Low Split

How Each Wager Wins, Loses, or Pushes

After the fourth and final round of betting has been completed, the house dealer shall move all player bets into the pot. All active players shall then enter into a showdown with each other and compare their hands. Players may use any combination of the two remaining hole cards in their hand and the five community cards turned over throughout the round of play, or they may use the five community cards and no hole cards to make the highest ranking five-card poker hand and the lowest ranking five-card poker hand. When making a five-card low poker hand and a five-card high poker hand, a player may use zero, one, or both hole cards to complete each hand but is not required to use the same community cards to complete each hand.

- If there is no qualifying five-card low poker hand, as described above, the entire pot shall be awarded to the player with the highest ranked five-card poker hand, according to the hand and card rankings shown above. All other players shall lose.
- If there is one or more qualifying five-card low poker hands, as described above, the pot shall be divided equally in half, with half of the pot being awarded to the player with the highest ranked five-card poker hand and the other half of the pot being awarded to the player with the lowest qualifying five-card poker hand. Furthermore, a player is eligible to win both the high hand portion of the pot as well as the low hand portion of the pot if they have the highest ranked five-card poker hand and the lowest qualifying five-card poker hand. They do not have to use the same cards to win both pots.
- In the event that more than one player has the highest ranking hand and there is not a qualifying five-card low poker hand, the pot shall be split equally among all players with the highest ranked five-card poker hand. In the instance that there are an odd number of chips, the odd chips shall be awarded to the player closest to the left of the dealer button.
- In the event that more than one player has the highest ranking hand and there is a qualifying five-card low poker hand, the pot shall be divided equally in half, with half of the pot being split equally among all players with the highest ranked five-card poker hand and the other half of the pot being split equally among all players with the qualifying five-card low poker hand. In the instance that there are an odd number of chips, the odd chips shall be awarded to the player with the high hand.

Crazy Pineapple High-Low Split

Collection Fee Schedule

For **schedule options 1-3**, the appropriate collection based on the number of players shall be taken by the house dealer from the pot after immediately the flop. If the hand does not reach the flop a \$1 collection, referred to as the Modified fee, will be taken from the pot. For **schedule option 4**, each player shall pay a collection fee every thirty minutes. The appropriate fees are dependent on the number of players seated and playing during that round of play.

Up to \$10-\$1000 Min buy-in

\$100-No Max buy-in

Schedule Option	Number of Players	Collection Fees after the Flop	Modified Fee
1	2-4	\$1	\$1
	5-6	\$2	
	7-10	\$3	
2	2-4	\$2	\$1
	5-6	\$3	
	7-10	\$4	
3	2-4	\$2	\$1
	5-6	\$3	
	7-10	\$5	

Schedule Option	Number of Players	Time Collection Per 1/2 Hour
4	2-4	\$6
	5-6	\$8
	7-10	\$10

For **schedule options 5-6**, the appropriate collection based on the number of players shall be taken, by the house dealer, from the pot after immediately the flop. If the hand does not reach the flop a \$1 collection, referred to as the Modified fee, will be taken from the pot.

For 2-4 and 2-8 Limit Games with a \$20 Buy-in

Schedule Option	Number of Players	Collection Fees after the Flop	Modified Fee
5	4 or less	\$2	\$1
	5-6	\$3	
	7-10	\$4	

For 3-6 and 6-12 Limit Games with a \$40 Buy-in

Schedule Option	Number of Players	Collection Fees after the Flop	Modified Fee
6	4 or less	\$2	\$1
	5-6	\$3	
	7-10	\$4	

California Collection Rates

Collection Schedule and Fees

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

Pure 21.5 Blackjack 3 to 2 (GEGA-003663) and Pure 21.5 Blackjack 6 to 5 (GEGA-003664) - For **schedule options 1 through 44**, a collection fee shall be taken per hand from the player in the player-dealer position based on the total monetary value of all game wagers and bonus bet wagers that are placed by players prior to cards being dealt, referred to as total table action. The total table action does not count the player-dealer's wager or any additional wagers placed by players after cards are dealt, such as when players double-down, split cards, place an insurance wager, or when a hand is surrendered. There shall be no collection fee taken from players for placing a game wager, bonus bet, doubling-down, splitting, surrendering their cards, or placing an insurance bet. The Red Flex Bet must be within the table limits and a maximum amount of \$100. The Red Flex Bet wager may be less than, equal to, or more than the game wager. The Buster Blackjack Bonus Bet must be within the table limits and a maximum amount of \$100. The Buster Blackjack Bonus Bet may be less than, equal to, or more than the game wager. The collection fees shall be collected from the player-dealer and dropped by the house dealer after the house dealer has dealt each player their initial two card hand.

Schedule Option	Table Limit (per spot)	Total Table Action	Player-Dealer Collection (taken per hand)	Player Collection
1	\$3-\$200	\$3-\$25	\$0.50	\$0
		\$26-\$100	\$1	
		\$101-\$200	\$2	
		\$201-\$300	\$3	
		\$301+	\$5	
2	\$3-\$500	\$5-\$100	\$0.50	\$0
		\$101-\$200	\$1	
		\$201-\$300	\$2	
		\$301-\$500	\$3	
		\$501+	\$5	
3	\$3-\$500	\$5-\$50	\$0.50	\$0
		\$51-\$100	\$1	
		\$101-\$300	\$2	
		\$301-\$500	\$3	
		\$501+	\$5	
4	\$3-\$500	\$5-\$50	\$0.50	\$0
		\$51-\$100	\$1	
		\$101-\$300	\$3	
		\$301-\$500	\$5	
		\$501+	\$8	
5	\$3-\$500	\$5-\$40	\$0.50	\$0
		\$41-\$75	\$1	
		\$76-\$200	\$3	
		\$201-\$500	\$5	
		\$501+	\$8	

California Collection Rates

6	\$3-\$500	\$5-\$100	\$1	\$0
		\$101-\$200	\$3	
		\$201-\$400	\$5	
		\$401-\$600	\$8	
		\$601+	\$10	
7	\$5-\$500	\$5-\$25	\$.50	\$0
		\$26-\$100	\$1	
		\$101-\$200	\$2	
		\$201-\$300	\$3	
		\$301+	\$5	
8	\$5-\$500	\$5-\$100	\$0.50	\$0
		\$101-\$200	\$1	
		\$201-\$300	\$2	
		\$301-\$500	\$3	
		\$501+	\$5	
9	\$5-\$500	\$5-\$50	\$0.50	\$0
		\$51-\$100	\$1	
		\$101-\$300	\$2	
		\$301-\$500	\$3	
		\$501+	\$5	
10	\$5-\$500	\$5-\$50	\$0.50	\$0
		\$51-\$100	\$1	
		\$101-\$300	\$3	
		\$301-\$500	\$5	
		\$501+	\$8	
11	\$5-\$500	\$5-\$40	\$0.50	\$0
		\$41-\$75	\$1	
		\$76-\$200	\$3	
		\$201-\$500	\$5	
		\$501+	\$8	
12	\$5-\$500	\$5-\$100	\$1	\$0
		\$101-\$200	\$3	
		\$201-\$400	\$5	
		\$401-\$600	\$8	
		\$601+	\$10	
13	\$3-\$1000	\$3-\$50	\$0.50	\$0
		\$51-\$200	\$1	
		\$201-\$500	\$3	
		\$501-\$800	\$5	
		\$801+	\$10	
14	\$3-\$1000	\$3-\$50	\$0.50	\$0
		\$51-\$100	\$1	
		\$101-\$400	\$3	
		\$401-\$800	\$6	
		\$801+	\$10	
15	\$3-\$1000	\$3-\$50	\$0.50	\$0
		\$51-\$100	\$1	
		\$101-\$400	\$4	
		\$401-\$700	\$7	
		\$701+	\$10	

California Collection Rates

16	\$3-\$1000	\$3-\$40	\$0.50	\$0
		\$41-\$75	\$1	
		\$76-\$200	\$3	
		\$201-\$500	\$7	
		\$501+	\$10	
17	\$3-\$1000	\$3-\$100	\$1	\$0
		\$101-\$200	\$3	
		\$201-\$400	\$5	
		\$401-\$800	\$10	
		\$801+	\$15	
18	\$5-\$1000	\$5-\$50	\$0.50	\$0
		\$51-\$200	\$1	
		\$201-\$500	\$3	
		\$501-\$800	\$5	
		\$801+	\$10	
19	\$5-\$1000	\$5-\$50	\$0.50	\$0
		\$51-\$100	\$1	
		\$101-\$400	\$3	
		\$401-\$800	\$6	
		\$801+	\$10	
20	\$5-\$1000	\$5-\$50	\$0.50	\$0
		\$51-\$100	\$1	
		\$101-\$400	\$4	
		\$401-\$700	\$7	
		\$701+	\$10	
21	\$5-\$1000	\$5-\$40	\$0.50	\$0
		\$41-\$75	\$1	
		\$76-\$200	\$3	
		\$201-\$500	\$7	
		\$501+	\$10	
22	\$5-\$1000	\$5-\$100	\$1	\$0
		\$101-\$200	\$3	
		\$201-\$400	\$5	
		\$401-\$800	\$10	
		\$801+	\$15	
23	\$25-\$1000	\$25-\$100	\$1	\$0
		\$101-\$500	\$2	
		\$501-\$700	\$5	
		\$701-\$1,200	\$7	
		\$1,201+	\$10	
24	\$25-\$1000	\$25-\$100	\$1	\$0
		\$101-\$300	\$2	
		\$301-\$600	\$5	
		\$601-\$1,000	\$8	
		\$1,001+	\$12	
25	\$25-\$1000	\$25-\$100	\$1	\$0
		\$101-\$300	\$2	
		\$301-\$800	\$8	
		\$801-\$1,200	\$12	
		\$1,201+	\$15	

California Collection Rates

26	\$25-\$1000	\$25-\$100	\$1	\$0
		\$101-\$300	\$2	
		\$301-\$500	\$5	
		\$501-\$1,000	\$8	
		\$1,001+	\$12	
27	\$25-\$1000	\$25-\$200	\$1	\$0
		\$201-\$500	\$3	
		\$501-\$800	\$5	
		\$801-\$1,200	\$10	
		\$1,201+	\$12	
28	\$100-\$2,000	\$101-\$400	\$2	\$0
		\$401-\$800	\$5	
		\$801-\$1,200	\$10	
		\$1,201-\$2,000	\$15	
		\$2,001+	\$20	
29	\$100-\$2,000	\$101-\$300	\$2	\$0
		\$301-\$600	\$5	
		\$601-\$1,000	\$10	
		\$1,001-\$1,500	\$15	
		\$1,501+	\$20	
30	\$100-\$2,000	\$101-\$300	\$3	\$0
		\$301-\$600	\$6	
		\$601-\$1,000	\$12	
		\$1,001-\$1,500	\$20	
		\$1,501+	\$25	
31	\$100-\$2,000	\$101-\$300	\$3	\$0
		\$301-\$600	\$7	
		\$601-\$1,000	\$15	
		\$1,001-\$1,500	\$20	
		\$1,501+	\$25	
32	\$100-\$2,000	\$100-\$500	\$5	\$0
		\$501-\$1,000	\$10	
		\$1,001-\$1,500	\$15	
		\$1,501-\$2,000	\$25	
		\$2,001+	\$50	
33	\$500-\$10,000	\$500-\$2,000	\$10	\$0
		\$2,001-\$5,000	\$25	
		\$5,001-\$10,000	\$50	
		\$10,001-\$15,000	\$75	
		\$15,001+	\$100	
34	\$5-\$200	\$5-\$25	\$.50	\$0
		\$26-\$75	\$1	
		\$76-\$200	\$2	
		\$201-\$300	\$3	
		\$301+	\$4	
35	\$5-\$200	\$5-\$100	\$1	\$0
		\$101-\$200	\$2	
		\$201-\$300	\$3	
		\$301+	\$5	
36	\$5-\$200	\$5-\$50	\$1	\$0
		\$51-\$300	\$2	
		\$301-\$500	\$4	
		\$501+	\$6	

California Collection Rates

37	\$5-\$200	\$5-\$100	\$1	\$0
		\$101-\$300	\$2	
		\$301-\$500	\$3	
		\$501+	\$4	
38	\$3-\$100	\$3-\$49	\$1	\$0
		\$50-\$100	\$2	
		\$101-\$200	\$3	
		\$201-\$300	\$4	
39	\$5-\$100	\$301+	\$5	\$0
		\$5-\$49	\$.50	
		\$50-\$100	\$1	
		\$101-\$200	\$2	
40	\$3-\$200	\$201-\$300	\$3	\$0
		\$301+	\$4	
		\$3-\$50	\$.50	
		\$51-\$100	\$1	
41	\$5-\$200	\$101-\$200	\$2	\$0
		\$201-\$300	\$5	
		\$301+	\$8	
		\$5-\$50	\$.50	
42	\$25-\$200	\$101-\$200	\$3	\$0
		\$201-\$300	\$5	
		\$301+	\$8	
		\$51-\$100	\$2	
43	\$50-\$1,000	\$50-\$100	\$1	\$0
		\$101-\$200	\$2	
		\$201-\$500	\$3	
		\$501-\$1000	\$5	
44	\$100-\$2,000	\$1001+	\$7	\$0
		\$101-\$200	\$1	
		\$201-\$500	\$2	
		\$501-\$1000	\$3	
		\$1001-\$2000	\$4	
		\$2001+	\$5	

California Collection Rates

Three Card Poker 6 Card Bonus (GEGA-003880)- For **Schedule Options 1-43**, a collection fee shall be taken per hand from the player-dealer position based on the total aggregate value of the wagers placed by players, known as Total Table Action, which includes the Ante, Pair Plus, and 6 card bonus wagers only. There shall be no additional collection fee taken from a player when placing an Ante wager, Play wager, or Bonus wager. Wagers placed by players only apply to the base game wager and no additional collection will be taken for the Pair Plus wager or the 6 card bonus wager. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit (per spot)	Total Table Action	Player-Dealer Collection (taken per hand)	Player Collection
1	\$3-\$200	\$3-\$25	\$0.50	\$0
		\$26-\$100	\$1	
		\$101-\$200	\$2	
		\$201-\$300	\$3	
		\$301+	\$4	
2	\$3-\$500	\$5-\$100	\$0.50	\$0
		\$101-\$200	\$1	
		\$201-\$300	\$2	
		\$301-\$500	\$3	
		\$501+	\$5	
3	\$3-\$500	\$5-\$50	\$0.50	\$0
		\$51-\$100	\$1	
		\$101-\$300	\$2	
		\$301-\$500	\$3	
		\$501+	\$5	
4	\$3-\$500	\$5-\$50	\$0.50	\$0
		\$51-\$100	\$1	
		\$101-\$300	\$3	
		\$301-\$500	\$5	
		\$501+	\$8	
5	\$3-\$500	\$5-\$40	\$0.50	\$0
		\$41-\$75	\$1	
		\$76-\$200	\$3	
		\$201-\$500	\$5	
		\$501+	\$8	
6	\$3-\$500	\$5-\$100	\$1	\$0
		\$101-\$200	\$3	
		\$201-\$400	\$5	
		\$401-\$600	\$8	
		\$601+	\$10	
7	\$5-\$500	\$5-\$100	\$0.50	\$0
		\$101-\$200	\$1	
		\$201-\$300	\$2	
		\$301-\$500	\$3	
		\$501+	\$5	
8	\$5-\$500	\$5-\$50	\$0.50	\$0
		\$51-\$100	\$1	
		\$101-\$300	\$2	
		\$301-\$500	\$3	
		\$501+	\$5	

California Collection Rates

9	\$5-\$500	\$5-\$50	\$0.50	\$0
		\$51-\$100	\$1	
		\$101-\$300	\$3	
		\$301-\$500	\$5	
		\$501+	\$8	
10	\$5-\$500	\$5-\$40	\$0.50	\$0
		\$41-\$75	\$1	
		\$76-\$200	\$3	
		\$201-\$500	\$5	
		\$501+	\$8	
11	\$5-\$500	\$5-\$100	\$1	\$0
		\$101-\$200	\$3	
		\$201-\$400	\$5	
		\$401-\$600	\$8	
		\$601+	\$10	
12	\$3-\$1000	\$3-\$50	\$0.50	\$0
		\$51-\$200	\$1	
		\$201-\$500	\$3	
		\$501-\$800	\$5	
		\$801+	\$10	
13	\$3-\$1000	\$3-\$50	\$0.50	\$0
		\$51-\$100	\$1	
		\$101-\$400	\$3	
		\$401-\$800	\$6	
		\$801+	\$10	
14	\$3-\$1000	\$3-\$50	\$0.50	\$0
		\$51-\$100	\$1	
		\$101-\$400	\$4	
		\$401-\$700	\$7	
		\$701+	\$10	
15	\$3-\$1000	\$3-\$40	\$0.50	\$0
		\$41-\$75	\$1	
		\$76-\$200	\$3	
		\$201-\$500	\$7	
		\$501+	\$10	
16	\$3-\$1000	\$3-\$100	\$1	\$0
		\$101-\$200	\$3	
		\$201-\$400	\$5	
		\$401-\$800	\$10	
		\$801+	\$15	
17	\$5-\$1000	\$5-\$50	\$0.50	\$0
		\$51-\$200	\$1	
		\$201-\$500	\$3	
		\$501-\$800	\$5	
		\$801+	\$10	
18	\$5-\$1000	\$5-\$50	\$0.50	\$0
		\$51-\$100	\$1	
		\$101-\$400	\$3	
		\$401-\$800	\$6	
		\$801+	\$10	

California Collection Rates

19	\$5-\$1000	\$5-\$50	\$0.50	\$0
		\$51-\$100	\$1	
		\$101-\$400	\$4	
		\$401-\$700	\$7	
		\$701+	\$10	
20	\$5-\$1000	\$5-\$40	\$0.50	\$0
		\$41-\$75	\$1	
		\$76-\$200	\$3	
		\$201-\$500	\$7	
		\$501+	\$10	
21	\$5-\$1000	\$5-\$100	\$1	\$0
		\$101-\$200	\$3	
		\$201-\$400	\$5	
		\$401-\$800	\$10	
		\$801+	\$15	
22	\$25-\$1000	\$25-\$100	\$1	\$0
		\$101-\$500	\$2	
		\$501-\$700	\$5	
		\$701-\$1,200	\$7	
		\$1,201+	\$10	
23	\$25-\$1000	\$25-\$100	\$1	\$0
		\$101-\$300	\$2	
		\$301-\$600	\$5	
		\$601-\$1,000	\$8	
		\$1,001+	\$12	
24	\$25-\$1000	\$25-\$100	\$1	\$0
		\$101-\$300	\$2	
		\$301-\$800	\$8	
		\$801-\$1,200	\$12	
		\$1,201+	\$15	
25	\$25-\$1000	\$25-\$100	\$1	\$0
		\$101-\$300	\$2	
		\$301-\$500	\$5	
		\$501-\$1,000	\$8	
		\$1,001+	\$12	
26	\$25-\$1000	\$25-\$200	\$1	\$0
		\$201-\$500	\$3	
		\$501-\$800	\$5	
		\$801-\$1,200	\$10	
		\$1,201+	\$12	
27	\$100-\$2,000	\$101-\$400	\$2	\$0
		\$401-\$800	\$5	
		\$801-\$1,200	\$10	
		\$1,201-\$2,000	\$15	
		\$2,001+	\$20	
28	\$100-\$2,000	\$101-\$300	\$2	\$0
		\$301-\$600	\$5	
		\$601-\$1,000	\$10	
		\$1,001-\$1,500	\$15	
		\$1,501+	\$20	

California Collection Rates

29	\$100-\$2,000	\$101-\$300	\$3	\$0
		\$301-\$600	\$6	
		\$601-\$1,000	\$12	
		\$1,001-\$1,500	\$20	
		\$1,501+	\$25	
30	\$100-\$2,000	\$101-\$300	\$3	\$0
		\$301-\$600	\$7	
		\$601-\$1,000	\$15	
		\$1,001-\$1,500	\$20	
		\$1,501+	\$25	
31	\$100-\$2,000	\$100-\$500	\$5	\$0
		\$501-\$1,000	\$10	
		\$1,001-\$1,500	\$15	
		\$1,501-\$2,000	\$25	
		\$2,001+	\$50	
32	\$500-\$10,000	\$500-\$2,000	\$10	\$0
		\$2,001-\$5,000	\$25	
		\$5,001-\$10,000	\$50	
		\$10,001-\$15,000	\$75	
		\$15,001+	\$100	
33	\$5-\$200	\$5-\$25	\$.50	\$0
		\$26-\$75	\$1	
		\$76-\$200	\$2	
		\$201-\$300	\$3	
		\$301+	\$4	
34	\$5-\$200	\$5-\$100	\$1	\$0
		\$101-\$200	\$2	
		\$201-\$300	\$3	
		\$301+	\$5	
35	\$5-\$200	\$5-\$50	\$1	\$0
		\$51-\$300	\$2	
		\$301-\$500	\$4	
		\$501+	\$6	
36	\$5-\$200	\$5-\$100	\$1	\$0
		\$101-\$300	\$2	
		\$301-\$500	\$3	
		\$501+	\$4	
37	\$3-\$100	\$3-\$49	\$1	\$0
		\$50-\$100	\$2	
		\$101-\$200	\$3	
		\$201-\$300	\$4	
		\$301+	\$5	
38	\$5-\$100	\$5-\$49	\$.50	\$0
		\$50-\$100	\$1	
		\$101-\$200	\$2	
		\$201-\$300	\$3	
		\$301+	\$4	
39	\$3-\$200	\$3-\$50	\$.50	\$0
		\$51-\$100	\$1	
		\$101-\$200	\$2	
		\$201-\$300	\$3	
		\$301+	\$4	

California Collection Rates

40	\$5-\$200	\$5-\$50	\$.50	\$0
		\$51-\$100	\$1	
		\$101-\$200	\$3	
		\$201-\$300	\$5	
		\$301+	\$8	
41	\$25-\$200	\$25-\$50	\$1	\$0
		\$51-\$100	\$2	
		\$101-\$200	\$3	
		\$201-\$300	\$5	
		\$301+	\$8	
42	\$50-\$1,000	\$50-\$100	\$1	\$0
		\$101-\$200	\$2	
		\$201-\$500	\$3	
		\$501-\$1000	\$5	
		\$1001+	\$7	
43	\$100-\$2,000	\$101-\$200	\$1	\$0
		\$201-\$500	\$2	
		\$501-\$1000	\$3	
		\$1001-\$2000	\$4	
		\$2001+	\$5	

EZ Baccarat Panda 8 (GEGA-004009)- For **schedule options 1 through 34**, the collection fees shall be taken per hand from the player-dealer position based on the total amount that all players have wagered on the Player line, Banker line, Dragon 7 wagers, Tie Bet and Panda 8 wagers. There shall be no collection fee taken from players for placing any wager. All bets shall be within the minimum and maximum table limits. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit (per spot)	Total Table Action	Player-Dealer Collection	Player Collection
1	\$5-\$500	\$5-\$25	\$0.50	\$0
		\$26-\$100	\$1.00	
		\$101-\$200	\$1	
		\$201-\$300	\$2	
		\$301+	\$3	
2	\$5-\$500	\$5-\$200	\$0.50	\$0
		\$201-\$300	\$2	
		\$301-\$500	\$3	
		\$501-\$800	\$5	
3	\$5-\$500	\$801+	\$8	\$0
		\$5-\$200	\$1	
		\$201-\$300	\$2	
		\$301-\$500	\$3	
		\$501-\$1000	\$5	
4	\$5-\$500	\$1000+	\$8	\$0
		\$5-\$100	\$1	
		\$101-\$300	\$2	
		\$301-\$500	\$4	
		\$501-\$1000	\$6	
		\$1001+	\$10	

California Collection Rates

5	\$5-\$500	\$5-\$50	\$0.50	\$0
		\$51-\$100	\$1	
		\$101-\$300	\$3	
		\$301-\$500	\$5	
		\$501+	\$8	
6	\$5-\$500	\$5-\$100	\$1	\$0
		\$101-\$200	\$3	
		\$201-\$400	\$5	
		\$401-\$600	\$8	
		\$601+	\$10	
7	\$5-\$1000	\$5-\$25	\$0.50	\$0
		\$26-\$100	\$1.00	
		\$101-\$200	\$1	
		\$201-\$300	\$2	
		\$301+	\$3	
8	\$5-\$1000	\$5-\$200	\$0.50	\$0
		\$201-\$300	\$2	
		\$301-\$500	\$3	
		\$501-\$800	\$5	
		\$801+	\$8	
9	\$5-\$1000	\$5-\$200	\$1	\$0
		\$201-\$300	\$2	
		\$301-\$500	\$3	
		\$501-\$1000	\$5	
		\$1000+	\$8	
10	\$5-\$1000	\$5-\$100	\$1	\$0
		\$101-\$300	\$2	
		\$301-\$500	\$4	
		\$501-\$1000	\$6	
		\$1001+	\$10	
11	\$5-\$1000	\$5-\$50	\$0.50	\$0
		\$51-\$100	\$1	
		\$101-\$300	\$3	
		\$301-\$500	\$5	
		\$501+	\$8	
12	\$5-\$1000	\$5-\$100	\$1	\$0
		\$101-\$200	\$3	
		\$201-\$400	\$5	
		\$401-\$600	\$8	
		\$601+	\$10	
13	\$25-\$1000	\$25-\$100	\$1	\$0
		\$101-\$500	\$2	
		\$501-\$700	\$5	
		\$701-\$1,200	\$7	
		\$1,201+	\$10	
14	\$25-\$1000	\$25-\$100	\$1	\$0
		\$101-\$300	\$2	
		\$301-\$600	\$5	
		\$601-\$1,000	\$8	
		\$1,001+	\$12	

California Collection Rates

15	\$25-\$1000	\$25-\$100	\$1	\$0
		\$101-\$300	\$2	
		\$301-\$800	\$5	
		\$801-\$1,200	\$12	
		\$1,201+	\$15	
16	\$25-\$1000	\$25-\$100	\$1	\$0
		\$101-\$300	\$2	
		\$301-\$500	\$5	
		\$501-\$1,000	\$8	
		\$1,001+	\$12	
17	\$25-\$1000	\$25-\$200	\$1	\$0
		\$201-\$500	\$5	
		\$501-\$800	\$8	
		\$801-\$1,200	\$10	
		\$1,201+	\$12	
18	\$100-\$2000	\$101-\$400	\$2	\$0
		\$401-\$800	\$5	
		\$801-\$1,200	\$10	
		\$1,201-\$2,000	\$15	
		\$2,001+	\$20	
19	\$100-\$2000	\$101-\$300	\$2	\$0
		\$301-\$600	\$5	
		\$601-\$1,000	\$10	
		\$1,001-\$1,500	\$15	
		\$1,501+	\$20	
20	\$100-\$2000	\$101-\$300	\$3	\$0
		\$301-\$600	\$6	
		\$601-\$1,000	\$12	
		\$1,001-\$1,500	\$20	
		\$1,501+	\$25	
21	\$100-\$2000	\$101-\$300	\$3	\$0
		\$301-\$600	\$7	
		\$601-\$1,000	\$15	
		\$1,001-\$1,500	\$20	
		\$1,501+	\$25	
22	\$100-\$2000	\$100-\$500	\$5	\$0
		\$501-\$1,000	\$10	
		\$1,001-\$1,500	\$15	
		\$1,501-\$2,000	\$25	
		\$2,001+	\$50	
23	\$500-\$10,000	\$500-\$2,000	\$10	\$0
		\$2,001-\$5,000	\$25	
		\$5,001-\$10,000	\$50	
		\$10,001-\$15,000	\$75	
		\$15,001+	\$100	
24	\$5-\$200	\$5-\$25	\$.50	\$0
		\$26-\$75	\$1	
		\$76-\$200	\$2	
		\$201-\$300	\$3	
		\$301+	\$4	

California Collection Rates

25	\$5-\$200	\$5-\$100	\$1	\$0
		\$101-\$200	\$2	
		\$201-\$300	\$3	
		\$301+	\$5	
26	\$5-\$200	\$5-\$50	\$1	\$0
		\$51-\$300	\$2	
		\$301-\$500	\$4	
		\$501+	\$6	
27	\$5-\$200	\$5-\$100	\$1	\$0
		\$101-\$300	\$2	
		\$301-\$500	\$3	
		\$501+	\$4	
28	\$3-\$100	\$3-\$49	\$1	\$0
		\$50-\$100	\$2	
		\$101-\$200	\$3	
		\$201-\$300	\$4	
		\$301+	\$5	
29	\$5-\$100	\$5-\$49	\$.50	\$0
		\$50-\$100	\$1	
		\$101-\$200	\$2	
		\$201-\$300	\$3	
		\$301+	\$4	
30	\$3-\$200	\$3-\$50	\$.50	\$0
		\$51-\$100	\$1	
		\$101-\$200	\$2	
		\$201-\$300	\$3	
		\$301+	\$4	
31	\$5-\$200	\$5-\$50	\$.50	\$0
		\$51-\$100	\$1	
		\$101-\$200	\$3	
		\$201-\$300	\$5	
		\$301+	\$8	
32	\$25-\$200	\$25-\$50	\$1	\$0
		\$51-\$100	\$2	
		\$101-\$200	\$3	
		\$201-\$300	\$5	
		\$301+	\$8	
33	\$50-\$1,000	\$50-\$100	\$1	\$0
		\$101-\$200	\$2	
		\$201-\$500	\$3	
		\$501-\$1000	\$5	
		\$1001+	\$7	
34	\$100-\$2,000	\$101-\$200	\$1	\$0
		\$201-\$500	\$2	
		\$501-\$1000	\$3	
		\$1001-\$2000	\$4	
		\$2001+	\$5	

California Collection Rates

Pure Spanish 21.5 (GEGA-004505)- For **schedule options 1 - 52**, no collection fee shall be taken from the player. The 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 the player when placing any wager. The Match the Dealer Up Card Bonus Bet wager may be less than, equal to, or greater than the base game wager. However, the Match the Dealer Up Bonus Bet must be within the minimum and maximum table limits. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit (per spot)	Total Table Action	Player-Dealer Collection (taken per hand)	Player Collection
1	\$3 - \$200	\$3-\$25	\$0.50	\$0
		\$26-\$100	\$1.00	
		\$101-\$200	\$1	
		\$201-\$300	\$2	
		\$301+	\$3	
2	\$3 - \$500	\$5-\$100	\$0.50	\$0
		\$101-\$200	\$1	
		\$201-\$300	\$2	
		\$301-\$500	\$3	
		\$501+	\$5	
3	\$3 - \$500	\$5-\$50	\$0.50	\$0
		\$51-\$100	\$1	
		\$101-\$300	\$2	
		\$301-\$500	\$3	
		\$501+	\$5	
4	\$3 - \$500	\$5-\$50	\$0.50	\$0
		\$51-\$100	\$1	
		\$101-\$300	\$3	
		\$301-\$500	\$5	
		\$501+	\$8	
5	\$3 - \$500	\$5-\$40	\$0.50	\$0
		\$41-\$75	\$1	
		\$76-\$200	\$3	
		\$201-\$500	\$5	
		\$501	\$8	
6	\$3 - \$500	\$5-\$100	\$1	\$0
		\$101-\$200	\$3	
		\$201-\$400	\$5	
		\$401-\$600	\$8	
		\$601+	\$10	
7	\$5 - \$500	\$5-\$100	\$1	\$0
		\$101-\$200	\$2	
		\$201-\$300	\$3	
		\$301-\$500	\$5	
		\$501+	\$10	
8	\$5 - \$500	\$5-\$50	\$0.50	\$0
		\$51-\$100	\$1	
		\$101-\$300	\$2	
		\$301-\$500	\$3	
		\$501+	\$5	

California Collection Rates

9	\$5 - \$500	\$5-\$50	\$0.50	\$0
		\$51-\$100	\$1	
		\$101-\$300	\$3	
		\$301-\$500	\$5	
		\$501+	\$8	
10	\$5 - \$500	\$5-\$40	\$0.50	\$0
		\$41-\$75	\$1	
		\$76-\$200	\$3	
		\$201-\$500	\$5	
		\$501	\$8	
11	\$5 - \$500	\$5-\$100	\$1	\$0
		\$101-\$200	\$3	
		\$201-\$400	\$5	
		\$401-\$600	\$8	
		\$601+	\$10	
12	\$3 - \$1000	\$5-\$50	\$0.50	\$0
		\$51-\$200	\$1	
		\$201-\$500	\$3	
		\$501-\$800	\$5	
		\$801	\$10	
13	\$3 - \$1000	\$5-\$50	\$0.50	\$0
		\$51-\$100	\$1	
		\$101-\$400	\$3	
		\$401-\$800	\$6	
		\$801+	\$10	
14	\$3 - \$1000	\$5-\$50	\$0.50	\$0
		\$51-\$100	\$1	
		\$101-\$400	\$4	
		\$401-\$700	\$7	
		\$701	\$10	
15	\$3 - \$1000	\$5-\$40	\$0.50	\$0
		\$41-\$75	\$1	
		\$76-\$200	\$3	
		\$201-\$500	\$7	
		\$501	\$10	
16	\$3 - \$1000	\$5-\$100	\$1	\$0
		\$101-\$200	\$3	
		\$201-\$400	\$5	
		\$401-\$800	\$10	
		\$801+	\$15	
17	\$5 - \$1000	\$5-\$50	\$0.50	\$0
		\$51-\$200	\$1	
		\$201-\$500	\$3	
		\$501-\$800	\$5	
		\$801+	\$10	
18	\$5 - \$1000	\$5-\$50	\$0.50	\$0
		\$51-\$100	\$1	
		\$101-\$400	\$3	
		\$401-\$800	\$6	
		\$801+	\$10	

California Collection Rates

19	\$5 - \$1000	\$5-\$50	\$0.50	\$0
		\$51-\$100	\$1	
		\$101-\$400	\$4	
		\$401-\$700	\$7	
		\$701+	\$10	
20	\$5 - \$1000	\$5-\$40	\$0.50	\$0
		\$41-\$75	\$1	
		\$76-\$200	\$3	
		\$201-\$500	\$7	
		\$501+	\$10	
21	\$5 - \$1000	\$5-\$100	\$1	\$0
		\$101-\$200	\$3	
		\$201-\$400	\$5	
		\$401-\$800	\$10	
		\$801+	\$15	
22	\$25 - \$1,000	\$25-\$100	\$1	\$0
		\$101-\$500	\$2	
		\$501-\$700	\$5	
		\$701-\$1,200	\$7	
		\$1,201+	\$10	
23	\$25 - \$1,000	\$25-\$100	\$1	\$0
		\$101-\$300	\$2	
		\$301-\$600	\$5	
		\$601-\$1,000	\$8	
		\$1,001+	\$12	
24	\$25 - \$1,000	\$25-\$100	\$1	\$0
		\$101-\$300	\$2	
		\$301-\$800	\$8	
		\$801-\$1,200	\$12	
		\$1,201+	\$15	
25	\$25 - \$1,000	\$25-\$100	\$1	\$0
		\$101-\$300	\$2	
		\$301-\$500	\$5	
		\$501-\$1,000	\$8	
		\$1,001+	\$12	
26	\$25 - \$1,000	\$25-\$200	\$1	\$0
		\$201-\$500	\$3	
		\$501-\$800	\$5	
		\$801-\$1,200	\$10	
		\$1,201+	\$12	
27	\$100 - \$2,000	\$100-\$400	\$2	\$0
		\$401-\$800	\$5	
		\$801-\$1,200	\$10	
		\$1,201-\$2,000	\$15	
		\$2,001+	\$20	
28	\$100 - \$2,000	\$100-\$300	\$2	\$0
		\$301-\$600	\$5	
		\$601-\$1,000	\$10	
		\$1,001-\$1,500	\$15	
		\$1,501+	\$20	

California Collection Rates

29	\$100 - \$2,000	\$100-\$300	\$3	\$0
		\$301-\$600	\$6	
		\$601-\$1,000	\$12	
		\$1,001-\$1,500	\$20	
		\$1,501+	\$25	
30	\$100 - \$2,000	\$100-\$300	\$3	\$0
		\$301-\$600	\$7	
		\$601-\$1,000	\$15	
		\$1,001-\$1,500	\$20	
		\$1,501+	\$25	
31	\$100 - \$2,000	\$100-\$500	\$5	\$0
		\$501-\$1,000	\$10	
		\$1,001-\$1,500	\$15	
		\$1,501-\$2,000	\$25	
		\$2,001+	\$50	
32	\$500 - \$10,000	\$500-\$2,000	\$10	\$0
		\$2,001-\$5,000	\$25	
		\$5,001-\$10,000	\$50	
		\$10,001-\$15,000	\$75	
		\$15,001+	\$100	
33	\$5 - \$200	\$5-\$50	\$1	\$0
		\$51-\$200	\$2	
		\$201-\$400	\$3	
		\$401+	\$5	
34	\$5 - \$200	\$5-\$100	\$1	\$0
		\$101-\$200	\$3	
		\$201-\$400	\$5	
		\$401+	\$7	
35	\$25 - \$500	\$25-\$200	\$2	\$0
		\$201-\$500	\$4	
		\$501-\$800	\$5	
		\$801+	\$10	
36	\$25 - \$500	\$25-\$200	\$2	\$0
		\$201-\$500	\$4	
		\$501-\$800	\$5	
		\$801+	\$10	
37	\$5 - \$500	\$5 - \$100	\$0.50	\$0
		\$101 - \$200	\$1.00	
		\$201 - \$300	\$2.00	
		\$301 - \$500	\$3.00	
		\$501 +	\$5.00	
38	\$5 - \$500	\$5 - \$50	\$1.00	\$0
		\$51 - \$100	\$2.00	
		\$101 - \$300	\$3.00	
		\$301 - \$500	\$4.00	
		\$501 +	\$5.00	
39	\$5 - \$500	\$5 - \$50	\$1.00	\$0
		\$51 - \$100	\$2.00	
		\$101 - \$300	\$3.00	
		\$301 - \$500	\$5.00	
		\$501 +	\$7.00	

California Collection Rates

40	\$5 - \$500	\$5 - \$40	\$1.00	\$0
		\$41 - \$200	\$2.00	
		\$201-\$300	\$3.00	
		\$301 - \$500	\$4.00	
		\$501 +	\$10.00	
41	\$5 - \$500	\$5 - \$100	\$1.00	\$0
		\$101 - \$200	\$3.00	
		\$301-\$500	\$4.00	
		\$401-\$500	\$5.00	
		\$501 +	\$10.00	
42	\$5-\$200	\$5-\$25	\$.50	\$0
		\$26-\$75	\$1	
		\$76-\$200	\$2	
		\$201-\$300	\$3	
		\$301+	\$4	
43	\$5-\$200	\$5-\$100	\$1	\$0
		\$101-\$200	\$2	
		\$201-\$300	\$3	
		\$301+	\$5	
44	\$5-\$200	\$5-\$50	\$1	\$0
		\$51-\$300	\$2	
		\$301-\$500	\$4	
		\$501+	\$6	
45	\$5-\$200	\$5-\$100	\$1	\$0
		\$101-\$300	\$2	
		\$301-\$500	\$3	
		\$501+	\$4	
46	\$3-\$100	\$3-\$49	\$1	\$0
		\$50-\$100	\$2	
		\$101-\$200	\$3	
		\$201-\$300	\$4	
		\$301+	\$5	
47	\$5-\$100	\$5-\$49	\$.50	\$0
		\$50-\$100	\$1	
		\$101-\$200	\$2	
		\$201-\$300	\$3	
		\$301+	\$4	
48	\$3-\$200	\$3-\$50	\$.50	\$0
		\$51-\$100	\$1	
		\$101-\$200	\$2	
		\$201-\$300	\$3	
		\$301+	\$4	
49	\$5-\$200	\$5-\$50	\$.50	\$0
		\$51-\$100	\$1	
		\$101-\$200	\$3	
		\$201-\$300	\$5	
		\$301+	\$8	
50	\$25-\$200	\$25-\$50	\$1	\$0
		\$51-\$100	\$2	
		\$101-\$200	\$3	
		\$201-\$300	\$5	
		\$301+	\$8	

California Collection Rates

51	\$50-\$1,000	\$50-\$100	\$1	\$0
		\$101-\$200	\$2	
		\$201-\$500	\$3	
		\$501-\$1000	\$5	
		\$1001+	\$7	
52	\$100-\$2,000	\$101-\$200	\$1	\$0
		\$201-\$500	\$2	
		\$501-\$1000	\$3	
		\$1001-\$2000	\$4	
		\$2001+	\$5	

For **schedule options 53 – 56**, a collection fee shall be taken per spot, including controlled game and bonus bet spots, from the player based on the player's wagers. The collection shall be taken from the player-dealer position based on the total table action, which is the sum of all players controlled game and bonus bet wagers. The collection fees shall be collected prior to cards being dealt or any round of play being conducted. The Match the Dealer Up Bonus Bet may be less than, equal to, or greater than the base game wager. However, the Match the Dealer Up Bonus Bet must be within the minimum and maximum table limits. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Player Wagers	Player Collection Per Spot	Total Table Action	Player-Dealer Collection
53	\$10 - \$1,000	\$10-\$50	\$.50	\$10-\$200	\$1
				\$201+	\$2
54	\$10 - \$2,000	\$10-\$100	\$1	\$10-\$100	\$1
		\$105-\$200	\$2	\$101+	\$2
55	\$10 - \$3,000	\$10-\$100	\$1	\$10-\$100	\$1
		\$105-\$200	\$2	\$101+	\$2
		\$205-\$300	\$3		
56	\$10 - \$5,000	\$10-\$100	\$1	\$10-\$100	\$1
		\$105-\$200	\$2	\$101+	\$2
		\$205-\$300	\$3		
		\$305-\$400	\$4		
		\$405-\$500	\$5		

For **schedule options 57 – 63**, a collection fee shall be taken from the player based on the player's wager. A collection shall be taken from the player-dealer based on the total table action, which is the sum of all players' controlled game and bonus bet wagers. The Match the Dealer Up Bonus Bet may be less than, equal to, or greater than the base game wager. However, the Match the Dealer Up Bonus Bet must be within the minimum and maximum table limits. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Player Wagers	Player Collection	Total Table Action	Player-Dealer Collection
57	\$10 - \$200	\$10-\$49	\$.50	\$10-\$149	\$.50
		\$50-\$100	\$1	\$150-400	\$1
		\$101-\$200	\$2	\$401-600	\$1
		\$201-\$300	\$3	\$601-\$1,000	\$2
		\$301+	\$4	\$1,001+	\$3

California Collection Rates

58	\$10 - \$200	\$10-\$49	\$.50	\$10-\$199	\$.50
		\$50-\$100	\$1	\$200-\$300	\$1
		\$101-\$200	\$2	\$301-\$400	\$2
		\$201-\$300	\$3	\$401-\$500	\$3
		\$301+	\$4	\$501+	\$4
59	\$10 - \$200	\$10-\$49	\$.50	\$10-\$149	\$.50
		\$50-\$100	\$1	\$150-\$400	\$1
		\$101-\$200	\$2	\$401-\$600	\$2
		\$201-\$300	\$3	\$601-\$1,000	\$3
		\$301+	\$4	\$1,001+	\$4
60	\$10 - \$500	\$10-\$49	\$.50	\$10-\$149	\$.50
		\$50-\$100	\$1	\$150-\$400	\$1
		\$101-\$300	\$2	\$401-\$600	\$2
		\$301-\$500	\$3	\$601-\$1,000	\$3
		\$501+	\$4	\$1,001+	\$4
61	\$100 - \$500	\$100-\$200	\$1	\$100-\$200	\$.50
		\$201-\$300	\$2	\$201-\$400	\$1
		\$301-\$400	\$3	\$401-\$600	\$2
		\$401-\$500	\$4	\$601-\$1,000	\$3
62	\$100 - \$1,000	\$10-\$49	\$2	\$100-\$300	\$.50
		\$50-\$100	\$3	\$301-\$500	\$1.00
		\$101-\$300	\$5	\$501-\$1000	\$2
63	\$100 - \$1,000	\$100-\$200	\$1	\$100-\$500	\$1
		\$201-\$400	\$2	\$501-\$800	\$2
		\$401-\$600	\$5	\$801-\$1,000	\$3
		\$1000+	\$7	\$1,001+	\$5

California Games Collection Procedures

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

- 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.
- Casino 99 shall provide ample notice to patrons regarding the collection rates and fees, as well as the procedure for collecting them. Collection fees shall be conspicuously posted on or within view of every gaming table.

Ultimate Texas Hold'em

Type of Game

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

Object of the Game

The object of the game is for each player to form a five-card hand that ranks higher than the player-dealer's hand.

Players and the player-dealer each receive two cards. They combine them with five community cards to make their best five-card hand. Ultimate Texas Hold'em lets players wager on a sliding scale. The earlier they wager, the more they can risk and win.

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

This game also features an optional Trips Bonus Bet and an optional Bad Beat Bonus Bet. The Trips Bonus Bet shall win if the player's five-card hand is a Three of a Kind or better. The Bad Beat Bonus Bet shall win if either the player or player-dealer is beaten by a Three of a Kind or better.

Description of the Deck and Number of Decks Used

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

Card Values and Hand Rankings

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

Ultimate Texas Hold'em

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

Ultimate Texas Hold'em Hand Rankings

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

Description of Table Used and Total Number of Seated Positions

Ultimate Texas Hold'em shall be played on a table having six places on one side for the players and the player-dealer and a place for the house dealer on the opposite side of the table. Each Ultimate Texas Hold'em table shall have a drop box attached to it.

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

The wagering areas shall be designated as follows:

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



Ultimate Texas Hold'em

Dealing Procedures and Round of Play

All wagers at Ultimate Texas Hold'em 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.

1. Third-Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code, are permitted to play.
2. Backline betting is not permitted on any base game wagers or bonus bets.
3. Before the first card is dealt in a round, each player shall make either:
 - a. An equal wager in the "Ante" and "Blind" circles; or
 - b. An equal wager in the "Ante" and "Blind" circles and a "Trips" Bonus Bet; or
 - c. An equal wager in the "Ante" and "Blind" circles and a "Trips" Bonus Bet and a "Bad Beat" Bonus Bet.
4. Immediately before the start of each round of play and after all Ante and Blind wagers, and any Trips or Bad Beat Bonus Bets have been made, the house dealer shall:
 - a. Call "No more bets," no bets shall be made, increased, or withdrawn after the dealer has announced, "No more bets;" and then
 - b. Starting on their left and continuing clockwise around the table, deal the cards.
5. All cards shall be dealt face down.
 - a. When a hand shuffle is used the cards shall be dealt as follows:
 - i. One card to each wagering area containing an Ante and Blind wagers and then one card to the player-dealer; followed by
 - ii. A further card to each such wagering area and the player-dealer, so each player and the player-dealer have two cards each; followed by
 - iii. Five community cards in the center of the table dealt face down.
 - b. When an automatic shuffler is used the cards shall be dealt as follows:
 - i. Two cards at a time to each wagering area containing an Ante and Blind wagers; followed by
 - ii. Two cards to the player-dealer; followed by
 - iii. Five community cards in the center of the table dealt face down.
6. After the cards have been dealt and delivered to each player and the player-dealer, the dealer shall unload the remaining cards in the shuffler and place them into the discard rack without exposing the cards.
 - a. When handling the cards, players shall at all times ensure that the cards remain on or above the area of the table.
 - b. The cards must not be removed from the table.
7. After the dealing procedures above have been completed, each player shall examine their cards and decide whether to check (do nothing) or to make a Play wager three or four times the value of their Ante wager. Once a player bets, they cannot bet again and cannot change the bet.
8. When the players have made their wagers (if any), the house dealer shall proceed to turn over the first three community cards.
9. Players who have not already made a Play wager may decide to either check again or to make a Play wager two times the value of their Ante wager.
10. The house dealer shall proceed to turn over the remaining two community cards (the turn and the river).
11. When all five community cards are revealed, players who have not yet made a Play wager can either fold or make a Play wager equal to the value of their Ante wager.
12. A player who decides to fold shall place their cards face down on the table. The house dealer shall then, in relation to each player who has folded:

Ultimate Texas Hold'em

- a. Collect the Ante wager, Blind wager, any Trips Bonus Bet (if the hand is not a Three of a Kind or better), and any Bad Beat Bonus Bet on behalf of the player-dealer (if a player folds, the Bad Beat Bonus Bet automatically loses and is collected);
 - b. Take the player's cards and individually spread out the cards, face down, and count them; and
 - c. Place the cards in the discard rack.
13. For all remaining players, the house dealer will turn over the player-dealer's two cards.
 14. Each player and the player-dealer's two cards will be combined with three of the five community cards to make the best five-card poker hand.
 15. The action on payouts will always begin with the player to the left of the player-dealer position and continue clockwise.
 16. All wagers shall be settled from seat to seat in the following order: Ante wager, Play wager, Blind wager, Trips Bonus Bet, and then the Bad Beat Bonus Bet.
 17. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players.

How Winners are Determined and Paid

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

The player-dealer does not qualify when the player-dealer does **not** have a pair or higher, the house dealer reconciles the hands of those players who remain in the game in the following way:

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

1. Starting with the player on the player-dealer's left, the house dealer shall:
 - a. Expose each player's cards, signal a push for the Ante and return the Ante wager to each player that did not fold;
 - b. Resolve the Play, Blind, and Trips Bonus Bets normally (see below "When player-dealer qualifies");
 - c. Collect the Bad Beat Bonus Bet; and
 - d. Collect, count and place the player's cards in the discard holder.

The player-dealer qualifies when the player-dealer's hand has a poker value of a pair or higher, the house dealer reconciles the hands of those players who remain in the game in the following way:

1. Starting with the player to the left of the player-dealer, the house dealer will:
 - a. Bring the player's cards into the "work area" between the player-dealer's hand and the Trips Bonus Bet area and reveal the player's cards;
 - b. Determine the player's best five-card poker hand utilizing any of the seven cards available (player's two hole cards and five community cards);
 - c. Compare the player's hand with the player-dealer; and announce the value of the player's hand and whether it wins or loses.
2. A player's hand shall:
 - a. Win if it has a higher poker value than the player-dealer's hand;
 - b. Lose if it has a lower poker value than the player-dealer's hand;
 - c. Constitute a push if it has a poker value equal to the player-dealer's hand.

Ultimate Texas Hold'em

- d. If a player wins with less than a straight, the Blind wager pushes.
3. If a player's hand loses, the house dealer shall:
 - a. Collect on behalf of the player-dealer, in order, the Play, Ante and Blind wagers;
 - b. Determine whether the Trips Bonus Bet qualifies and pay or collect it accordingly on behalf of the player-dealer, (see table below);
 - c. Determine whether the Bad Beat Bonus Bet qualifies and pay or collect it accordingly on behalf of the player-dealer, (see table below); and
 - d. Collect, count and place the player's cards in the discard holder.
4. If a player's hand wins, the house dealer shall on behalf of the player-dealer:
 - a. Pay the Ante and Play wagers on the hand on behalf of the player-dealer at 1 to 1;
 - b. Pay the Blind wager if the hand is a straight or better on behalf of the player-dealer, **see Blind Wager Payout Table**;
 - c. Determine whether the Trips Bonus Bet qualifies and pay accordingly on behalf of the player-dealer, **see Trips Bonus Bet Payout Table**;
 - d. Determine whether the Bad Beat Bonus Bet qualifies and pay accordingly on behalf of the player-dealer, **see Bad Beat Bonus Bet Payout Table**; and
 - e. Collect, count and place the player's cards in the discard holder.
5. If a player's hand constitutes a push, the house dealer shall:
 - a. Pay the Trips Bonus Bet if the hand is a Three of a Kind or better, or collect for the player-dealer if the hand is not a Three of a Kind;
 - b. Collect, count and place the player's cards in the discard holder.
6. Winning Ante and Play wagers shall be paid 1 to 1.
7. Winning Blind wagers, Trips Bonus Bets, and Bad Beat Bonus Bets shall be paid in accordance with the payout tables below.
8. Where a player has made a Trips Bonus Bet at the beginning of the round and has received a Three of a Kind or higher, the house dealer shall leave the particular cards face up on the table and those cards shall not be collected or discarded until the payout on the hand has been made.
9. If the player receives a Three of a Kind or higher, the Trips Bonus Bet payouts are made regardless of whether the hand wins, loses, or pushes. (NOTE: If the player has a Three of a Kind or better, the Trips Bonus Bet always wins – even if the player folds.)

Blind Wager Payout Table

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

Bonus Bets

Trips Bonus Bet

- The Trips Bonus Bet is an optional bet for the game of Ultimate Texas Hold'em.
- The object of the Trips Bonus Bet is to attain a hand with a Three of a Kind or better, using the player's two cards and the five community cards.
- The Trips Bonus Bet must be placed prior to the initial deal.

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- Players must place an Ante and a Blind wager in order to place a wager on the Trips Bonus Bet. Players must place their Trips Bonus Bet in the corresponding marked circle.
- If the player's hand qualifies for a payout, the player is paid by the player-dealer, according to the payout table below.
- If the player's hand does not qualify for a Trips Bonus Bet payout, the player-dealer collects the Trips Bonus Bet.
- See the collection rate schedule for restrictions on the amount that may be wagered and any collection fees taken on the Trips Bonus Bet.
- The Trips Bonus Bet 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.

Trips Bonus Bet Payout Table

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

Bad Beat Bonus Bet

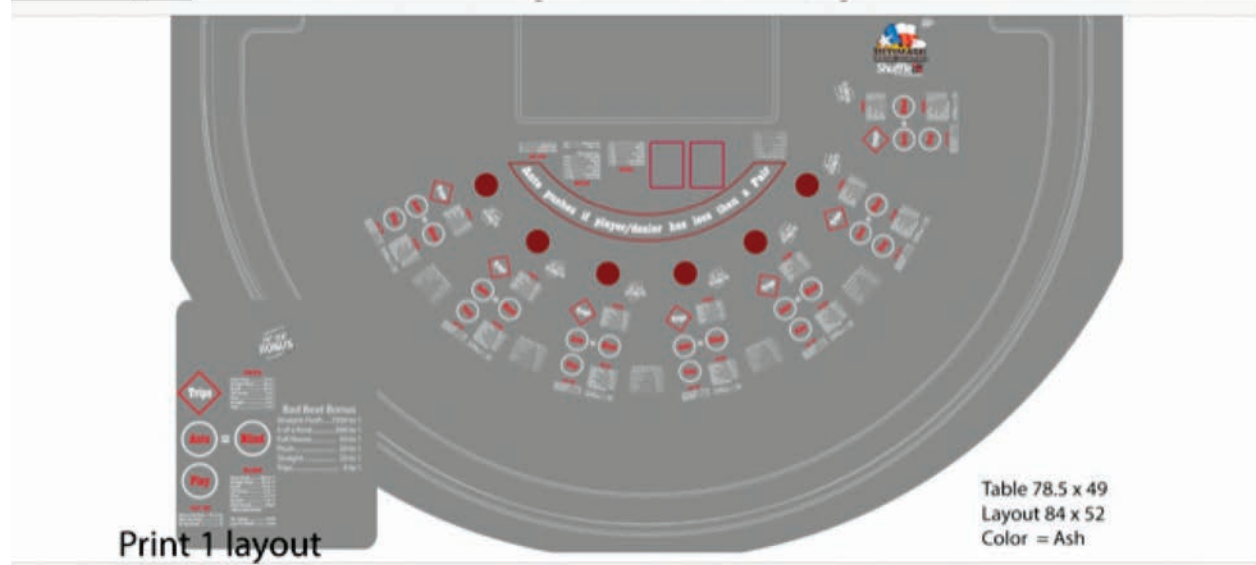
- The Bad Beat Bonus Bet is an optional bet for the game of Ultimate Texas Hold'em.
- Players must place an Ante and a Blind wager in order to place a wager on the Bad Beat Bonus Bet. Players must place their Bad Beat Bonus Bet in the corresponding marked circle.
- The Bad Beat Bonus Bet shall win if the player has a Three of a Kind or better and loses to the player-dealer, or if the player-dealer has a Three of a Kind and the player has a higher ranked hand, using the player's two cards and the five community cards.
- The Bad Beat Bonus Bet shall lose if the player or the player-dealer has a lower ranked hand than a Three of a Kind.
- If neither the player nor the player-dealer has a Three of a Kind or better, or if the player and the player-dealer's hands push, the Bad Beat Bonus Bets shall lose. There is no opportunity for the Bad Beat Bonus Bet to push.
- The Bad Beat Bonus Bet must be placed prior to the initial deal.
- See the collection rate schedule for restrictions on the amount that may be wagered and any collection fees taken on the Bad Beat Bonus Bet.
- If the player's hand qualifies for a payout, the player is paid by the player-dealer according to the payout table below.
- If the player's hand does not qualify for a Bad Beat Bonus Bet payout, the player-dealer collects the Bad Beat Bonus Bet.
- Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.

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Bad Beat Bonus Bet Payout Table

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

Table Layout



Ultimate Texas Hold'em

Collection Rates Schedule

For **schedule options 1 through 4**, a collection will be taken per hand from the player-dealer position based on the total monetary value of all base game wagers and bonus bets that are placed by players prior to cards being dealt, referred to as the Total Table Action. The Total Table Action does not include any additional wagers placed by the players after the cards are dealt. There will be no collection fee required from players when placing any wager or bonus bet. The Trips Bonus Bet and the Bad Beat Bonus Bet may be less than, equal to, or more than the Ante and Blind wagers as long as they are within the table limits. The collection fee shall be collected from the player-dealer and dropped by the house dealer after each player has placed their wagers, but prior to cards being dealt or any round of play being conducted.

Schedule Option	Limit Per Spot	Total Table Action	Player-Dealer Collection	Player Collection
1	\$5-\$300	\$5-\$50	\$1	\$0
		\$51-\$100	\$2	
		\$101-\$200	\$3	
		\$201-\$300	\$6	
		\$301+	\$9	
2	\$5-\$1,000	\$5-\$25	\$0.50	\$0
		\$26-\$100	\$1	
		\$101-\$200	\$3	
		\$201-\$500	\$7	
		\$501+	\$12	
3	\$25-\$1,000	\$25-\$200	\$3	\$0
		\$201-\$300	\$6	
		\$301-\$500	\$12	
		\$501-\$800	\$15	
		\$801	\$20	
4	\$100-\$2,000	\$100-\$300	\$6	\$0
		\$301-\$800	\$15	
		\$801-\$1,200	\$20	
		\$1,201-\$1,600	\$25	
		\$1,601+	\$30	

Ultimate Texas Hold'em

Collection Procedures

- California games utilize a player-dealer position. The position shall be offered systematically and continuously in a clockwise manner around the table after every two hands.
- All base game wagers, including bonus bets, are collected or paid, to the extent that the player-dealer's wager covers.
- Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players.
- The gambling establishment does not participate in the actual play of the game and has no interest in the outcome of the play.
- Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed above, shall be used at a gaming table at any one time.
- Collection rates and fees shall be determined prior to the start of play of any hand or round. Rates shall not be calculated as a fraction or percentage of wagers made or winnings earned.
- Flat fees on wagers may be assessed at different collection rates; however, no more than five collection rates may be established per table.
- 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.

Poker Games Collection Rates

Crazy Pineapple (GEGA-004593), Omaha (GEGA-000782), Omaha High-Low Split (9 Qualifier) (GEGA-000783), Texas Hold'em (GEGA-000785)

For **schedule options 1 through 7**, a Collection Fee will be taken from the pot, immediately before the flop is dealt, based on the Number of Players. If the hand does not reach the flop, the Modified Fee will be taken from the pot.

Limit Games

Minimum of a \$1-\$2 limit game

Maximum of a \$50-\$100 limit game

Schedule Option	Number of Players	Collection Fee	Modified Fee
1	2-4	\$1	\$1
	5-6	\$2	
	7+	\$3	
2	2-4	\$2	\$1
	5-6	\$3	
	7+	\$4	
3	2-4	\$3	\$1
	5-6	\$4	
	7+	\$5	
4	2-4	\$3	\$1
	5	\$5	
	6+	\$6	
5	2-4	\$3	\$1
	5	\$5	
	6+	\$7	
6	2-4	\$4	\$1
	5	\$6	
	6+	\$8	
7	2-4	\$4	\$1
	5	\$7	
	6+	\$9	

For **schedule options 8 through 14**, a Collection Fee will be taken from the pot, immediately before the flop is dealt, based on the Number of Players. If the hand does not reach the flop, the Modified Fee will be taken from the pot.

Pot Limit Games

Minimum Buy In Amount is Between \$10 to \$100.

Maximum Buy In Amount is Between \$100 to \$500.

Schedule Option	Number of Players	Collection Fee	Modified Fee
8	2-4	\$1	\$1
	5-6	\$2	
	7+	\$3	
9	2-4	\$2	\$1
	5-6	\$3	
	7+	\$4	
10	2-4	\$3	\$1
	5-6	\$4	
	7+	\$5	

Poker Games Collection Rates

11	2-4	\$3	\$1
	5	\$5	
	6+	\$6	
12	2-4	\$3	\$1
	5	\$5	
	6+	\$7	
13	2-4	\$4	\$1
	5	\$6	
	6+	\$8	
14	2-4	\$4	\$1
	5	\$7	
	6+	\$9	

For **schedule options 15 through 21**, a Collection Fee will be taken from the pot, immediately before the flop is dealt, based on the Number of Players. If the hand does not reach the flop, the Modified Fee will be taken from the pot.

No Limit Games

Minimum Buy In Amount is Between \$20 to \$1,000.

Maximum Buy In Amount is No Limit.

Schedule Option	Number of Players	Collection Fee	Modified Fee
15	2-4	\$1	\$1
	5-6	\$2	
	7+	\$3	
16	2-4	\$2	\$1
	5-6	\$3	
	7+	\$4	
17	2-4	\$3	\$1
	5-6	\$4	
	7+	\$5	
18	2-4	\$3	\$1
	5	\$5	
	6+	\$6	
19	2-4	\$3	\$1
	5	\$5	
	6+	\$7	
20	2-4	\$4	\$1
	5	\$6	
	6+	\$8	
21	2-4	\$4	\$1
	5	\$7	
	6+	\$9	

Poker Games Collection Rates

Timed Collections

For **schedule option 22**, a Collection Fee will be taken from each player at the end of each half hour, based on the Number of Players. Fees are collected 30 minutes after the start of the game and will be taken every 30 minutes after that, until the end of the game.

No Limit/Pot Limit Games

Minimum Buy In Amount is Between \$500 to \$1,000

Maximum Buy In Amount is No Limit.

Schedule Option	Number of Players	Collection Fee
22	2-4	\$6
	5-6	\$8
	7+	\$10

7 Card Stud (GEGA-00775), 7 Card Stud High-Low Split (GEGA-000776), 7 Card Stud Low (GEGA-000777)

For **schedule options 1 through 7**, a Collection Fee will be taken from the pot, after the third card is dealt, based on the Number of Players. If the hand does not reach the dealing of a third card, the Modified Fee will be taken from the pot.

Limit Games

Minimum of a \$1-\$2 limit game

Maximum of a \$50-\$100 limit game

Schedule Option	Number of Players	Collection Fee	Modified Fee
1	2-4	\$1	\$1
	5-6	\$2	
	7+	\$3	
2	2-4	\$2	\$1
	5-6	\$3	
	7+	\$4	
3	2-4	\$3	\$1
	5-6	\$4	
	7+	\$5	
4	2-4	\$3	\$1
	5	\$5	
	6+	\$6	
5	2-4	\$3	\$1
	5	\$5	
	6+	\$7	
6	2-4	\$4	\$1
	5	\$6	
	6+	\$8	
7	2-4	\$4	\$1
	5	\$7	
	6+	\$9	

Poker Games Collection Rates

For **schedule options 8 through 14**, a Collection Fee will be taken from the pot, after the third card is dealt, based on the Number of Players. If the hand does not reach the dealing of a third card, the Modified Fee will be taken from the pot.

Pot Limit Games

Minimum Buy In Amount is Between \$10 to \$100.

Maximum Buy In Amount is Between \$100 to \$500.

Schedule Option	Number of Players	Collection Fee	Modified Fee
8	2-4	\$1	\$1
	5-6	\$2	
	7+	\$3	
9	2-4	\$2	\$1
	5-6	\$3	
	7+	\$4	
10	2-4	\$3	\$1
	5-6	\$4	
	7+	\$5	
11	2-4	\$3	\$1
	5	\$5	
	6+	\$6	
12	2-4	\$3	\$1
	5	\$5	
	6+	\$7	
13	2-4	\$4	\$1
	5	\$6	
	6+	\$8	
14	2-4	\$4	\$1
	5	\$7	
	6+	\$9	

For **schedule options 15 through 21**, a Collection Fee will be taken from the pot, after the third card is dealt, based on the Number of Players. If the hand does not reach the dealing of a third card, the Modified Fee will be taken from the pot.

No Limit Games

Minimum Buy In Amount is Between \$20 to \$1,000.

Maximum Buy In Amount is No Limit.

Schedule Option	Number of Players	Collection Fee	Modified Fee
15	2-4	\$1	\$1
	5-6	\$2	
	7+	\$3	
16	2-4	\$2	\$1
	5-6	\$3	
	7+	\$4	
17	2-4	\$3	\$1
	5-6	\$4	
	7+	\$5	

Poker Games Collection Rates

18	2-4	\$3	\$1
	5	\$5	
	6+	\$6	
19	2-4	\$3	\$1
	5	\$5	
	6+	\$7	
20	2-4	\$4	\$1
	5	\$6	
	6+	\$8	
21	2-4	\$4	\$1
	5	\$7	
	6+	\$9	

Timed Collections

For **schedule option 22**, a Collection Fee will be taken from each player at the end of each half hour, based on the Number of Players. Fees are collected 30 minutes after the start of the game and will be taken every 30 minutes after that, until the end of the game.

No Limit/Pot Limit Games

Minimum Buy In Amount is Between \$500 to \$1,000

Maximum Buy In Amount is No Limit.

Schedule Option	Number of Players	Collection Fee
22	2-4	\$6
	5-6	\$8
	7+	\$10

Draw High-Low Split (GEGA-000779), Draw Poker (GEGA-000778), Lowball (GEGA-000781)

For **schedule options 1 through 7**, a Collection Fee will be taken from the pot, immediately before the draw, based on the Number of Players. If the hand does not reach the draw, the Modified Fee will be taken from the pot.

Limit Games

Minimum of a \$1-\$2 limit game

Maximum of a \$50-\$100 limit game

Schedule Option	Number of Players	Collection Fee	Modified Fee
1	2-4	\$1	\$1
	5-6	\$2	
	7+	\$3	
2	2-4	\$2	\$1
	5-6	\$3	
	7+	\$4	
3	2-4	\$3	\$1
	5-6	\$4	
	7+	\$5	
4	2-4	\$3	\$1
	5	\$5	
	6+	\$6	

Poker Games Collection Rates

5	2-4	\$3	\$1
	5	\$5	
	6+	\$7	
6	2-4	\$4	\$1
	5	\$6	
	6+	\$8	
7	2-4	\$4	\$1
	5	\$7	
	6+	\$9	

For **schedule options 8 through 14**, a Collection Fee will be taken from the pot, immediately before the draw, based on the Number of Players. If the hand does not reach the draw, the Modified Fee will be taken from the pot.

Pot Limit Games

Minimum Buy In Amount is Between \$10 to \$100.

Maximum Buy In Amount is Between \$100 to \$500.

Schedule Option	Number of Players	Collection Fee	Modified Fee
8	2-4	\$1	\$1
	5-6	\$2	
	7+	\$3	
9	2-4	\$2	\$1
	5-6	\$3	
	7+	\$4	
10	2-4	\$3	\$1
	5-6	\$4	
	7+	\$5	
11	2-4	\$3	\$1
	5	\$5	
	6+	\$6	
12	2-4	\$3	\$1
	5	\$5	
	6+	\$7	
13	2-4	\$4	\$1
	5	\$6	
	6+	\$8	
14	2-4	\$4	\$1
	5	\$7	
	6+	\$9	

Poker Games Collection Rates

For **schedule options 15 through 21**, a Collection Fee will be taken from the pot, immediately before the draw, based on the Number of Players. If the hand does not reach the draw, the Modified Fee will be taken from the pot.

No Limit Games

Minimum Buy In Amount is Between \$20 to \$1,000.

Maximum Buy In Amount is No Limit.

Schedule Option	Number of Players	Collection Fee	Modified Fee
15	2-4	\$1	\$1
	5-6	\$2	
	7+	\$3	
16	2-4	\$2	\$1
	5-6	\$3	
	7+	\$4	
17	2-4	\$3	\$1
	5-6	\$4	
	7+	\$5	
18	2-4	\$3	\$1
	5	\$5	
	6+	\$6	
19	2-4	\$3	\$1
	5	\$5	
	6+	\$7	
20	2-4	\$4	\$1
	5	\$6	
	6+	\$8	
21	2-4	\$4	\$1
	5	\$7	
	6+	\$9	

Timed Collections

For **schedule option 22**, a Collection Fee will be taken from each player at the end of each half hour, based on the Number of Players. Fees are collected 30 minutes after the start of the game and will be taken every 30 minutes after that, until the end of the game.

No Limit/Pot Limit Games

Minimum Buy In Amount is Between \$500 to \$1,000

Maximum Buy In Amount is No Limit.

Schedule Option	Number of Players	Collection Fee
22	2-4	\$6
	5-6	\$8
	7+	\$10

Poker Games Collection Rates

5 Card Stud (GEGA-000780), Option Alley (GEGA-000784)

For **schedule options 1 through 7**, a Collection Fee will be taken from the pot, after the second card is dealt, based on the Number of Players. If the hand does not reach the dealing of a second card, the Modified Fee will be taken from the pot.

Limit Games

Minimum of a \$1-\$2 limit game

Maximum of a \$50-\$100 limit game

Schedule Option	Number of Players	Collection Fee	Modified Fee
1	2-4	\$1	\$1
	5-6	\$2	
	7+	\$3	
2	2-4	\$2	\$1
	5-6	\$3	
	7+	\$4	
3	2-4	\$3	\$1
	5-6	\$4	
	7+	\$5	
4	2-4	\$3	\$1
	5	\$5	
	6+	\$6	
5	2-4	\$3	\$1
	5	\$5	
	6+	\$7	
6	2-4	\$4	\$1
	5	\$6	
	6+	\$8	
7	2-4	\$4	\$1
	5	\$7	
	6+	\$9	

For **schedule options 8 through 14**, a Collection Fee will be taken from the pot, after the second card is dealt, based on the Number of Players. If the hand does not reach the dealing of a second card, the Modified Fee will be taken from the pot.

Pot Limit Games

Minimum Buy In Amount is Between \$10 to \$100.

Maximum Buy In Amount is Between \$100 to \$500.

Schedule Option	Number of Players	Collection Fee	Modified Fee
8	2-4	\$1	\$1
	5-6	\$2	
	7+	\$3	
9	2-4	\$2	\$1
	5-6	\$3	
	7+	\$4	
10	2-4	\$3	\$1
	5-6	\$4	
	7+	\$5	

Poker Games Collection Rates

11	2-4	\$3	\$1
	5	\$5	
	6+	\$6	
12	2-4	\$3	\$1
	5	\$5	
	6+	\$7	
13	2-4	\$4	\$1
	5	\$6	
	6+	\$8	
14	2-4	\$4	\$1
	5	\$7	
	6+	\$9	

For **schedule options 15 through 21**, a Collection Fee will be taken from the pot, after the second card is dealt, based on the Number of Players. If the hand does not reach the dealing of a second card, the Modified Fee will be taken from the pot.

No Limit Games

Minimum Buy In Amount is Between \$20 to \$1,000.

Maximum Buy In Amount is No Limit.

Schedule Option	Number of Players	Collection Fee	Modified Fee
15	2-4	\$1	\$1
	5-6	\$2	
	7+	\$3	
16	2-4	\$2	\$1
	5-6	\$3	
	7+	\$4	
17	2-4	\$3	\$1
	5-6	\$4	
	7+	\$5	
18	2-4	\$3	\$1
	5	\$5	
	6+	\$6	
19	2-4	\$3	\$1
	5	\$5	
	6+	\$7	
20	2-4	\$4	\$1
	5	\$6	
	6+	\$8	
21	2-4	\$4	\$1
	5	\$7	
	6+	\$9	

Poker Games Collection Rates

Timed Collections

For **schedule option 22**, a Collection Fee will be taken from each player at the end of each half hour, based on the Number of Players. Fees are collected 30 minutes after the start of the game and will be taken every 30 minutes after that, until the end of the game.

No Limit/Pot Limit Games

Minimum Buy In Amount is Between \$500 to \$1,000

Maximum Buy In Amount is No Limit.

Schedule Option	Number of Players	Collection Fee
22	2-4	\$6
	5-6	\$8
	7+	\$10

Chinese Poker (GEGA-003132)

For **schedule options 1**, a Player Fee will be taken per hand from each player prior to cards being dealt or any round of play being conducted.

Minimum Table Limit is \$1

Maximum Table Limit is \$100

Schedule Option	Player Fee (Per Hand)
1	\$1

For **schedule options 2 through 3**, a Player Fee will be taken per hand from the player in position #1. A Player Fee will also be taken per hand from the player in position #2. All fees will be collected prior to cards being dealt or any round of play being conducted.

Minimum Table Limit is \$1

Maximum Table Limit is \$100

Schedule Option	Player Fee (Position #1)	Player Fee (Position #2)
2	\$2	\$1
3	\$3	\$2

Collection Rates for Poker Games

- The players of the poker games, as shown above, play against each other for the pot of money on the table. The games do not utilize a player-dealer position, they are Poker games.
- The collection fees shall be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing.
- Collection rates and fees shall be determined prior to the start of play of any hand or round.
- Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed above, shall be used at a table at any one time.
- Rates may not be calculated as a fraction or percentage of wagers made or winnings earned.
- Flat fees on wagers may be assessed at different collection rates; however, no more than five collection rates may be established per table limit.
- Casino 99 shall provide ample notice to patrons regarding the collection rates and fees, as well as the procedure for collecting them.