

PURE 21.5 BLACKJACK  
WITH RED FLEX AND BUSTER BONUS WAGERS



# PURE 21.5 BLACKJACK WITH RED FLEX AND BUSTER BONUS WAGERS

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## TYPE OF GAME

Pure 21.5 Blackjack is a game that utilizes a player-dealer position, and is categorized as a California Game. As in other games featuring a player-dealer, 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 will only "bank" the hand (including bonus bets) for two consecutive times before it is offered in a clockwise fashion around the gaming table. The gambling enterprise does not participate in the actual play of the game and has no interest in the outcome of the play.

## OBJECT OF THE GAME

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

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



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

## DESCRIPTION OF THE DECK AND NUMBER OF DECKS USED

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

## CARD VALUES AND HAND RANKINGS

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

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Ranking Chart	
Card	Value
King, queen, jack or ten bonus card	10 or 10.5 when dealt w/ an ace
Ace	1 or 11
2 – 9	Hold their face value

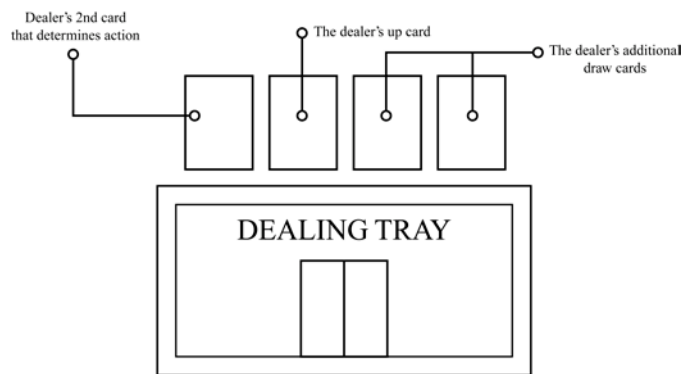
### DEALING PROCEDURES AND ROUND OF PLAY

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 for the players and player-dealer will also be displayed. A maximum of five collection rates is allowed in compliance with the California Penal Code.
3. A standard round of play begins when a player-dealer is designated. The player-dealer will place a wager in a betting circle in front of their seat. That wager will be used to pay the winners and will set the amount that he/she can collect for the losers. The casino will place a button in front of the player-dealer, which designates that they are taking the "bank" position and further designates whether it is the first or second turn for the player-dealer in the banking position. The player-dealer will place the appropriate fees 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 based on the posted schedule for the cardroom. Prior to the start of play the house dealer will take the 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.

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8. After all players have acted on their hands and indicated to the house dealer that they do not want or cannot receive additional cards, the player-dealer's down card will be turned up. This down card will determine where the "action button" is placed.
9. The game utilizes an action button to determine which player receives first action on their wager. The player-dealer's second card, which is dealt face-down, determines the position of the action button. The player-dealer position is not counted when determining where the action button shall be placed. The other seats, in clockwise rotation, starting with the player to the left of the house dealer and continuing left to right, respectively represent the numbers of the player-dealer's face down card. When determining where the action button will be placed, cards will hold the following values: Ace is one, 2 through 9 have their face value, jack is eleven, queen is twelve, and king is thirteen.
10. The player-dealer's hand will then be completed according to the rules listed on **Chart 1B**. Once the player-dealer's hand is completed, the payoff and/or collection of wagers will begin in the seat designated by the action button and continue in a clockwise manner until all wagers have been acted on.
11. Player-dealers are never required to cover all opposing players' wagers. Payoffs of wagers are limited to the amount of the player-dealer wager. The house shall not participate as the player-dealer. The house shall not take a percentage of wagers placed in the game. There is no maximum on the player-dealer's wager.
12. The player-dealer's cards will always be dealt and placed in front of the house dealer's tray. The placement of the player-dealer's cards is standard in all games and is depicted below. See **Diagram #1**
13. The next round of play begins when the house dealer collects all the cards from the table and places them in the discard tray. The player-dealer position shall be offered systematically and continuously in a clockwise manner around the table after every two hands. The player-dealer shall collect all losing wagers, pay all winning wagers, and may not win or lose more than the original amount wagered. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players. The gambling establishment does not participate in the actual play of the game and has no interest in the outcome of the play.

**DIAGRAM #1**



# PURE 21.5 BLACKJACK WITH RED FLEX AND BUSTER BONUS WAGERS

## **CHART 1A**

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

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

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

## **CHART 1B**

<b>PLAYER-DEALER Options</b>		
<b>Must Stand on</b>	<b>Must Hit on</b>	<b>Have Option on</b>
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 EACH WAGER WINS, LOSES, OR PUSHES**

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'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 cards, giving the player-dealer a Pure 21.5 Blackjack. Winning insurance wagers will pay 2 to 1. If the player-dealer does not have a bonus card the insurance wager loses and is collected and given to the player-dealer. Insurance wages may be equal to no more than 1/2 of a player's original wager.
3. 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, all players' hands that do not have a Pure 21.5 Blackjack will lose. 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.
4. 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.
5. 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.
6. 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.

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7. 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.
8. 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.
9. 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 exceeding 21.5 push. Players that have surrendered their wager will still lose 1/2 of their wager.
  - b. If the player-dealer's hand is not 888 (three eights) all players whose total is more than 21.5 lose.
10. All collection rates and wagering limits will be posted at the table. They will not be based on any percentage.
11. Backline betting is permitted on the base wager, the red flex and buster bonus wagers.
11. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code, are permitted to play.

### **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. A maximum of three splits is allowed per hand, giving a player up to 4 hands. Doubling-down is permitted after splitting.
3. 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.
4. The cardroom will take no collection on double downs or splits from the player or player-dealer.
5. 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. Additionally, each player's wager receives action in the following order from seat to seat: game wager, Red Flex Bet, Buster Bet.

### **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.

# PURE 21.5 BLACKJACK WITH RED FLEX AND BUSTER BONUS WAGERS

## **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 \$1 to \$50 Buster Blackjack Bonus Bet wager for each game wager placed.
2. A player must participate in the base 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 permitted on the Buster Blackjack wager.
5. 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.
6. 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.
7. The player-dealer will pay all winning Buster Blackjack Bonus Bets and will collect all losing Buster Blackjack Bonus Bets.
8. In the event that the player/dealer's wager does not cover the amount wagered by the players, an action button will be used to designate where the action will begin. The player-dealer's second card, which is dealt face-down, determines the position of the action button. The player-dealer position is not counted when determining where the action button shall be placed. The other seats, in clockwise rotation, starting with the player to the left of the house dealer and continuing left to right, respectively represent the numbers of the player-dealer's face-down card. When determining where the action button will be placed, cards will hold the following values; ace is one, 2 through 9 have their face value, jack is eleven, queen is twelve, and king is thirteen. 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**

<b>Number of Cards in Dealer's Busted Hand</b>	<b>Payout Option 5</b>
3	1 to 1
4	3 to 1
5	6 to 1

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6	25 to 1
7	100 to 1
8 or more	250 to 1

### 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 \$1 to \$50 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 permitted on the Red FlexBet.
4. The Red Flex Bet shall remain in action regardless of the outcome of the base game wager.
5. 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.

6. 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.



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**Red Flex Bet Pay Table Options**

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

**PURE 21.5 BLACKJACK  
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3	\$5 - \$500	\$5 - \$50	\$1.00	\$0
		\$51 - \$100	\$2.00	
		\$101 - \$200	\$3.00	
		\$201 - \$300	\$4.00	
		\$301 +	\$5.00	
4	\$5 - \$500	\$5 - \$100	\$1.00	\$0
		\$51 - \$250	\$2.00	
		\$251 - \$300	\$4.00	
		\$301 - \$600	\$5.00	
		\$601 +	\$8.00	
5	\$5 - \$500	\$5 - \$100	\$1.00	\$0
		\$51 - \$250	\$3.00	
		\$251 - \$300	\$5.00	
		\$301 - \$600	\$8.00	
		\$601 +	\$10.00	
6	\$5 - \$1000	\$5 - \$100	\$0.50	\$0
		\$101 - \$200	\$1.00	
		\$201 - \$300	\$2.00	
		\$301 - \$400	\$3.00	
		\$401 +	\$5.00	
7	\$5 - \$1000	\$5 - \$50	\$0.50	\$0
		\$51 - \$100	\$1.00	
		\$101 - \$200	\$2.00	
		\$201 - \$400	\$3.00	
		\$401 +	\$5.00	
8	\$5 - \$1000	\$5 - \$50	\$1.00	\$0
		\$51 - \$100	\$2.00	
		\$101 - \$200	\$3.00	
		\$201 - \$300	\$4.00	
		\$301 +	\$5.00	
9	\$5 - \$1000	\$5 - \$100	\$1.00	\$0
		\$51 - \$250	\$2.00	
		\$251 - \$300	\$4.00	
		\$301 - \$600	\$5.00	
		\$601 +	\$8.00	
10	\$5 - \$1000	\$5 - \$100	\$1.00	\$0
		\$51 - \$250	\$3.00	
		\$251 - \$300	\$5.00	
		\$301 - \$600	\$8.00	
		\$601 +	\$10.00	

## PURE 21.5 BLACKJACK WITH RED FLEX AND BUSTER BONUS WAGERS

### **Wagering Limits and Collection Fees**

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

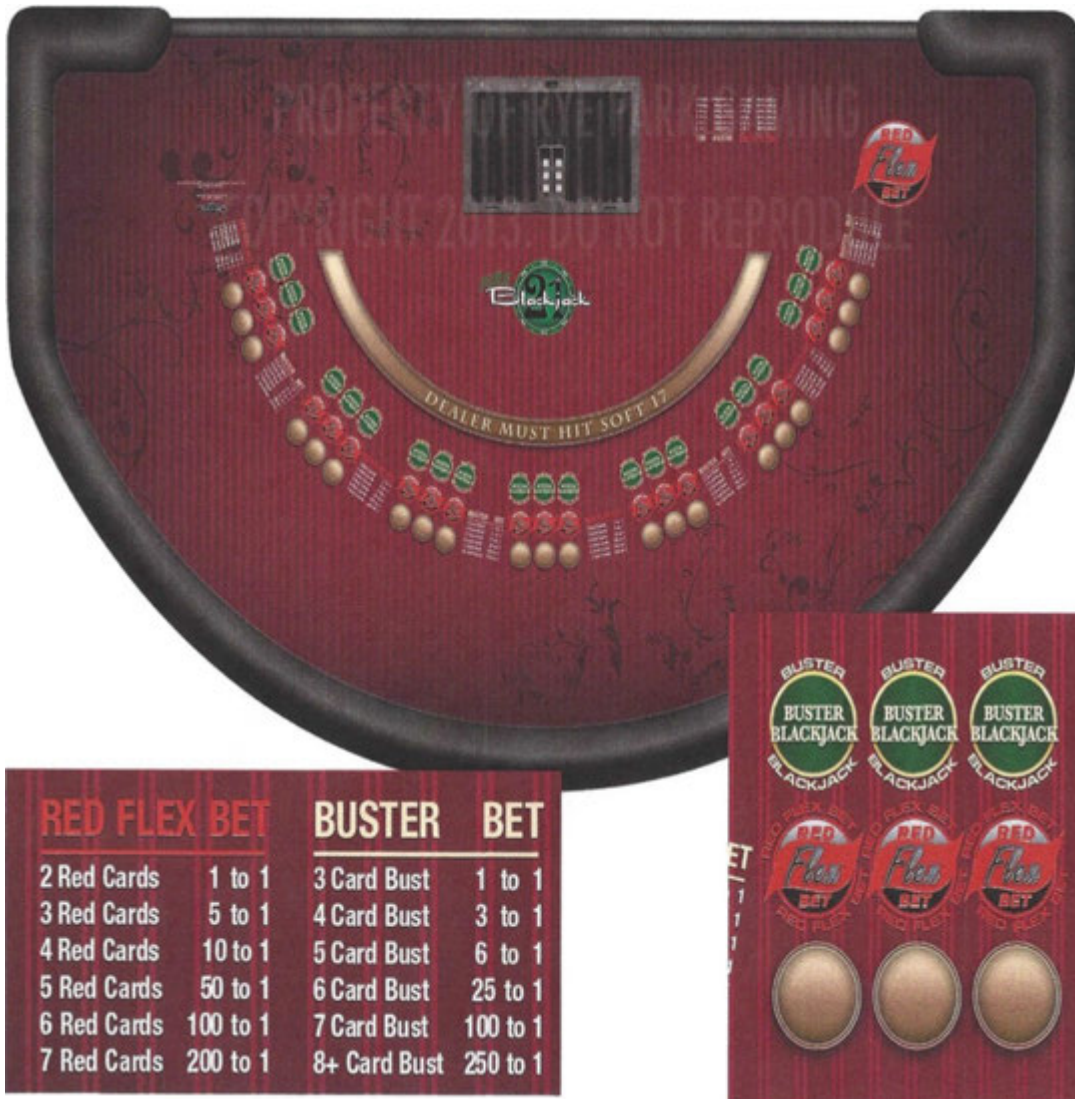
For **schedule option 1 through 12**, a collection will be taken per hand from the player-dealer position based on the total monetary value of all game wagers including the Buster and Red Flex wagers that are placed by players prior to cards being dealt, referred to as total action on the table. The total action on the table does not count any additional wagers placed by players after cards are dealt, such as when player's double-down, split cards, surrender, or place an insurance wager. The collection 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. 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 Pure 21.5 Blackjack with the Buster and Red Flex Bonus wagers are as shown below:

Schedule Options	Table Limits	Total Table Action	Player-Dealer Fee	Player Fee
1	\$5 - \$500	\$5 - \$100	\$0.50	\$0
		\$101 - \$200	\$1.00	
		\$201 - \$300	\$2.00	
		\$301 - \$400	\$3.00	
		\$401 +	\$5.00	
2	\$5 - \$500	\$5 - \$50	\$0.50	\$0
		\$51 - \$100	\$1.00	
		\$101 - \$200	\$2.00	
		\$201 - \$400	\$3.00	
		\$401 +	\$5.00	

## PURE 21.5 BLACKJACK WITH RED FLEX AND BUSTER BONUS WAGERS

11	\$25 - \$2000	\$5 - \$50	\$1.00	\$0
		\$51 - \$100	\$2.00	
		\$101 - \$200	\$3.00	
		\$201 - \$300	\$4.00	
		\$301 +	\$5.00	
12	\$25 - \$2000	\$5 - \$100	\$1.00	\$0
		\$51 - \$250	\$2.00	
		\$251 - \$300	\$4.00	
		\$301 - \$800	\$5.00	
		\$801 +	\$8.00	

### Table Layout





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**Type of Game**

Three Card Poker 6 Card Bonus is a Three Card Poker game that utilizes a player-dealer position, and is categorized as a California Game. As in other games featuring a player-dealer, 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 will only “bank” the hand (including bonus bets) for two consecutive times 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 to assemble a three card hand that beats the player-dealer.

**Description of the Deck and Number of Decks Used**

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

**Card Values and Hand Rankings**

**Three-Card High Card Values-**The rank of each card used in Three Card Poker 6 Card Bonus when forming a three-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 all suits shall be considered equal in rank.

3-Card Hand Dealt	Hand Requirements
<b>Mini Royal Flush</b>	A hand that consists of an ace, king, and queen of the same suit.
<b>Straight Flush</b>	A hand that consists of three cards of the same suit in consecutive ranking. King, queen and jack are the highest ranked straight flush and Ace, 2 and 3 is the lowest ranked straight flush.



<b>Three of a Kind</b>	A hand that consists of three cards of the same rank. Three aces are the highest ranked three of a kind and three 2's are the lowest ranked three of a kind.
<b>Straight</b>	A hand that consists of three cards that are in consecutive ranking, but that are not the same suit. An ace, king and queen are the highest ranked straight and ace, 2, 3 is the lowest ranked straight.
<b>Flush</b>	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.
<b>One Pair</b>	A hand that consists of two cards of the same rank. Two aces are the highest ranked pair and two 2's is the lowest ranked pair.
<b>High Card</b>	A hand that consists of three cards that do not make any of the hands listed above. An ace, king, and jack are the highest ranked high card hand and 5, 3, and 2 is the lowest ranked high card hand.

**Description of Table Used and Total Number of Seated Positions**

Three Card Poker 6 Card Bonus shall be played on a standard blackjack style table having seven places on one side for the players and the player-dealer, and a place for the house dealer on the opposite side. 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 seven players.

The wagering areas shall be designated as follows:

- a. For Ante wagers the word "Ante";
- b. For Play wagers the word "Play";
- c. For Pair Plus wagers the words "Pair Plus"; and
- d. For 6 Card Bonus wagers on the words "6 Card Bonus."

The Three Card Poker 6 Card Bonus game utilizes an action button to determine which player receives first action on their wagers. The player-dealer's third card, which is dealt face-up, determines the position of the action button. The player-dealer position is not counted when determining where the action button shall be placed. The other seats, in clockwise rotation, starting with the player to the left of the house dealer and continuing left to right, respectively represent the numbers of the player-dealer's face down card. When determining where the action button will be placed, cards will hold the following values; ace, is one, 2 through 9 have their face value, jack is eleven, queen is twelve, and king is thirteen. Wagers will be settled in the following order from player to player: the Play wager, then the Ante 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.



### **Dealing Procedures and Round of Play**

Prior to the commencement of play:

1. All wagers in Three Card Poker 6 Card Bonus shall be made by placing gaming chips on the appropriate betting areas of the table layout keeping in mind the table minimum and maximum wagering limits.
2. Back-line betting is permitted on the base game and the Pair Plus and 6 Card Bonus bets.
3. At the beginning of each round of play, each player shall be required to place an Ante wager. Each player will have the option to place a Play wager, after inspecting their hand, which must be equal to the Ante wager.
4. Each player at a Three Card Poker 6 Card Bonus table, who has placed the Ante wager required above, shall also have the option to make an additional "Pair Plus" wager or a "6 Card Bonus" wager that awards a bonus payout to the player(s) who receives a poker hand consisting of certain hand combinations as listed in the *Bonus Bet Payout Table(s)*.
5. 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." No bets shall be made, increased, or withdrawn after the house dealer has announced, "no more bets."

### **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 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**.

#### **How Each Wager Wins, Loses or Pushes**

1. If the player-dealer does not have a minimum of a queen-high hand the ***player-dealer does not qualify***.
  - a. Play Bet Payout-The Play Bet receives no action. The house dealer shall immediately refund these wagers to players.
  - b. Ante Bet Payout-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.
2. If the player-dealer's hand has a queen or better, the ***player-dealer's hand qualifies***, the house dealer shall immediately stack each player's Play wager atop the Ante.
  - a. If the player's hand beats the player-dealer's hand, the player wins even money on the Ante and the Play wagers.
  - b. If the player-dealer's hand beats the player's hand, the player loses both the Ante and the Play wagers.
  - c. If the player's hand and the player-dealer's hand are equal in rank and value, the hand is considered a tie and the Ante and Play wagers shall push and be returned to the player.
3. 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.
4. 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.
5. 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.





**Pair Plus Wager**

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. The Pair Plus wager only considers the three cards each player receives.
4. If the player's hand qualifies for payouts, the player is paid by the player-dealer according to the posted pay table below.
5. If the player's hand does not qualify for payouts, the player-dealer collects the Pair Plus wager.
6. The player-dealer will pay all winning Pair Plus wagers and will collect all losing Pair Plus wagers.
7. 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.
8. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.
9. Backline betting is permitted on the Pair Plus Wager.
10. Winning Pair Plus wagers pay as follows:

<b>3- Card Hand</b>	<b>Payoff</b>
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. 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.

4. If the player's hand qualifies for payouts, the player is paid by the player-dealer according to the posted pay table below.
5. If the player's hand does not qualify for payouts, the player-dealer collects the 6 Card Bonus wager.
6. The player-dealer will pay all winning 6 Card Bonus wagers and will collect all losing 6 Card Bonus wagers.
7. 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.
8. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.
9. Backline betting is permitted on the 6 Card Bonus wager.
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



**Wagering Limits and Collection Fees**

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

For **schedule options 1-5**, there shall be no collection fees taken from the player position. A collection fee shall be taken per hand from the player-dealer position based on the Total Table Action, as defined below. There are no fees taken from the player or player-dealer for any Play Bets placed. The minimum wager for the Pair Plus bonus wager shall be \$0 and the maximum wager for the Pair Plus bonus wager shall be \$50. The minimum wager for the 6 Card bonus wager shall be \$0 and the maximum wager for the 6 Card bonus wager shall be \$25. The fees shall be taken prior to cards being dealt or any round of play being conducted. Only one collection schedule, which utilizes one table limit and the specified 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. Ample notice shall be provided to players relating to the assessment of fees. Flat fees on each wager may be assessed at different collection rates. The requested collection fees and schedules for Three Card Poker 6 Card bonus are as shown below:

Schedule Options	Table Limit per betting spot	Player Fee	Total Table Action	Player-Dealer Fee (per hand)
1	\$5-\$500	\$0	\$5-\$50	\$ .50
			\$51-\$100	\$1.00
			\$101-\$300	\$2.00
			\$301-\$500	\$4.00
			\$501+	\$5.00
2	\$5-\$500	\$0	\$5-\$50	\$ .50
			\$51-\$100	\$1.00
			\$101-\$300	\$3.00
			\$301-\$700	\$5.00
			\$701+	\$10.00
3	\$5-\$500	\$0	\$5-\$100	\$1.00
			\$101-\$300	\$2.00
			\$301-\$600	\$5.00
			\$601-\$1,000	\$8.00
			\$1001+	\$10.00
4	\$5-\$500	\$0	\$5-\$100	\$1.00
			\$101-\$300	\$3.00
			\$301-\$600	\$6.00
			\$601-\$1,000	\$10.00
			\$1001+	\$12.00

# THREE CARD POKER™



5	\$5-\$500	\$0	\$5-\$100	\$1.00
			\$101-\$300	\$3.00
			\$301-\$600	\$8.00
			\$601-\$1,000	\$12.00
			\$1001+	\$15.00

## Table Layout

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6 CARD BONUS		BONUS PAYOUTS	
Royal Flush .....	1,000 to 1	Pair.....	1 to 1
Straight Flush.....	200 to 1	Flush.....	3 to 1
Four of a Kind.....	100 to 1	Straight.....	6 to 1
Full House .....	20 to 1	Three-of-a-Kind.....	30 to 1
Flush .....	15 to 1	Straight Flush.....	40 to 1
Straight .....	10 to 1	Royal Flush .....	200 to 1
Three of a Kind .....	7 to 1		



COMPANY	Casino Club
ITEM	3CP-6CB
VERSION	1.2
SURFACE SIZE (in)	
PRINTED AREA (in)	82"x50"
PROOF DATE	03-18-14
NOTES	

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# 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, referred to as hole cards. Five cards will be dealt to the center of the table, these cards are referred to as community cards. The players and player-dealer will combine none, one or two of their hole cards with the five community cards to make their best five-card hand. Ultimate Texas Hold'em lets players bet aggressively. The earlier they bet, the more they can risk and win.

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

Players will also have the option to place a Trips Bonus Bet. Players win the Trips Bonus Bet if their final five-card hand is a Three of a Kind or better.

## **Description of the Deck and Number of Decks Used**

1. **Physical Characteristics:** Cards shall be in standard decks of 52 cards without a joker.
2. **Number of Decks:** Ultimate Texas Hold'em shall be played with two alternating decks, each consisting of 52 cards with backs of the same design.
  - a. The backs of the cards of the two decks are of different color.
  - b. One deck will be shuffled by the automated card shuffling device while the other deck is being dealt or used to play the game.
  - c. Both decks will be continuously alternated in and out of play, with each deck being used for every other round of play.
  - d. 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 lowest to highest rank, shall be: 2, 3, 4, 5, 6, 7, 8, 9, 10, jack, queen, king and ace. All suits shall be considered equal in rank. The ace would be considered low any time the ace begins a Straight. Players do not have to use their hole cards to form an eligible hand.

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

## Ultimate Texas Hold'em

### Ultimate Texas Hold'em Hand Ranking

Hand Dealt	Hand Requirements
<b>Royal Flush</b>	A hand that consists of an ace, king, queen, jack and 10 of the same suit.
<b>Straight Flush</b>	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.
<b>Four of a Kind</b>	A hand that consists of four cards of the same rank. Four aces is the highest ranked Four of a Kind and four 2s is the lowest ranked Four of a Kind.
<b>Full House</b>	A hand that consists of a Three of a Kind and a Pair. Three aces and two kings is the highest ranked Full House and three 2s and two 3s is the lowest ranked Full House.
<b>Flush</b>	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.
<b>Straight</b>	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.
<b>Three of a Kind</b>	A hand that consists of three cards of the same rank. Three aces is the highest ranked Three of a Kind and three 2s is the lowest ranked Three of a Kind.
<b>Two Pairs</b>	A hand that consists of two Pairs. Two aces and two kings is the highest ranked Two Pairs and two 3s and two 2s is the lowest ranked Two Pairs.
<b>One Pair</b>	A hand that consists of two cards of the same rank. Two aces is the highest ranked Pair and two 2s is the lowest ranked Pair.
<b>High Card</b>	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, which seats a maximum of six players and a player-dealer, for a total of seven seated positions. The table shall also have 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."

Within each betting area for each seated player, there shall be four betting spaces. The betting spaces shall be designated as follows:

- For Ante wagers, the word "Ante";
- For Blind wagers, the word "Blind";
- For Trips Bonus Bet, the word "Trips";
- For Play wagers, the word "Play."

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### **Dealing Procedures and Round of Play**

All wagers in 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. At the start of the game a player is offered the player-dealer position. Once the player-dealer position is accepted, the house dealer shall wait for each player to make their wager in accordance with the table limits.
2. Third-Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code, are permitted to play.
3. Before the first card is dealt in a round of play, each player shall be required to place equal Ante and Blind wagers, in the appropriate betting spaces.
  - a. Each player who has placed the required Ante and Blind wagers, mentioned above, will have the option to place an additional Trips Bonus Bet.
4. Backline betting is permitted on any wager.
5. Immediately before the start of each round of play and after all Ante and Blind wagers, and any Trips Bonus Bet have been made, the house dealer shall call "No more bets".
  - a. No bets shall be made, increased, or withdrawn after the dealer has announced, "No more bets".
6. Starting on their left and continuing clockwise around the table, the house dealer shall deal the cards.
7. All cards shall be dealt face-down.
  - a. The cards shall be dealt as follows when a card shoe is used:
    - i. One card to each wagering area containing an Ante and Blind wager then one card to the player-dealer; followed by
    - ii. A further card to each such wagering area and the player-dealer, so that each player and the player-dealer have two cards each; followed by
    - iii. Five community cards in the center of the table.
  - b. The cards shall be dealt as follows when an automatic shuffler is used:
    - iv. Two cards at a time to each wagering area containing an Ante and Blind wager; followed by
    - v. Two cards to the player-dealer; followed by
    - vi. Five community cards in the center of the table.
8. After the cards have been dealt and 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.
  - 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.
9. 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.
10. When the players have made their wagers or checked, the house dealer shall proceed to turn over the first three community cards (the flop).
11. 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.
12. The house dealer shall proceed to turn over the remaining two community cards (the turn and the river).
13. 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.

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14. 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:
  - a. Collect the Ante wager, Blind wager, and Trips Bonus Bet (if the hand is not a Three of a Kind or better) on behalf of the player-dealer;
    - i. If the hand is a Three of a Kind or better the Trips Bonus Bet will not be 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.
    - i. If the player placed a Trips Bonus Bet; and the hand is a Three of a Kind or better the house dealer will leave cards, face up on the table, and will not collect or discard them until payout on the hand has been made.
15. For all remaining players, the house dealer will turn over the player-dealer's two cards.
16. Each player and the player-dealer will combine none, one, or two of their hole cards with three, four or five of the five community cards to make the best five-card poker hand.
17. Starting with the first active player to the left of the player-dealer, and continuing clockwise, the house dealer will reveal the player's cards.
18. The action on payouts will always begin with the player to the left of the player-dealer position and continue clockwise.
19. All wagers shall be settled from seat to seat in the following order: Ante, Play, Blind wagers, and Trips Bonus Bet.
20. 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 player-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 Bet (see below "When player-dealer qualifies"); and
  - c. Collect, count and place the player's cards in the discard holder.

***The player-dealer qualifies*** when the player-dealer's hand has 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 first active 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);



## Ultimate Texas Hold'em

- c. Compare the player's hand with the player-dealer's; 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 value than the player-dealer's hand;
  - b. Lose if it has a lower value than the player-dealer's hand;
  - c. Constitute a push if it has a value equal to the player-dealer's hand.
  - d. If a player wins with less than a Straight, the Blind bet 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 accordingly on behalf of the player-dealer or collect the wager on behalf of the player-dealer; and
  - c. 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;
  - b. Pay the Blind wager if the hand is a Straight or better, see Blind pay table;
  - c. Determine whether the Trips Bonus Bet qualifies and pay accordingly on behalf of the player-dealer or collect the wager on behalf of the player-dealer; and
  - d. 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. Determine whether the Trips Bonus Bet qualifies and pay accordingly on behalf of the player-dealer or collect the wager on behalf of the player-dealer; and
  - 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 wager and Trips Bonus Bet shall be paid in accordance with the approved pay table for the cardroom (see table below).
8. 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.)
9. The player-dealer is never required to cover all opposing players' wagers. Payoffs of wagers are limited to the amount of the player-dealer wager. The house never participates as the player-dealer. The house never takes a percentage of wagers placed in the game. There is no maximum on the player-dealer's wager.

**Blind Pay Table**

Hand	Blind
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
All Other Hands	Push

## Ultimate Texas Hold'em

### **Bonus Bet**

#### **Trips Bonus Bet**

The Trips Bonus Bet is an optional bet for the game of Ultimate Texas Hold'em. The Trips Bonus Bet takes into consideration the player's hand. If the player's final five-card hand is a Three of a Kind or better the player will be paid according to the pay table below.

- The player may use none, one, or both of their hole cards to form a hand of Three of a Kind or better.
- Players must place an Ante and Blind wager prior to the initial deal in order to place a Trips Bonus Bet.
- The Trips Bonus Bet must be placed prior to the initial deal.
- Backline betting is permitted on the Trips Bonus Bet.
- There is no opportunity for the Trips Bonus Bet to tie or push.
- See the collection rates 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.
- If the player's hand qualifies for a payout, the player is paid by the player-dealer, according to the table shown below.
- If the player's hand does not qualify for a Trips Bonus Bet payout, the player-dealer collects the Trips 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.

**Trips Bonus Pay Table**

<b>Hand</b>	<b>Payout</b>
Royal Flush	50 to 1
Straight Flush	40 to 1
Four of a Kind	20 to 1
Full House	7 to 1
Flush	6 to 1
Straight	5 to 1
Three of a Kind	3 to 1

# Ultimate Texas Hold'em

## Table Layout



## Ultimate Texas Hold'em

### Collection Rates Schedules

There shall be no collection fees taken from the player position. A collection fee shall be taken per hand from the player-dealer position based on the Total Table Action, as defined below. There are no fees taken from the player or player-dealer for any Play Bets placed. The minimum wager for the Trips Bonus Bet shall be \$0 and the maximum wager for the Trips Bonus Bet shall be \$50. The fees shall be taken prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit per betting spot	Player Fee	Total Table Action	Player-Dealer Fee (per hand)
1	\$5-\$500	\$0	\$5-\$100	\$1.00
			\$101-\$300	\$2.00
			\$301-\$600	\$5.00
			\$601-\$1,000	\$8.00
			\$1,001+	\$10.00

### Collection Rates for California Games

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