

RULES FOR ASIAN DOUBLE HAND POKER

1. Time collection is taken in advance for each bet. You must have a full minimum bet after paying collection.
2. Each table has a spread limit defining the minimum and maximum amounts that may be wagered in each spot.
3. You must bet at least the table minimum. Less than minimum bets will receive action, but will not be tolerated.
4. Any amounts over the maximum table limit will receive no action.
5. The designated player is allowed to cover all individual bets.
6. "Kum-Kum" bets will be paid off and/or collected as one bet.
7. Players who choose to bet "Kum-Kum" must each wager at least the minimum bet permitted at the table.
8. Players who bet "Kum-Kum" do so at their own risk. The house will not hold up action or be responsible for settling disputes that arise from "Kum-Kum" bets.
9. All action goes clockwise, starting with the action button.
10. All cash must be changed to chips before the action will be accepted. All bets will be paid off with chips.
11. The player who controls the seat is the active player for that position and the only one allowed to handle the cards. The active player also has final say on how the hand is set.
12. A maximum of five backline bets are allowed on each spot.
13. No player is allowed to pick-up any hand out of sequence. The house dealer will be instructed to push the hand to the player and then to replace the hand in it's proper position.

14. Backline players may participate in the play of the hand. If the active player and backline player(s) disagree over the play of the hand, the seated player makes the final decision.

15. Once the house dealer has announced "no more bets" and opened the dice cup, no one may change his wager.

16. The house dealer is not allowed to have any INFLUENCE on the outcome of the designated player's hand. Cutting cards, selection of action pile, shaking of dice, and giving an opinion on the setting of the designated player's hand are all examples of INFLUENCE.

17. The house dealers are not allowed to pay collections for any player.

18. The designated player's hand will not be opened until all hands have been set. "House way" hands will be set before the designated player's hand is opened.

19. All players must put the entire wager in the spot before the dice cup is opened by the house dealer. Only money in the spot plays. Stating "money covers" or other call bets is NOT acceptable.

20. If the designated player's hand is accidentally exposed before all hands are set, the unset hands will be set "house way".

21. Any active player is entitled to ask the house dealer the amount of the designated player's wager, to the extent that it affects the play of his hand.

22. No side bets or proposition bets are allowed.

23. Any player wagering on a spot on the previous hand has the option of being the designated player there on the next hand (in turn). If there was no wager on the previous hand, no one may be the designated player on that spot.

24. A player may not surrender his hand.

25. Any attempts to switch, pass, hold out cards, or any other illegal actions will cause a hand to be foul and the forfeiture of that wager to the extent that money covers. Any player(s) involved in such actions will be excluded from the premises and may be subject to prosecution.

26. Any player removing a losing bet will be subject to pay the maximum bet amount if the size of the wager cannot be determined. Player may be excluded from the premises and subject to prosecution.

27. A player who removes a winning wager from the betting spot may be paid the minimum bet (to the extent that money covers) if the correct amount of the wager cannot be determined.

28. A player has a FOUL hand if:

(a) The two-card front hand is stronger than the five-card back hand, or

(b) The player does not have exactly two cards in the front hand, or

(c) The player does not have exactly five cards in the back hand, or

(d) The player does not protect his hand and it comes in contact with other cards.

29. All foul hands are considered losing hands.

30. All players are forbidden to show or discuss their hands with any player involved in another active hand.

31. The Joker may be used as an Ace or to complete a straight or as the highest unmatched card in a flush.

32. A boxed or exposed card on the deal will be replaced after the deal is finished by the first of the remaining four cards.

33. A misdeal will be declared if (a) a Joker or Ace is boxed or exposed, or (b) if two or more cards are exposed.

34. Players are responsible for the final setting of their hands. When a player requests assistance on the setting of a hand by the house dealer the hand will be set "house way".

35. Any "house way" hand improperly set by the house dealer will be reset by management.

36. The house dealer cannot allow the designated player to set his hand foul. It will be reset the "house way" by management and play will continue.

37. After the house dealer has dealt out the seven piles of cards, the stub of the deck must have four cards remaining. If the stub of the deck has more or less than 4 cards there will be no action and all hands will be redealt.

38. The designated player's hand is not set until he has signified his final decision in an **obvious** manner to the house dealer.

39. Unless the designated player requests to have his hand set "house way", The Marina Club will not be responsible for any hand that is "ok'ed" for action by the designated player.

40. Once the first player's hand is exposed, the designated player may not reset his hand.

41. Only the designated player may request a change of deck between the first and second deal. Any active player may request a deck change during the change of designated players.

42. When two identical cards are turned up, the hand will be declared a misdeal.

43. A hand that has been misread by the house dealer will play at true value if it can be retrieved intact.

44. "Copy": If a player's front hand has the same value as the designated player's front hand, it is called a "copy". The designated player's front hand is then considered the winner. The same "copy" rule is applied to the back hand.

GENERAL POKER RULES

1. All collections of seat rental fees are made in advance. Full rate will be charged up to ten minutes past appointed collection time, when applicable.
2. Husbands and wives or relatives may not play in the same game. (Subject to manager's approval.)
3. Do not expose cards at any time except on showdown.
4. String bets or raises are not allowed. A player must put in an amount at least equal to one half a bet to be allowed to return to his stack to complete the bet or raise. A verbal declaration, i.e., "I bet", "I raise", before action is started, clarifies the action and allows the player to return to his stack to fulfill his bet or raise.
5. After a new player is seated or a buy-in is placed at a seat, no change in seating will be made.
6. Each player must act in turn. Acting on a hand out of turn is not binding. If any delay is encountered, a player should call "TIME" to ensure his silence is not interpreted as a pass.
7. Anyone who checks out of turn may not initiate any action.
8. A verbal declaration in turn, which causes another player to act in turn, or money in the pot, is binding. However, a player raising a bet should verbally declare the raise. A call made behind the raise may be withdrawn if the raise was not audibly declared. If a raise is audibly declared, a player not completing the full raise may be compelled to complete the raise at the discretion of the floorman.
9. A player may cash in all his chips at any time. If a player quits a game and returns to the same game in less than one-half hour, he must come back with the same amount he left with.
10. All chips must remain on the table. Only cards and chips are allowed on the card tables. If money is placed on the table, chips must be requested.

11. A short bet or call must be completed. If a player acting in turn releases chips on table with forward motion of the hand, it constitutes a bet or call.

12. If a player shows cards to one, he must show them to all, if desired by other player(s).

13. Cards off the table may not be played.

14. A player may not ante for another player.

15. **ONCE A POT IS OUT OF PLAY, NO DECISION CAN BE RENDERED BY THE FLOORMAN.**

16. Players are held to verbal declarations such as: "I pass", "I call", "I raise", "I bet", et cetera.

17. A grouping of five cards exposed in the deck is a misdeal.

18. Two extra cards off the deck on the deal constitutes a misdeal. Also, if the first card dealt is turned over, it is deemed a misdeal. In both instances, hands are redealt.

19. Potting is allowed only for refreshments, food or cigarettes.

20. A player is allowed thirty minutes to eat or go for funds, fifteen minutes per hour to "lobby". When time is up, chips will be removed and seat forfeited. Player's name will then be placed on the waiting list.

TEXAS HOLD'EM RULES

THE GAME

Each player is dealt two down cards (hole cards) as their initial hand. There is a round of betting after these cards are delivered. Three board-cards are turned face up simultaneously (which is called "the flop") and another round of betting occurs. The dealer then turns a fourth card face up on the board, and the third round of betting follows. After a fifth card is turned face up on the board, the final round of betting takes place. The five face up board-cards are called community cards and a player may use any combination of five cards to determine his/her best hand. Best five-card hand wins. A player may use any combination of board cards or hole cards to make a hand or he may play the board as his hand.

THE SYSTEM

Hold'em is played on an oval table which accommodates players and a center dealer. All Hold'em games at The Marina Club are dealer games. When a new game starts, the dealer will shuffle and spread the deck face down on the playing surface. The players will pluck a card from the deck to determine the position of the deal. The player who plucks the highest card from the deck receives the dealer button.

After the first two hole cards have been dealt, action begins with the player to the left of the blind and a player has to bet or throw his hand away. Subsequent betting rounds begin with the player to the immediate left of the dealer (button). After all betting rounds have been completed, the pot is awarded to the remaining player with the best hand, the deck reshuffled and cut, and the dealer button and blinds moved forward to the next positions at the table as play resumes.

RULES

1. **IT IS THE PLAYER'S RESPONSIBILITY TO PROTECT HIS HAND AT ALL TIMES, EITHER BY HOLDING ON TO HIS CARDS OR BY PLACING CHIPS ON THEM.** Dealers will assist in reading hands to the best of their ability, although it is the player's

responsibility to protect his or her hand at all times. The dealer will assume that any unprotected, abandoned, or discarded hands are dead or have been folded. Neither the house nor the dealer can be held accountable for the player's failure to protect his hand. At the dealer's discretion, a hand may be considered retrievable.

2. Cards Speak: Winning hand must show all cards prior to pot being awarded. Cards read for themselves. The player instituting the action, (either by betting or checking) must turn his hand over first upon completion of all action and best hand wins.

3. Although verbal declarations with regard to the content of a player's hand are no longer binding, a player miscalling a hand and causing another player to discard their hand may, at the discretion of management, risk forfeiting the pot and further disciplinary action.

4. Only a full bet constitutes a bet or a raise. Anything less than a full bet is considered to be action only. When a player has gone all in for an amount less than a full bet or raise, the next player can call the equivalent amount or put in an amount equal to a full bet or raise.

5. String bets or raises are not allowed. A player must put in an amount at least equal to one half a bet to be allowed to return to his stack to complete the bet or raise. A verbal declaration, i.e., I bet, I raise, before action is started, clarifies the action and allows the player to return to his stack to fulfill his bet or raise.

6. Initial buy-in for any hold'em game is ten times the minimum bet. Thereafter, only one buy of a lesser amount (short-buy) is allowed.

7. Any new game employing a dealer-button will have the button positioned for the initial deal based on a random draw — high card receiving the button — among the players in the new game, after the deck has been shuffled and spread face down on the table by the dealer. If two or more players draw the same low card, the deal will be determined by superior suit rank — spades, hearts, diamonds and clubs.

8. Check and raise is permitted.

9. Anyone who checks out of turn may not initiate any action.

10. A bet and three raises are allowed. When only two players remain in the pot there is no limit to the number of raises.

11. No pot may be awarded until all losing hands have been killed. The winning hand should remain face up until the pot is awarded.

12. A player who puts a single chip into the pot that is larger than the bet to him is assumed to have called the bet, unless he announces "raise".

13. A card placed face up in the deck (boxed card) is dead and is dealt into the discards. A boxed card is replaced by the next card below it in the deck. A group of five cards exposed in the deck is a misdeal. If a Joker were to appear in a deck, it would be treated as a dead card. If a player does not call attention to the Joker among his down cards before acting on his hand, then he has a foul hand and forfeits all rights to the pot and all monies involved.

14. If a player's hole card is exposed due to a dealer error, he may not keep the exposed card. After completing the deal, the dealer will exchange the exposed card with the top card on the deck and place the exposed card face up on top of the deck. The exposed card will be used as the burn card after all action, before the flop, is completed.

15. A player who allows substantial action to occur behind him risks forfeiting his right to initiate action on his hand and in certain circumstances may have his hand nullified.

16. If a player is dealt more cards than the game he is playing in calls for, and it is discovered before he acts on his hand, the extra card will be retrieved and placed on the top of the deck as the burn card. The player receiving less than the required number of cards will receive a card(s) from the top of the deck. If either situation occurs after the player has acted on his hand, all monies, antes and blinds are forfeited by that player.

17. If the flop has too many cards, it will be taken back and reshuffled except the burn card which will remain burned. The dealer will deliver a new flop after burning a card. This method is used unless there has been substantial action based on an improper card, in which case, the card the players based their actions on will stand, and the dealer on subsequent rounds shall treat the two stuck-together cards as a single card. If this occurs, the dealer will **not** burn the top card before dealing another round of cards.

18. If cards are flopped by the dealer before all the betting is completed, the entire flop is taken back and reshuffled.

19. If the dealer turns up the fourth card on the board before the round of betting is completed, the card is not in play. After the completion of the betting, the next card is burned and the fifth card is put in the fourth card's place. After betting is completed, the dealer will reshuffle the deck including the card that was taken out of play but not the burn card or discards. The dealer will then deal the fifth card.

20. If the fifth (5th) card is turned up before betting is complete, it shall be reshuffled in the same manner as the previous rule.

21. The winning hand must show **both** cards face up on the table prior to the pot being awarded unless all other active hands have been discarded and only one intact hand remains.

22. A player who wishes to play the board must be in possession of his hand.

23. All blinds are "live", meaning the player with a blind has the option of raising the pot when the action reaches him even if there has been no previous raise.

24. Initial round betting action begins with the player who is to the immediate left of the "blind". Thereafter, action begins with the player to the immediate left of the dealer (button).

25. A player who misses all or part of the blind(s) will be given a "missed blind" button. To receive a hand when he returns, a player with a missed blind button must do one of the following:

- a. Wait and come in on his blind.
- b. Place a straddle blind in the pot.

26. A player who moves to a new seat and in the process moves away from the big blind must kill the pot or wait out the appropriate number of hands. This rule prevents a player from continually changing seats in order to unfairly receive several extra hands before taking a blind.

27. A player who has fulfilled all his blind obligations, then immediately moves to a new seat, has the option of letting the blinds pass by without penalty. He has not unfairly received any hand because his relative position to the blinds has not improved.

28. A player who needs to make up a blind and looks at any of his cards before posting the blind money has a dead hand, provided the error is caught before the player acts on his hand. If he acts before the mistake is caught, the hand is live and may be played, and the player makes up the blind on a subsequent deal.

LOWBALL RULES

DESCRIPTION

The dealer delivers (facedown) one card at a time to the participants until all have five cards. Each player, in turn, then has an opportunity to bet on his cards or drop out of the game. The second phase of play consists of the draw, whereas the remaining active players can discard poor cards from their hand and replace them with fresh cards from the stub of the deck. A second round of betting occurs and, of the remaining participants, the player with the best hand wins the pot. **Best five-card hand wins.**

A three player blind (ante) is utilized in all lowball games. The blinds consist of the dealer (button) and the two players to the left of the dealer. The blinds are equal to the limit of the game with the player two positions to the left of the dealer putting out an amount equal to half of the limit of the game (big blind), and the dealer and the player to his immediate left (small blind) fulfilling the remainder of the blind.

RULES

1. IT IS THE PLAYER'S RESPONSIBILITY TO PROTECT HIS HAND AT ALL TIMES, EITHER BY HOLDING ON TO HIS CARDS OR BY PLACING CHIPS ON THEM.

2. **Cards Speak:** Winning hand must show all cards prior to pot being awarded. Cards read for themselves. The player instituting the action, (either by betting or checking) must turn his hand over first upon completion of all action and best hand wins.

3. Although verbal declarations with regard to the content of a player's hand are no longer binding, a player miscalling a hand and causing another player to discard their hand may, at the discretion of management, risk forfeiting the pot and further disciplinary action.

4. String bets or raises are not allowed. A player must put in an amount at least equal to one half a bet to be allowed to return to his stack to complete the bet or raise. A verbal declaration, i.e., "I bet", "I

raise", before action is started, clarifies the action and allows the player to return to his stack to fulfill his bet or raise.

5. Before the draw, the first player to act is the player to the left of the big blind. After the draw, it is the player to the left of the dealer (button).

6. Initial buy-in for games through 20 limit is five times the minimum bet. Initial buy-in for 30 limit and above is ten times the minimum bet. Thereafter, only one buy of a lesser amount (short-buy) is allowed.

7. Five cards constitute a playing hand; more or less than five cards after the draw is a foul hand. Before the draw, more than five cards is a foul hand.

8. The "limit" of a game indicates the amount of each bet. There is no restriction on the number of bets or raises, except as imposed by table stakes rules.

9. Before dealing the draw, the top card from the stub of the deck must be discarded (burned). A player can draw up to five cards.

10. Check and raise is not permitted.

11. If a bet has been made and called or "check-and-check" after the draw, any player may see any of the hands in play at the showdown.

12. If a "seven" or better is passed and is the best hand, all bets after the draw are returned.

13. Until the first action after the draw is taken, the dealer must correctly state the number of cards drawn by the players.

14. The winning hand must show all cards face up on the table.

15. A player who puts a single chip into the pot that is larger than the bet to him is assumed to have called the bet, unless he announces "raise".

16. A card placed face up in the deck (boxed card) is dead and is dealt into the discards. A boxed card is replaced by the next card below it in the deck.

17. Before the draw, an exposed card of five (5) and under must be taken. After the draw, exposed cards cannot be taken. Player must accept a substitute card for an exposed card in order to act in turn. To replace an exposed card on the deal, the dealer will exchange the exposed card with the top card on the deck and place the exposed card face up on top of the deck to act as the burn card. To replace a card exposed on the draw, the dealer will complete the draw and replace the card from the top of the deck.

18. A knock in turn usually constitutes a "pass", but a knock on the table may also mean the declaration of a pat hand. A player indicating a pat hand, not knowing the pot has been raised, may still play his hand, despite action taking place behind him.

19. All blinds will be arranged in clockwise order from the button. A player should pass through the three blind positions each round. Players departing the game and creating open seats may force the dealer button to skip ahead and, in turn, save a player at the table a blind position on any given round.

20. When a new player enters a game he must wait for the big blind or straddle the pot.

21. An established player who misses all or part of his blinds on a round can make them up by posting a "straddle blind". A straddle is always twice the size of the big blind.

22. Players entering a new game are entitled to a free hand(s) if the blind has not passed that position on the initial round.

23. A player who moves to a new seat and in the process moves away from the big blind must wait out the appropriate number of hands or straddle the pot. This rule prevents a player from continually changing seats to unfairly get several extra hands before taking a blind.

No Bust 21st Century Blackjack[®]



US Patent 6,845,981

No Bust 21st Century Blackjack[®] is a patented and trademark protected game under the following:

<u>Patent Number*</u>	<u>Patent Date</u>	<u>Patent Name</u>
6,855,051	February 15, 2005	No Bust 21 Blackjack
6,776,416	August 17, 2004	No Bust Blackjack Type Game
6,855,051	January 9, 2001	No Bust 21 Blackjack
7,022,015	April 4, 2006	No Bust 21 Blackjack

*Additional pending patents

<u>Trademark</u>	<u>Trademark Number</u>
21 st Century Blackjack Trademark Registration	2,485,604
No Bust Blackjack Trademark Registration	2,404,922

OBJECT OF THE GAME

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

- Obtain the best possible hand of 22 or “Natural.” (This hand pays 6 to 5)
- A “Natural” beats all other hands.
- Draw additional cards if needed.

VALUE OF CARDS

A plurality of standard decks of 52 cards with no Joker is used in the play of the game. The game can be played with a minimum of one (1) and a maximum of eight (8) decks.

- Any two card hand consisting of any special NATURAL ace with any 10 or face card is a Natural and beats all other hands.
- An Ace has a value of :
 - a) 12 on first two cards if the other card has a value of 10.
 - b) 1 or 11 when combined with cards valued at 2 - 9.
 - c) 1 or 11 in any hand with three or more cards.
- Two aces have a value of 2 or 12
- Deuces through Tens count as their face value.
- Picture or face cards have a value of 10.

RANKING CHART

Card	Value
Ace	a) 12 on first two cards when paired with another 10-value card b) 1 or 11 with all cards with value of 2-9. c) 1 or 11 with three or more cards.
Two	2
Three	3
Four	4
Five	5
Six	6
Seven	7
Eight	8
Nine	9
Ten	10
Jack	10
Queen	10
King	10

ROUND OF PLAY

1. No-Bust- 21st Century Blackjack is played on a raised gaming table. The table seats eight players who face the Dealer in a 180-degree seating arrangement. The tables are commonly used in the casino industry. The casino Dealer stands opposite of the players, and in the center of the table. The casino Dealer's chip tray is set in front of him/her. The play starts from the left of the dealer and proceeds in a clock-wise fashion.
2. The game utilizes a 52-card deck with special bonus aces. The aces are NATURAL cards with the value of:
 - a) 12 on first two cards with all 10-value cards.
 - b) 1 or 11 with all cards with value of 2-9.
 - c) 1 or 11 with three or more cards.
3. All tables will have signage displaying the name of the game along with the minimum and maximum wager allowed, and collection fees for the Players and Player-Dealer. A maximum of three collection rates are allowed in compliance with the California Penal Code.
4. A standard round of play begins when a Player-Dealer is designated. The Player-Dealer places a wager in front of her betting circle. This wager is used to pay the winners. The casino will place a "button" in front of the Player-Dealer and a designation whether it is the first or second turn for the Player-Dealer in the banking position. The Player-Dealer will place the collection fee in front of his betting circle.
5. Players at a table then place their wagers in designated betting circles or other unoccupied betting circles. Each Player must pay the posted collection for their wager(s) in any betting circle where they have money or "action".
6. Prior to the start of play, the casino dealer will take the collection fees and drop them into a locked collection box affixed to the gaming table.
7. The game also utilizes an "action" button to determine which player receives first action on their wager. The player-dealer's face-down card, which is turned over after each player has acted, determines the position of the action button. The player-dealer's position is always zero and is not counted as a position. Other seats, in clockwise rotation from the player-dealer position, respectively represent the other numbers. When determining where the button shall be placed, cards shall have the following values:

Action Button Card Chart:

Card	Value
Ace	1
Two through Nine	Hold their face value
Jack	11
Queen	12
King	13

8. Play commences with the casino Dealer distributing the cards to the Players and the Player-Dealer. All cards are dealt face up, with the exception of the player-dealer's second card, which shall remain face-down until all players have acted on their hands. The casino Dealer is the only person on the table to touch the cards. The Players will signal to the Dealer by hand gesture if they wish to hit or stand. These hand signals will be consistent with industry standard signals such as moving their hand in a sweeping motion towards their body indicating they want an additional card and in moving their hands in a side to side manner, indicating they wish to stay with their cards on the table. The casino Dealer deals the first card to the Player seated to the left of casino Dealer, in a clock-wise fashion. Each Player will be dealt one card face up. The Player-Dealer's first card will be placed in front of the casino dealer.

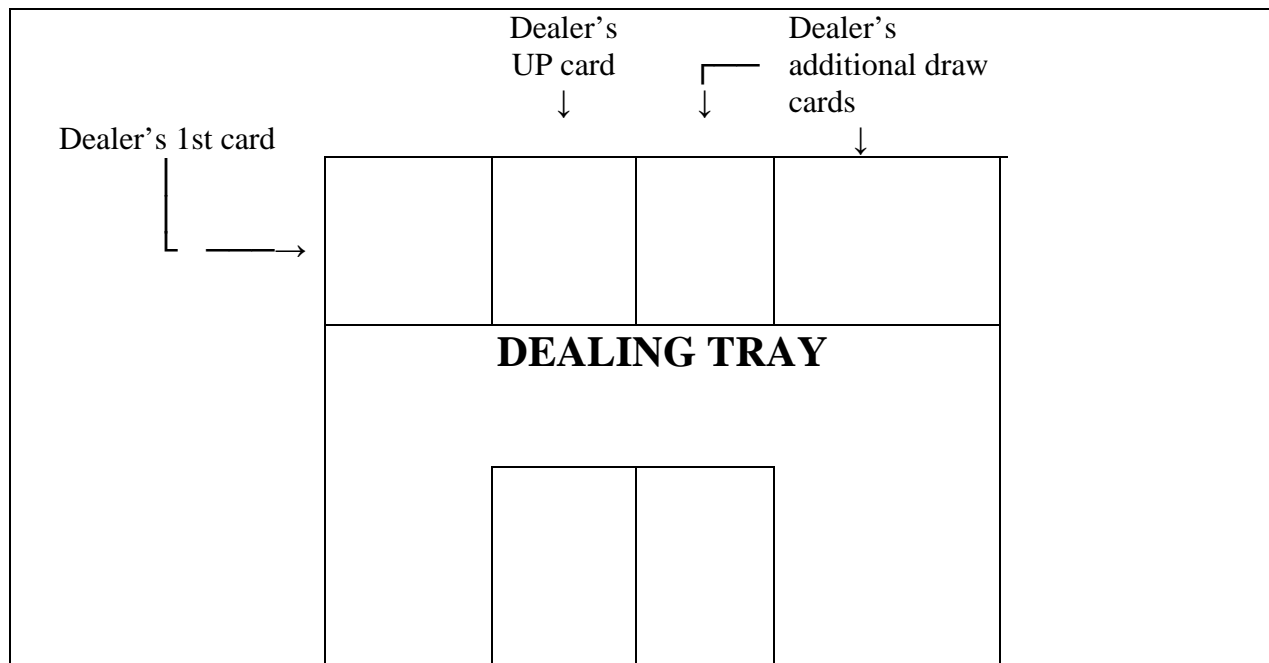
Marina Club

No Bust 21st Century Blackjack 1.0

9. The casino Dealer will deal a second face up card to the players, again starting at the Player to the first seated position to the left of the casino Dealer, in a clock-wise fashion. The Player-Dealer will receive a face down card in front of the casino Dealer.
10. Players must follow the below listed chart in deciding whether to hit or stand on a particular hand:

Rules For Player		
<i>Must Stand On</i>	<i>Must Hit On</i>	<i>Have Option On</i>
Soft & Hard 21 "Naturals"	11 Or Less	12 - 20

11. After all Players have made their best hands by indicating to the casino Dealer that they do not wish to have additional cards dealt to them, the casino Dealer will turn over the Player-Dealer hole (second) card.
12. All wagers shall be settled in counter-clockwise rotation around the table, starting with the action button. Wagers shall be settled in the following order: all base game wagers, followed by all Buster Bonus Bet wagers.
13. The Player-Dealer's cards will always be dealt and placed in front of the casino Dealer's tray. The placement of the Player-Dealer's cards is standard in all games and is depicted in the chart below:



14. The casino Dealer continues to draw cards for the Player-Dealer, if necessary until a Hard 17 or higher number is reached. The Player-Dealer must follow the following hit rules:

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

15. Once the Player-Dealer's hand has been made, all winners and losers are determined by comparing the numerical value of the Player's hands with the Player-Dealer's hand. The Player-Dealer can only win or lose as much as they have placed on the table to cover a portion or all of the wagers.
16. After all wagers are settled, the cards are collected and discarded. The bank button is changed and after every two hands, the Player-Dealer position is rotated in a clock-wise fashion around the table. Wagers shall be settled in the following order: all base game wagers, followed by all Buster Bonus Bet wagers.
17. The next round of play begins once the casino Dealer collects all cards from the table and places them in the discard tray. The casino Dealer will also change the Bank Button, and if necessary (if the same person has already held the Player-Dealer position twice) rotate the Player-Dealer position clock-wise to the next position on the table. If there is no person that intervenes on the Player-Dealer's position, the game will be "Broken" or stopped, as required by the California Penal Code.

GAME RULES

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

- **DOUBLE-DOWN, SPLIT, SURRENDER, ODDS& INSURANCE**
- **DOUBLE-DOWN**
 - Players can double-down on the first two-cards only, with the exception of all Blackjack hand and 21. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. The Player will only receive one card regardless of the total.
 - There is no extra collection fee taken by the casino on any double-down or split executed by a Player, nor is their any extra collection fee charged to the Player-Dealer.
- **SPLIT**
 - Players can split any two cards of the same value or rank originally dealt to them. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. A Player may draw as many cards as the desire per split card to make the best hand. Players may double-down or surrender after each split, and split up to three times.
 - Players may split any ten-value card (i.e. "10", Jack, Queen, or King) once. A player may make a second, consecutive split only if their dealt-card is of the same value or rank as the original card. A player may make a third, consecutive split if their dealt-card is of the same value or rank and of the same suit as the original card.
 - Players can split any two Aces originally dealt to them but can only receive one extra card per Ace. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. Aces may only be split once.
 - There is no extra collection fee taken by the casino on any double-down or split executed by a Player, nor is their any extra collection fee charged to the Player-Dealer.
- **SURRENDER (Not offered in this game)**
 - Players shall not surrender at anytime.
- **INSURANCE (Not offered in this game)**
 - There is no insurance offered on the game.

All pay-offs are to the extent that the Player-Dealer's money covers the action on the table. A Player-Dealer cannot win or lose more than the entire amount of money placed on the table prior to the start of the hand.

Buster Blackjack Side Wager

Buster Blackjack is an optional wager attached to No Bust 21st Century Blackjack (hereafter **NB21**). It features a wager that allows the player to bet that the Player-Dealer will bust. The greater the number of cards in the Player-Dealer's busted hand, the higher the payoff.

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

Rules of Play

1. The Buster Blackjack side wager is an optional bet offered to all players who placed an **NB21** wager. A player must participate in the base game in order to make the additional wager.
2. Buster Blackjack side wagers must be placed prior to the initial deal.
3. Backline betting is permitted.

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4. If the Player-Dealer does not or cannot have a Natural and the player has a Natural, the **NB21** wager is paid and the player's cards are put away. The Buster Blackjack wager remains in action whether or not the player busts or is dealt a Natural.
5. Once all players have made the decisions concerning their hands according to the rules for **NB21**, the Player-Dealer will reveal his hole card and play out his hand. The payoff odds vary with the number of cards in the Player-Dealer's busted hand. The more cards in his busted hand, the higher the payoff.
 - a. If the Player-Dealer hand busts, all Buster Blackjack side wagers will be paid according to the posted Buster Blackjack pay table.
 - b. If the Player-Dealer does not bust, all Buster Blackjack wagers will be collected in rotation to the extent of the money in action.
6. The Player-Dealer will pay all winning Buster Blackjack side wagers and will collect all losing Buster Blackjack side wagers.
7. In the event that the player/dealer's wager does not cover the amount wagered by the players, an action button will be used to designate where the action will begin. Additionally, each player's wager receives action in the following order: NB21 wager, Buster Blackjack side wager.

Note: If there are no **NB21** wagers remaining simply because all players have received a Natural, as long as there are Buster Blackjack side wagers, the Player-Dealer must complete his hand, if not 17 or greater.

Buster Blackjack Pay Table and House Advantages
(All payouts are "to 1")

Number of Cards in Dealer's Busted Hand	
3	1
4	3
5	6
6	30
7	100
8 or more	300

LEGAL

The Player-Dealer position must rotate in a continuous and systematic fashion, and cannot be occupied by one person for more than two consecutive hands. There must be an intervening player-dealer so that no single player can continually occupy the player-dealer position within the meaning of *Oliver v. County of Los Angeles* (1998) 66 Cal. App. 4th 1397, 1408-1409. If there is not an intervening person occupying the Player-Dealer's position, the game will be "broke" or stopped, as required by the California Penal Code.

Collection Fees

For schedule **options 1 through 4**, 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 that are placed by players prior to cards being dealt, referred to as "total table action." A collection fee shall also be taken per hand from each player in based on the total monetary value of all game wagers and bonus wagers that are placed by players prior to cards being dealt, referred to as "total table action." The Buster Blackjack Bonus Bet may be less than, equal to, or more than the game wager, but must be within the table limits.

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Additionally, 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, or when a hand is surrendered.

For schedule **options 5 through 18**, 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 wagers that are placed by players prior to cards being dealt, referred to as "total table action." The Buster Blackjack Bonus Bet may be less than, equal to, or more than the game wager, but must be within the table limits. Additionally, 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, or when a hand is surrendered. There will be no additional collection fee required from a player when placing a game wager, a Blackjack Bonus Bet wager, doubling-down, splitting cards, or surrendering their hand.

The collection fees shall be collected from the players and dropped by the house dealer prior to any 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 option, which utilizes one table limit and the specified collection fees for that table limit, as listed below, shall be used at a table at any one time. Rates may not be calculated as a fraction or percentage of wagers made or winnings earned. Flat fees on wagers may be assessed at different collection rates; however, no more than five collection rates may be established per table limit.

Schedule Option	Table Limit	Total Table Action	Player Fee	Player-Dealer Fee
1	\$3 – \$25	\$5 - \$50	\$0.25	\$0.25
		\$51 - \$200		\$0.50
		\$201 +		\$1
2	\$5 – \$50	\$5 - \$50	\$0.50	\$0.50
		\$51 - \$200		\$1
		\$201 +		\$2
3	\$25 – \$100	\$25 - \$100	\$1	\$1
		\$101 - \$500		\$2
		\$501 +		\$3
4	\$100	\$100 - \$300	\$1	\$2
		\$301 - \$500		\$3
		\$501 +		\$5
5	\$5 - \$500	\$5 - \$50	\$0	\$.50
		\$51 - \$200		\$1
		\$201 - \$300		\$2
		\$301 - \$500		\$3
		\$501 +		\$5

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6	\$5 - \$500	\$5 - \$50	\$0	\$.50
		\$51 - \$100		\$1
		\$101 - \$300		\$2
		\$301 - \$500		\$3
		\$501 +		\$8
7	\$5 - \$500	\$5 - \$50	\$0	\$.50
		\$51 - \$100		\$1
		\$101 - \$200		\$2
		\$201 - \$500		\$3
		\$501 +		\$5
8	\$5 - \$500	\$5 - \$50	\$0	\$.50
		\$51 - \$100		\$1
		\$101 - 200		\$2
		\$201 - \$300		\$3
		\$301 +		\$5
9	\$5 - \$500	\$5 - \$50	\$0	\$.50
		\$51 - \$100		\$1
		\$101 - \$300		\$3
		\$301 - \$500		\$5
		\$501 +		\$7
10	\$5 - \$500	\$5 - \$40	\$0	\$.50
		\$41 - \$75		\$1
		\$76 - \$200		\$3
		\$201 - \$500		\$5
		\$501 +		\$8
11	\$5 - \$500	\$5 - \$25	\$0	\$.50
		\$26 - \$75		\$1
		\$76 - \$200		\$3
		\$201 - \$500		\$5
		\$501 +		\$10
12	\$5 - \$500	\$5 - \$50	\$0	\$.50
		\$51 - \$400		\$2
		\$401 - \$1,000		\$3
		\$1,001 +		\$5

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13	\$5 - \$1,000	\$5 - \$50	\$0	\$.50
		\$51 - \$400		\$2
		\$401 - \$1,000		\$3
		\$1,001 +		\$5
14	\$25 - \$1,000	\$25 - \$100	\$0	\$1
		\$101 - \$500		\$3
		\$501 - \$700		\$5
		\$701 - \$1,200		\$7
		\$1,201 +		\$10
15	\$25 - \$1,000	\$25 - \$100	\$0	\$1
		\$101 - \$300		\$3
		\$301 - \$600		\$5
		\$601 - \$1,000		\$8
		\$1,001 +		\$12
16	\$25 - \$1,000	\$25 - \$100	\$0	\$1
		\$101 - \$300		\$3
		\$301 - \$500		\$5
		\$501 - \$1,000		\$10
		\$1,001 +		\$20
17	\$100 - \$2,000	\$100 - \$400	\$0	\$2
		\$401 - \$700		\$5
		\$701 - \$1,000		\$7
		\$1,001 - \$1,500		\$10
		\$1,501 +		\$15
18	\$100 - \$2,000	\$100 - \$500	\$0	\$3
		\$501 - \$1,000		\$8
		\$1,001 - \$2,000		\$15
		\$2,001 - \$3,000		\$25
		\$3,001 +		\$40



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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:

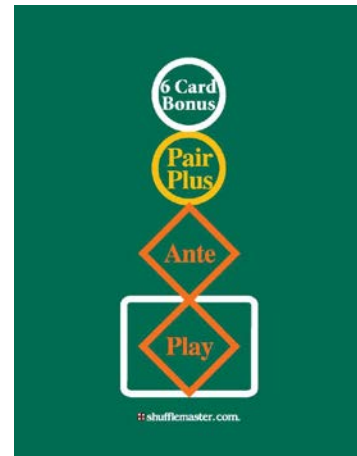
1. For Ante wagers the word “Ante”;
2. For Play wagers the word “Play”;
3. For Pair Plus wagers the words “Pair Plus”; and
4. For 6 Card Bonus wagers on the words “6 Card Bonus.”

Number of players in the game:

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

Type of card deck used:

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





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

Ranking of Hands:

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

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

Betting scheme:

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



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

5. Backline betting is permitted on only the 6 Card Bonus 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 players hand ranks higher than the player-dealer's or not.
 - c. If the player-dealer's hand qualifies, the house dealer shall immediately stack each player's Play wager atop the Ante.
 - i. If the player's hand beats the player-dealer's hand, the player wins even money on the Ante and the Play wagers.
 - ii. If the player-dealer's hand beats the player's hand, the player loses both the Ante and the Play wagers.
 - d. If the player's hand and the player-dealer's hand are equal in rank and value, the hand is considered a tie and the Ante and Play wagers shall push and be returned to the player.
6. The house dealer shall then reveal the three card hand of each active player, starting with the player to the left of the player-dealer position.
 7. All cards collected by the house dealer shall be picked up in order and placed in the discard rack in such a way that they can be readily arranged to reconstruct each hand in the event of a question or dispute.
 8. The game utilizes an action button to determine which player receives first action on their wager. The player-dealer's third card, which is dealt face-up, determines the position of the action button. The player-dealer position is not counted when determining where the action button shall be placed. The other seats, in clockwise rotation, starting with the player to the left of the house dealer and continuing left to right, respectively represent the numbers of the player-dealer's face down card. When determining where the action button will be placed, cards will hold the following values: Ace is one, 2 through 9 have their face value, jack is eleven, queen is twelve and king is thirteen.
 9. Player-dealers are never required to cover all opposing players' wagers. Payoffs of wagers are limited to the amount of the player-dealer wager. The house shall not participate as the player-dealer. The house shall not take a percentage of wagers placed in the game. There is no maximum on the player-dealer's wager.
 10. The player-dealer position shall be offered systematically and continuously in a clockwise manner around the table after every two hands. The player-dealer shall collect all losing wagers, pay all winning wagers, and may not win or lose more than the original amount wagered. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players. The gambling establishment does not participate in the actual play of the game and has no interest in the outcome of the play.

Pair Plus:

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

1. A player shall only place a Pair Plus wager if he/she has also placed an Ante wager prior to the initial deal.



2. Pair Plus wagers must be placed prior to the initial deal.
3. See the collection rate schedule for restrictions on the amount that may be wagered on the Pair Plus Bonus Bet and any collection fees that may be taken.
4. The Pair Plus only considers the three cards each player receives.
5. Backline Bettors are not eligible to place a pair plus wager
6. If the player's hand qualifies for payouts, the player is paid according to the posted pay below by the player-dealer.
7. If the player's hand does not qualify for payouts, the player-dealer collects the Pair Plus wager.
8. The player-dealer will pay all winning Pair Plus wagers and will collect all losing Pair Plus wagers.
9. 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.
10. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.
11. 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. Seated players as well as backline bettors are eligible to place a 6 Card Bonus wager.
5. 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.
6. If the player's hand qualifies for payouts, the player is paid according to the posted pay below by the player-dealer.
7. If the player's hand does not qualify for payouts, the player-dealer collects the 6 Card Bonus wager.
8. The player-dealer will pay all winning 6 Card Bonus wagers and will collect all losing 6 Card Bonus wagers.
9. 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.
10. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players



11. Winning 6 Card Bonus wagers pay as follows:

	TCB-6B3
Royal Flush	1,000:1
Straight Flush	200:1
Four of a Kind	100:1
Full House	20:1
Flush	15:1
Straight	9:1
Three of a Kind	8:1

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



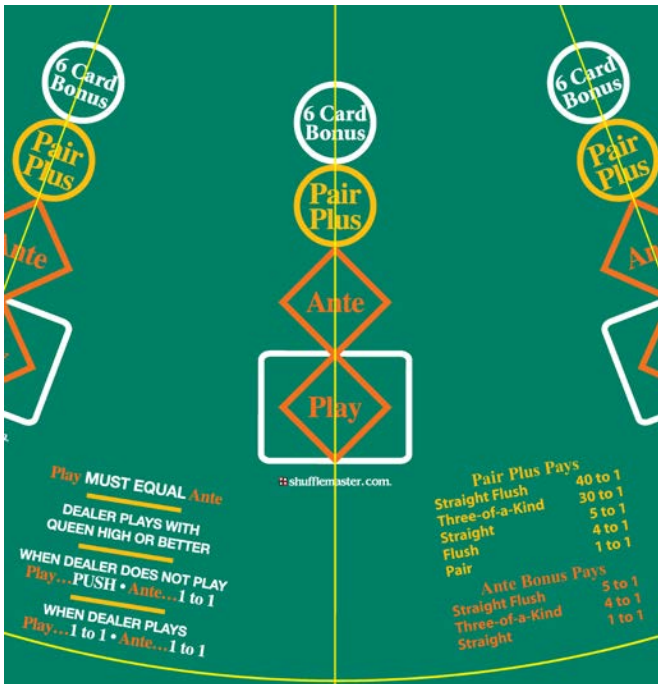
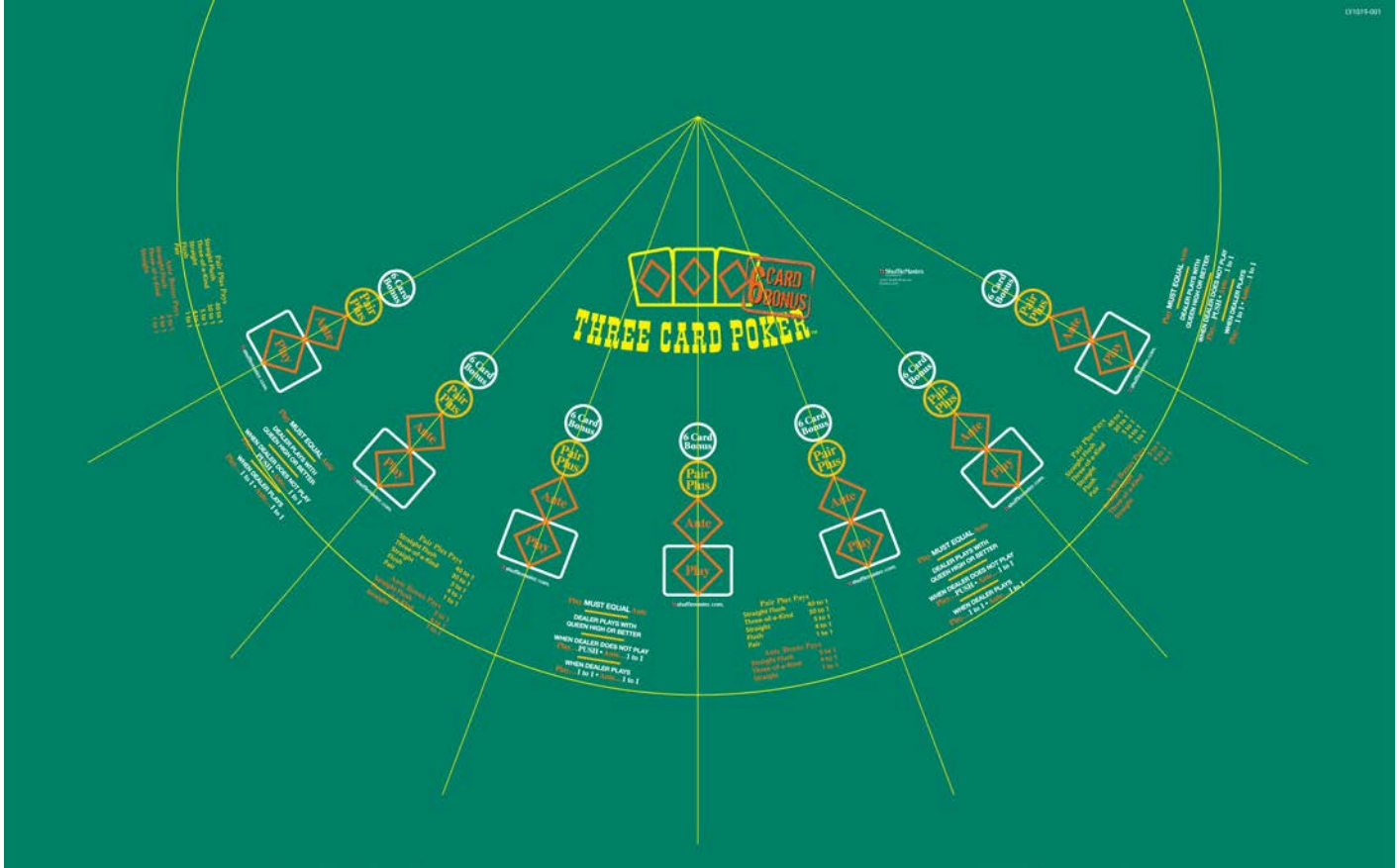
Wagering Limits and Collection Fees

For **schedule options 1-5**, a collection fee shall be taken per hand from the player-dealer position prior to cards being dealt or any round of play being conducted based on the total table action. There shall be no collection taken from the player when placing a Play wager, a Pair Plus wager, or a 6 Card Bonus wager. The Pair Plus and 6 Card Bonus wagers may be less than, more than or equal to the game wager but must be made within the table limits. The collection fees must be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing. Any position on the table would be allowed to wager in any spot where no one has placed a wager, The seated player would have first betting opportunity if they elect to wager. 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. Rates may not be calculated as a fraction or percentage of wagers made or winnings earned. Flat fees on wagers may be assessed at different collection rates; however, no more than five collection rates may be established per table limit. The approved collection fees and schedules for the game of Three Card Poker 6 Card Bonus are as shown below:

Schedule Option	Wager Limits	Total Bet	Player-Dealer (taken per hand)
1	\$5-\$500	\$5-\$50	\$0.50
		\$51-\$100	\$1
		\$101-\$300	\$2
		\$301-\$500	\$4
		\$501+	\$5
2	\$5-\$500	\$5-\$50	\$0.50
		\$51-\$100	\$1
		\$101-\$300	\$3
		\$301-\$500	\$5
		\$501+	\$10
3	\$5-500	\$5-\$100	\$1
		\$101-\$300	\$2
		\$301-\$600	\$5
		\$601-\$1,000	\$8
		\$1,000+	\$10
4	\$5-\$500	\$5-\$100	\$1
		\$101-\$300	\$3
		\$301-\$600	\$6
		\$601-\$1,000	\$10
		\$1,000+	\$12
5	\$5-\$500	\$5-\$100	\$1
		\$101-\$300	\$3
		\$301-\$600	\$8
		\$601-\$1,000	\$12
		\$1,000+	\$15

THREE CARD POKER™

TABLE LAYOUT



ZooBac

Type of Game

The game of ZooBac 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 ZooBac is to assemble a hand of two or three cards with a point value as close to nine as possible.

Description of the Deck and the Number of Decks Used

ZooBac uses eight (8) standard 52-card decks with no jokers. The House Dealer will have a standard "shoe" from which to deal the cards.

Card Values and Hand Rankings

The value of each hand is determined by the sum of the combined cards. Aces count as one, picture cards as ten and all others as their face value. When combined cards have a total sum greater than ten, the last digit of the total sum is the value of the hand. For example, a hand with a sum of eighteen would be valued as eight.

Description of Table Used and Total Number of Seated Positions

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

Dealing Procedures and Round of Play

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

There is no more wagering once the dealer calls for last bets and then takes the collection. The House Dealer will then deal out the hand.

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

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

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

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

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

Action will be determined by the first card dealt to the player. Aces count as one, picture cards as ten and all others as their face value. The first card dealt determines action counting clockwise from the player-dealer position. For example, if the first card dealt is a three, three spots clockwise from the player-dealer position would get first action.

When the Player-Dealer's wager covers all other wagers, the House Dealer will collect and pay counter-clockwise, starting from the rightmost seat and proceeding to the left. The calculation described will be done by the house dealer before every hand. The player-dealer will declare the size of their wager first. The other participants will then place their wagers. If it appears that the player-dealer wager might not cover all other wagers, the house dealer will do the calculations to determine whether or not all wagers are covered. Based on their determination, they will then deal the hand and settle all wagers accordingly. In the event that the Player-Dealer's wager does not cover all wagers, the House Dealer will start from the action button and proceed clockwise, using the Player-Dealer's wager to settle all other wagers in the following order: Player, Banker, Tie, Rabbit, Tiger, Monkey, and Zoo. Wagers not covered by the Player-Dealer shall be returned to the respective participants. The Player-Dealer can win or lose only the amount of their wager.

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How Winners are Determined and Paid

A Player hand wager wins when the Player's hand has a higher point total than the Banker's hand. The winning Player wagers will be paid 1-to-1. When the Player hand and the Banker hand point totals tie, the Player hand wager pushes. When the Banker hand finishes with the higher point total, the Player hand wager loses.

A Banker wager wins when the Banker's hand has a higher point total than the Player hand. The winning Banker wagers will be paid 1-to-1, with one exception. If the Banker hand wins with a hand comprised of three cards and a point total of eight, the Banker bets will push regardless of the point total of the player hand. When the Player and the Banker hand point totals tie, the Banker hand wagers will again push. When the Player hand finishes with the higher point total, the Banker hand wager loses.

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

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

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

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

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

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Glossary of Terms

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

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

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

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

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

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

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

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

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

Game Information/Specifics

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

Ownership of Game

1. Copyright and trademark registration applications for this game are pending.
2. A copy of the patent application for this game is attached.
3. An agreement between the Marina Club and Lessinger Gaming, LLC, represented by Matt Lessinger, will be completed upon approval
4. The inventor of the game is Matt Lessinger.

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Collection Rates Schedules

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 ZooBac; (2) notify all law enforcement agencies and gambling establishments if further review determines the game of ZooBac to be unlawful; (3) require gambling establishments to cease and desist offering the game of ZooBac 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 5**, a collection fee shall be taken per hand from the player-dealer position based on the total table action, which includes the Player line, Banker line, Tie, Rabbit, Tiger, Monkey, and Zoo wagers, prior to cards being dealt or any round of play being conducted. There shall be no collection fee taken from players for placing a Player Line, Banker Line, Tie, Rabbit, Tiger, Monkey, or Zoo wager. The Tie wager may be less than, equal to, or greater than the game wager but must be within the minimum and maximum table limits. The Rabbit, Tiger, Monkey, and Zoo wagers may be less than, equal to, or greater than the game wager but must be within the wager limit as stated above. The collection fees shall be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing. Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed below, shall be used at a table at any one time. Rates may not be calculated as a fraction or percentage of wagers made or winnings earned. Flat fees on wagers may be assessed at different collection rates; however, no more than five collection rates may be established per table limit. The approved collection fees and schedules for the game of ZooBac are as shown below:

Schedule Option	Total Table Action	Player-Dealer Fee	Player Fee
1	\$1-\$50	\$1	\$0
2	\$51-\$200	\$2	\$0
3	\$201-\$300	\$3	\$0
4	\$301-\$500	\$6	\$0
5	\$501+	\$8	\$0

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

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



- b) An entry pad which the House Dealer will use to enter the result of a given hand, which will then be displayed on the electronic scoreboard.

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- c) A payout screen which will be a fixed display showing the various payouts for the different possible wager results. A graphic representation of a potential payout screen is shown below.

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

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

California Collection Rates

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

Pai Gow Poker (GEGA-000891)

For **schedule options 1 through 4**, 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 that are placed by players prior to cards being dealt, referred to as "Total Table Action." There shall be no collection taken for players placing a wager. The collection fees shall be collected from the player-dealer and dropped by the house dealer before the house dealer has dealt each player their seven cards.

Schedule Option	Table Limit	Total Table Action	Player-Dealer Fee	Player Fee
1	\$10 - \$200	\$10 - \$990	\$2	\$0
		\$991 +	\$5	
2	\$5 - \$500	\$5 - \$50	\$0.50	\$0
		\$51 - \$200	\$1	
		\$201 - \$300	\$2	
		\$301 - \$500	\$3	
		\$501 +	\$5	
3	\$5 - \$500	\$5 - \$50	\$0.50	\$0
		\$51 - \$100	\$1	
		\$101 - \$300	\$2	
		\$301 - \$500	\$3	
		\$501 +	\$8	
4	\$5 - \$500	\$5 - \$50	\$0.50	\$0
		\$51 - \$100	\$1	
		\$101 - \$200	\$2	
		\$201 - \$500	\$3	
		\$501 +	\$5	

For **schedule options 5 through 7**, a collection fee shall be taken per hand from the player in the player-dealer position and in the player position. The collection fees shall be collected from the player-dealer and player and then dropped by the house dealer before the house dealer has dealt each player their seven cards.

Schedule Option	Table Limit	Player-Dealer Fee	Player Fee
5	\$10 - \$1,000	\$1	\$1
6	\$100 - \$2,000	\$2	\$2
7	\$100 - \$1,000	\$1	\$1

California Collection Rates

No Bust 21st Century Blackjack (GEGA-000890), No Bust 21st Century Blackjack with Buster Bonus Bet (GEGA-002838), Pure 21.5 Blackjack (GEGA-001299)

For **schedule options 1 through 4**, 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 that are placed by players prior to cards being dealt, referred to as “Total Table Action.” Additionally, the Total Table Action does not count the player-dealer’s wager or any additional wagers placed by players after cards are dealt, such when players double-down, split cards, or when a hand is surrendered. A collection fee shall also be taken per hand from each player. The Buster Blackjack Bonus Bet may be less than, equal to, or more than the game wager, but must be within the table limits.

Schedule Option	Table Limit	Total Table Action	Player-Dealer Fee	Player Fee
1	\$3 - \$25	\$5 - \$50	\$0.25	\$0.25
		\$51 - \$200	\$0.50	
		\$201 +	\$1	
2	\$5 - \$50	\$5 - \$50	\$0.50	\$0.50
		\$51 - \$200	\$1	
		\$201 +	\$2	
3	\$25 - \$100	\$25 - \$100	\$1	\$1
		\$101 - \$500	\$2	
		\$501 +	\$3	
4	\$100 +	\$100 - \$300	\$2	\$1
		\$301 - \$500	\$3	
		\$501 +	\$5	

For **schedule options 5 through 19**, 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 wagers that are placed by players prior to cards being dealt, referred to as “Total Table Action.” Additionally, the Total Table Action does not count the player-dealer’s wager or any additional wagers placed by players after cards are dealt, such when players double-down, split cards, or when a hand is surrendered. There will be no collection fee required from a player when placing a game wager, a Blackjack Bonus Bet wager, doubling-down, splitting cards, or surrendering their hand. The Buster Blackjack Bonus Bet may be less than, equal to, or more than the game wager, but must be within the table limits.

Schedule Option	Table Limit	Total Table Action	Player-Dealer Fee	Player Fee
5	\$5 - \$500	\$5 - \$50	\$0.50	\$0
		\$51 - \$200	\$1	
		\$201 - \$300	\$2	
		\$301 - \$500	\$3	
		\$501 +	\$5	
6	\$5 - \$500	\$5 - \$50	\$0.50	\$0
		\$51 - \$100	\$1	
		\$101 - \$300	\$2	
		\$301 - \$500	\$3	
		\$501 +	\$8	

California Collection Rates

7	\$5 - \$500	\$5 - \$50	\$0.50	\$0
		\$51 - \$100	\$1	
		\$101 - \$200	\$2	
		\$201 - \$500	\$3	
		\$501 +	\$5	
8	\$5 - \$500	\$5 - \$50	\$0.50	\$0
		\$51 - \$100	\$1	
		\$101 - \$200	\$2	
		\$201 - \$300	\$3	
		\$301 +	\$5	
9	\$5 - \$500	\$5 - \$50	\$0.50	\$0
		\$51 - \$100	\$1	
		\$101 - \$300	\$3	
		\$301 - \$500	\$5	
		\$501 +	\$7	
10	\$5 - \$500	\$5 - \$40	\$0.50	\$0
		\$41 - \$75	\$1	
		\$76 - \$200	\$3	
		\$201 - \$500	\$5	
		\$501 +	\$8	
11	\$5 - \$500	\$5 - \$25	\$0.50	\$0
		\$26 - \$75	\$1	
		\$76 - \$200	\$3	
		\$201 - \$500	\$5	
		\$501 +	\$10	
12	\$5 - \$500	\$5 - \$50	\$0.50	\$0
		\$51 - \$400	\$2	
		\$401 - \$1,000	\$3	
		\$1,001 +	\$5	
13	\$5 - \$600	\$5 - \$75	\$1	\$0
		\$76 - \$200	\$3	
		\$201 - \$500	\$5	
		501 +	\$10	
14	\$5 - \$1,000	\$5 - \$50	\$0.50	\$0
		\$51 - \$400	\$2	
		\$401 - \$1,000	\$3	
		\$1,001 +	\$5	
15	\$25 - \$1,000	\$25 - \$100	\$1	\$0
		\$101 - \$500	\$3	
		\$501 - \$700	\$5	
		\$701 - \$1,200	\$7	
		\$1,201 +	\$10	
16	\$25 - \$1,000	\$25 - \$100	\$1	\$0
		\$101 - \$300	\$3	
		\$301 - \$600	\$5	
		\$601 - \$1,000	\$8	
		\$1,001 +	\$12	

California Collection Rates

17	\$25 - \$1,000	\$25 - \$100	\$1	\$0
		\$101 - \$300	\$3	
		\$301 - \$500	\$5	
		\$501 - \$1,000	\$10	
		\$1,001 +	\$20	
18	\$100 - \$2,000	\$100 - \$400	\$2	\$0
		\$401 - \$700	\$5	
		\$701 - \$1,000	\$7	
		\$1,001 - \$1,500	\$10	
		\$1,501 +	\$15	
19	\$100 - \$2,000	\$100 - \$500	\$3	\$0
		\$501 - \$1,000	\$8	
		\$1,001 - \$2,000	\$15	
		\$2,001 - \$3,000	\$25	
		\$3,001 +	\$40	

Pure Spanish 21.5 (GEGA-004359)

For **schedule options 1 through 5**, a collection fee shall be taken per hand from the player in the player-dealer position based on the aggregate amount 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 will be no collection fee required from a player when placing a game wager or bonus 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	Total Table Action	Player-Dealer Fee	Player Fee
1	\$5 - \$500	\$5 - \$25	\$0.50	\$1
		\$26 - \$200	\$1	
		\$201 - \$300	\$3	
		\$301 - \$500	\$4	
		\$501 +	\$5	
2	\$5 - \$500	\$5 - \$50	\$1	\$1
		\$51 - \$100	\$2	
		\$101 - \$300	\$3	
		\$301 - \$500	\$4	
		\$501 +	\$5	
3	\$5 - \$500	\$5 - \$50	\$1	\$1
		\$51 - \$100	\$2	
		\$101 - \$300	\$3	
		\$301 - \$500	\$5	
		\$501 +	\$7	
4	\$5 - \$500	\$5 - \$40	\$1	\$1
		\$41 - \$200	\$2	
		\$201 - \$300	\$3	
		\$301 - \$500	\$4	
		\$501 +	\$10	

California Collection Rates

5	\$5 - \$500	\$5 - \$100	\$1	\$1
		\$101 - \$300	\$3	
		\$301 - \$400	\$4	
		\$401 - \$500	\$5	
		\$501 +	\$10	

ZooBac (GEGA-004477)

For **schedule options 1 through 5**, a collection fee shall be taken per hand from the player-dealer position based on the “total table action,” which includes the Player line, Banker line, Tie, Rabbit, Tiger, Monkey, and Zoo wagers, prior to cards being dealt or any round of play being conducted. There shall be no collection fee taken from players for placing a Player Line, Banker Line, Tie, Rabbit, Tiger, Monkey, or Zoo wager. The Tie wager may be less than, equal to, or greater than the game wager but must be within the minimum and maximum table limits. The Rabbit, Tiger, Monkey, and Zoo wagers may be less than, equal to, or greater than the game wager but must be within the wager limit as stated above.

Minimum wagering limit \$1 - \$500

Maximum wagering limit \$500 - \$2,000

Schedule Option	Total Table Action	Player-Dealer Fee	Player Fee
1	\$1 - \$50	\$1	\$0
2	\$51 - \$200	\$2	\$0
3	\$201 - \$300	\$3	\$0
4	\$301 - \$500	\$6	\$0
5	\$501 +	\$8	\$0

Three Card Poker 6 Card Bonus (GEGA-003846)

For **schedule options 1 through 6**, a collection fee shall be taken per hand from the player-dealer position prior to cards being dealt or any round of play being conducted based on the “Total Table Action,” which is the sum of all wagers. There shall be no collection taken from the player when placing any wager. The Pair Plus and 6 Card Bonus wagers may be less than, more than or equal to the game wager but must be made within the table limits.

Schedule Option	Table Limit	Total Table Action	Player-Dealer Fee	Player Fee
1	\$5 - \$500	\$5 - \$50	\$0.50	\$0
		\$51 - \$100	\$1	
		\$101 - \$300	\$2	
		\$301 - \$500	\$4	
		\$501 +	\$5	
2	\$5 - \$500	\$5 - \$50	\$0.50	\$0
		\$51 - \$100	\$1	
		\$101 - \$300	\$3	
		\$301 - \$500	\$5	
		\$501 +	\$10	
3	\$5 - 500	\$5 - \$100	\$1	\$0
		\$101 - \$300	\$2	
		\$301 - \$600	\$5	
		\$601 - \$1,000	\$8	
		\$1,001 +	\$10	

California Collection Rates

4	\$5 - \$500	\$5 - \$100	\$1	\$0
		\$101 - \$300	\$3	
		\$301 - \$600	\$6	
		\$601 - \$1,000	\$10	
		\$1,001 +	\$12	
5	\$5 - \$500	\$5 - \$100	\$1	\$0
		\$101 - \$300	\$3	
		\$301 - \$600	\$8	
		\$601 - \$1,000	\$12	
		\$1,001 +	\$15	
6	\$5 - \$500	\$5 - \$100	\$2	\$0
		\$101 - \$300	\$3	
		\$301 - \$600	\$6	
		\$601 +	\$10	

Collection Procedures

- 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.
- Marina 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 within view of every gaming table.

Poker Collection Rates

Texas Hold'em (GEGA-000889)

For **schedule options 1 through 62**, the Player Fee shall be taken by the house dealer from the pot after the flop and is dependent on the number of players. If the round of play ends before the flop, the Modified Fee A shall be taken from the pot. Modified Fee B shall be taken from the pot when the hand reaches the river.

Limit

Schedule Options	Table Limit	Number of Players	Player Fee	Modified Fee A	Modified Fee B
1	\$1/\$2	7 or more	\$3	\$0	\$1
2	\$1/\$2	5-6	\$2	\$0	\$1
3	\$1/\$2	4 or less	\$1	\$0	\$1
4	\$2/\$4	7 or more	\$3	\$0	\$1
5	\$2/\$4	5-6	\$2	\$0	\$1
6	\$2/\$4	4 or less	\$1	\$0	\$1
7	\$3/\$6	7 or more	\$3	\$0	\$1
8	\$3/\$6	5-6	\$2	\$0	\$1
9	\$3/\$6	4 or less	\$1	\$0	\$1
10	\$4/\$8	7 or more	\$3	\$0	\$1
11	\$4/\$8	5-6	\$2	\$0	\$1
12	\$4/\$8	4 or less	\$1	\$0	\$1
13	\$5/\$10	7 or more	\$4	\$0	\$1
14	\$5/\$10	5-6	\$3	\$0	\$1
15	\$5/\$10	4 or less	\$1	\$0	\$1
16	\$6/\$12	7 or more	\$4	\$0	\$1
17	\$6/\$12	5-6	\$3	\$0	\$1
18	\$6/\$12	4 or less	\$1	\$0	\$1
19	\$8/\$16	7 or more	\$4	\$0	\$1
20	\$8/\$16	5-6	\$3	\$0	\$1
21	\$8/\$16	4 or less	\$1	\$0	\$1
22	\$9/\$18	7 or more	\$4	\$0	\$1
23	\$9/\$18	5-6	\$3	\$0	\$1
24	\$9/\$18	4 or less	\$1	\$0	\$1
25	\$10/\$20	7 or more	\$4	\$0	\$1
26	\$10/\$20	5-6	\$3	\$0	\$1
27	\$10/\$20	4 or less	\$1	\$0	\$1
28	\$12/\$24	7 or more	\$4	\$0	\$1
29	\$12/\$24	5-6	\$3	\$0	\$1
30	\$12/\$24	4 or less	\$1	\$0	\$1
31	\$15/\$30	7 or more	\$4	\$0	\$1
32	\$15/\$30	5-6	\$3	\$0	\$1
33	\$15/\$30	4 or less	\$1	\$0	\$1

Poker Collection Rates

34	\$20/\$40	7 or more	\$5	\$1	\$1
35	\$20/\$40	5-6	\$4	\$1	\$1
36	\$20/\$40	4 or less	\$3	\$1	\$1
37	\$30/\$60	7 or more	\$5	\$1	\$1
38	\$30/\$60	5-6	\$4	\$1	\$1
39	\$30/\$60	4 or less	\$3	\$1	\$1
40	\$40/\$80	7 or more	\$5	\$1	\$1
41	\$40/\$80	5-6	\$4	\$1	\$1
42	\$40/\$80	4 or less	\$3	\$1	\$1
43	\$50/\$100	7 or more	\$5	\$1	\$1
44	\$50/\$100	5-6	\$4	\$1	\$1
45	\$50/\$100	4 or less	\$3	\$1	\$1
46	\$60/\$120	7 or more	\$5	\$1	\$1
47	\$60/\$120	5-6	\$4	\$1	\$1
48	\$60/\$120	4 or less	\$3	\$1	\$1
49	\$75/\$150	7 or more	\$5	\$1	\$1
50	\$75/\$150	5-6	\$4	\$1	\$1
51	\$75/\$150	4 or less	\$3	\$1	\$1
52	\$80/\$160	7 or more	\$5	\$1	\$1
53	\$80/\$160	5-6	\$4	\$1	\$1
54	\$80/\$160	4 or less	\$3	\$1	\$1
55	\$100/\$200	7 or more	\$5	\$1	\$1
56	\$100/\$200	5-6	\$4	\$1	\$1
57	\$100/\$200	4 or less	\$3	\$1	\$1
58	\$300/\$600	7 or more	\$5	\$1	\$1
59	\$300/\$600	5-6	\$4	\$1	\$1
60	\$300/\$600	4 or less	\$3	\$1	\$1
61	\$400/\$800	7 or more	\$5	\$1	\$1
61	\$400/\$800	5-6	\$4	\$1	\$1
62	\$400/\$800	4 or less	\$3	\$1	\$1

For **schedule options 63 through 71**, the Player Fee shall be taken by the house dealer from the pot after the flop and is dependent on the number of players. If the round of play ends before the flop, the Modified Fee A shall be taken from the pot. Modified Fee B shall be taken from the pot when the hand reaches the river.

Pot Limit/No Limit

Schedule Options	Number of Players	Player Fee	Modified Fee A	Modified Fee B
63	7 or more	\$3	\$0	\$1
64	5-6	\$2	\$0	\$1
65	4 or less	\$2	\$0	\$1
66	7 or more	\$3	\$1	\$1

Poker Collection Rates

67	5-6	\$2	\$1	\$1
68	4 or less	\$2	\$1	\$1
69	7 or more	\$5	\$1	\$0
70	5-6	\$4	\$1	\$0
71	4 or less	\$3	\$1	\$0

For **schedule options 72 through 86**, the Player Fee shall be taken by the house dealer from the pot after the flop and is dependent on the number of players. If the round of play ends before the flop, the Modified Fee A shall be taken from the pot. Modified Fee B shall be taken from the pot when the hand reaches the river.

Spread Limit

Schedule Options	Table Limit	Number of Players	Player Fee	Modified Fee A	Modified Fee B
72	\$2/\$6	7 or more	\$3	\$0	\$1
73	\$2/\$6	5-6	\$2	\$0	\$1
74	\$2/\$6	4 or less	\$2	\$0	\$1
75	\$2/\$6	9	\$4	\$0	\$0
76	\$2/\$6	6-8	\$3	\$0	\$0
77	\$2/\$6	5 or less	\$2	\$0	\$0
78	\$4/\$12	7 or more	\$4	\$0	\$1
79	\$4/\$12	5-6	\$3	\$0	\$1
80	\$4/\$12	4 or less	\$2	\$0	\$1
81	\$5/\$40	7 or more	\$5	\$0	\$1
82	\$5/\$40	5-6	\$4	\$0	\$1
83	\$5/\$40	4 or less	\$3	\$0	\$1
84	\$10/\$100	7 or more	\$5	\$0	\$1
85	\$10/\$100	5-6	\$4	\$0	\$1
86	\$10/\$100	4 or less	\$3	\$0	\$1

Lowball (GEGA-000888)

For **schedule options 1 through 62**, the Player Fee shall be taken by the house dealer from the pot after the flop and is dependent on the number of players. If the round of play ends before the flop, the Modified Fee A shall be taken from the pot. Modified Fee B shall be taken from the pot when the hand reaches the river.

Limit

Schedule Options	Table Limit	Number of Players	Player Fee	Modified Fee A	Modified Fee B
1	\$1/\$2	7 or more	\$3	\$0	\$1
2	\$1/\$2	5-6	\$2	\$0	\$1
3	\$1/\$2	4 or less	\$1	\$0	\$1

Poker Collection Rates

4	\$2/\$4	7 or more	\$3	\$0	\$1
5	\$2/\$4	5-6	\$2	\$0	\$1
6	\$2/\$4	4 or less	\$1	\$0	\$1
7	\$3/\$6	7 or more	\$3	\$0	\$1
8	\$3/\$6	5-6	\$2	\$0	\$1
9	\$3/\$6	4 or less	\$1	\$0	\$1
10	\$4/\$8	7 or more	\$3	\$0	\$1
11	\$4/\$8	5-6	\$2	\$0	\$1
12	\$4/\$8	4 or less	\$1	\$0	\$1
13	\$5/\$10	7 or more	\$4	\$0	\$1
14	\$5/\$10	5-6	\$3	\$0	\$1
15	\$5/\$10	4 or less	\$1	\$0	\$1
16	\$6/\$12	7 or more	\$4	\$0	\$1
17	\$6/\$12	5-6	\$3	\$0	\$1
18	\$6/\$12	4 or less	\$1	\$0	\$1
19	\$8/\$16	7 or more	\$4	\$0	\$1
20	\$8/\$16	5-6	\$3	\$0	\$1
21	\$8/\$16	4 or less	\$1	\$0	\$1
22	\$9/\$18	7 or more	\$4	\$0	\$1
23	\$9/\$18	5-6	\$3	\$0	\$1
24	\$9/\$18	4 or less	\$1	\$0	\$1
25	\$10/\$20	7 or more	\$4	\$0	\$1
26	\$10/\$20	5-6	\$3	\$0	\$1
27	\$10/\$20	4 or less	\$1	\$0	\$1
28	\$12/\$24	7 or more	\$4	\$0	\$1
29	\$12/\$24	5-6	\$3	\$0	\$1
30	\$12/\$24	4 or less	\$1	\$0	\$1
31	\$15/\$30	7 or more	\$4	\$0	\$1
32	\$15/\$30	5-6	\$3	\$0	\$1
33	\$15/\$30	4 or less	\$1	\$0	\$1
34	\$20/\$40	7 or more	\$5	\$1	\$1
35	\$20/\$40	5-6	\$4	\$1	\$1
36	\$20/\$40	4 or less	\$3	\$1	\$1
37	\$30/\$60	7 or more	\$5	\$1	\$1
38	\$30/\$60	5-6	\$4	\$1	\$1
39	\$30/\$60	4 or less	\$3	\$1	\$1
40	\$40/\$80	7 or more	\$5	\$1	\$1
41	\$40/\$80	5-6	\$4	\$1	\$1
42	\$40/\$80	4 or less	\$3	\$1	\$1
43	\$50/\$100	7 or more	\$5	\$1	\$1
44	\$50/\$100	5-6	\$4	\$1	\$1

Poker Collection Rates

45	\$50/\$100	4 or less	\$3	\$1	\$1
46	\$60/\$120	7 or more	\$5	\$1	\$1
47	\$60/\$120	5-6	\$4	\$1	\$1
48	\$60/\$120	4 or less	\$3	\$1	\$1
49	\$75/\$150	7 or more	\$5	\$1	\$1
50	\$75/\$150	5-6	\$4	\$1	\$1
51	\$75/\$150	4 or less	\$3	\$1	\$1
52	\$80/\$160	7 or more	\$5	\$1	\$1
53	\$80/\$160	5-6	\$4	\$1	\$1
54	\$80/\$160	4 or less	\$3	\$1	\$1
55	\$100/\$200	7 or more	\$5	\$1	\$1
56	\$100/\$200	5-6	\$4	\$1	\$1
57	\$100/\$200	4 or less	\$3	\$1	\$1
58	\$300/\$600	7 or more	\$5	\$1	\$1
59	\$300/\$600	5-6	\$4	\$1	\$1
60	\$300/\$600	4 or less	\$3	\$1	\$1
61	\$400/\$800	7 or more	\$5	\$1	\$1
61	\$400/\$800	5-6	\$4	\$1	\$1
62	\$400/\$800	4 or less	\$3	\$1	\$1

For **schedule options 63 through 71**, the Player Fee shall be taken by the house dealer from the pot after the flop and is dependent on the number of players. If the round of play ends before the flop, the Modified Fee A shall be taken from the pot. Modified Fee B shall be taken from the pot when the hand reaches the river.

Pot Limit/No Limit

Schedule Options	Number of Players	Player Fee	Modified Fee A	Modified Fee B
63	7 or more	\$3	\$0	\$1
64	5-6	\$2	\$0	\$1
65	4 or less	\$2	\$0	\$1
66	7 or more	\$3	\$1	\$1
67	5-6	\$2	\$1	\$1
68	4 or less	\$2	\$1	\$1
69	7 or more	\$5	\$1	\$0
70	5-6	\$4	\$1	\$0
71	4 or less	\$3	\$1	\$0

Poker Collection Rates

For **schedule options 72 through 83**, the Player Fee shall be taken by the house dealer from the pot after the flop and is dependent on the number of players. If the round of play ends before the flop, the Modified Fee A shall be taken from the pot. Modified Fee B shall be taken from the pot when the hand reaches the river.

Spread Limit

Schedule Options	Table Limit	Number of Players	Player Fee	Modified Fee A	Modified Fee B
72	\$2/\$6	7 or more	\$3	\$0	\$1
73	\$2/\$6	5-6	\$2	\$0	\$1
74	\$2/\$6	4 or less	\$2	\$0	\$1
75	\$4/\$12	7 or more	\$4	\$0	\$1
76	\$4/\$12	5-6	\$3	\$0	\$1
77	\$4/\$12	4 or less	\$2	\$0	\$1
78	\$5/\$40	7 or more	\$5	\$0	\$1
79	\$5/\$40	5-6	\$4	\$0	\$1
80	\$5/\$40	4 or less	\$3	\$0	\$1
81	\$10/\$100	7 or more	\$5	\$0	\$1
82	\$10/\$100	5-6	\$4	\$0	\$1
83	\$10/\$100	4 or less	\$3	\$0	\$1

Collection Fees 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.
- The Marina 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.

Face Up Pai Gow Poker

Type of Game

The game of Face Up 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. 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 of Face Up Pai Gow Poker is to make a five-card hand and a two-card hand that ranks higher than the player-dealer's five-card hand and two-card hand. Face Up Pai Gow Poker is a Pai Gow Poker variant and plays like conventional Pai Gow Poker, except the player-dealer's hand is shown first. In addition, when the player-dealer's hand is shown and the ranking is a seven-card ace-high hand, then all player hands will automatically push (tie) and the players' base game wagers will be returned to the players.

Description of the Deck and Number of Decks Used

Face Up Pai Gow Poker is played with a standard 52-card deck including a joker for a total of 53 cards. Cards may be dealt using either a manual hand shuffle or an automated shuffling machine.

Card Values and Hand Rankings

The rank of each card used in Face Up Pai Gow Poker, in order of highest to lowest rank, will be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3 and 2. The ace would be considered low any time the ace begins a Straight or a Straight Flush. The joker can only be used as an ace, or to complete any Straight, Flush or Straight Flush. All suits will be considered equal in rank.

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

Face up Pai Gow Poker Hand Rankings

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

Face Up Pai Gow Poker

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

Description of Table Used and Total Number of Seated Positions

Face Up Pai Gow Poker is played on a standard Pai Gow Poker table, which seats a maximum of six players and a player-dealer, for a total of seven seated positions. Within each betting area for each seated player, there shall be three separate betting areas representing each players' base game wager, Fortune Bonus Bet, and Ace High 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.

Dealing Procedures and Round of Play

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

1. At the start of a game a player is offered the player-dealer position. Once the player-dealer position is accepted, the house dealer shall wait for each player to make their wager in accordance with the table limits.
 - a. Each player then has the following option(s) when placing their wager(s):
 - i. The base game which pays 1 to 1;
 - ii. The Ace-High Bonus Bet which pays according to the paytable, as shown below;
 - iii. The Fortune Bonus Bet which pays according to the paytable, as shown below;
 1. If a player wagers at least \$5 on the Fortune Bonus Bet, the player qualifies for the Envy Bonus and the house dealer must place an "envy" button next to the player's Fortune Bonus Bet wager.
2. Third-Party Providers of Proposition Player Services (TPPPS), as defined in Section 19984 of the California Business and Professions Code, are permitted to play.
3. Backline betting is permitted on all wagers.
4. Once all wagers have been placed, the cards will be shuffled and dealt to players in the following way.
 - a. If the cards are hand shuffled then the house dealer will shuffle, cut, and complete the deal of seven piles of seven cards face-down in front of them. When dealing the seven piles of seven cards, the house dealer shall deal one card at a time in front of the house dealer position until there are seven cards, starting from left to right. Once there are seven cards laid out, the house dealer shall deal each pile another card, from right to left, giving each pile a total of two cards. This process of dealing cards left to right, then right to left, shall be completed until each pile has seven cards. The remaining four cards shall be placed in the discard pile.

Face Up Pai Gow Poker

- i. The player-dealer then selects one of the seven piles.
 - ii. The action button, which determines the first player to receive first action from the player-dealer, is placed on the selected pile and will be the first hand distributed once the placement of the action button has been determined.
 - iii. To determine who receives the action button, the house dealer will use a dice cup. The player-dealer shakes a dice cup, which contains three dice, and the numerical total of the three dice determines the position of the action button. When using the dice cup method, the player-dealer's position is always one, eight, and fifteen. Other seats in clockwise rotation, respectively represent the other numbers. If the random number or total dice value is 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.
 - iv. Once the first position is determined, the house dealer then distributes the seven piles of cards, starting with the action button and continuing clockwise.
 - v. The player-dealer receives their cards in turn according to the action.
 - vi. 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. The house dealer will then spread the remaining cards to verify there are four cards remaining and placed in the discard pile.
 - b. If a machine shuffler is used, the house dealer will use the shuffle machine to randomly intermix and deliver seven cards to each seat.
 - i. The action button, which determines the first player to receive first action from the player-dealer, is placed on the selected pile and will be the first hand distributed once the placement of the action button has been determined.
 - ii. To determine who receives the action button, the house dealer will use a dice cup method. The player-dealer shakes a dice cup, which contains three dice, and the numerical total of the three dice determines the position of the action button. When using the dice cup method, the player-dealer's position is always one, eight, and fifteen. Other seats in clockwise rotation, respectively represent the other numbers. If the random number or total dice value is 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.
 - iii. Once action is determined, the house dealer will deliver the first seven cards to the action seat and continue clockwise around the table.
 - iv. Each seven-card hand will be distributed by the shuffle machine and placed on the table by the house dealer, one at a time, from the house dealer's left to right, until all seven hands are dealt. The house dealer will then spread the remaining cards to verify there are four cards remaining and placed in the discard pile.
5. The player-dealer's hand will then be exposed and set before the players set their hands.
 - a. If the player-dealer has an ace-high seven-card hand, all player's wagers shall automatically push and any Ace-High Bonus Bets will win.
 - i. If the player-dealer's hand does not contain a seven-card ace-high hand, each player shall then set their hand.
 - b. The player-dealer has the option to ask the house dealer to set their hand according to the House Way chart.
6. Once the player-dealer's hand is set, each player sets their hands by arranging the seven cards into a two-card hand in front, and a five-card hand in back.
 - a. The five-card hand must rank higher than the two-card hand, according to the hand rankings, as shown above.




Face Up Pai Gow Poker

- b. The player has the option to ask the house dealer to set their hand according to the House Way chart below.
- c. Players do not have to set their hand the “House Way”, they are free to set the hand in any fashion they choose as long as it is not a foul hand. If a player arranges the two-card hand so it out-ranks the five-card hand, this will be considered a foul and the player will automatically lose their wager.
7. Once the player's hands are set, each player's hand is exposed, in turn, and compared to the player-dealer's hands to determine the winners, losers, or push hands.
8. 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.
9. Wagers will be settled in a clockwise manner around the table, starting with the player with the Action button.
10. All wagers will be settled from seat to seat (including backline betters) in the following order: Ace-High Bonus Bet, the base game wager, then the Fortune Bonus Bet, and then the Envy Bonus. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the respective players.
11. The cards are collected, shuffled, and a new round begins.


Face Up Pai Gow Poker House Way Hand Set

Hand Dealt	House Way	Example										
High Card	Put 2 nd and 3 rd highest cards in front.	<table border="1" style="border-collapse: collapse; width: 100%;"> <tr> <td style="text-align: center;">K ♦</td> <td style="text-align: center;">J ♣</td> <td colspan="3"></td> </tr> <tr> <td style="text-align: center;">A ♥</td> <td style="text-align: center;">10 ♣</td> <td style="text-align: center;">7 ♠</td> <td style="text-align: center;">5 ♥</td> <td style="text-align: center;">3 ♦</td> </tr> </table>	K ♦	J ♣				A ♥	10 ♣	7 ♠	5 ♥	3 ♦
K ♦	J ♣											
A ♥	10 ♣	7 ♠	5 ♥	3 ♦								
One Pair	Put Pair in back, highest two cards in front.	<table border="1" style="border-collapse: collapse; width: 100%;"> <tr> <td style="text-align: center;">A ♣</td> <td style="text-align: center;">Q ♦</td> <td colspan="3"></td> </tr> <tr> <td style="text-align: center;">3 ♠</td> <td style="text-align: center;">3 ♣</td> <td style="text-align: center;">J ♥</td> <td style="text-align: center;">8 ♦</td> <td style="text-align: center;">4 ♣</td> </tr> </table>	A ♣	Q ♦				3 ♠	3 ♣	J ♥	8 ♦	4 ♣
A ♣	Q ♦											
3 ♠	3 ♣	J ♥	8 ♦	4 ♣								
Two Pair: High Pair is A's, K's, or Q's	Put small Pair in front.	<table border="1" style="border-collapse: collapse; width: 100%;"> <tr> <td style="text-align: center;">3 ♦</td> <td style="text-align: center;">3 ♠</td> <td colspan="3"></td> </tr> <tr> <td style="text-align: center;">K ♥</td> <td style="text-align: center;">K ♠</td> <td style="text-align: center;">7 ♥</td> <td style="text-align: center;">6 ♣</td> <td style="text-align: center;">2 ♦</td> </tr> </table>	3 ♦	3 ♠				K ♥	K ♠	7 ♥	6 ♣	2 ♦
3 ♦	3 ♠											
K ♥	K ♠	7 ♥	6 ♣	2 ♦								
Two Pair: High Pair is J's, 10's, or 9's	Put both Pairs in back if an ace can be played in the front, otherwise put small Pair in front.	<table border="1" style="border-collapse: collapse; width: 100%;"> <tr> <td style="text-align: center;">A ♣</td> <td style="text-align: center;">7 ♥</td> <td colspan="3"></td> </tr> <tr> <td style="text-align: center;">J ♦</td> <td style="text-align: center;">J ♠</td> <td style="text-align: center;">8 ♣</td> <td style="text-align: center;">8 ♥</td> <td style="text-align: center;">4 ♠</td> </tr> </table>	A ♣	7 ♥				J ♦	J ♠	8 ♣	8 ♥	4 ♠
A ♣	7 ♥											
J ♦	J ♠	8 ♣	8 ♥	4 ♠								
Two Pair: High Pair is 8's, 7's, or 6's	Put both Pairs in back if a king or higher can be played in the front; otherwise put small Pair in front.	<table border="1" style="border-collapse: collapse; width: 100%;"> <tr> <td style="text-align: center;">K ♠</td> <td style="text-align: center;">9 ♠</td> <td colspan="3"></td> </tr> <tr> <td style="text-align: center;">8 ♣</td> <td style="text-align: center;">8 ♦</td> <td style="text-align: center;">4 ♦</td> <td style="text-align: center;">4 ♥</td> <td style="text-align: center;">7 ♣</td> </tr> </table>	K ♠	9 ♠				8 ♣	8 ♦	4 ♦	4 ♥	7 ♣
K ♠	9 ♠											
8 ♣	8 ♦	4 ♦	4 ♥	7 ♣								
Two Pair: High Pair is 5's, 4's, or 3's	Put both Pairs in back if a queen or higher can be played in the front, otherwise put small Pair in front.	<table border="1" style="border-collapse: collapse; width: 100%;"> <tr> <td style="text-align: center;">Q ♥</td> <td style="text-align: center;">8 ♣</td> <td colspan="3"></td> </tr> <tr> <td style="text-align: center;">5 ♥</td> <td style="text-align: center;">5 ♠</td> <td style="text-align: center;">4 ♥</td> <td style="text-align: center;">4 ♣</td> <td style="text-align: center;">2 ♠</td> </tr> </table>	Q ♥	8 ♣				5 ♥	5 ♠	4 ♥	4 ♣	2 ♠
Q ♥	8 ♣											
5 ♥	5 ♠	4 ♥	4 ♣	2 ♠								

Face Up Pai Gow Poker

Three Pair: With or without a Straight, Flush, or Straight Flush	Put highest Pair in front.	<table border="1" style="width: 100%; text-align: center;"> <tr> <td>9 ♣</td> <td>9 ♠</td> <td></td> <td></td> <td></td> </tr> <tr> <td>7 ♦</td> <td>7 ♣</td> <td>5 ♥</td> <td>5 ♠</td> <td>A ♣</td> </tr> </table>	9 ♣	9 ♠				7 ♦	7 ♣	5 ♥	5 ♠	A ♣
9 ♣	9 ♠											
7 ♦	7 ♣	5 ♥	5 ♠	A ♣								
Three of a Kind: Aces	Put an ace and highest single card in front.	<table border="1" style="width: 100%; text-align: center;"> <tr> <td>A ♣</td> <td>8 ♦</td> <td></td> <td></td> <td></td> </tr> <tr> <td>A ♦</td> <td>A ♠</td> <td>5 ♦</td> <td>4 ♣</td> <td>2 ♠</td> </tr> </table>	A ♣	8 ♦				A ♦	A ♠	5 ♦	4 ♣	2 ♠
A ♣	8 ♦											
A ♦	A ♠	5 ♦	4 ♣	2 ♠								
Three of a Kind: Kings and below	Put two highest single cards in front.	<table border="1" style="width: 100%; text-align: center;"> <tr> <td>J ♥</td> <td>10 ♣</td> <td></td> <td></td> <td></td> </tr> <tr> <td>K ♥</td> <td>K ♦</td> <td>K ♣</td> <td>7 ♠</td> <td>5 ♥</td> </tr> </table>	J ♥	10 ♣				K ♥	K ♦	K ♣	7 ♠	5 ♥
J ♥	10 ♣											
K ♥	K ♦	K ♣	7 ♠	5 ♥								
Two Three of a Kinds	Put highest Pair possible in front.	<table border="1" style="width: 100%; text-align: center;"> <tr> <td>J ♣</td> <td>J ♦</td> <td></td> <td></td> <td></td> </tr> <tr> <td>5 ♠</td> <td>5 ♥</td> <td>5 ♣</td> <td>J ♠</td> <td>A ♦</td> </tr> </table>	J ♣	J ♦				5 ♠	5 ♥	5 ♣	J ♠	A ♦
J ♣	J ♦											
5 ♠	5 ♥	5 ♣	J ♠	A ♦								
Straight, Flush, or Straight Flush with no Pair	Put the highest possible two cards in front that will leave a complete hand in back.	<table border="1" style="width: 100%; text-align: center;"> <tr> <td>A ♠</td> <td>9 ♠</td> <td></td> <td></td> <td></td> </tr> <tr> <td>6 ♠</td> <td>5 ♠</td> <td>4 ♣</td> <td>3 ♦</td> <td>2 ♠</td> </tr> </table>	A ♠	9 ♠				6 ♠	5 ♠	4 ♣	3 ♦	2 ♠
A ♠	9 ♠											
6 ♠	5 ♠	4 ♣	3 ♦	2 ♠								
Straight, Flush, or Straight Flush with one Pair	Put the highest possible two cards (Pair or no Pair) in front that will leave a complete hand in back.	<table border="1" style="width: 100%; text-align: center;"> <tr> <td>J ♥</td> <td>8 ♦</td> <td></td> <td></td> <td></td> </tr> <tr> <td>9 ♠</td> <td>8 ♥</td> <td></td> <td>6 ♠</td> <td>5 ♦</td> </tr> </table>	J ♥	8 ♦				9 ♠	8 ♥		6 ♠	5 ♦
J ♥	8 ♦											
9 ♠	8 ♥		6 ♠	5 ♦								
Straight, Flush, or Straight Flush with two Pair	Put a Pair in front with a complete hand in back otherwise play Two Pair strategy.	<table border="1" style="width: 100%; text-align: center;"> <tr> <td>7 ♦</td> <td>7 ♣</td> <td></td> <td></td> <td></td> </tr> <tr> <td>9 ♥</td> <td>9 ♦</td> <td>Q ♦</td> <td>J ♦</td> <td>4 ♦</td> </tr> </table>	7 ♦	7 ♣				9 ♥	9 ♦	Q ♦	J ♦	4 ♦
7 ♦	7 ♣											
9 ♥	9 ♦	Q ♦	J ♦	4 ♦								
Straight, Flush, or Straight Flush with Three of a Kind	Put Pair or ace in front with complete hand behind.	<table border="1" style="width: 100%; text-align: center;"> <tr> <td>5 ♣</td> <td>5 ♥</td> <td></td> <td></td> <td></td> </tr> <tr> <td>7 ♦</td> <td>6 ♠</td> <td>5 ♦</td> <td>4 ♠</td> <td>3 ♥</td> </tr> </table>	5 ♣	5 ♥				7 ♦	6 ♠	5 ♦	4 ♠	3 ♥
5 ♣	5 ♥											
7 ♦	6 ♠	5 ♦	4 ♠	3 ♥								
Full House with or without a Straight, Flush, or Straight Flush. (Three of a Kind and a Pair)	Put the highest Pair in front while keeping at least Three of a Kind behind.	<table border="1" style="width: 100%; text-align: center;"> <tr> <td>4 ♣</td> <td>4 ♥</td> <td></td> <td></td> <td></td> </tr> <tr> <td>8 ♥</td> <td>8 ♠</td> <td>8 ♦</td> <td>A ♣</td> <td>K ♥</td> </tr> </table>	4 ♣	4 ♥				8 ♥	8 ♠	8 ♦	A ♣	K ♥
4 ♣	4 ♥											
8 ♥	8 ♠	8 ♦	A ♣	K ♥								
Four of a Kind A's, K's, or Q's	Split to Pair-Pair.	<table border="1" style="width: 100%; text-align: center;"> <tr> <td>Q ♣</td> <td>Q ♦</td> <td></td> <td></td> <td></td> </tr> <tr> <td>Q ♥</td> <td>Q ♠</td> <td>9 ♠</td> <td>7 ♦</td> <td>5 ♣</td> </tr> </table>	Q ♣	Q ♦				Q ♥	Q ♠	9 ♠	7 ♦	5 ♣
Q ♣	Q ♦											
Q ♥	Q ♠	9 ♠	7 ♦	5 ♣								
Four of a Kind: J's, 10's, or 9's	Play Four of a Kind in back if at least a king can be played up front, otherwise split.	<table border="1" style="width: 100%; text-align: center;"> <tr> <td>J ♦</td> <td>J ♠</td> <td></td> <td></td> <td></td> </tr> <tr> <td>J ♥</td> <td>J ♣</td> <td>Q ♦</td> <td>10 ♠</td> <td>7 ♥</td> </tr> </table>	J ♦	J ♠				J ♥	J ♣	Q ♦	10 ♠	7 ♥
J ♦	J ♠											
J ♥	J ♣	Q ♦	10 ♠	7 ♥								

Face Up Pai Gow Poker

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

How Winners are Determined and Paid

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

1. The base game wager wins if the two-card hand and the five-card hand, held by the player, ranks higher than the player-dealer's two-card hand and five-card hand.
2. The base game wager loses if the two-card hand and the five-card hand held by the player, ranks lower than the player-dealer's two-card hand and five-card hand.
3. The base game wager "pushes" if one of the hands held by the player ranks higher than the player-dealer's corresponding hand, and the player's other hand ranks lower than the player-dealer's corresponding hand. In this case, neither the player nor the player-dealer wins or loses; the wager is a push and is returned to the player.
 - a. The base game wager also "pushes" if the ranking of the player-dealer's shown hand is a seven-card ace-high hand. Neither the player nor the player-dealer wins or loses; the wager is a push and is returned to the player.
4. If either the two-card hand or the five-card hand is identical in rank to the player-dealer's two-card hand or five-card hand, it is a "copy hand." The player-dealer wins all copy hands.
5. The player-dealer will collect losing Fortune Bonus Bets and pays winning Fortune Bonus Bets to the extent of the player-dealer's wager.
6. A player qualifies for an Envy Bonus payout when a player places a Fortune Bonus Bet of at least \$5. The player-dealer shall pay all winning Envy Bonus' when a player at the table receives a Four of a Kind or higher, excluding the player-dealer hand or their own hand.
7. The player-dealer shall pay all winning Ace-High Bonus Bets made by players when the player-dealer's or the player-dealer and player's hand is an ace-high seven-card hand.
8. The player-dealer shall collect all losing Ace-High Bonus Bets made by players when the player-dealer's hand is not an ace-high seven-card hand.

Face Up Pai Gow Poker

Bonus Bets

Fortune Bonus Bet

The Fortune Bonus Bet is an optional bonus bet that complements the game of Face Up Pai Gow Poker, as listed above. It is a wager that allows a player to bet that they will be dealt a predetermined and designated qualifying hand, as described below. There will be a distinctively marked circle on the table in which a player may place the optional bonus bet.

- A player has to place a base bet in order to place a Fortune Bonus Bet. Furthermore, the wager must be placed prior to the initial deal.
- Any seated player as well as any backline bettor may place a Fortune Bonus Bet.
- The Fortune Bonus Bet may be less than, equal to, or greater than the base game wager. However, it may not exceed the table limit.
- The bonus bet takes into account the first seven cards dealt as a player's hand. In the event that the first seven cards dealt to a player that placed a bonus bet is a predetermined and designated qualifying hand, as described below, the bonus bet will win. The player will 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 cards dealt, other than the hands described below, will lose.
- The bonus bet may win regardless of the outcome of the base game wager.
- The player-dealer will pay all winning Fortune Bonus Bets and will collect all losing Fortune 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.
- Winning Fortune Bonus Bets will be paid according to the table, as shown below.

Fortune Bonus Bet Paytable

Hand Dealt	Hand Requirements	Fortune Pays	Envy Pays
7 Card Straight Flush	A hand that consists of seven cards of the same suit in consecutive ranking.	2,500 to 1	\$1,000
Royal Flush + Royal Match	A hand that consists of ace, king, queen, jack, 10 and king, queen suited.	1,000 to 1	\$250
7 Card Straight Flush (with joker)	A hand that consists of seven cards of the same suit in consecutive ranking using a joker.	750 to 1	\$100
Five Aces	A hand that consists of four aces and a joker.	250 to 1	\$50
Royal Flush	A hand that consists of an ace, king, queen, jack and 10 of the same suit.	125 to 1	\$25
Straight Flush	A hand that consists of five cards of the same suit in consecutive ranking.	50 to 1	\$10
Four of a Kind	A hand that consists of four cards of the same rank.	25 to 1	\$5
Full House	A hand that consists of a Three of a Kind and a Pair.	5 to 1	
Flush	A hand that consists of five cards of the same suit but are not in consecutive ranking.	4 to 1	
Three of a Kind	A hand that consists of three cards of the same rank.	3 to 1	

Face Up Pai Gow Poker

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

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

- The Envy Bonus takes into account the first seven cards dealt as a player's hand.
- Only seated players are eligible to receive an "Envy" button.
- In the event that the first seven cards dealt to a player that has placed a Fortune Bonus Bet is a predetermined and designated qualifying hand, as shown above, all players with an Envy button will win.
- Players are not eligible to win an Envy Bonus for their own hand.
- If multiple players have made a seven-card qualifying Fortune Bonus Bet and Envy Bonus hand, then all players with an Envy button will win, other than for their own hand.
- If multiple Envy Bonus hands are achieved, all players with Envy buttons will be paid for the multiple Envy payouts. However, players are not eligible to win an Envy Bonus for their own hand.
- Players will receive a fixed monetary payout based on the qualifying hand that another player has received and the pay table, as shown above.
- The Envy Bonus may win regardless of the outcome of the Face Up Pai Gow Poker base game wager.
- The player-dealer will pay qualifying Envy Bonuses and will collect Envy buttons that did not qualify to the extent of the player-dealer's wager.
- Qualifying Envy Bonus buttons will be paid according to the table, as shown above.

Ace-High Bonus Bet

For each seated position, there shall be one separate and specifically designated area for the placement of an Ace-High Bonus Bet.

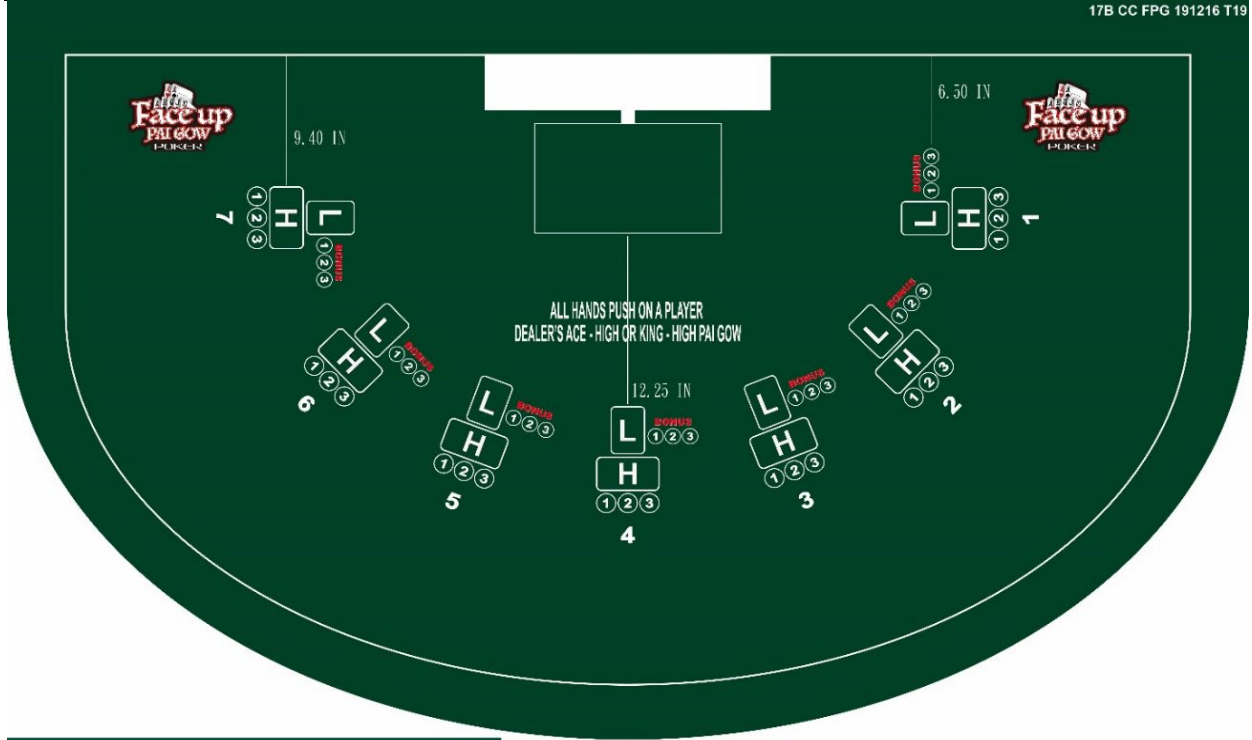
- A player may only place an Ace-High Bonus Bet if they have also placed a base game wager prior to the initial deal.
- Backline betting is permitted on the Ace-High Bonus Bet.
- See the collection rate schedule for restrictions on the amount that may be wagered on the Ace-High Bonus Bet and any collection fees that may be taken.
- If the player-dealer's or the player-dealer and the player's hand contains a seven-card ace-high hand, the Ace-High Bonus Bet wins.
- The Ace-High Bonus bet shall lose on all other outcomes.
- The player-dealer shall pay all winning Ace-High Bonus Bet and shall collect all losing Ace-High Bonus Bets. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players.
- Winning Ace-High Bonus Bets shall be paid according to the pay table, as shown below:

Face Up Pai Gow Poker

Ace-High Bonus Bet Pay Table

Hand	Payout
Player-Dealer and Player Ace-High	40 to 1
Player-Dealer Ace-High w/Joker	15 to 1
Player-Dealer Ace-High No Joker	5 to 1

Table Layout



Face Up Pai Gow Poker

Collection Rates Schedules

For **schedule options 1 through 9**, a collection fee shall be taken per hand from the player-dealer based on the Total Table Action, which is the sum of all players' base game wagers and bonus bets. A collection shall also be taken from each player and backline bettor based on the amount of each base game wager placed. No collection fees shall be taken from any player or backline bettor for placing any bonus bets. Bonus bets may be less than, equal to, or greater than the base game wager, so long as they are within the Bonus Bet Limit for each schedule option. The collection fees shall be taken prior to cards being dealt or any round of play being conducted.

Minimum wagering limits shall be between \$10 and \$100

Maximum wagering limits shall be between \$50 and \$20,000

Schedule Option	Total Table Action/ Player Wager	Player-Dealer Fee	Player Fee
1	\$10-\$100	\$1	\$1
	\$101-\$200	\$5	\$2
	\$201-\$300		\$3
	\$301-\$400		\$4
	\$401+		\$5
2	\$10-\$200	\$5	\$1
	\$201-\$400		\$2
	\$401-\$600		\$3
	\$601-\$800		\$4
	\$801+		\$5
3	\$10-\$200	\$2	\$1
	\$201-\$300		\$2
	\$301-\$400		\$3
	\$401-\$500		\$4
	\$501+		\$5
4	\$50-\$100	\$2	\$1
	\$101-\$200	\$5	\$2
	\$201-\$300		\$3
	\$301-\$400		\$5
	\$401+		\$5
5	\$50-\$200	\$2	\$1
	\$201-\$300	\$5	\$2
	\$301-\$400	\$5	\$3
	\$401-\$500		\$4
	\$501+		\$5
6	\$10-\$200	\$2	\$1
	\$201-\$400	\$5	\$1
	\$401-\$600		\$1
	\$601-\$800	\$15	\$1
	\$801+		\$1
7	\$10-\$100	\$1	\$1
	\$101-\$300	\$5	\$1
	\$301-\$500		\$1
	\$501-\$600	\$10	\$1
	\$601+		\$1

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8	\$50-\$100	\$2	\$1
	\$101-\$200	\$5	\$1
	\$201-\$300		\$1
	\$301-\$400		\$1
	\$401+		\$1
9	\$50-\$200	\$2	\$1
	\$201-\$300	\$5	\$1
	\$301-\$500		\$1
	\$501-\$600	\$20	\$1
	\$601+		\$1

For **schedule options 10 through 14**, a collection fee shall be taken per hand from the player-dealer based on the Total Table Action, which is the sum of all players' base game wagers and bonus bets. Players and backline bettors will not be assessed a fee when placing any base game wagers or bonus bets. Bonus bets may be less than, equal to, or greater than the base game wager, so long as they are within the Bonus Bet Limit for each schedule option. The collection fees shall be taken prior to cards being dealt or any round of play being conducted.

Minimum wagering limits shall be between \$10 and \$100

Maximum wagering limits shall be between \$50 and \$20,000

Schedule Option	Total Table Action	Player-Dealer Fee	Player Fee
10	\$10-\$50	\$2	\$0
	\$51-\$200	\$4	
	\$201-\$300	\$6	
	\$401-\$600	\$8	
	\$601+	\$15	
11	\$10-\$100	\$2	\$0
	\$101-\$200	\$4	
	\$201-\$300	\$5	
	\$301-\$500	\$8	
	\$601+	\$20	
12	\$10-\$100	\$2	\$0
	\$101-\$200	\$5	
	\$201-\$400	\$8	
	\$401-\$600	\$10	
	\$601+	\$20	
13	\$10-\$50	\$1	\$0
	\$51-\$200	\$3	
	\$201-\$400	\$6	
	\$401-\$600	\$8	
	\$601+	\$20	
14	\$10-\$100	\$2	\$0
	\$101-\$200	\$5	
	\$201-\$300	\$7	
	\$301-\$600	\$10	
	\$601+	\$25	

Face Up Pai Gow Poker

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.
- Marina 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.