

Silver Fox Casino
Texas Hold'em

The rules state the game is played with a standard 52 card deck. Standard poker rankings apply. The game utilizes a flat disk called a "dealer button" to indicate the player who deals the cards, in theory, for the hand. The dealer button is first determined by a card dealt to each player before the round of play begins, where the person with the highest ranking card, by suit, receives the dealer button. The dealer button rotates clockwise after each ensuing hand. The dealer button is the last to receive cards on the initial deal and has the right of last action on all betting rounds, except the first one. The blind bet(s) (small and big) are used to initiate action and are posted before a player looks at his/her cards. The blind bet(s) are made from the position(s) immediately to the left of the "dealer button." On all subsequent betting rounds, the action is started by the first active player to the left of the "dealer button."

Each player receives two (2) cards (hole cards), as their initial hand, which are dealt face down in turn. This is followed by the first round of betting, starting with the player to the left of the big blind. Players may call, raise, fold or check and raise. After all players have acted in turn, the dealer removes the top card from the deck and places it face down on the table (burn card), then places the next three (3) cards from the top of the deck face up on the table (community cards) simultaneously in the middle of the table. These cards are available to all players. This is followed by a second round of betting in which players, starting to the left of the "dealer button," may check, bet, raise or fold. After all active players have acted in turn, the dealer "burns" the top card from the deck by placing it face down on the table, then removes the next card from the top of the deck and places it face up in line with the previous three cards from the last round of betting. This is followed by a third round of betting, which occurs in the same manner as the previous round. Each player has the option of checking, betting, raising or folding in turn. After action is complete for this round, the dealer "burns" and turns another card so that there are five cards face up on the table, which are referred to as the 'board.' This is followed by the final round of betting. After the final round of betting has been completed, a player must use and any combination of their two (2) hole cards and the five (5) community cards to make the highest ranking five (5) card poker hand. The highest ranking five-card poker hand wins the pot. In the event of a tie the pot is split equally among the winners, with the odd chip(s) awarded to the player(s) closest to the dealer button.

Hand Rankings

Rank	Combination of Cards
1 st	Royal Flush (10-J-Q-K-A of the same suit)
2 nd	Straight Flush (Five cards, same suit, ranked in order; i.e. 6-7-8-9-10 of hearts)
3 rd	Four-of-a-kind (Four cards of the same rank; for example, 5-5-5-5) The highest-ranked cards win should two players both have a four-of-a-kind
4 th	Full House (Three-of-a-kind and one pair) The highest-ranking three-of-a-kind wins; i.e. K-K-K-7-7 beats a 10-10-10-A-A
5 th	Flush (Five cards, same suit, regardless of ranking; i.e. 5-8-9-Q-K of spades)
6 th	Straight (Five cards of different suits ranked in order, A-2-3-4-5 is smallest)
7 th	Three-of-a-kind (Three cards of the same ranking; for example, Q-Q-Q)
8 th	Two Pair (Two sets of pairs)

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9 th	A Pair (Two cards of the same value)
10 th	High Card

Collection Fees

All games are table stakes. Therefore, players cannot bet more than they have on the table, in chips, at the beginning of the hand. In addition, no player can lose rights to money he's put in the pot due to insufficient funds. Players will be considered all-in at the point that they run out of chips and will not be forced to call any future bets for that hand. All-in players can win, from the other active players, only what proportionally is in the pot at the point at which they are all-in.

In any Texas Hold'em game, regardless of the limit, the house may stipulate, before the game begins, how and whether or not blind bets will be put up. The house may also stipulate how and whether or not antes are to be put up. Blinds may be any predetermined amount and may or may not directly relate to the limit of the game currently being played.

Terms Used in Texas Hold'em

Community Cards	Cards dealt face up on the table to be used by all players at the table to make a five-card poker hand.
The Board	All five community cards.
Flop	The first three community cards dealt face up simultaneously on the table.
Turn	The fourth community card dealt face up on the table.
River	The fifth community card dealt face up on the table.
Button	A marker supplied by the house to designate the dealer and establish the blinds for a particular hand.
Blind	A mandatory opening bet put up by a player or players before any cards are dealt.
Play the Board	When a player uses none of his hole card to make his best five-card poker hand.
Set	When a player has three of a kind using both hole cards and one card from the board.
Trips	When a player has three of a kind using one card from his hand and a pair on the board.
Pocket Pair	When a player's first two hole cards are a pair.
Scooper	A hand that wins the high and the low in a high-low split game.
Hogger	Same as a Scooper.
Qualifier	(When playing Hold'em High-Low Split or straight Low) The designated low hand that you must have or better in order to be eligible to win the pot.
8 or Better	(When playing Hold'em High-Low Split) The low hand must be an eight or better to qualify.
Post	When a player puts up a blind bet to make up for blinds missed.
Head-up	When only two active players are left in the hand.

13 Card Red (Chinese Poker Mandarin)

Name of the game: 13 Card Red also known as Chinese Poker Mandarin Version
Detailed description of rules of the controlled game must be attached and must include the following information.

a. What are the standards of play?

The object of the game (13 Card Red) is to set the thirteen cards received on the deal into three hands that will rank higher than the three hands set by the active players. The player must arrange the hand according to the three-five-five-card formation. The front hand may not rank higher than the middle hand; the middle hand may not rank higher than the back.

b. Does the game use a "standard" 52-card deck or other type of card deck?

13 Card Red is played with one standard 52-card poker deck

c. Who deals the cards? Describe the dealing procedures

The casino dealer deals the cards face down. The dealer will deal 4 stacks of cards at the table in a clockwise rotation, each stack contains 13 cards. The first stack on the dealer's left will be dealt to the action button. The action button is awarded to the highest back hand value from the previous hand. In a 5 handed game, the dealer button position will not receive a hand, in a 4 handed game, the dealer button position will receive a hand. A 5th player may be eligible to participate provided that one of the 4 hands chooses not to participate.

d. How many players does the game involve?

The game allows up to five (5) seated players.

e. How and when are house fees collected?

By the house per round from the ante prior to any cards being dealt.

Collection Procedure

1. Flat fees on each wager may be assessed at different collection rates; but no more than three (3) collection rates may be established per table.

2. The fee collection method is as follows:

Table Fee- house fee collection

3. The collection fee is taken per round from the ante prior to any cards being dealt. Should the ante amount not cover the collection fee, the remainder of the collection fee will be paid by the player with the action button.

g. What is the betting scheme?

The limit of the game indicates the wager being played for; each hand basically represents one (1) point which is equivalent to the money value of the game's limit. i.e., in a \$ 5.00 limit game each point would have a money value of \$ 5.00

13 Card Red (Chinese Poker Mandarin)

h. How are winners determined and paid?

The player wins one point when their respective hand ranks higher than the other active players. If the hands have the same exact rank; it results in a tie (push) no wager is exchanged. The following are the general ranking of hands in the descending order of values:

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

Certain situations will qualify to win extra points, such as *Bonus Hand*, *Shot*, *Homerun* and *Clean Sweep* refer to Glossary of Terms.

The players wager will play against the rest of the participants. The payoff starts from the first player clockwise from the dealer button position moving clockwise, and the settlement of wagers continues to the extent that player's wager covers. The player's wager at the beginning of the hand determines the amount of transaction of wagers that might take place during the settlement of the wagers. The portion of the player's wager that has received action will not be allowed to be involved in subsequent transactions. The settlement of wagers will be conducted in the following fashion:

1. The player in 1st clockwise position from the dealer button settles the payoff against the 2nd positions.
2. The player in 1st clockwise position from the dealer button settles the payoff against the 3rd position.
3. The Player in 1st clockwise position from the dealer button settles the payoff against the 4th position.
4. The player in 2nd clockwise position from the dealer button settles the payoff against the 3rd position.
5. The player in 2nd clockwise position from the dealer button settles the payoff against the 4th position.
6. The player in 3rd clockwise position from the dealer button settles the payoff against the 4th position.

The player with the highest back hand values will win the antes.

13 Card Red (Chinese Poker Mandarin)

Describe a "round of play"

Players will ante according to the limit of the game. The dealer will deliver the first stack from the casino dealer's left to right, they will be referred to as # 1 through # 4) one hand (13 cards) per seat, starting from the action button position; if it is the first hand of a new game, the action button will be on the first clockwise player from the dealer button; if it is an ongoing game the action button will be on the seat that has declared the best Clean Sweep or the best back hand of the previous hand. All players will view their hands and set the cards to front, middle and back hands at the table. Once all hands are properly placed on the table, players will expose the hands and compare with each other. The payoff process then follows.

Describe the type of gaming table utilized for this game

13 Card Red table or regular Poker table

List other equipment used.

One 13 Card Red Table or regular Poker table (with drop slot)

Dealer chair and chairs for players

Drop boxes for table fee

Two decks of different colors

Dealer cut card

Dealer tray

One Round shape dealer button

Action button

Proper denomination of gaming chips

Table sign

Glossary of Terms

Point System: The settlement of wagers is based on points awarded for each hand. In the basic point system, each of the three segments is worth one (1) point which has a monetary value depending on the table limit. The Player who has the highest ranking for each segment wins one point from his/her opponent(s). Players then settle their wagers according to the point difference.

In Addition to the basic point system, three variations may be utilized.

Bonus System: additional points awarded for making certain hands in the winning front, middle, and back positions. Bonus hands and points earned as follows:

Segment Hands	Front Segment	Middle Segment	Back Segment
Three of a Kind	3 points	No bonus value	No bonus value
Full House	N/A	2 points	No bonus value
Four of a Kind	N/A	8 points	4 points
Straight Flush or better	N/A	10 points	5 points

If a player wins two of the three segments, he/she is awarded two points for the winning segments. When a "Bonus" is involved, the winning segment earns only the "Bonus" hand points. *Example:* if a player wins two out of three segments and has four of kind in the back, a total of six (6) points is awarded.

13 Card Red (Chinese Poker Mandarin)

1. **Mandarin Version:** In this version the “Bonus” hands and their values are identical to those in the Eastern version. However, the points for the “Bonus” hands are tallied in a different way; a player earns one point for each winning segment, and if a “Bonus” hand is present, points are added on the “Bonus” hand. The Mandarin version also includes two special bonus situations- The “Shot” and the “Homerun”

Shot: The "Shot" occurs when a player wins all three segments against an opponent. The regular point value for each segment is doubled, and if a bonus hand is involved, the points for the bonus hand are added to the total.

Example: If a player "Shots" an opponent and has three of a kind in the front, he/she will win a total of nine (9) points from that opponent. The three winning segments are worth three (3) points, which are doubled to six (6) points because of the "Shot" and three (3) points are added for the bonus hand.

Homerun: The "Homerun" (applicable only in a four-handed game) occurs when a player wins all three segments on the showdown against all three opponents. When a "Homerun" occurs the point value for each segment is tripled, and if a bonus hand is involved three points are then added to the total.

Example: If a player "Homeruns" his/her three opponents and has three of kind in the front, a total of twelve (12) points will be awarded from each opponent. The three winning segments are worth three (3) points, which are tripled to nine (9) points because of the "Homerun", plus three (3) more points for the bonus hand.

Surrender: 13 Card Red permits one player to surrender his/her hand by verbal declaration before the showdown. The player's hand will not be compared to the other players' hands but the player who surrenders must pay each opponent three (3) points, including a foul hand. A player must have enough chips to pay all payers involved in order to surrender. If a player declares surrender after another player declares "Clean Sweep", the player who surrendered must pay the value of "Clean Sweep" to that player. When a player declares the intention to surrender, the house dealer will verbally confirm this with the player. Once confirmed, the hand will be placed face down on the table and a marker placed on top. If two or more players declare surrender simultaneously, the closest player sitting clockwise to the dealer button will be recognized as the first to make the declaration.

Clean Sweep: "Clean Sweep" hands have a special ranking and automatically win. All "Clean Sweep" hands must be declared before the showdown and vary in points. The following are the "Clean Sweep" hands ranked from highest to lowest:

Rank	Hand	Mandarin
#1	Pure Dragon Hand Ace through King same suit	39 pts.
#2	Black or Red Dragon Ace through King same color	26 pts
#3	Dragon Hand Ace through King any suit	13 pts.

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#3	All Blacks or All Reds Thirteen (13) cards same color	13 pts.
#4	Minor Hand Composed of cards between Deuce & 9 any suit	6 pts.
#4	Senior Hand Composed of 10s, Jacks, Queens, Kings, and Aces	3 pts.
#5	Six Wheels Hand 6 pair note that 4 of a kind can be counted as 2 pair	3 pts.
#5	Three Flush Hand Suited cards in the front, middle, and back positions	3 pts.
#5	Three Straight Hand Contains straights in the front ,middle, & back positions	3 pts.

When a player declares a "Clean Sweep" hand, the house dealer will verbally confirm this with the player. Once confirmed, the dealer will place a marker on the top of the hand. The "Clean Sweep" hand will be viewed first on the showdown and the player collects its value first. If more than one player has a "clean Sweep" hand the higher ranking "Clean Sweep" hand will collect the total point value for that hand; the point value for the lower ranking "Clean Sweep" hand will not be subtracted. If two "Clean Sweep" hands have the same ranking, it is a tie. No money is exchanged between these two players, but they still may collect from the other players conversely if a "Clean Sweep" hand is not declared prior to the showdown, it will be played as a regular hand.

Game Rules

1. The buy-in is twenty (20) times the value of one point of the game. Only the chips on the table will play. Any player adding or subtracting chips to the stack after he/she picks up the cards may cause his/her hand to be fouled. The exception is if a player declares the amount he/she intended to add to the stack and does so before the showdown.
2. In an all-in situation, the settlement of wagers starts to the left of the dealer button and proceeds clockwise around the table. The all-in player's payoff will end when the total wager exchanged is equal to the amount that was in front to that player at the beginning of the hand.
3. Players are responsible for their own payoffs. The dealers are not responsible for either the payoffs or the comparison of hands.
4. If a player fails to set his/her hand in the proper ranking order or in the prescribed 3-5-5 combination, the hand is considered fouled and the player must pay a penalty to each opponent, except the surrender hand, according to the following:
 - a. A fouled hand against a "Clean Sweep" hand will pay the value of the "Clean Sweep" hand.
 - b. A fouled hand against a regular hand: 6 points plus the bonus in the opponents hand.

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5. If a player declares a "Clean Sweep" hand but cannot produce it, the player has a fouled hand. An exception occurs when an opponent has already declared intention to surrender, provided that the house dealer has obtained the conformation to surrender.
6. In the situation where one player declares a "Clean Sweep" hand and another player declares the intention to surrender the first declaration will be used for the settlement of the wager. If both declarations occur simultaneously, the player who is first clockwise to the dealer button will be recognized as the first to make the declaration. Once the proper marker is placed on top of the hand the player may not change his/her decision.
7. Before a showdown, a misdeal will be declared if:
 - a. Five or more cards of one player's hand are exposed by the dealer
 - b. Any player is dealt the wrong number of cards.
 - c. Five or more boxed cards appear in the deck
 - d. A foreign card appears.
8. Any hand containing an incorrect number of cards may be fouled. It is the player's responsibility to notify the house dealer before the showdown that an incorrect number of cards have been dealt.
9. On the showdown, if a player's hand contains two of the same cards, the player's hand is a fouled hand. If two of the same cards belong to different players, the hand will be declared a misdeal.
10. Exposed cards or boxed cards will play as dealt.
11. Ace-2-3-4-5 is the smallest straight.
12. Any chips less than the minimum condition (point) of the game will not play. Any chips larger than the table denomination must be changed to the table denomination.

EZ
BACCARAT



SUMMARY OF GAME

The object of the game is to assemble two hands of two (2) or three (3) cards with a point value as close to nine (9) as possible.

EZ Baccarat™ plays the same way as regular baccarat except that it eliminates the odds differential between Player Line and Dealer Line wagers and replaces it by "barring" one specific winning Bank hand (the winning Bank hand consisting of three cards and totaling seven points). The appearance of this hand is the "Dragon 7™". Customers can make an insurance bet - the Dragon 7 bet, which pays 40 to 1 when the three card winning Bank hand totaling 7 points occurs.



To begin the game, players make a wager(s) on Player, or Dealer, or Tie ("Base Game Wager") or a combination of the above. Players that have placed a Base Game Wager may also place a "Dragon 7" bet (three card winning Bank hand totaling 7 points). All wagers must be between the minimum and maximum table limit. Backline betting is not permitted on the Dragon 7 bet. There is no additional collection fee taken for placing a Dragon 7 bet.

Wagers are resolved as follows:

In the case of a Bank win, Bank wagers are paid 1 to 1. Player, Tie and Dragon 7 wagers lose.

In the case of a Player win, Player wagers are paid 1 to 1. Bank, Tie and Dragon 7 wagers lose.

In the case of a Tie, Tie wagers are paid 8 to 1. Bank and Player wagers push and Dragon 7 wagers lose.

In the case of a Dragon 7, Dragon 7 wagers are paid 40 to 1. Bank wagers push, Player and Tie wagers lose.

DETAILS

Standards of Play

The game features a rotating player/dealer position that collects from all losers and pays all winners to the extent that their wager covers the action. The rotation of the Player/Dealer position is the same of industry standard games and complies with 330.11 of the California Penal Code. The object of the game is to form a hand that equals nine (9) or as close to it as possible. The player's hand is compared with the player/dealer's hand. The hand closest to "9" wins.

Type of Gaming Table Used

The game 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 Casino dealer on the opposite side.

The game may also be played on a "batwing" or "figure-eight" table that can accommodate up to 14 players.

(Example only. Layout may be modified to allow for backline betting)



Number of Players in the Game

A minimum of two (2) and a maximum of fourteen (14) players can participate in the game, depending on the type of table utilized. Backline betting is allowed.

Type of Card Deck

A standard 52 deck of cards is utilized in a multiple deck shoe. A minimum of three (3) decks and a maximum of eight (8) decks can be used during the play of the game. There are no Jokers.

All cards 2 through 9 hold their face value. 10, J, Q & K have a value of zero (0). The Ace has a value of one (1). A hand with cards whose sum is in double figures is ranked with the tens (10s) digit ignored. For example, a hand totaling eighteen (18) would count as eight (8).

Betting Scheme

1. All wagers in EZ Baccarat 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 any cards being dealt. No bets shall be made, increased, or withdrawn after the dealer has begun dealing.

3. At the beginning of each round of play, players have the following options when placing their wager(s):
 - a. Player line which pays 1 to 1
 - b. Dealer line which pays 1 to 1

Tie Wager

The Tie bet pays 8 to 1 if the player/dealer and Player hands tie.

Dealing Procedures

At the start of a game a player is offered the player/dealer position. Once accomplished, the casino dealer shall wait for each player to make their wager (within posted table limits) on base game as well as any bonus bets. Once all wagers are placed, the house dealer deals two hands of two cards each, two cards to the right and two cards to the left one by one in rotation. The hand to the left of the house dealer is a community hand that belongs to those that placed a bet on the dealer line. The hand to the right of the house dealer is a community hand that belongs to those that placed a bet on the player line. All cards are dealt face down. The dealer opens the player hand first and then the dealer's first card. The decision, if any, is made by the player's betting on the Player hand and then the Dealer's hand is resolved. The position that is closest to 9 wins.

A Natural 8 or 9 is accomplished when the first two cards of the player or dealer's hand has a value of eight (8) or nine (9). When this occurs, the other hand will not be allowed to draw an additional card.

How Winners are Determined and Paid

After the cards are dealt, the closest to 9 will be declared the winner and all winners will be paid and all losers will have their wagers awarded to the player/dealer.

Game Rule:

After the casino dealer delivers the first two cards to both the Player Line and Dealer Line, the following Baccarat rules are followed.

- If the player stands, then the dealer hand hits on a total of 5 or less.
- If the player does hit for a complete hand then the dealer hand hits using the following rules:
 - If the dealer's hand total is 3, then the dealer hand is dealt a third card unless the player's third card was an 8.
 - If the dealer's hand total is 4, then the dealer hand is dealt a third card unless the player's third card was a 0, 1, 8, or 9.
 - If the dealer's hand total is 5, then the dealer hand is dealt a third card if the player's third card was 4, 5, 6, or 7.

- If the dealer's hand total is 6, then the dealer hand is dealt a third card if the player's third card was a 6 or 7.

The following chart, where "S" = Dealer Line "stands" and "H" = Dealer Line "hits" demonstrates how each hand combination is resolved:

	0	1	2	3	4	5	6	7	8	9
7										
6										
5										
4										
3										
2										
1										
0										

The player to the left of the player/dealer receives first action on their wager and the action then rotates clockwise.

Once all cards have been dealt, the hand with the highest total point count is declared the winner. In the case where both hands have an equal point count, the hand is a Tie.

House Way

Player hand hits on five (5) or below and stands on six (6) or more. The casino dealer must use the house way when a player requests the casino dealer to play an additional wager.

Round of Play

- The Player/Dealer makes their wager.
- All players place their wagers on the player or dealer line.
- The dealer takes all casino collections and drops it in the affixed drop box.
- The dealer deals the cards and then determines the winner (Player or Dealer) or whether the hand is a tie.
- The dealer places the action button. The action button determines which player receives first action on their wager. The player/dealer's hole card determines the position of the action button. The player/dealer's position is always zero. Other seats, in clockwise rotation, respectively represent other numbers.
- All wagers are settled to the extent the player/dealer's wager covers the action.
- The dealer (if applicable) records whether the preceding hand was won by the player, dealer or was a Tie on the affixed electronic reader board.

Table Limits & Collection Rates

The collection is taken from each player/dealer for every bet prior to start of the game. Player/dealer must post require collection prior to receiving any cards. Collection is paid before cards are dealt. Collection is paid based on the table limit and is paid for each spot playing a hand.

PLAYER-DEALER & DEAL

The player/dealer position rotates in a systematic and continuous way so that the opportunity to act as the player/dealer does not constantly remain with a single person for many hands. The person in player/dealer position may not act as player/dealer position more than two consecutive hands or rounds of play. The opportunity to act as the player/dealer must be offered to all seated players after two hands or rounds of play so that a single player cannot repeatedly act as the player/dealer within the meaning of *Oliver v. County of Los Angeles*, (1998) 66 Cal.App.4th 1397, 1408-09 or section 330.11 of the California Penal Code, relating to gambling establishments and any future regulatory guideline from the California Bureau of Gambling Control or the California Gambling Control Commission with respect to the operation of controlled games featuring a player/dealer position.

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 never participates as a player/dealer. The house never takes a percentage of wagers placed in the game. There is no maximum on the player/dealer's wager.



EZTRAK™: Baccarat Edition will enhance your players' Baccarat gaming experience while providing them with the important information they want, to make the bets they want.

EZ Baccarat table with EZ TRAK Baccarat Edition system.

Buster Blackjack



US Patent 6,845,981

"WE CREATE GAMES TO ENTERTAIN"



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Rules of Play

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

The game can be played on any Blackjack style table. It can be dealt with six to eight decks of cards. In addition to the mandatory blackjack bet, the player has the option to make a "Buster" side bet. After all bets are made, the dealer deals himself and each player two cards. One of the dealer's cards is revealed. All players then play out their hands by the player/dealer.

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

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

There is no additional collection fee for placing a Buster side bet.

The Buster side bet may be less than or equal to but may not exceed the mandatory blackjack bet.

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

Buster Blackjack Pay Tables

(All payouts are "to 1")

Number of Cards in Dealer's Busted Hand	Pay Table
3	1
4	3
5	6
6	30
7	100
8	250

Silver Fox Casino

Pai Gow Tiles

Rules of Play

Pai Gow Tiles is played with 32 Chinese dominoes or 'tiles', which form 16 possible pairs. The game utilizes a player/dealer position and an 'action' button. The object of the game is for the player to beat both the high and low hands of the player/dealer. The player/dealer position, which is determined by starting at seat #1, is offered in a continuous and systematic manner counterclockwise every two hands. Pai Gow Tiles also utilizes a dice cup with three die which determines who receives the first set of four tiles and where the 'action' begins. The player/dealer shakes the dice cup, and once opened, the total count of the dice designates placement of the Action button. The player/dealer position is always 9 and 17, no matter how many players are playing. The count begins with the banker and proceeds counter-clockwise. If the point total of the dice equal the player/dealer's position, the player/dealer will receive the first four tiles, but the Action button will go to the first player to the right (counter-clockwise) of the banker. All players post wagers in the betting circles on the table in front of their position before the dice cup is opened. A collection fee is taken per betting circle of every player, prior to the start of any play of hand or round. The player/dealer also pays a per hand fee collection.

The house dealer shuffles the tiles and stacks them in rows, with four tiles face down in each row. Starting with the Action button and proceeding counterclockwise, the house dealer then deals four tiles to each player, and to the player/dealer. Players then proceed to set their tiles into two hands; each consisting of two tiles, with the high hand in one stack and the low hand in another. Players may also ask the house dealer to set the tiles in a "house" way. Once this is complete, the player/dealer sets his/her hand.

The goal is to make two hands that are both higher than the two hands made by the player/dealer, and as close to 9 as possible. All bets are against the player/dealer. A player wins if both hands rank higher than both hands of the player/dealer. If only one hand ranks higher, it is a tie or a "push." If both of the player's hands rank lower than the player/dealer's hands, the player loses to the player/dealer. The player/dealer wins all situations where both hands are identical to the player's hands. The player/dealer can only receive action on the amount wagered and cannot win or lose more than their original wager.

Scoring:

The value of a hand is based on both the numeric and symbolic ranking of the tiles. To find the numeric value of a tile, count the total of the dots on each tile. Use only the right hand digit value if the total is over 9. Example: A 12-spot tile has a value of 2. The object is to make both your high hand and low hand as close to 9 as possible.

To form a hand, add the total number of spots contained on two tiles, again using only the right hand digit value of any two-digit value. Example: An 8-spot tile and a 9-spot tile have a value of 17 which equals 7. When two hands have the same numeric value, the symbolic ranking of the tile determines the winner. To find which is higher, take the highest ranked tile in each hand and compare them.

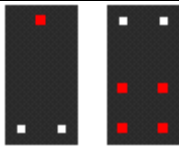
When two hands have the same numeric value and identical high tiles, it is called a 'copy' hand. The player/dealer wins all copy hands. When two hands have a numeric value of zero (0), regardless of the high tile, the player/dealer also wins.

How to Arrange the Tiles:

1. Supreme Pair
2. Matched Pairs
3. Unmatched Pairs
4. Wongs
5. Gongs
6. Any two tiles that total 9 or less
7. Largest tile with the smallest tile

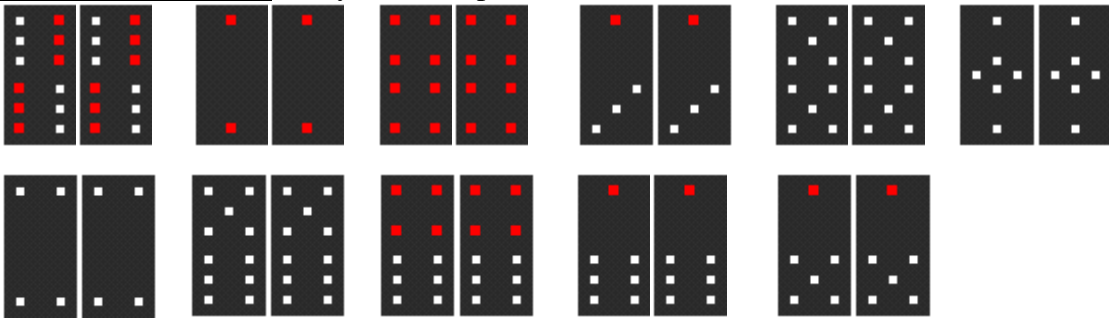
Hand Rankings: The color of the dots has no significance and does not change the value of any tile numerically or symbolically.

SUPREME PAIR

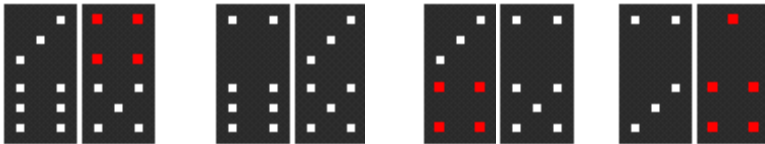


Jee Goon

MATCHED PAIRS: Any matched pair.



UNMATCHED PAIRS: Any of the below mixed pairs.



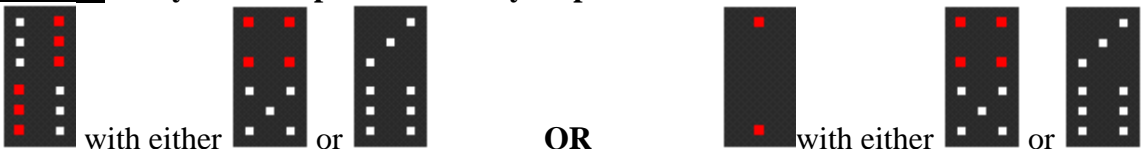
Mixed 9s

Mixed 8s

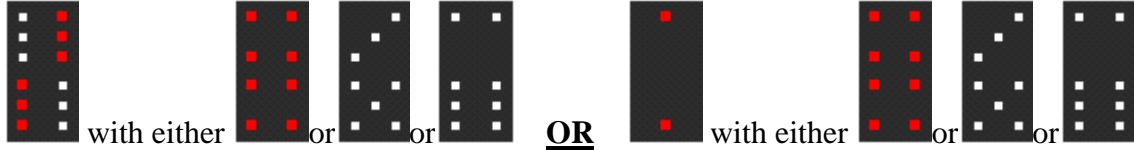
Mixed 7s

Mixed 5s

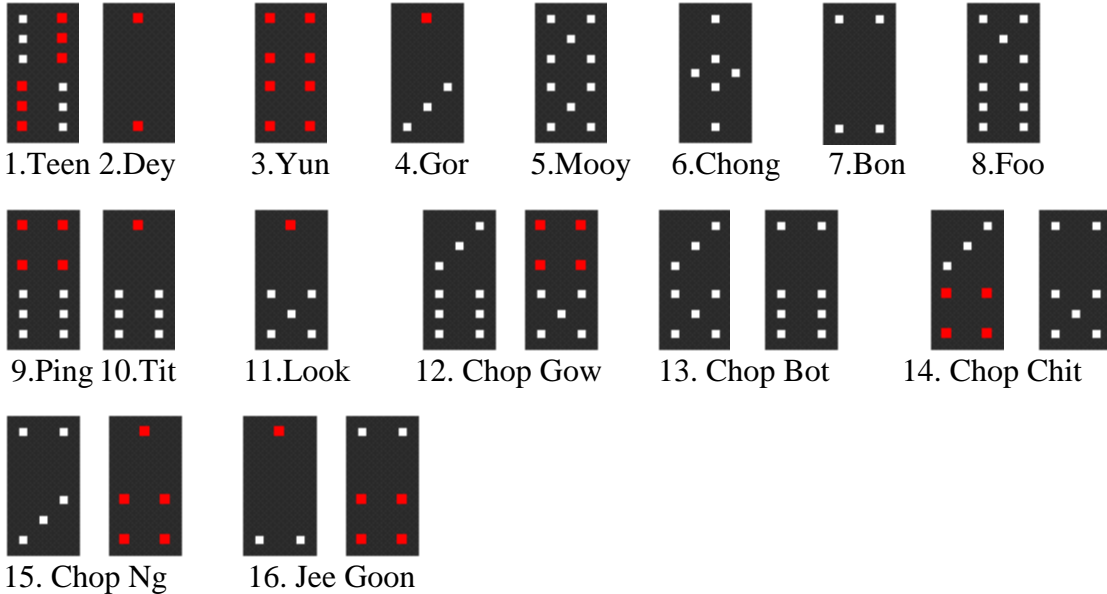
WONG: Any 2 or 12-spot tile and any 9-spot tile.



GONG: Any 2 or 12-spot with any 8-spot tile.



SINGLE Tile by Ranking: Any Combination that totals as close to 9 as possible.



House Way:

- Most valuable high hand is a pair.
- Split paired Supreme Pair (Gee Joon) if the third tile has 6-spots and the fourth tile has 4, 5 or 6-spots.
- Split 7-spot tiles if hand has a Teen, Dey and the low hand after the split has a value of 7 or higher.
- Split 8-spot tiles if the low hand after the split has a value of 7 or higher.
- Split 9-spot tiles if the low hand after the split has a value of 9 or higher.
- Split the Teen or Dey tiles if the low hand after the split has a value of 6 or higher, or with tiles containing 9 or 11-spots.
- Never split pairs with tiles that have 4, 5, 6, 10 or 11 spots.

Mah-Jong Pai-Gow

Object of the game

The object of the game is to have a hand higher than the hand made by the player/dealer. All bets are against the player/dealer. A player wins if the hand ranks higher than the hand of the player/dealer by number or pair. The player/dealer wins all situations where the highest ranked tile or pair in the hand is identical to the player's hands.

The value of a hand is based on both the number and ranking of the tiles. To find the numeric value of a tile, count the total of the "pinwheels" (dots) on each tile, use only the right hand digit value if the total is over 9. Of the 20 tiles there are two tiles numbered with 1 to 9 dots each. The last two are called the "window" tile and are equivalent to a ten-dot tile. When two hands have the same numeric value, the ranking of the tile determines the winner. To find which is higher take the highest ranked tile in each hand and compare them.

Example: A 9 point tile and a 7 point tile together have a value of 6.

If the player/dealer's hand and a player's hand have the same numerical value (except zero) the hand with the highest ranking tile wins. Only the highest ranked tile will be compared, the other tile does not count in determining ties in numerical value.

If a player/dealer and a player have hands that numerical value of zero, the player dealer wins regardless of which hand has the highest ranked tile. If a player/dealer and a player have hands that are exactly the same rank and value the player/dealer wins.

Hand Rankings

The color of the dots has no significance and does not change the value of any tile numerically. The only variation would be the "window" or 10 tile which is distinctive and the highest ranked tile in the game. Essentially the higher the number on the face of the tile determines its rank.

Below Lists the steps in order to determine a winner of a hand.

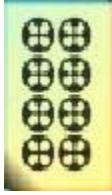
- 1 – Pairs
- 2 – Numeric amount of tile
- 3 – Ranking



10 Points – 1st ranked pair or tile, "Window" tile.



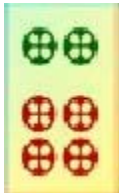
9 Points – 2nd ranked tile or pair.



8 Points – 3rd ranked tile or pair.



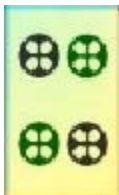
7 points – 4th ranked tile or pair.



6 points – 5th ranked tile or pair.



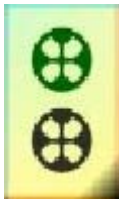
5 points – 6th ranked tile or pair.



4 points – 7th ranked tile or pair.



3 points – 8th ranked tile or pair.



2 points – 9th ranked tile or pair.



1 point – 10th ranked tile or pair (Pancake)

Game Rules

Mah Jong Pai Gow is played with 20 Mah Jong dominoes or 'tiles', which form 10 possible pairs. The game will be played on a standard half-moon table which accommodates up to nine (9) players and a player-dealer for a total of ten (10) seated positions. Mah Jong Pai Gow also utilizes a dice cup with one 10-sided die which determines who receives the first set of two tiles and where the 'action' begins. The player/dealer shakes the dice cup, and once opened, the total count of the dice designates placement of the Action button.

The game utilizes a player/dealer position and an 'action' button. The object of the game is for the player to beat the hand of the player/dealer. The player/dealer position is offered in a continuous and systematic manner rotating around the table.

The player-dealer's position is always 1. Other seats, in clockwise rotation, respectively represent the other numbers. If the number face-up on the die is 1, the player-dealer shall receive the first set of two tiles and the player to the left of the player-dealer shall receive the action button. Wagers shall be settled starting with the player with the 'action button,' then proceeding to all other players in a clockwise around the table. Furthermore, all wagers per seated position shall be settled in the following order from seat to seat: Win wager, Pair wager, then Tie wager. The player-dealer will collect all losing wagers, pay all winning wagers, and may not win or lose more than the original amount wagered. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players.

All players post wagers in the betting circles on the table in front of their position before the dice cup is opened. A collection fee is taken prior to the start of play.

Dealing Procedure

1. The casino dealer shuffles the tiles and stacks them in rows, with two tiles face down in each row.
2. The Dealer will first start by asking the Player starting from seat one if they would like to occupy the Player Dealer position.
3. The Dealer will ask for bets.
4. Once the Player / Dealer position is filled then at least one Player must place a wager to start the game.
5. All players placing wagers will have the following options/payouts. The payouts are based on the determination mentioned in the "object of game" section. Players may bet on any option without restriction to the order in which wagers are placed or the amount that may be placed for each. Furthermore, backline betting is permitted for each wager. Wager payouts are as follows;
 - a. Win – Will pay 1:1
 - b. Pair – Will pay 6:1
 - c. Tie– Will pay 60:1
6. The Dice cup is passed to the player/dealer to determine action.
7. Starting with the Action button and proceeding clockwise, the casino dealer then distributes all 10 stacks of tiles to each seat at the table, regardless of whether a player is seated at each position or if a wager has been placed at that seated position. The pile on the casino dealer's left will be the first stack distributed, which will go to the player with the action button. Once the first stack of tiles has been distributed, the remaining stacks of tiles will be distributed to each seat clockwise of the action button. This procedure will be followed, with each proceeding stack to right being distributed to each seat clockwise around the table, until each seat has a stack of tiles. The player/dealer stack of tiles shall be placed in front of the casino dealer. All stacks of tiles will be distributed face-down. Once all the tiles have been distributed, the casino dealer shall retrieve each stack of tiles that was distributed to a seat that did not have a wager and spread them on the table so they are no longer stacked, keeping them face-down.
8. Players then proceed to look at their hand.
9. Once this is complete, the player/dealer's hand is opened.
10. The Dealer will then compare the player/dealer hand to the players' hands at the table to determine wins or losses for those who have placed a bet on a betting spot before the start of the hand. All bets are paid to the extent that money covers:

- a. If the player has a higher hand than the player/dealer then the hand wins and the player will be paid even money for the Win wager by the player/dealer. The Pair wager and the Tie wager will lose and will be collected and given to the player/dealer.
 - b. If the player has a lower hand than the player/dealer then the hand will lose and the Win wager, Pair wager, and Tie wager will be collected and given to the player/dealer.
 - c. If the player's hand and the player/dealer's hand have the same numerical value, the hand with the highest ranking tile wins. Only the highest ranked tile will be compared, the other tile does not count in determining ties in numerical value. If the player's hand has the higher ranked tile, then the player will be paid even money for the Win wager by the player/dealer. The Pair wager and the Tie wager will lose and will be collected and given to the player/dealer. If the player/dealer's hand has the higher ranked tile, then the player will lose and the Win wager, Pair wager, and Tie wager will be collected and given to the player/dealer.
 - d. If the player's hand and the player/dealer's hand have a numerical value of 0, the player/dealer shall win regardless of which hand has the highest ranked tile and the Win wager, Pair wager, and Tie wager will be collected and given to the player/dealer.
 - e. If the player's hand and the player/dealer's hand are exactly the same rank and value, the hand will lose and the Win wager and Pair wager will be collected and given to the player/dealer. However, the Tie wager will win and be paid by the player/dealer.
 - f. The Pair wager will win in the player's hand consists of a pair. If the hand is a pair, the Pair wager will win. If the hand is not a pair, the Pair wager will lose and will be collected and given to the player/dealer. The Pair wager will win or lose regardless of whether the player's hand wins or loses to the player/dealer's hand.
 - g. The Win wager, Tie wager, and Pair wager may only win or lose. None of the wagers will have the opportunity to 'push' and be returned to the player.
11. Dealing procedures start again for the next round of play.



Standards of play:

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

The player-dealer position will be selected as in other games approved by the Bureau of Gambling Control; and the player-dealer will only “bank” the hand (including bonus bets) for two 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:

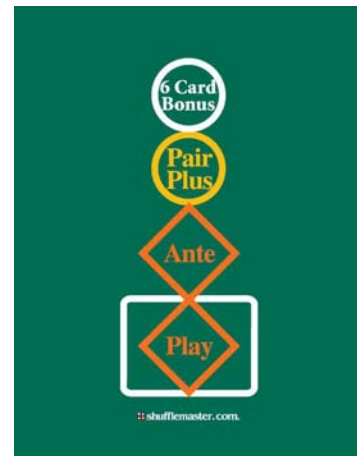
1. For Ante wagers the word “Ante”;
2. For Play wagers the word “Play”;
3. For Pair Plus wagers the words “Pair Plus”; and
4. For 6 Card Bonus wagers on the words “6 Card Bonus.”

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.
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.





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. King, queen, and jack 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 4, 3, and 2 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 all wagers.

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 place the deck of cards into stacks of three.
2. The house dealer shall wait for each player to place their Ante bets as well as any bonus bets. After each player has had the opportunity to place his/her bonus bet, 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 dealt 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 one card will be turned face-up.
3. After the stacks have been dealt and delivered to each player and the player-dealer, the house dealer shall unload the remaining cards in the shuffler and place them into the discard rack without exposing the cards.

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 if a player 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 this bet to players.
 - b. If the player-dealer's hand did NOT qualify, The Ante wager receives action. If the player did not fold and their hand ranks higher than the player-dealer hand, the player shall be paid even money. If the player-dealer's hand ranks higher than the player's hand, the wager shall be a push and returned to the player.
 - c. If the player-dealer's hand qualifies, the house dealer shall immediately stack each player's Play wager atop the Ante.
 - i. If the player's hand beats the player-dealer's hand, the player wins even money on the Ante and the Play wagers.
 - ii. If the player-dealer's hand beats the player's hand, the player loses both the Ante and the Play wagers.
 - d. If the player's hand and the player-dealer's hand are equal in rank and value, the hand is considered a tie and the Ante and Play wagers shall push and be returned to the player.
6. The house dealer shall then reveal the three card hand of each active player, starting with the player to the left of the player-dealer position.
7. All cards collected by the house dealer shall be picked up in order and placed in the discard rack in such a way that they can be readily arranged to reconstruct each hand in the event of a question or dispute.
8. The action on payout will always beginning with the player to the left of the player-dealer and continuing clockwise. Wagers will be settled in the following order from player to player: the Ante wager, then the Play wager, then the Pair Plus wager (if placed), and then the 6 Card Bonus wager (if placed). Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.
9. Player-dealers are never required to cover all opposing players' wagers. Payoffs of wagers are limited to the amount of the player-dealer wager. The house shall not participate as a player-dealer. The house shall not take a percentage of wagers placed in the game. There is no maximum on the player-dealer's wager.

Pair Plus:



The Pair Plus is an optional side 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 wager must be placed prior to the initial deal.
3. Pair Plus wager must be a minimum of \$5 and a maximum of \$200.
4. The Pair Plus only considers the three cards each player receives.
5. If the player's hand qualifies for payouts, the player is paid according to the posted pay below by the player-dealer.
6. If the player's hand does not qualify for payouts, the player-dealer collects the Pair Plus wager.
7. The player-dealer will pay all winning Pair Plus wagers and will collect all losing Pair Plus wagers.
8. The Pair Plus wager may win or lose regardless of the outcome of the base game wager. However, the Pair Plus wager shall be forfeited if the player folds their hand and does not place a Play wager.
9. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.
10. Winning Pair Plus wagers pay as follows:

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

6 Card Bonus:

The 6 Card Bonus is an additional optional side 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 Bets must be placed prior to the initial deal.
3. The 6 Card Bonus wager may be less than, equal to, or greater than the base game wager. However, the 6 Card Bonus wager cannot exceed the table limit.
4. The 6 Card Bonus wager considers the three cards dealt to the player's hand and the three cards dealt to the player-dealer's hand. A player then uses any of those six cards, regardless of the number of cards used from their hand or the player-dealer's hand, to make the best possible five card poker hand.
5. If the player's hand qualifies for payouts, the player is paid according to the posted pay below by the player-dealer.
6. If the player's hand does not qualify for payouts, the player-dealer collects the 6 Card Bonus wager.
7. The player-dealer will pay all winning 6 Card Bonus wagers and will collect all losing 6 Card Bonus wagers.



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

TCB-6B4	
5- Card Hand	Payoff
Royal Flush	1,000:1
Straight Flush	200:1
Four of a Kind	50:1
Full House	25:1
Flush	20:1
Straight	10:1
Three of a Kind	5:1

Glossary of terms used in the controlled game:

- Action Button** A token used to designate where the settling of wagers will begin (the action).
- 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 schedules options 1 through 2, a collection fee shall be taken per hand from the player-dealer position based on the total amount that all players have wagered on the table including the Ante, Play, Pair Plus, and the 6 Card Bonus, prior to cards being dealt or any round of play being conducted. 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. Only one collection schedule, which utilizes one table limit and the specified collection fees for that table limit, as listed below, shall be used at a table at any one time. Furthermore, the collection rates may not be calculated as a portion of wagers made or winnings earned. The approved collection fees and schedules for the modified game of Three Card Poker are as shown below:

Schedule Options	Table Limit	Player Wager	Player-Dealer Fee (per hand)	Player Fee
1	\$5 - \$600	\$5 - \$100	\$1.00	\$0
		\$101 - \$300	\$3.00	
		\$301 - \$500	\$6.00	
		\$501 +	\$8.00	
2	\$5 - \$600	\$5 - \$50	\$0.50	\$0
		\$51 - \$100	\$1.00	
		\$101 - \$300	\$3.00	
		\$301 - \$500	\$6.00	
		\$501 +	\$8.00	



Commission-Free



Baccarat

Commission-Free Baccarat

SUMMARY OF GAME

The object of the game is to assemble two hands with a point value as close to nine as possible. Aces have a value of 1, picture cards have a value of 10, all other cards have their face value. A hand with cards whose sum is ten or higher is ranked with the tens (10s) digit ignored. For example, a hand totaling 18 would be valued simply as 8.

The casino dealer deals two hands of 2 cards each, two cards to the right and two cards to the left one by one in rotation. The hand to the left of the casino dealer is a community hand that belongs to those that placed a bet on the banker line. The banker's is dealt face down. The hand to the right of the casino dealer is a community hand that belongs to those that placed a bet on the player line. The player's hand is dealt face down. Players have the option to bet on the player's hand, the player-dealer's hand, or tie bet. In addition, if a player placed a wager on the player line or the banker line, that player may place a wager on the Player Dragon Bonus Bet or the Banker Dragon Bonus Bet

Game Rules

1. The object of the game is to form a hand that equals 9 or as close to it as possible
2. The game is played with eight decks of 52 standard cards. There are no Jokers.
3. The game may be played on either a standard baccarat table which accommodates up to eight seated positions or a batwing table that accommodates up to fourteen seated positions.
4. Cards between 2 and 9 have face value.
5. Picture cards and 10's are counted as 0.
6. Aces have a value of 1.
7. Prior to the deal, all players must place a wager in accordance with table limits.
8. Players have the following options when placing their bet:
 - a. Player line which pays 1 to 1 on all wins
 - b. Banker line which pays 1 to 1 on all wins except 6 which will receive half-pay (1 to 2)
 - c. Tie line which pays 9 to 1 on all push (tie) hands
9. The hand to the right of the casino dealer is a community hand that belongs to those that placed a bet on the player line. The player's hand is dealt face down.
10. The hand to the left of the casino dealer is a community hand that belongs to those that placed a bet on the banker line. The banker's is dealt face down.
11. The value of each hand is the sum of its cards. The last digit of the sum of a hand that has a value over ten is the deemed value of the hand.
12. *Game Rules For The Player Hand:*
 - a. The player hand must stand when the cards dealt are valued between 6 and 9.
 - b. The player hand must hit when the cards dealt are valued between 0 and 5.

Commission-Free Baccarat

13. The dealer will then deal the player-dealer's final card to determine the final value of the player-dealer hand.

14. *Game Rules for the Player-dealer Hand:*

- a. If the player stands, then the banker hits on a total of 5 or less and stands on a total of 6 or more.
- b. If the player hits then the banker hits using the following rules:
 - i. If the banks total is 3 then the bank draws a third card unless the players third card was an 8.
 - ii. If the banks total is 4 then the bank draws a third card unless the players third card was a 0, 1, 8, or 9.
 - iii. If the banks total is 5 then the bank draws a third card if the players third card was 4, 5, 6, or 7.
 - iv. If the banks total is 6 then the bank draws a third card if the players third card was a 6 or 7.
- c. This chart also shows if the banker hits (H) or stands (S) according to the rules above:

Banker's Score	<i>Player's Third Card</i>									
	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

15. The value of each hand is the sum of its cards. The last digit of the sum of a hand that has a value over ten is the deemed value of the hand.

16. *Natural 8 and 9:* When the first two cards of the player or banker's hand has a value of 8 or 9, the other hand will not be allowed to draw.

17. *Determining Outcomes:*

- a. If the player hand is closer to nine, then the player wagers win.
- b. If the banker hand is closer to nine then the banker wagers win. If the banker hand wins with a total of 6 it will only receive half pay on its wager (1:2).
- c. If the player and banker hands are a tie, then the player-dealer will lose all ties to any player that made a tie wager.
- d. All ties are a push for player wagers and banker wagers.
- e. The player-dealer shall pay all winning Player Dragon Bonus Bet wagers made by players when the player's hand beats the banker's hand by a spread of four (4) points or greater or if the player's hand is a 'Natural' and the hand wins.
- f. The player-dealer shall collect all losing Player Dragon Bonus Bet wagers made by players when the player's hand beats the banker's hand by a spread of three (3) points or less, loses to the banker's hand, or the player

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- and the banker hands are of the same value (tie) but the hands are not 'Naturals.'
- g. The player-dealer shall pay all winning Banker Dragon Bonus Bet wagers made by players when the banker's hand beats the player's hand by a spread of four (4) points or greater or if the banker's hand is a 'Natural' and the hand wins.
 - h. The player-dealer shall collect all losing Banker Dragon Bonus Bet wagers made by players when the banker's hand beats the player's hand by a spread of three (3) points or less, loses to the player's hand, or the banker and the player hands are of the same value (tie) but the hands are not 'Naturals.'
18. Backline betting is allowed. Each seat has betting circles for the player line, banker line, and tie bets.
19. Wagers will be settled in a clockwise manner, starting with the player to the left of the player-dealer position, in the following order: all player line wagers, then all banker line wagers, then all tie bet wagers, then all Dragon Bonus Bet wagers.
20. All bets for the base game and tie bet must be between the minimum and maximum table limit.

Player-dealer and Deal

The player-dealer position rotates in a systematic and continuous way so that the opportunity to act as the player-dealer does not constantly remain with a single person for many hands. The person in player-dealer position may not act as player-dealer position more than two consecutive hands or rounds of play. There must be an intervening player-dealer so that a single player cannot repeatedly act as the player-dealer within the meaning of *Oliver v. County of Los Angeles*, (1998) 66 Cal.App.4th 1397, 1408-09 or section 330.11 of the California Penal Code, relating to gambling establishments and any future regulatory guideline from the California Bureau of Gambling Control or the California Gambling Control Commission with respect to the operation of controlled games featuring a player-dealer position. The game will be broken if at least one other intervening player at the table does not accept the deal when offered.

Player-dealers are never required to cover all opposing players' wagers. Payoffs of wagers are limited to the amount of the player-dealer wager. The house never participates as a player-dealer. The house never takes a percentage of wagers placed in the game. There is no maximum on the player-dealer's wager.

Dragon Bonus Bet

Dragon Bonus Bet

Each player wagering in the base game of Baccarat has the option of placing a wager within table limits on the designated DB (Dragon Bonus) spot located next to each player's position on the gaming felt layout. The Dragon Bonus Bet may award a bonus payout to the player(s) who receives a hand that meets the requirements, as described below. There will be two circles in front of each player position. One will be labeled "Player Dragon Bonus" and the other will be "Banker Dragon Bonus."

Players have two ways to win:

1. If the hand the wager on (Player or Banker) is a "natural or;
2. If the hand they wager on is a non-natural that wins by four (4) or more points from the losing hand. The higher margin of victory, the higher the payout. If the spread is three (3) points or less, the DB bet loses.
3. Regardless of what hand a player wagered on, a player may wager on the Player Dragon Bonus Bet circle, the Banker Dragon Bonus Bet circle, or both.
4. The Dragon Bonus Bet may less than or equal to the base game wager. However, the bonus bet may not exceed the base game wager or the table limit.
5. There is no collection for the DB bet.
6. The player-dealer will pay all Dragon Bonus Bet wagers and will collect all losing Dragon Bonus Bet wagers. Wagers are collected or paid, to the extent that the player-dealer's wager covers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.

DRAGON BONUS PAY TABLE

Payable	
Win by 9 points*	30 to 1
Win by 8 points*	10 to 1
Win by 7 points*	6 to 1
Win by 6 points*	4 to 1
Win by 5 points*	2 to 1
Win by 4 points*	1 to 1
Natural winner	1 to 1
Natural ties	PUSH
* Non-naturals	

Commission-Free Baccarat

i. Banker 6 bonus bet

- For each seated position, there shall be a specifically designated area for the placement of a separate wager- the Banker 6 bonus bet. A Banker 6 bonus bet may be wagered by any player placing a wager on either the Player or Banker base bet.
- Seated players as well as back-line bettors may place a Banker 6 bonus bet.
- The Banker 6 bonus bet may be less than, equal to , or greater than the player line or banker line wager. However, the Banker 6 bonus bet must be within the minimum and maximum table limits.
- The Banker 6 bonus bet pays out when the banker hand wins with a total value of 6. Additionally, the payout takes into account whether the Banker's hand contains 2 or 3 cards.
- There is no collection fee taken for placing a Banker 6 bonus bet.
- The player-dealer shall pay all winning Banker 6 bonus bets and shall collect all losing Banker 6 bonus bets to the extent that the player-dealer's wager covers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players.
- Winning Banker 6 bonus bets shall be paid according to the pay table below. Selected payout schedule will be posted on the table and will not be changed with out 24 hour notice.

Schedule 2

Hand Result	Payout
Banker win with a 2 card hand value of 6	10 to 1
Banker win with a 3 card hand value of 6	30 to 1
Any other result	LOSE

Collection Fees

The collection fees shall be taken per hand from the player-dealer position and per player line, banker line, and tie bet line wager from each player, prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Total Bet	Player-dealer Collection Rate	Player Collection Rate
1	\$5 - \$1,000	\$5 - \$300	\$1.00	\$0.00
		\$301 - \$600	\$3.00	
		\$601 - \$1,000	\$6.00	
		\$1,001 - \$2,000	\$10.00	
		\$2,001 +	\$20.00	

**Lotus Casino
Poker Collection Rates**

Collection Rate Schedules

Limit Games - Texas Hold'em (GEGA-002772)

Schedule Options	Table Limit	7 or more Players	5 – 6 Players	4 or less Players
1	\$1 / \$2	\$5.00	\$4.00	\$3.00
2	\$2 / \$4	\$5.00	\$4.00	\$3.00
3	\$3 / \$6	\$5.00	\$4.00	\$3.00
4	\$4 / \$8	\$5.00	\$4.00	\$3.00
5	\$5 / \$10	\$5.00	\$4.00	\$3.00
6	\$6 / \$12	\$5.00	\$4.00	\$3.00
7	\$8 / \$16	\$6.00	\$5.00	\$4.00
8	\$9 / \$18	\$6.00	\$5.00	\$4.00
9	\$10 / \$20	\$6.00	\$5.00	\$4.00
10	\$15 / \$30	\$6.00	\$5.00	\$4.00
11	\$20 / \$40	\$6.00	\$5.00	\$4.00

No-Limit Games - Texas Hold'em (GEGA-002772)

Schedule Options	Blinds	7 or more Players	5 – 6 Players	4 or less Players
1	\$1 / \$1	\$5.00	\$4.00	\$3.00
2	\$1 / \$2	\$5.00	\$4.00	\$3.00
3	\$1 / \$3	\$5.00	\$4.00	\$3.00
4	\$1 / \$5	\$5.00	\$4.00	\$3.00
5	\$2 / \$4	\$5.00	\$4.00	\$3.00
6	\$2 / \$5	\$5.00	\$4.00	\$3.00
7	\$3 / \$5	\$5.00	\$4.00	\$3.00
8	\$3 / \$6	\$5.00	\$4.00	\$3.00
9	\$4 / \$8	\$6.00	\$5.00	\$4.00
10	\$5 / \$10	\$6.00	\$5.00	\$4.00
11	\$6 / \$12	\$6.00	\$5.00	\$4.00
12	\$8 / \$16	\$6.00	\$5.00	\$4.00
13	\$9 / \$18	\$6.00	\$5.00	\$4.00

13 Card Chinese Poker – Mandarin (GEGA-002787)

Schedule Options	Table Limit	Minimum Buy-In	Ante	Collection Fee
1	\$3.00	\$60.00	\$1.00	\$4.00 per hand
2	\$5.00	\$100.00	\$1.00	\$5.00 per hand
3	\$10.00	\$200.00	\$2.00	\$5.00 per hand
4	\$20.00	\$400.00	\$5.00	\$7.00 per hand
5	\$40.00	\$800.00	\$5.00	\$7.00 per hand

Collection Procedures

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 following procedures apply to limit schedule options 1 through 11 and no-limit schedule options 1 through 11 for all Poker games as designated below.

- **Limit & No Limit – Texas Hold'em** - the collection fee shall be taken by the house dealer from the pot. If the hand ends before the flop, then the collection fee will not be taken for

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Poker Collection Rates

that round of play. The appropriate fees are dependent on the number of players as shown above.

- No Limit games will have spread wagering amounts from the minimum wager of \$1 to the maximum wager of \$1,000 with discretionary number of wagers and raises allowed; however, a wager may not exceed \$1,000 per betting round. **An all-in wager may not exceed \$1,000 at any time.**
- **13 Card Chinese Poker - Mandarin** – for **schedule options 1 through 5**, the collection fee is taken per round from the ante prior to any cards being dealt. Should the ante amount not cover the collection fee, the remainder of the collection fee will be paid by the player with the action button.
- Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed above, shall be used at a table at any one time. Collection rates and fees shall be determined prior to the start of play of any hand or round. Rates shall not be calculated as a fraction or percentage of wagers made or winnings earned.
- The Casino shall provide ample notice to patrons regarding the collection rates and fees, as well as the procedure for collecting them. Collection rates shall be conspicuously posted on or within view of every gaming table.

EZ BACCARAT™ Panda 8



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EZ BACCARAT

Type of Game

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

Object of the Game

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

Description of the Deck and Number of Decks Used

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

Card Values and Hand Rankings

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

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

Description of Table Used and Total Number of Seated Positions

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

Method used to Determine Action and Distribution of Cards

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

EZ BACCARAT

Dealing Procedures and Round of Play

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

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

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

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

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

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

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

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

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How Each Wager Wins, Loses, or Pushes

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

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

Tie Bet

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

Dragon 7 Bonus Bet

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

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Panda 8 Bet

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

Collection Fee Schedule: How and When are House Fees Collected

For **schedule options 1 through 15**, a collection fee shall be taken per hand from the player-dealer position based on the total amount that all players have wagered on the Player line, Banker line, Tie, Dragon 7, and Panda 8 at the table, prior to cards being dealt or any round of play being conducted. There shall be no collection fee for players when placing a wager on the Player line, Banker line, the Tie, Dragon 7, or the Panda 8. The Tie bet wager may be less than, equal to, or greater than the game wager but must be within the minimum and maximum table limits. The Dragon 7 and Panda 8 wagers may be less than, equal to, or greater than the game wager but must be a minimum of \$5 and a maximum of \$500. The collection fees shall be collected prior to cards being dealt or any round of play being conducted. The collection fees shall be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing. Only one collection schedule 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 EZ Baccarat Panda 8 are as shown below:

Schedule Option	Table Limit	Total Bet	Player-dealer Fee	Player Fee
1	\$5- \$1,000	\$5 - \$300	\$1.00	\$0.00
		\$301 - \$600	\$3.00	
		\$601 - \$1,000	\$6.00	
		\$1,001 - \$2,000	\$10.00	
		\$2,001 +	\$20.00	
2	\$25- \$1,000	\$5 - \$300	\$1.00	\$0.00
		\$301 - \$600	\$3.00	
		\$601 - \$1,000	\$6.00	
		\$1,001 - \$2,000	\$10.00	
		\$2,001 +	\$20.00	
3	\$100- \$1,000	\$5 - \$300	\$1.00	\$0.00
		\$301 - \$600	\$3.00	
		\$601 - \$1,000	\$6.00	
		\$1,001 - \$2,000	\$10.00	
		\$2,001 +	\$20.00	

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4	\$5- \$1,000	\$5 - \$300	\$2.00	\$0.00
		\$301 - \$600	\$5.00	
		\$601 - \$1,000	\$9.00	
		\$1,001 - \$2,000	\$15.00	
		\$2,001 +	\$25.00	
5	\$25- \$1,000	\$5 - \$300	\$2.00	\$0.00
		\$301 - \$600	\$5.00	
		\$601 - \$1,000	\$9.00	
		\$1,001 - \$2,000	\$15.00	
		\$2,001 +	\$25.00	
6	\$100- \$1,000	\$5 - \$300	\$2.00	\$0.00
		\$301 - \$600	\$5.00	
		\$601 - \$1,000	\$9.00	
		\$1,001 - \$2,000	\$15.00	
		\$2,001 +	\$25.00	
7	\$5- \$1,000	\$5 - \$300	\$3.00	\$0.00
		\$301 - \$600	\$6.00	
		\$601 - \$1,000	\$12.00	
		\$1,001 - \$2,000	\$20.00	
		\$2,001 +	\$30.00	
8	\$25- \$1,000	\$5 - \$300	\$3.00	\$0.00
		\$301 - \$600	\$6.00	
		\$601 - \$1,000	\$12.00	
		\$1,001 - \$2,000	\$20.00	
		\$2,001 +	\$30.00	
9	\$100- \$1,000	\$5 - \$300	\$3.00	\$0.00
		\$301 - \$600	\$6.00	
		\$601 - \$1,000	\$12.00	
		\$1,001 - \$2,000	\$20.00	
		\$2,001 +	\$30.00	
10	\$5- \$1,000	\$5 - \$200	\$2.00	\$0.00
		\$201 - \$500	\$5.00	
		\$501 - \$1,000	\$15.00	
		\$1,001 - \$2,000	\$25.00	
		\$2,001 +	\$35.00	
11	\$25- \$1,000	\$5 - \$200	\$2.00	\$0.00
		\$201 - \$500	\$5.00	
		\$501 - \$1,000	\$15.00	
		\$1,001 - \$2,000	\$25.00	
		\$2,001 +	\$35.00	
12	\$100- \$1,000	\$5 - \$200	\$2.00	\$0.00
		\$201 - \$500	\$5.00	
		\$501 - \$1,000	\$15.00	
		\$1,001 - \$2,000	\$25.00	
		\$2,001 +	\$35.00	
13	\$5- \$1,000	\$5 - \$500	\$5.00	\$0.00
		\$501 - \$1,000	\$15.00	
		\$1,001 - \$2,000	\$25.00	
		\$2,001 - \$4,000	\$50.00	
		\$4,001 +	\$75.00	

EZ BACCARAT

14	\$25- \$1,000	\$5 - \$500	\$5.00	\$0.00
		\$501 - \$1,000	\$15.00	
		\$1,001 - \$2,000	\$25.00	
		\$2,001 - \$4,000	\$50.00	
		\$4,001 +	\$75.00	
15	\$100- \$1,000	\$5 - \$500	\$5.00	\$0.00
		\$501 - \$1,000	\$15.00	
		\$1,001 - \$2,000	\$25.00	
		\$2,001 - \$4,000	\$50.00	
		\$4,001 +	\$75.00	

Table Layout



Equipment Used



EZTRAK™: Baccarat Edition will enhance your players' Baccarat gaming experience while providing them with the important information they want, to make the bets they want.



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

EZ BACCARAT

Key Features

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

Rules of Play

The game shall be played using a standard 52-card deck and one joker for a total of 53 cards. The joker may be used as an ace or to complete a straight, flush, or straight flush hand. Cards may be dealt using either an automated shuffling machine or by the house dealer manually shuffling the cards. The game shall be played on a standard Mini Pai Gow table that accommodates up to seven players and a player-dealer position for a total of eight seated positions. Within each betting area for each seated position, there shall be three separate betting spaces specifically designated for the Mini Pai Gow game wager, the Double-down Mini Pai Gow wager, and the Mini Pai Gow Aces Bonus Bet. Each betting space on the table has a minimum and maximum amount that may be wagered. Players must bet at least the table minimum. Back-line betting is permitted on all wagers.

The game also utilizes an action button to determine which player receives first action on their wager. 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. The player-dealer's position is always one, nine, and seventeen. Other seats, in clockwise rotation around the table, respectively represent the other numbers. If the numerical total of the dice is one, nine, or seventeen, the player-dealer shall receive the first set of cards and the player to the left of the player-dealer shall receive the action button. Wagers shall be settled in the following order: the Mini Pai Gow game wagers, any double-down wagers placed, and the Mini Pai Gow Aces Bonus Bets placed. Wagers are collected or paid, to the extent that the player-dealer's wager covers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players.

Object of the Game and Card/Hand Rankings

The object of the game is for each player to form two hands with the highest ranking possible for both hands; a five-card hand and a one-card hand, which ranks higher than the player-dealer's five-card hand and one-card hand, according to the rankings shown below.

The rank of each card used in Mini Pai Gow, in order of highest to lowest rank, shall be: joker, ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, 2. The joker may be used as an ace or to complete a straight, flush, or straight flush hand. When used as an ace, the joker is considered the highest possible ranking ace. All suits shall be considered equal in rank. The one-card hand shall be ranked according to the card rankings listed above. The five-card ranking of hands for Mini Pai Gow, in order from highest to lowest rank, shall be:

5-Card Hand Dealt	Hand Requirements
Five of a Kind	A hand that consists of five cards of the same rank. A five of a kind is only possible with four cards of the same rank and a joker.

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.
Four of a Kind	A hand that consists of four cards of the same rank.
Full House	A hand that consists of a three of a kind and a pair.
Flush	A hand that consists of five cards of the same suit, but that are not in consecutive ranking.
Straight	A hand that consists of five cards that are in consecutive ranking, but that are not the same suit.
Three of a Kind	A hand that consists of three cards of the same rank.
Two Pairs	A hand that consists of two pairs.
One Pair	A hand that consists of two cards of the same rank.
High Card	A hand that consists of five cards that do not make any of the hands listed above.

Round of Play

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

Each player then has the following option when placing their wager(s).

- Place a Mini Pai Gow game wager which pays 1 to 1.
- If a player placed a Mini Pai Gow game wager, that player may place a wager on the Mini Pai Gow Aces Bonus Bet which pays according to the payable, as shown below.

Once the player-dealer has been established and all players have posted their bets by placing gaming chips on the appropriate betting areas of the table layout the house dealer will complete the deal of eight piles of six cards face-down in front of the house dealer. When dealing manually the eight piles of six cards, the house dealer shall deal one card at a time in front of himself/herself until there are eight cards, starting from left to right, face-down. Once there are eight cards laid out face-down, the house dealer shall deal each pile another card, from right to left, giving each pile a total of two face-down cards. This process of dealing cards left to right, then right to left, shall be completed until each pile has six face-down cards. The remaining five cards shall be placed in the discard pile. The player-dealer then selects one of the eight piles. 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 after the placement of the action button has been determined, as described above. Once the action button position is determined, the house dealer shall distribute the eight piles of cards, starting with the pile that has the action button, and continuing clockwise around the table. All eight piles of cards will be distributed to all seats at the table, regardless of whether a player is seated at each position or a wager has been placed. Once all

Lotus Casino
Mini Pai Gow

of the piles of cards have been distributed, the house dealer will collect the piles distributed to seats without a wager and place them in the discard pile.

When dealing the eight piles of six cards using an automatic shuffler, the automatic shuffler deals eight piles of six cards each. The action button, which determines the first player to receive first action from the player-dealer, is placed on the first pile dealt by the automatic shuffler. Once the action button position is determined, the house dealer shall distribute the eight piles of six cards, starting with the pile that has the action button and continuing clockwise. All eight piles of six cards shall be distributed to all seats at the table, regardless of whether a player is seated at each position or a wager has been placed. Once all of the piles of cards have been distributed, the house dealer will collect the piles distributed to seats without a wager and place them in the discard pile. Each player shall set their hands by arranging the six cards into a one-card hand, which is placed face-down in front of the five-card hand, and a five-card hand, which is placed face-down behind the one-card hand. The five-card hand must rank higher than the one-card hand, according to the hand rankings, as shown above. At this time, each player is given an opportunity to double-down with a wager equal to their original Mini Pai Gow wager.

Once all players have set their hands, the house dealer will expose the player-dealer's hand and set it "House Way," as shown below. A player may also request the house dealer to set his/her hand according to the "House Way Chart" below.

House Way Chart	
Hand Dealt	Logical Way Hand Setting
No Pairs	Put the highest ranking card in the high hand, the second highest ranking card in the low hand, and the remaining cards in the high hand.
One Pair	Put the highest ranking non-paired card in the low hand, and the pair and the other odd cards in the high hand.
Two Pairs	Put the highest ranking non-paired card in the low hand and the other 5 cards in the high hand.
Three Pairs	Put the highest card in the front and the two lower pairs and odd card in the back.
Three of a Kind	Put the highest ranking card that is not the same rank as the three of a kind in the low hand, and put the other 5 cards in the high hand.
Straight	Put either the highest card in a 6 card straight or the card not included in the 5 card straight in the low hand, and put the other 5 cards in the high hand.
Flush	Put either the highest card in a 6 card flush or the odd-suited card in the low hand, and put the other 5 cards in the high hand.

Two Three of a Kinds	Break up the higher ranking three of a kind and place one of that value in the low hand, and place the other 5 cards in the high hand.
Four of a Kind	Put the highest card that is not one of the four of a kind in the low hand, and play the other 5 cards in the high hand.
Full-house or better	Play the full-house or better that allows the highest card to be put in the low hand.

How Wagers are Paid, Collected, and Pushed

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. Wagers shall be settled in a clockwise manner around the table, starting with the player with the action button. Wagers are collected or paid, to the extent that the player-dealer's wager covers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players. The following shall apply for each possible outcome when determining which hand wins, loses, or if there is a push.

- The Mini Pai Gow game wager wins if the one-card hand and five-card hand held by the player ranks higher than the player-dealer's one-card hand and the five-card hand. The player-dealer shall pay all winning Mini Pai Gow game wagers 1 to 1.
- The Mini Pai Gow game wager loses if the one-card hand and the five-card hand held by the player ranks lower than the player-dealer's one-card hand and the five-card hand. The player-dealer shall collect all losing Mini Pai Gow game wagers.
- The Mini Pai Gow game wager shall push if one of the hands held by the player ranks higher than the player-dealer's corresponding hand, and the player's other hand ranks lower than the player-dealer's corresponding hand. In this case, neither the player nor the player-dealer wins or loses; the wager is a push, and is returned to the player.
- If one hand is identical in rank to the player-dealer's hand, it is a copy hand. The player-dealer wins all copy hands.

Mini Pai Gow Player Options

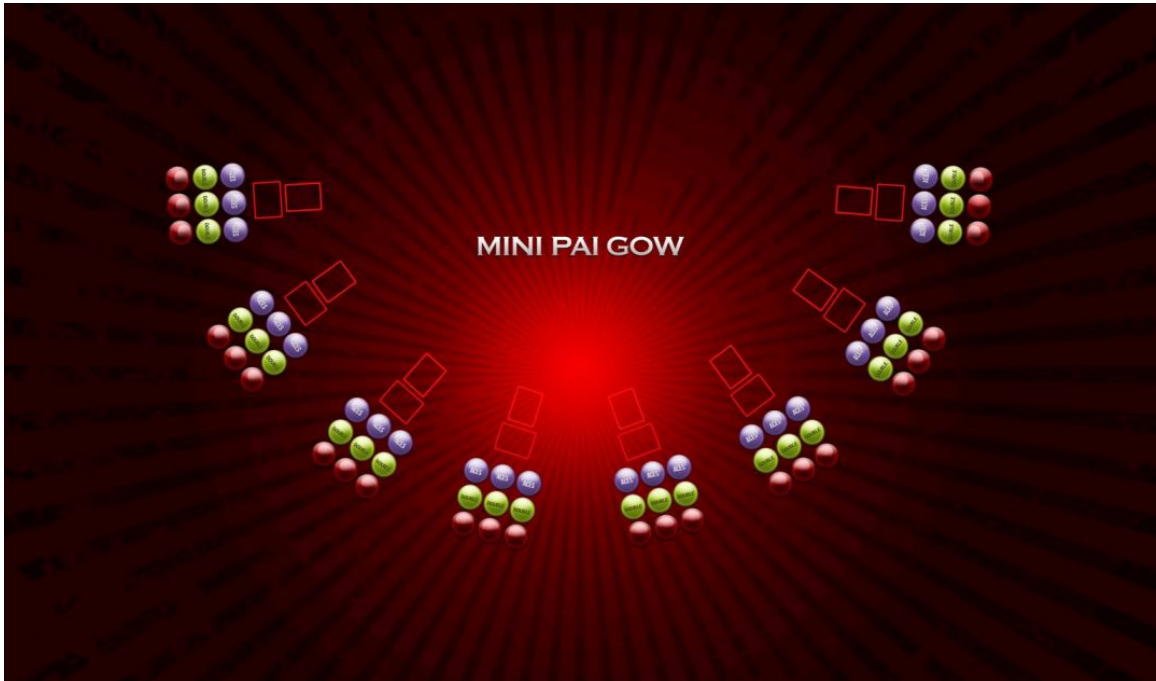
Double-Down- After viewing their hand, players may double-down by placing a wager equal to their original Mini Pai Gow wager in the separate betting space specifically designated for the double-down wager. If the dealer qualifies for the double-down wager with a minimum hand of a pair of fives or higher, the player's double-down wager pays 1 to 1; otherwise, the double-down wager is a push. If the double-down wager is a push the double-down wager will be returned to the player prior to opening the player's hand.

Mini Pai Gow Aces Bonus Bet

- For each seated position, there shall be one separate and specifically designated area for the placement of a Mini Pai Gow Aces Bonus Bet wager. A player may only place a Mini Pai Gow Aces Bonus Bet wager if they have also placed a Mini Pai Gow game wager prior to the initial deal.
- Seated players as well as backline bettors are eligible to place a Mini Pai Gow Aces Bonus Bet.
- The Mini Pai Gow Aces Bonus Bet takes into account the first six cards dealt as a player's hand. In the event that the first six cards dealt to a player that placed a Mini Pai Gow Aces Bonus Bet wager is a pre-determined and designated qualifying hand, as described below, the Mini Pai Gow Aces Bonus Bet wager shall win. The player shall then receive a monetary payout based on the bonus hand that the player has received and the pay table, as shown below. Any other combination of the first six cards dealt, other than the hands described below, shall lose. There is no opportunity for the Mini Pai Gow Aces Bonus Bet wager to push, it may only win or lose.
- The joker may be used as an ace or to complete a straight, flush, or straight flush hand, but not a Royal Flush.
- The Mini Pai Gow Aces Bonus Bet wager remains in action regardless of whether the player's Mini Pai Gow game wager wins, loses, or is a push.
- **The player-dealer shall pay all qualifying Mini Pai Gow Aces Bonus Bet wagers and shall collect all Mini Pai Gow Aces Bonus Bet wagers that did not qualify.** Wagers are collected or paid, to the extent that the player-dealer's wager covers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players.
- Qualifying Mini Pai Gow Aces Bonus Bet wagers shall be paid according to the table, as shown below.

Hand Dealt	Mini Pai Gow Aces Bonus Bet
5 Aces	2,500 to 1
Royal Flush (w/ no joker)	1000 to 1
Straight Flush	100 to 1
Four of a Kind	50 to 1
Full House	15 to 1
Flush	5 to 1
Three Pairs	5 to 1
Straight	3 to 1
Three of a Kind	2 to 1
Two Pairs	1 to 1
8 High	50 to 1

Table Layout



BLACKJACK X



Lotus Casino

Blackjack X

Object of the Game

The object of the game is to play to 31. The Player hopes to be dealt a "Natural" which is the Top Ranked Hand. The Players and the Player Dealer add the numerical value of their initial two-cards and compare them against each other. In the event the Player Dealer is dealt a "Natural" the game stops, and the Hands are compared. If the Player is not dealt a two-card thirty-one (31) then the Player will play to Hard thirty-one and if not, then the Player will try to get as close to twenty-one.

The Player's hand is frozen from receiving an additional Draw card when their hand total is between 22 and 30. After the Draw the Player will lose their original wager with a hand value between 22 and 30 and Win on a value of 31 no matter the value of the Player Dealers hand.

- ♣ A Natural consists of an Ace card and a 10-point card when the first two hands are dealt.
- ♣ A "Blackjack X" consists of an Ace/King of Spades.
- ♣ All cards have face value. Face cards have a value of 10.
- ♣ If the Player Dealer does not have a Natural the Players will have the option to Double Down, Hit, Split, Surrender, or Stand depending on the value of their hand.
- ♣ The Player must stand on a Natural, and a Hand that totals between 22 and 30. The Player has an option when their hand total is between 2 and 21.
- ♣ Player Dealer must hit soft 17 and stands on Hard 17 or above.

Hand Ranking

1. Natural 31
2. "Blackjack X"
3. Hard 31
4. A hand totaling a 21
5. A hand totaling a 20
6. A hand totaling a 19
7. A hand totaling a 18
8. A hand totaling a 17
9. A hand totaling a 16
10. A hand totaling a 15
11. A hand totaling a 14
12. A hand totaling a 13
13. A hand totaling a 12
14. A hand totaling a 11
15. A hand totaling a 10
16. A hand totaling a 9
17. A hand totaling a 8
18. A hand totaling a 7
19. A hand totaling a 6
20. A hand totaling a 5
21. A hand totaling a 4
22. A hand totaling a 3

Lotus Casino

Blackjack X

23. A hand totaling a 2

24. A hand totaling a 22 - 30

Game Rules

A standard deck of cards with no Joker is used in the play of the game. The Deck will contain a total of 52-cards. The game can be played with a minimum of one (1) and a maximum of eight (8) decks. All Aces of spade will have an "x" stamped on the card.

The game plays to 31 which can be achieved either on the initial two-card deal by being dealt a standard Ace card along with a 10-point card or by hitting to 31 while trying to avoid landing on a hand that totals between 22 and 30. The best hand is referred to as a "Natural 31" and is accomplished when the player or player-dealer's initial two (2) card hand consists of a standard ace and a ten (10) point card. The second best hand is a two-card hand that consists of an Ace and King suited. If the player is not dealt a two-card hand of thirty-one (31), the player will try to achieve either a hard thirty-one (31), which is the third best hand, or a hand of twenty-one (21), which is the fourth best hand. Both the Player and the Player-Dealer's hand are frozen from taking additional Hit cards when their hand value is between 22 and 30. When exceeding twenty-one, the Player will win on Hard (31) and will lose on any other total, no matter the value of the Player Dealer hand. The Players will have the option to Stand, Split, take Insurance, Double Down, Surrender or Hit provided the Player Dealer is not dealt a two-card 31. A hard hand is any hand that the minimum value is more than 11. Minimum value means there are aces in the hand and using all the aces as 1 instead of 11's the hand is 12 or more, or it would be any hand that if were to receive another 10 would bust over 22.

A hard 31 would be a hand that the player hits a hard 21 and receives a 10. This is the only way that hand could be achieved.

When both the Player and the Player Dealers hand value is between 22 and 30 they are frozen from taking additional Hit cards. When exceeding twenty-one, the Player will win on Hard (31) and will lose on any total between 22 and 30, no matter the value of the Player Dealer hand.

Rules for the Player Dealer:

- Player Dealer hits on soft seventeen and below.
- Play Dealer stands on Hard seventeen and above.

Rules for the Player:

- The Player has an option on hands that total between 2 and 21.
- The Player must stand on a natural or a hand with a value between 22 and 30.

Game options:

- Odds
 - A Natural 31 will be paid 6:5
 - A Hard 31 will be paid 3:1
 - A "Blackjack X" will be paid 2:1
 - All other winning player hands will be paid 1:1
- Split
 - The Player may split any two cards of equal value.
 - Player may split three times for a total of four hands.
 - Split Aces receive one hit card.
 - The Player may not re-split aces.
 - Split Aces after the Draw that receives a 10-point card have a value of 21 and are paid even money if not pushed.
- Double Down
 - The Player may receive only one hit card after Doubling Down.
 - The Player may double on any two cards, except a "Natural 31."

Lotus Casino
Blackjack X

- The player may place a second wager that is less than or equal to the game wager that was originally placed prior to the start of the game, as long as it is within the table limits.
- The Player may double down after the split.
- Surrender
 - The Player may surrender before the Dealer checks the Player Dealers hole card.
 - The Player may forfeit half their wager when surrendering.
 - Players may only surrender prior to taking a hit.
 - The Player may surrender after the split.
- Insurance
 - Insurance will only be offered when the Player Dealer is showing an Ace card.
 - The Player may put up a bet that totals between 1% and 50% of the initial wager and place it in front of the original wager.
 - The Players that placed an insurance bet will be considered to have pushed and will not lose if the Player Dealer is dealt a Natural.
 - The Player will be paid 2:1 on their Insurance wager if the Player Dealer has a Natural and lose their initial wager unless the Player was also dealt a Natural.
 - The Player will lose their Insurance wager if the Player Dealer does not have Natural and play out their original wager.
 - Insurance wager is compared against the Player Dealers after the initial wager.

Dealer Procedures

1. The Cards will be shuffled before being placed into a shoe or random shuffling machine. The Dealer will begin the game by burning a card.
2. The Dealer will first start by asking the Player starting from seat one if they would like to occupy the Player Dealer position.
3. The Dealer will ask for bets.
4. Once the Player / Dealer position is filled then at least one Player must place a wager to start the game.
5. The Dealer deals a total of two cards to the Player face up and two cards to the Dealer, the first card face up and the second card face down.
 - a. At this point the Player will be offer the Option to surrender unless the Player Dealers up Card is an Ace then the Player will be offered the Option to take Insurance as well.
 - b. In the event the Player Dealer is dealt a "Natural," the game stops, there is no Draw and the hands are compared. A Natural beats all hands. The Player and the Player Dealer ties on all Naturals.
6. The Players will have the opportunity to act on their hand.
 - a. After the Draw, if the Player totals 31 they will win their original wager provided the Dealer is not dealt a natural.
 - b. The Player loses on a hand with a value between 22 and 30.
 - c. The player wins if their hand total is closer to thirty-one without totaling a hand between 22 and 30. The Player loses if the Player Dealer is closer. If both the Player and the Player Dealer are dealt a Hand of equal value then the wager is a push.
7. Once the Dealer's hand is concluded the round is over.
8. The Dealer will then compare the bets placed by the Player who is occupying the House position to see if the Player wins, loses, or ties and completes the payoffs. If the Player wins the Dealer will pay the Player with monies from the Player occupying the Player Dealer position.

Buster Blackjack



US Patent 6,845,981

Rules of Play

Buster Blackjack Bonus Bet

- For each seated position, there shall be one separate and specifically designated area for the placement of a Buster Blackjack Bonus Bet. A player may only place a Buster Blackjack Bonus Bet if they have also placed a game wager prior to the initial deal. Furthermore, a player may place one bonus bet wager for each base game wager placed if multiple betting circles are utilized.
- Seated players as well as back-line bettors may place a Buster Blackjack Bonus Bet wager.
- The Buster Blackjack Bonus Bet wagers may be less than or equal to, but may not exceed the game wager.
- Once all players have made their decisions regarding their hand, according to the base game rules above, the player-dealer shall reveal their face-down card and complete the hand. The payoff odds vary based on the number of cards in the player-dealer's busted hand. The more cards in the busted hand, the higher the payoff. If the player-dealer's hand busts, all Buster Blackjack Bonus Bet wagers shall be paid according to the posted pay table, as shown below. If the player-dealer does not bust, all Buster Blackjack Bonus Bet wagers shall be collected in rotation to the extent of the money in action. There is no opportunity for the Buster Blackjack Bonus Bet wager to tie as it is dependent on the cards dealt to the player-dealer's hand, not a comparison of cards or hands.
- A Buster Blackjack Bonus Bet wager remains in action regardless of whether the player wins or loses the base game wager. The player-dealer must always complete their hand as long as there are bonus bets in play.
- **The player-dealer shall pay all winning Buster Blackjack Bonus Bet wagers and shall collect all losing Buster Blackjack Bonus Bet wagers.** Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players.
- Winning Buster Blackjack Bonus Bet wagers shall be paid according to the table, as shown below.

Buster Blackjack Bonus Bet Pay Table

Number of Cards in the Player-dealer's Busted Hand	Payout
3	2 to 1
4	2 to 1
5	4 to 1
6	15 to 1
7	50 to 1
8 or more	200 to 1

Lucky Pair Bonus Bet

A distinct area of the felt in front of each player will be allowed to place an optional bonus bet where if they are dealt any pair, their bet will be paid 10 to 1. The bets will be in line with the posted table minimum and maximums.

Lucky Pair Bonus Bet

- For each seated position, there shall be one separate and specifically designated area for the placement of a Lucky Pair Bonus Bet. A player may only place a Lucky Pair Bonus Bet if they have also placed a game wager prior to the initial deal. Furthermore, a player may place one bonus bet wager for each base game wager placed if multiple betting circles are utilized.
- Seated players as well as backline bettors may place a Lucky Pair Bonus wager.
- The Lucky Pair wagers may be less than or equal to, or more than the base game wager as long as it is within the table limits.
- If the player is dealt any pair in the first two cards that they are dealt they will win the bonus wager. Any additional pairs dealt after the first two shall not win the Lucky Pair Bonus wager.
- A Lucky Pair wager remains in action regardless of whether the player wins or loses the base game wager. The player-dealer must always complete their hand as long as there are bonus bets in play.
- **The player-dealer shall pay all winning Lucky Pair wagers and shall collect all losing Lucky Pair wagers.** Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players.
- Winning Lucky Pair wagers shall be paid 10 to 1.
- The Lucky Pair Bonus pays 40:1 if a player has a pair and the player-dealer has a Natural.

California Game

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

Wagering Limits and Collection Fees

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

For **schedule options 1 through 15**, the collection fees shall be taken per hand from the player-dealer position based on the total of each wager placed. There is no collection fee taken when a player places a game wager, doubles-down, splits cards, surrenders their hand, places an insurance wager, places a Buster Blackjack Bonus Bet wager, or places an Lucky Pair Bonus Bet wager. The collection fees shall be collected and dropped by the casino dealer after each player has placed their wagers but prior to cards being dealt or any round of play being conducted. The collection fees shall be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing. Only one collection schedule, which utilizes one table limit and the specified collection fees for that table limit, as listed below, shall be used at a table at any one time. Furthermore, the collection rates may not be calculated as a portion of wagers made or winnings earned. The approved collection fees and schedules for the game of Blackjack X are as shown below:

Pai Gow Poker with Triple Bonus Bets

Synopsis:

This game uses the traditional Pai Gow Poker game and adds three bonus bets, Ultimate Push, Happy Pai Gow and Double Luck Bonus Bet. The bonus bets have to be placed prior to the hands being played. A player has the option to place an Ultimate Push wager; the wager will win when the player's hand and the player-dealer's hand push. This Ultimate Push Bonus Bet pays 1:1 except when there is a pair of 3's or higher, then it will pay 2:1. In addition, a player has the option to place a Happy Pai Gow wager; the wager will win when the player's hand is a Pai Gow Hand. A "Pai Gow" Hand consists of seven cards that have no pairs and do not make a straight or flush. Finally, a player has the option to place a Double Luck Bet; the wager wins if the player's hand contains one of the hands in the Double Luck Pay Table.

Object of the Game:

The object of the game is for both of the player's two hands to rank higher than both of the player-dealer's two hands by strategically playing the seven-card poker hand with a two card low hand and a five-card poker high hand. Should one hand rank exactly the same as the player-dealer's hand, this is a tie. The player-dealer wins all ties. If the player wins one hand, but loses the other, this is considered a "push", and no money exchanges hands.

Type of Deck Used:

The traditional Pai Gow Poker game uses a total of 52 cards and a Joker. The Joker is used as an Ace or to complete a straight or flush.

Table Layout:

Each table has 7 active seats and 1 inactive seat. An 8-seat table may be used with one inactive seat in order to symmetrically accommodate a floor person and another seated player. The inactive seat has the betting spots blocked. The inactive seat rotates clockwise, and is always located immediately to the right of the player-dealer, from the Dealer's perspective.

Number of Players:

There is no minimum number of players, as long as there is at least one player and one player-dealer.

Ranking of Hands:

Pai Gow Poker is played with a standard fifty-two (52) card deck with one joker, fifty-three (53) cards total. The Joker can only be used as an Ace, or to complete a Straight, Flush, or a Straight Flush.

The highest 5-card hand is Five Aces, and the highest 2-card hand is a Pair of Aces. The PGPQ hand rankings, based on traditional poker rankings, are as follows:

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

Pai Gow Poker with Triple Bonus Bets

7 th	Straight (Five cards of different suits ranked in order)
8 th	Three-of-a-kind (Three cards of the same ranking; for example, Q-Q-Q)
9 th	Two Pair (Two sets of pairs)
10 th	A Pair (Two cards of the same value)
11 th	High Card

Game Rules and Structure:

Each player at the table is dealt seven cards to make two hands, a two-card hand and a five-card hand. Rankings are based on basic poker rankings. The five-card hand must be higher than the two-card hand.

Play of the game is as follows:

a. The dealer places seven hands of seven cards each, face down in front of the dealer's tray. The dealer checks that exactly four cards are left over, and then places those cards into the dealer's tray.

b. There are two steps taken to determine which of the seven hands goes to which player. In the first step, the player-dealer calls out a number from one to seven, and the Action button is placed on the pile that corresponds to that number. This hand is pushed slightly forward and the preceding hand is turned sideways.

c. If a dice cup is used, the player-dealer then shakes the dice cup containing three dice. The cup is opened only by the house dealer, after all bets are placed in the betting circles. If a random number generator is used, the number generated by the random generator will be used.

d. The player-dealer's position is always 1, 8 or 15. The dealer counts clockwise from the player-dealer's position to locate the seat corresponding to the number on the dice. The pile of cards with the Action button, will then be placed in front of the player indicated by the dice or number generated by the random number generator. The remaining piles will then be distributed clockwise. The player-dealer's hand is left in front of the dealer and the dealer button is placed on top of it.

e. Each player then arranges their cards into a two-card low and a five-card high hand as described above.

f. The dealer does not look at the cards until all players have set their hands in the designated spaces face down. Any hands that are going "house way" will have a "house way" button placed on them.

g. The dealer then turns his cards over and sets his hand face up. Losing hands should be turned face down and losing wagers should be placed on top. If the player wins one hand and loses the other, this is considered a "push". No money exchanges hands and the cards are placed in the discard holder.

h. If one player is wagering on more than one seat, that player may look at and determine the setting of the first hand only. The remaining hand(s) must be set according to the "house way". Players and the player-dealer must place their bets before the dice cup is opened or the random number generator is finalized. No change in bets can occur after that point. Only chips placed in the appropriate position(s) on the table constitute a valid bet. Each player is responsible for the chips he/she places on the table.

Pai Gow Poker with Triple Bonus Bets

Pai Gow Poker “House Way”:

Hand Dealt	Logical Way Hand Setting
No Pairs	Put 2 nd and 3 rd highest cards in front.
One Pair	Put the pair in the back and the highest two other cards in the front.
Two Pairs	If the largest pair is a pair of aces, kings, or queens, put the small pair in front and the higher pair in back. If the largest pair is a pair of jacks, 10's, or 9's, put both pairs in back if you can put an ace or joker in front, otherwise, place the small pair in front and the higher pair in back. If the largest pair is a pair of 8's, 7's, or 6's, put both pairs in back if you can put a king or higher in front, otherwise, place the small pair in front and the higher pair in back. If the largest pair is a pair of 5's, 4's or 3's, put both pairs in back if you can put a queen or higher in front, otherwise, place the small pair in front and the higher pair in back.
Three Pairs	Put the highest pair in the front and the two lower pairs in the back.
Three of a Kind	If three aces, put one ace and the highest card in front and the pair of aces in the back. If three kings or lower, never split the three of a kind, place the three of a kind in back and the highest two cards in the front.
Three of a Kind – Two Sets	Put the highest pair in front and put the lower three of a kind in the back.
Five Aces	Put a pair of aces in front and three aces in back.
Straight, Flush, or Straight-Flush with No Pair	Play the complete hand (straight or flush) in the back and the two highest remaining single cards in front.
Straight, Flush, or Straight-Flush with One Pair	Play the complete hand behind (straight or flush) in the back and the two highest remaining cards (pair or no pair) in front.
Straight, Flush, or Straight-Flush with Two Pairs	Play according to Two Pairs strategy.
Straight, Flush, or Straight-Flush with Three of a Kind	Play a pair in the front and a complete hand in the back
Full House	Play the highest possible pair in front and the three of a kind in the back.
Four of a Kind	If the four of a kind is aces, kings or queens, play the four of a kind in the back if you can put at least a pair in front, otherwise, split the four of a kind and play a pair in the front and a pair in the back. If the four of a kind is jacks, 10's, or 9's, play the four of a kind in the back if you can put at least a king in the front, otherwise, split the four of a kind and play a

Pai Gow Poker with Triple Bonus Bets

	pair in the front and a pair in the back. If the four of a kind is 8's, 7's, or 6's, play the four of a kind in the back if you can put at least a queen in the front, otherwise, split the four of a kind and play a pair in the front and a pair in the back. If the four of a kind is 5's or lower, play the four of a kind in back and the two highest remaining cards in front.
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Foul Hand:

If the player sets the hands so that the two-card hand is higher than the five-card hand, it is a Foul Hand and automatically is a losing hand. Similarly, if there are not exactly two cards in one hand and five cards in the other hand, it is a foul hand and automatically loses.

Payoff:

The base Pai Gow game winning hands are paid even money. The payout starts with the person to the left of the player-dealer then continues clockwise. The succession of payoff starts with the base Pai Gow game wager then followed by the Ultimate Push bet, the Happy Pai Gow bet and lastly the Double Luck Bet. All wagers are paid all at once from person to person. Once the player-dealer's money has been exhausted, the wagers that were not covered by the player-dealer will be returned to the players.

Player-dealer (Banker):

Any player may be the player-dealer position. All players bet against the player-dealer. The Bank must rotate in a continuous and systematic fashion. The player-dealer position is offered to each seated player seat in a clockwise fashion. That player may accept or pass, in which case the player-dealer position is offered to the next player. When the player-dealer position passes to the next seat, the player seated in that seated position has the first option. If he/she refuses the player-dealer position, any player betting on that seated position, the previous hand, is eligible to be the player-dealer for the next hand, in order of the betting spot in which they bet the prior hand.

Ultimate Push Bonus Bet:

The Ultimate Push Bet is an optional wager for players. The wager wins when the outcome of the player hand and player-dealer hand results in a push, otherwise the wager loses. The wager pays 1:1 if the hand results in a push and 2:1 when the outcome of the hand is a push with either the player's hand, player-dealer's hand, or both hands containing a pair of 3's or higher in their two-card hand. Both hands will always be set house way to determine the outcome of this bonus wager.

1. Players have the option to bet bonus wagers only. They are not required to place a base bet in order to have a bonus wager.
2. The Ultimate Push Bonus Bet may be less than, equal to, or greater than the base game wager as long as it is within the table limits.
3. The player-dealer will pay all winning bonus bets and will collect all losing bonus bets.
4. In the event the player-dealer's money does not cover the amount wagered by the players, an action button will be used to designate where the payout will begin.

Pai Gow Poker with Triple Bonus Bets

5. Once the player-dealer's money has been exhausted, the wagers that were not covered by the player-dealer will be returned to the players.

6. Ultimate Bonus Bet pays as follows:

Ultimate Push Hands	Pays
Push	1 to 1
Push w/ 2 Card Hand of 3's or Higher	2 to 1

Happy Pai Gow Bonus Bet:

The Happy Pai Gow Bonus Bet is an optional wager for players. A "Pai Gow" in Pai Gow Poker represents a hand with seven singletons, where no straight or flush or pair is possible. This bonus bet wins if the player has a Pai Gow hand, and the lower the highest card, the more it pays. The wagered hand will always be set House Way to determine the outcome of the wager.

1. Players have the option to bet bonus wagers only. They are not required to place a base bet in order to have a bonus wager.

2. The Happy Pai Gow Bonus Bet may be less than, equal to, or greater than the base game wager as long as it is within the table limits.

3. In the event the player-dealer's money does not cover the amount wagered by the players, an action button will be used to designate where the payout will begin.

5. Once the player-dealer's money has been exhausted, the wagers that were not covered by the player-dealer will be returned to the players.

6. The Happy Pai Gow Bonus Bet pays as follows:

Happy Pai Gow Bonus Bet Hands	Payout
9 High Pai Gow (Same color for all 7 cards)	1,000 to 1 (This odd will only be offered if a shuffle machine is use)
9 High Pai Gow	100 to 1
10 High Pai Gow	25 to 1
J High Pai Gow	15 to 1
Q High Pai Gow	7 to 1
K High Pai Gow	5 to 1
A High Pai Gow	3 to 1

Double Luck Bet

The Double Luck Bet is an optional wager for players. The wager wins if the player's hand contains one of the Double Luck hands, as noted in the chart below.

- a. The player is paid based on the "odds" for the bonus hand. If the player has a bonus hand plus an additional pair, the payout increases, as shown in the table below under the "+Pair" column. The Pai Gow hand will be set the House Way to determine the outcome of the Double Luck Bet.

Pai Gow Poker with Triple Bonus Bets

- b. Players have the option to wager on the Double Luck Bet only. They are not required to place a base wager in order to have a bonus wager.
- c. The Double Luck Bet may be less than, equal to, or greater than the base game wager as long as it is within the table limits.

The Double Luck Bet pays as follows:

Double Luck Bet – Pay Table	Odds	+Pair
7 Card Straight Flush (no joker)	2,000 to 1	N/A
5 Aces	500 to 1	1,000 to 1
Royal Flush	100 to 1	200 to 1
7 Card Straight Flush (w/ joker)	30 to 1	N/A
Straight Flush	30 to 1	60 to 1
4 of a Kind	20 to 1	40 to 1
Full House	10 to 1	20 to 1
Flush	5 to 1	10 to 1
Straight	2 to 1	4 to 1

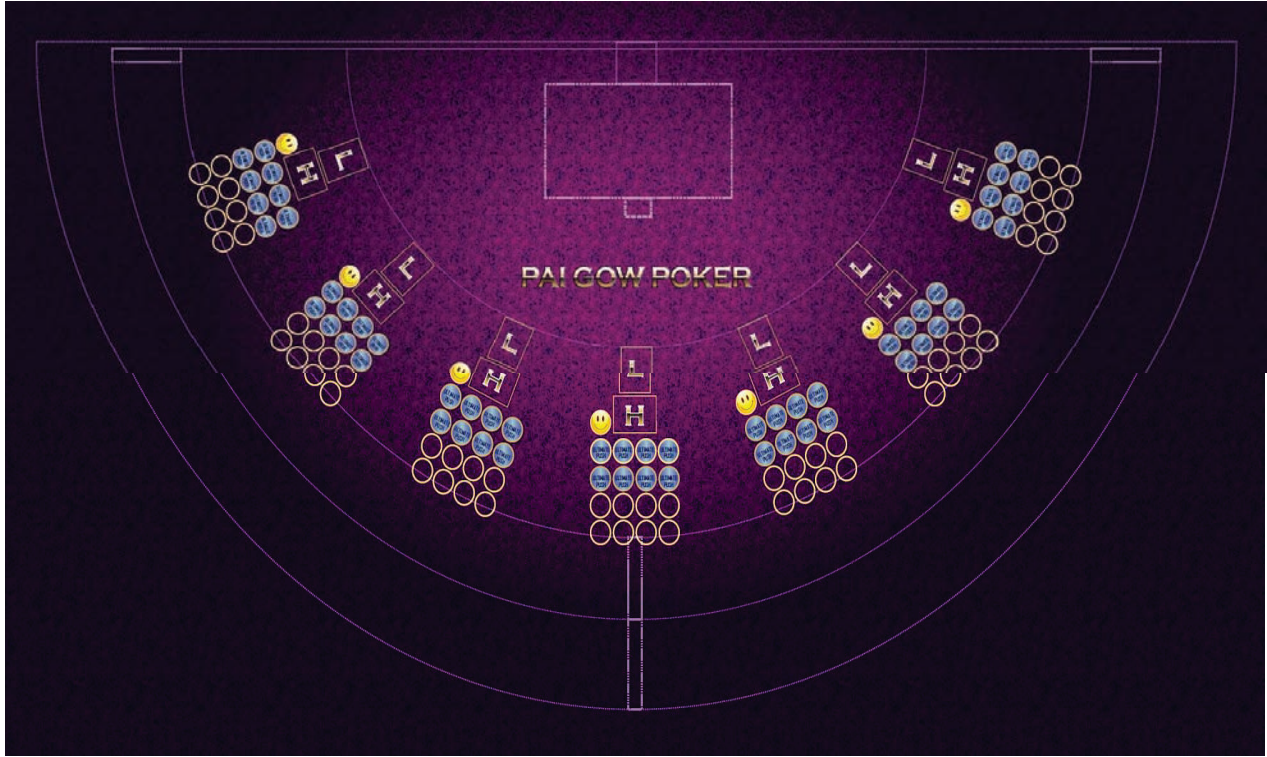
Collection Schedule:

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

The schedule below identifies all the fees collected for all base and bonus wagers in the play of Pai Gow Poker Triple Bonus Bets. For **schedule options 1 through 6**, the collection fees shall be taken per hand from the player-dealer position prior to cards being dealt or any round of play being conducted. There will also be a collection fee taken from each player for each betting circle that he or she places a base game wager on. There shall be no collection fee taken from the player or player-dealer on the Ultimate Push, Happy Pai Gow and the Double Luck Bonus bet. For **schedule options 7 through 15**, there shall be no collection taken from each player for placing any base wager or bonus bet. The collection fees shall be taken per hand, from the player-dealer position based on the total monetary value of all game wagers and bonus bet wagers that are placed by players before the cards are dealt, referred to as total table action. 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 Pai Gow Poker with Pai Gow Poker with Triple Bonus Bets are as shown below:

Pai Gow Poker with Triple Bonus Bets

Table Layout



Royal Pai Gow Poker

Lotus Casino

Standards of play:

Royal Pai Gow Poker adds a bonus bet element to the traditional game of Pai Gow Poker played in California Cardrooms. Each player competes against the player-dealer to make the best possible hand. Player wins all copy ties on both the 2 card front and the 5 card back hand. The player automatically loses when dealt any seven-card queen high hand, no joker. If the player-dealer is dealt a seven-card queen high hand the hand plays as normal.

In Royal Pai Gow Poker, a player can place an optional Royal Tie Bonus Bet and/or Save the Queen Bonus Bet.

Type of card deck used:

Royal Pai Gow Poker is played with a standard 52 card deck including a Joker for a total of 53 cards. The Joker is fully wild.

The rank of each card used in Royal Pai Gow Poker, in order of highest to lowest rank, shall be: Ace, King, Queen, Jack, Ten, 9, 8, 7, 6, 5, 4, 3, 2. All suits shall be considered equal in rank.

The highest 5-card hand is Five Aces, and the highest 2-card hand is a Pair of Aces. The hand rankings, based on traditional poker rankings, are as follows:

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

Dealing procedures:

- ❖ The house dealer will complete the deal of seven piles of seven cards face down in front of the house dealer. When dealing the seven piles of seven cards, the house dealer shall deal one card at a time to in front of them 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.
- ❖ Once cards have been stacked, the player-dealer randomly selects which pile will be distributed to the first player who receives the "action" button. The house dealer identifies

Royal Pai Gow Poker

Lotus Casino

the hand by placing a button marked action on this pile by pushing it forward and turning the pile behind it side ways.

- ❖ To determine the placement of the action button, the player-dealer shakes a dice cup containing three standard dice. The sum of the dice indicates to which seat the first pile of seven cards will be distributed. The Player-dealer's position is always one, eight, and fifteen. Other seats, in clockwise rotation, respectively represent the other numbers. If the numerical total of the dice are one, eight, or fifteen, the player-dealer shall receive the first set of cards and the player to the left of the player-dealer shall receive the action button. Wagers shall be settled in a clockwise manner around the table, starting with the player with the action button. Furthermore, all wagers shall be settled from seat to seat in the following order: the Royal Tie Bonus Bet wager, then the Save the Queen Bonus Bet wager, and then the Royal Pai Gow Poker game wager. Once the Player-dealer's wager has been exhausted, the wagers not covered by the Player-dealer shall be returned to the respective players.
- ❖ Once the action button position is determined, the house dealer shall distribute the seven piles of cards, starting with the pile that has the action button and continuing clockwise around the table. All seven piles of cards will be distributed to all seats at the table, regardless of whether a player is seated at each position or a wager has been placed. Once all of the piles of cards have been distributed, the house dealer will collect the cards distributed to seats without a wager and place them in the discard pile.

Type of gaming table utilized for this game:

An industry standard Pai Gow Poker table will be used to play Royal Pai Gow Poker. A table felt with the game name and segregated marked Bonus Bet areas. The game will be played on a standard Pai Gow Poker table

Number of players in the game:

Royal Pai Gow Poker is played on a standard Pai Gow Poker table which seats a maximum of seven players including the Player-dealer position for a total of eight seated positions.

How and when are house fees collected:

- ❖ Backline betting is permitted on all wagers.
- ❖ Royal Pai Gow Poker 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. Additionally, the player-dealer position is identified with a tile and is placed in front of that player's seat position. 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.

Royal Pai Gow Poker

Lotus Casino

Betting scheme:

Players may place wagers bearing in mind the posted table minimum and maximum. Players must make a Royal Pai Gow Poker game wager and will then have the option to make a Royal Tie Bonus Bet wager and/or a Save the Queen Bonus Bet wager as well.

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

Round of Play

- ❖ Each player and the player-dealer put up any bets they wish to place for the next hand. Players have the option of placing a Royal Tie Bonus Bet wager and/or a Save the Queen Bonus Bet wager at this time as well.
- ❖ The house dealer will then follow dealing procedures and standards of play, as described above.
- ❖ Once the cards have been distributed, each player shall set their hands by arranging the seven cards into a two card hand which is placed in front of the five card hand, and a five card hand which is placed behind the two card hand. The five card hand must rank higher than the two card hand, according to the ranking of hands, as shown above.
- ❖ When all players' hands have been set, the house dealer exposes the player-dealer's hand, and sets it according to the "House Way" chart, as shown in Attachment A.
- ❖ Once the player-dealer's hands are set according to the House Way, each player's hand is exposed, in turn, and compared to the player-dealer's hands to determine the winners, losers, or tie hands.
- ❖ Each player's five card hand will be compared to the player-dealer's five card hand, and each player's two card hand will be compared to the player-dealer's two card hand, in turn, starting with the action button, to determine the winner according to the following criteria:
 - a. The Royal Pai Gow Poker game wager wins if the two card hand and the five card hand held by the player ranks higher than the player-dealer's two card hand and the five card hand. Winning Royal Pai Gow Poker game wagers are paid 1 to 1.
 - b. The Royal Pai Gow Poker game wager loses if the two card hand and the five card hand held by the player ranks lower than the player-dealer's two card hand and the five card hand.
 - c. The Royal Pai Gow Poker game wager "pushes" if one of the hands held by the player ranks higher than the player-dealer's corresponding hand, and the player's other hand ranks lower than the player-dealer's corresponding hand. In this case, neither the player nor the player-dealer wins or loses; the wager is a "push" and is returned to the player.
 - d. If one hand is identical in rank to the player-dealer's hand, it is a "copy hand." The player wins all "copy hands."
 - e. The player's hand automatically loses when dealt a seven card queen high hand, otherwise all hands are completed as normal.

Royal Pai Gow Poker

Lotus Casino

- ❖ Before the Royal Pai Gow Poker wagers are settled (win, lose, tie/push) the house dealer will determine if the player's hand qualifies for the Royal Tie Bonus Bet and/or the Save the Queen Bonus Bet.
- ❖ If the player's hand qualifies for payouts, the player is paid according to the posted pay table.
- ❖ If the player's hand does not qualify for payouts, the player-dealer collects the Bonus Bet wager(s).
- ❖ The player-dealer collects all losing Bonus Bet wagers and pays all winning Bonus Bet wagers.
- ❖ The cards are collected, shuffled, and a new round begins.
- ❖ The player-dealer position rotates in a systematic and continuous way among the seated players, and no one player may serve as the player-dealer for more than two consecutive hands. The player-dealer position rotates clockwise around the table.

Royal Tie Bonus Bet

RULES OF PLAY

- ❖ For each seated position, there shall be one separate and specifically designated area for the placement of a Royal Tie Bonus Bet wager. A player may only place a Royal Tie Bonus Bet wager if they have also placed a Royal Pai Gow Poker game wager prior to the initial deal.
- ❖ Backline bettors as well as seated players are eligible to place a Fortune Bonus Bet wager.
- ❖ The Royal Tie Bonus Bet takes into account the players two and five card hand. In the event that a player's two card hand and/or five card hand ties with the player-dealer's hand and that player placed a Royal Tie Bonus Bet wager the Royal Tie Bonus Bet wager shall win. The player shall then receive a monetary payout based on payout table below. Any other hand that does not tie with the player-dealer shall.
- ❖ The Joker is fully wild and can be used in a tie hand.
- ❖ The Royal Tie Bonus Bet wager remains in action regardless of whether the player's Royal Pai Gow Poker game wager wins, loses, or pushes.
- ❖ The Royal Tie Bonus Bet pays as follows:

Qualifying Hands	Pays
Two Card Tie	30 to 1
Five Card Tie	100 to 1

Royal Pai Gow Poker

Lotus Casino

- ❖ 2. Bonus bets can be any amount between \$5 - \$100, without exceeding the initial wager.
- ❖ 7. No collection is taken for placing the bonus bet.

Save the Queen Bonus Bet

RULES OF PLAY

- ❖ For each seated position, there shall be one separate and specifically designated area for the placement of a Save the Queen Bonus Bet wager. A player may only place a Save the Queen Bonus Bet wager if they have also placed a Royal Pai Gow Poker game wager prior to the initial deal.
- ❖ Backline bettors as well as seated players are eligible to place a Fortune Bonus Bet wager.
- ❖ The Save the Queen Bonus Bet takes into account the player's five card hand. In the event that a player's five card hand contains a queen high, and that player placed a Save the Queen Bonus Bet wager, the Save the Queen Bonus Bet wager shall win. The player shall then receive a monetary payout based on payout table below. In the event that a player's five card hand contains a queen high and ties with the player-dealer's hand, and that player placed a Save the Queen Bonus Bet wager, the Save the Queen Bonus Bet wager shall win. The player shall then receive a monetary payout based on payout table below. Any other hand shall lose.
- ❖ The Joker is fully wild and can be used to make a queen high hand.
- ❖ The Save the Queen Bonus Bet wager remains in action regardless of whether the player's Royal Pai Gow Poker game wager wins, loses, or pushes.
- ❖ The Save the Queen Bonus Bet pays as follows:

Qualifying Hands	Pays
Queen High	40 to 1
Queen High Tie	100 to 1

Glossary of terms used in the controlled game:

Action Pile	The pile chosen by the Player-dealer, before the hand begins, which will be given out to the seated-position determined by the shake of the dice cup.
“Action” button	A token used to designate where the settling of bets will begin (the action).
Action	The player position where the settling of bets begins.
Copy	When a players hand is ranked equally to the Player-dealers hand.

Royal Pai Gow Poker

Lotus Casino

Attachment A:

House Way

Pai Gow Poker House Way																						
Hand	How To Play	Example																				
No Pair	Put 2 nd & 3 rd highest cards in front.	<table style="border: none;"> <tr> <td style="padding-right: 20px;">K</td> <td style="padding-right: 10px;">□</td> <td>Q</td> <td>□</td> </tr> <tr> <td>A</td> <td></td> <td></td> <td>□10□</td> </tr> </table>	K	□	Q	□	A			□10□												
K	□	Q	□																			
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One Pair	Put pair in back, highest two other cards in front.	<table style="border: none;"> <tr> <td style="padding-right: 20px;">Q</td> <td style="padding-right: 10px;">□</td> <td>J</td> <td>□</td> </tr> <tr> <td>10</td> <td></td> <td></td> <td>□10□</td> </tr> </table>	Q	□	J	□	10			□10□												
Q	□	J	□																			
10			□10□																			
Two Pair Big pair is: A's, K's, Q's.	Put small pair in front	<table style="border: none;"> <tr> <td style="padding-right: 20px;">8</td> <td style="padding-right: 10px;">□</td> <td>8</td> <td>□</td> </tr> <tr> <td>Q</td> <td></td> <td></td> <td>□Q□9</td> </tr> </table>	8	□	8	□	Q			□Q□9												
8	□	8	□																			
Q			□Q□9																			
Big pair is: J's, 10's, 9's.	Put both pairs in back if you can put an Ace or Joker in front, otherwise split.	<table style="border: none;"> <tr> <td style="padding-right: 20px;">A</td> <td style="padding-right: 10px;">□</td> <td>5</td> <td>□</td> </tr> <tr> <td>10</td> <td></td> <td></td> <td>□10□</td> </tr> <tr> <td colspan="4" style="text-align: center;">-----</td> </tr> <tr> <td style="padding-right: 20px;">8</td> <td style="padding-right: 10px;">□</td> <td>8</td> <td>□</td> </tr> <tr> <td>9</td> <td></td> <td></td> <td>□9□Q</td> </tr> </table>	A	□	5	□	10			□10□	-----				8	□	8	□	9			□9□Q
A	□	5	□																			
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8	□	8	□																			
9			□9□Q																			
Big pair is: 8's, 7's, 6's.	Put both pairs in back if you can put a King or higher in front, otherwise split.	<table style="border: none;"> <tr> <td style="padding-right: 20px;">K</td> <td style="padding-right: 10px;">□</td> <td>9</td> <td>□</td> </tr> <tr> <td>7</td> <td></td> <td></td> <td>□7□4</td> </tr> <tr> <td colspan="4" style="text-align: center;">-----</td> </tr> <tr> <td style="padding-right: 20px;">4</td> <td style="padding-right: 10px;">□</td> <td>4</td> <td>□</td> </tr> <tr> <td>7</td> <td></td> <td></td> <td>□7□Q</td> </tr> </table>	K	□	9	□	7			□7□4	-----				4	□	4	□	7			□7□Q
K	□	9	□																			
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4	□	4	□																			
7			□7□Q																			
Big pair is: 5's, 4's, 3's.	Put both pairs in back if you can put a Queen or higher in front, otherwise split.	<table style="border: none;"> <tr> <td style="padding-right: 20px;">Q</td> <td style="padding-right: 10px;">□</td> <td>10</td> <td>□</td> </tr> <tr> <td>5</td> <td></td> <td></td> <td>□5□2</td> </tr> <tr> <td colspan="4" style="text-align: center;">-----</td> </tr> <tr> <td style="padding-right: 20px;">2</td> <td style="padding-right: 10px;">□</td> <td>2</td> <td>□</td> </tr> <tr> <td>5</td> <td></td> <td></td> <td>□5□</td> </tr> </table>	Q	□	10	□	5			□5□2	-----				2	□	2	□	5			□5□
Q	□	10	□																			
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2	□	2	□																			
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Three Pair	Put high pair in front.	<table style="border: none;"> <tr> <td style="padding-right: 20px;">10</td> <td style="padding-right: 10px;">□</td> <td>10</td> <td>□</td> </tr> <tr> <td>9</td> <td></td> <td></td> <td>□9□5</td> </tr> </table>	10	□	10	□	9			□9□5												
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Three of a Kind: Aces	Put an Ace and next highest card in front.	<table style="border: none;"> <tr> <td style="padding-right: 20px;">A</td> <td style="padding-right: 10px;">□</td> <td>Q</td> <td>□</td> </tr> <tr> <td>A</td> <td></td> <td></td> <td>□A□9</td> </tr> </table>	A	□	Q	□	A			□A□9												
A	□	Q	□																			
A			□A□9																			
Kings and Below	Put three of a kind in back, two other highest cards in front.	<table style="border: none;"> <tr> <td style="padding-right: 20px;">Q</td> <td style="padding-right: 10px;">□</td> <td>9</td> <td>□</td> </tr> <tr> <td>K</td> <td></td> <td></td> <td>□K□K</td> </tr> </table>	Q	□	9	□	K			□K□K												
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K			□K□K																			
Two Sets	Put pair from higher set in front.	<table style="border: none;"> <tr> <td style="padding-right: 20px;">K</td> <td style="padding-right: 10px;">□</td> <td>K</td> <td>□</td> </tr> <tr> <td>6</td> <td></td> <td></td> <td>□6□6</td> </tr> </table>	K	□	K	□	6			□6□6												
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Royal Pai Gow Poker

Lotus Casino

Hand	How To Play	Example
Five Aces	Put pair of Aces in front.	A♠Joker A♥A♣A♦8♦3♣
Straight or Flush: With no pair	Put two highest cards in front that will leave completed hand in back.	8♣7♠ 6♥5♠4♦3♣2♦
With one pair	Put highest possible two cards (pair or no pair) in front that will leave completed hand in back.	K♣Q♥ Q♦J♥10♠9♠8♣ ----- 3♠3♥ A♣K♥Q♥J♦10♣
With two pair	Play according to two pair strategy.	3♣3♥ 6♦6♠5♥4♣2♦
With three of a kind	Put completed hand in back, pair in front.	9♦9♠ 9♣8♥7♦6♠5♣
Full House	Put highest possible pair in front.	9♠9♥ 5♥5♣5♠9♣4♣
Four of a Kind A's, K's, Q's.	Play four of a kind in back if you can put at least a pair in front, otherwise split.	Q♦Q♠ Q♥Q♣A♣K♦4♥
J's, 10's, 9's.	Play four of a kind in back if you can put at least a King up front, otherwise split.	K♣J♠ 10♦10♠10♥10♣7♣ ----- 10♥10♠ 10♦10♣8♦3♣2♥
8's, 7's, 6's.	Play four of a kind in back if you can put at least a Queen up front, otherwise split.	Q♦10♣ 7♠7♦7♥7♣2♦ ----- 7♠7♦ 7♥7♣10♠9♠2♦
5's and below	Never split.	K♠Q♦ 4♠4♦4♥4♣7♦

ULTIMATE PAI GOW POKER

Type of Game

Ultimate Pai Gow Poker is a seven card California style game that utilizes a player-dealer position. Players play against the player-dealer who pays and collects back to front seat by seat according to action until the hand is over or the bank money has been depleted.

Object of the Game

The object of the game is for the players to compete against the player-dealer by betting that either the player's hand will win or the banker's hand will win. At the beginning of the game one seven-card hand will be placed out on the table to represent the player and another seven card hand will be placed out on the table to represent the banker. Both hands are opened by the dealer and set house way. The dealer is required to form a two-card hand and a five-card hand for both the player and banker according to the house way strategy. The five-card hand must always rank higher than the two-card hand. Once each of the hands have been set house way the dealer will compare the two hands to determine if the wagers placed on the table win, lose, or push. If the player's side wins both the two-card and five-card hands all player wagers will get paid and all banker wagers will lose. If the banker side wins both the two-card and five-card hands all banker wagers will get paid and all player wagers will lose. All copy/ tie hands lose to the player-dealer and the second hand alone will determine the outcome. If both the two-card and five-card hands result in a tie both the player and banker wagers will lose. Additionally, if the player's or banker's hand has a two-card or five-card copy it cannot win. The hand can only push or lose depending on if the non-copy hand is of higher or lower value. In order to get paid out on a base bet the player must win the two-card and five-card hand.

Example: Both the player and banker two-card hand copies and the banker's five-card hand is better than the player's five-card hand, then the banker wager results in a push and the player wager loses.

Example: Both the player and banker two-card hand copies and the player's five-card hand is better than the banker's five-card hand, then the player wager results in a push and the banker wager loses.

Description of the Deck and Number of Decks Used

Shuffling Machine or Manual: Cards used to play Ultimate Pai Gow Poker will be dealt from a shuffling machine or manual. The game may include a dice cup/ random number generator and a cut card.

Physical Characteristics: Cards used shall be a standard deck of 52 cards plus a joker. The joker can be used as an ace or to complete a straight or flush.

Number of Decks: The game utilizes 1 deck of cards in live play. If the game operates with the use of an electronic shuffle machine it will alternate the two decks of cards independently of one another. While one is in live play the other is being shuffled for the next hand.

Card Values and Hand Rankings

Card values : The card ranks starts with the Ace being highest down to the two being the lowest; Ace card (A), King card (K), Queen card (Q), Jack card (J), Ten card (10), Nine card (9), Eight card (8), Seven card (7), Six card (6), Five card (5), Four card (4), Three card (3), Two card (2), Joker (wild).

HAND RANK CHART		
2 CARD	5 CARD	
1	A, A	Four Aces and Joker
	K, K	Royal Flush
	Q, Q	Straight Flush
	J, J	Four of a Kind
	10, 10	Full House
	9, 9	Flush
	8, 8	Straight
	7, 7	Three of a Kind
	6, 6	Two Pair
	5, 5	One Pair
	4, 4	High Card
	3, 3	
	2, 2	
	High Card	

Description of Table Used and Total Number of Seated Positions

The game shall be played on an industry standard semi-circle or bat wing table. The game is played with a minimum of two and a maximum of fourteen players.

Action and Distribution of Cards

The casino dealer will start in seat one and offer the player-dealer position to the player. In the event the player passes, the dealer will continue clockwise until the position is filled.

Shuffler Distribution

Players place their wagers in the designated areas. The player receives the first hand and the banker receives the second hand from the shuffling machine.

Manual Distribution

The casino dealer starts by dealing seven piles of seven cards. When dealing the seven piles of seven cards, the casino dealer shall deal one card at a time to in front of him or herself until there are seven cards, starting from left to right. Once there are seven cards laid out, the casino dealer shall deal each pile another card, from right to left, giving each pile a total of two cards. This process of dealing cards left to right, then right to left, shall be completed until each pile has seven cards. The remaining four cards shall be placed into the discard pile.

The player-dealer chooses one of the seven piles, and shakes a dice cup containing 3 standard dice. The total of the three dice determines which pile of seven cards will be distributed to the player's position, by counting the pile of cards chosen by the player-dealer position as one and continuing clockwise until the total is reached, the next stack of seven cards in order is the banker's hand.

Dealing Procedures and Round of Play

- Players at a table will place a wager on either the Ultimate Player wager or the Ultimate Banker wager in the designated betting area located on the felt.
- Players will also have the option of placing a wager on the Ultimate Tie wager and/or the Ultimate Push wager.

ULTIMATE PAI GOW POKER

- The action on payouts will always begin with the player to the left of the player-dealer and continue clockwise.
- Furthermore, all wagers shall be settled from seat to seat in the following order: the Ultimate Pai Gow Player Bet, then the Ultimate Pai Gow Banker Bet, then the Ultimate Pai Gow Push Bet, and finally, the Ultimate Pai Gow Tie Bet. Once the Player-dealer’s wager has been exhausted, the wagers not covered by the Player-dealer shall be returned to the respective players.
- At the beginning of the game one seven-card hand will be placed out on the table to represent the player and another seven-card hand will be placed out on the table to represent the banker. Both hands are opened by the dealer and set house way. The dealer is required to form a two-card hand and a five-card hand for both the player and banker according to the house way strategy. The five-card hand must always rank higher than the two card hand. Once each of the hands have been set house way the dealer will compare the two hands to determine if the wagers placed on the table win, lose, or push.
- The player-dealer will pay and collect all wagers back to front seat by seat according to action until the hand is over or the bank money has been depleted. After all wagers are settled and the cards are collected, the dealer will drop the house collection into the box. The player-dealer button is turned over to read deal #2 and the game starts over again. Once a player has occupied the player-dealer position twice, it will be offered to the next player in a clockwise rotation.

Pai Gow Poker “House Way”	
Hand Dealt	Logical Way Hand Setting
No Pairs	Put 2 nd and 3 rd highest cards in front.
One Pair	Put the pair in the back and the highest two other cards in the front.
Two Pairs	If the largest pair is a pair of aces, kings, or queens, put the small pair in front and the higher pair in back. If the largest pair is a pair of jacks, 10’s, or 9’s, put both pairs in back if you can put an ace or joker in front, otherwise, place the small pair in front and the higher pair in back. If the largest pair is a pair of 8’s, 7’s, or 6’s, put both pairs in back if you can put a king or higher in front, otherwise, place the small pair in front and the higher pair in back. If the largest pair is a pair of 5’s, 4’s or 3’s, put both pairs in back if you can put a queen or higher in front, otherwise, place the small pair in front and the higher pair in back.
Three Pairs	Put the highest pair in the front and the two lower pairs in the back.
Three of a Kind	If three aces, put one ace and the highest card in front and the pair of aces in the back. If three kings or lower, never split the three of a kind, place the three of a kind in back and the highest two cards in the front.

ULTIMATE PAI GOW POKER

Three of a Kind – Two Sets	Put the highest pair in front and put the lower three of a kind in the back.
Five Aces	Put a pair of aces in front and three aces in back.
Straight, Flush, or Straight-Flush with No Pair	Play the complete hand (straight or flush) in the back and the two highest remaining single cards in front.
Straight, Flush, or Straight-Flush with One Pair	Play the complete hand behind (straight or flush) in the back and the two highest remaining cards (pair or no pair) in front.
Straight, Flush, or Straight-Flush with Two Pairs	Play according to Two Pairs strategy.
Straight, Flush, or Straight-Flush with Three of a Kind	Play a pair in the front and a complete hand in the back
Full House	Play the highest possible pair in front and the three of a kind in the back.
Four of a Kind	If the four of a kind is aces, kings or queens, play the four of a kind in the back if you can put at least a pair in front, otherwise, split the four of a kind and play a pair in the front and a pair in the back. If the four of a kind is jacks, 10's, or 9's, play the four of a kind in the back if you can put at least a king in the front, otherwise, split the four of a kind and play a pair in the front and a pair in the back. If the four of a kind is 8's, 7's, or 6's, play the four of a kind in the back if you can put at least a queen in the front, otherwise, split the four of a kind and play a pair in the front and a pair in the back. If the four of a kind is 5's or lower, play the four of a kind in back and the two highest remaining cards in front.

How Wagers Are Resolved

The player's two and five card hands are compared against the banker's two and five card hands to determine if the wager wins, loses or pushes.

Ultimate Player Bet

- Wins when the player hand beats the banker hand, otherwise the wager loses. The wager pays 2:1 when the player wins and 3:1 if the player wins with a pair of 3's or higher in the front two card hand. Both hands will always be set house way to determine the outcome of the wager.

Qualifying Hands	Pays
Player Wins	2:1
	3:1

Ultimate Banker Bet

- Wins when the banker hand beats the player hand, otherwise the wager loses. The wager pays 2:1 when the banker wins and 3:1 if the banker wins with a pair of 3's or higher in the front two card hand. Both hands will always be set house way to determine the outcome of the wager.

ULTIMATE PAI GOW POKER

Qualifying Hands	Pays
Banker Wins	2:1
Banker Wins w/ 2 Card 3's or Higher	3:1

Ultimate Push Bet

- Wins when the outcome of the player hand and banker hand results in a push, otherwise the wager loses. The wager pays 1:1 if the hand results in a push and 2:1 when the outcome of the hand is a push with either the players hand, bankers hand, or both hands containing a pair of 3's or higher in their two card hand. Both hands will always be set house way to determine the outcome of the wager.
- For each seated position, there shall be one separate and specifically designated area for the placement of an Ultimate Push Bet wager. A player may only place an Ultimate Push Bet wager if they have also placed a wager on either the Ultimate Player Bet or on the Ultimate Banker Bet prior to the initial deal.
- Backline betting is permitted on the Ultimate Push Bet.
- All winning Ultimate Push Bet wagers shall be paid according to the chart below.
- **The player-dealer shall pay all winning Ultimate Push Bet wagers and shall collect all losing Ultimate Tie Bet wagers.** Wagers are collected or paid, to the extent that the player-dealer's wager covers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players. In the event that the player-dealer's wager does not cover the amount wagered by all players, an action button shall be used to designate where the action shall begin.

Qualifying Hands	Pays
Push	1 to 1
Push w/ 2 Card 3's or Higher	2 to 1

Ultimate Tie Bet

- The Ultimate Tie Bet wins when the player and bankers hand copies on their 2 card, 5 card, or 7 card hand otherwise the wager loses.
- For each seated position, there shall be one separate and specifically designated area for the placement of an Ultimate Tie Bet wager. A player may only place an Ultimate Tie Bet wager if they have also placed a wager on either the Ultimate Player Bet or on the Ultimate Banker Bet prior to the initial deal.
- Backline betting is permitted on the Ultimate Tie Bet.
- All winning Ultimate Tie Bet wagers shall be paid according to the chart below.
- **The player-dealer shall pay all winning Ultimate Tie Bet wagers and shall collect all losing Ultimate Tie Bet wagers.** Wagers are collected or paid, to the extent that the player-dealer's wager covers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players. In the event that the player-dealer's wager does not cover the amount wagered by all players, an action button shall be used to designate where the action shall begin.

Qualifying Hands	Pays
Two Card Hand Tie	30:1
Five Card Hand Tie	250:1
Seven Card Tie	1000:1

GLOSSARY

Action - This is the amount of money that is wagered or at stake to be won or lost.

Back Hand – The five card hand.

Betting Limits - These limits mark the minimum and maximum amounts that can be bet.

Copy – When two hands are of equal rank.

Cut Card - This is the card that is put on the bottom of the deck to cover it from view.

Dice Cup – Used to determine the action or starting point.

Even Money - This means you get paid equal to your original bet.

Front Hand – The two card hand.

House Way – A set way to play a hand according to the Casino rules that are posted.

Joker Card – Used as an Ace or to complete a straight or flush.

Layout – A felt placed on top of the table used to describe the games playing surface.

Player-dealer Button – A two sided button that represents who is occupying the player-dealer position. A player may occupy the position for two consecutive hands before it's offered to the next player clockwise. The player-dealer position is not dealt a hand.

Push – When a player wins one hand and loses the other.

Random Number Generator – Used to determine the Action number.

Random Shuffler – An electronic machine to shuffle the cards.

ULTIMATE WAR

Lotus Casino

Type of Game

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

Object of the Game

The object of the game is to assemble two hands of one card each with the players competing against the player-dealer position.

Description of the Deck and Number of Decks Used

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

Card Values and Hand Rankings

The rank of the cards used in Ultimate War, for the purpose of determining a winning hand, shall be, in order from the highest to lowest rank: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3 and 2. The suit of a card shall have no effect on its rank.

Description of Table Used and Total Number of Seated Positions

The game shall be played on either a standard blackjack table that accommodates up to seven players and a player-dealer position for a total of eight seated positions or a standard baccarat table that accommodates up to thirteen players and a player-dealer position for a total of fourteen seated positions. Within each betting area for each seated player, there shall be five separate betting areas specifically designated for five separate wagers; the Player Bet, the Banker Bet, the War Bet, the Ultimate 5 Player Bet, and the Ultimate 5 Banker Bet. Each betting space at the table has a fixed amount for wagering limits defining the minimum and maximum amounts that may be wagered. Players must bet at least the table minimum. Back-line betting is permitted on all wagers.

Method used to Determine Action and Distribution of Cards

The action on payouts will always begin with the player to the left of the player-dealer position and continue clockwise. All wagers shall be settled from seat to seat in the following order: all Player Bet wagers, all Banker Bet wagers, all War Bet wagers, all Ultimate 5 Player Bet, and then all Ultimate 5 Banker Bet wagers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players.

ULTIMATE WAR

Lotus Casino

Dealing Procedures and Round of Play

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

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

- The Player Bet which pays 1 to 1;
- The Banker Bet which pays 1 to 1;
- The War Bet, which pays according to the pay table below;
- The Ultimate 5 Player Bet, which pays according to the pay table below;
- The Ultimate 5 Banker Bet, which pays according to the pay table below.

Once all wagers are placed, the house dealer deals one card to the right and one card to the left. The hand to the left of the house dealer is a community hand that belongs to those that placed a wager on the Player Bet. The hand to the right of the house dealer is a community hand that belongs to those that placed a wager on the Banker Bet.

The hand that has the highest card value wins. If the both hands have the same value they are considered a tie and the hand "goes to war". When a hand goes to war the house dealer will deal an additional card to the Player Bet hand and the Banker Bet hand to determine the winner. The hand that is dealt the highest card wins. In the event that the hands tie again, the hand will go to war again and the process will repeat until a winner is determined. There is no limit to the amount of times the Player and Banker Bet hands may go to war. The winner is determined by a comparison of the last card given to each player.

How Each Wager Wins, Loses, or Pushes

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

- The player-dealer shall pay all winning Player Bet wagers when the card dealt to the Player's hand is higher than the card dealt to the Banker Bet hand. However, when the Player Bet hand wins with a 5, the Player Bet is not paid and is a push. The Banker's Bet loses and is collected as normal.
- The player-dealer shall collect all losing Player Bet wagers made by players when the Banker Bet hand is higher in value than the Player Bet hand.
- The player-dealer shall pay all winning Banker Bet wagers when the card dealt to the Banker Bet hand is higher than the card dealt to the Player Bet hand. However, when the Banker Bet hand wins with a 5, the Banker Bet is not paid and is a push. The Player Bet loses and is collected as normal.
- The player-dealer shall collect all losing Banker Bet wagers made by players when the Player Bet hand is higher in value than the Banker Bet hand.

War Bet

- For each seated position, there shall be one separate and specifically designated area for the placement of a War Bet wager. A player may place a War Bet wager

ULTIMATE WAR
Lotus Casino

even if he/she has not also placed either a Player Bet wager or a Banker Bet wager prior to the initial deal.

- The player-dealer shall pay all winning War Bet wagers when the card dealt to a Player's hand and the card dealt to the Banker's hand have the same value.
- The player-dealer shall collect all losing War Bet wagers when the card dealt to the Player's hand and the card dealt to the Banker's hand do not have the same value.
- Backline betting is permitted on the War Bet wager.
- See the collection rate schedule for restrictions on the amount that may be wagered on the War Bet and any collection fees that may be taken.
- The War Bet takes into account the card dealt to the Player Bet hand and the card dealt to the Banker Bet hand. In the event that the Player Bet hand and Banker Bet hand are of the same value (tie), the War Bet wager shall win. In the event that the Player Bet hand and the Banker Bet hand are not of the same value, the player-dealer shall win the War Bet wager.
- All winning War Bet wagers shall be according to the pay table below.
- Wagers are collected or paid, to the extent that the player-dealer's wager covers. Once the player- dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players.

War Bet	Payout
First War	10 to 1
Second War	20 to 1
Third War	100 to 1
Fourth War & more	300 to 1

Ultimate 5 Player Bet

- For each seated position, there shall be one separate and specifically designated area for the placement of an Ultimate 5 Player Bet wager. A player may place an Ultimate 5 Player Bet wager even if he/she has not also placed either a Player Bet wager or a Banker Bet wager prior to the initial deal.
- The player-dealer shall pay all winning Ultimate 5 Player Bet wagers when the Player Bet hand wins with a 5 either before or after going to war.
- The player-dealer shall collect all losing Ultimate 5 Player Bet wagers when Player Bet hand does not win with a 5 either before or after going to war.
- Backline betting is permitted on the Ultimate 5 Player Bet wager.
- See the collection rate schedule for restrictions on the amount that may be wagered on the Ultimate 5 Player Bet and any collection fees that may be taken.
- The Ultimate 5 Player Bet takes into account the card dealt to the Player Bet hand and the card dealt to the Banker Bet hand. In the event that the Player Bet hand does not win with a 5 either before or after going to war the player-dealer shall win the Ultimate 5 Player Bet wager.
- All winning Ultimate 5 Player Bet wagers shall be according to the pay table below.
- Wagers are collected or paid, to the extent that the player-dealer's wager covers. Once the player- dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players.

ULTIMATE WAR
Lotus Casino

Ultimate 5 Player Bet	Payouts
Player Wins with 5 before War	40:1
Player Wins with 5 after War	120:1

Ultimate 5 Banker Bet

- For each seated position, there shall be one separate and specifically designated area for the placement of an Ultimate 5 Banker Bet wager. A player may place and Ultimate 5 Banker Bet wager even if he/she has not also placed either a Player Bet wager or a Banker Bet wager prior to the initial deal.
- The player-dealer shall pay all winning Ultimate 5 Banker Bet wagers when the Banker Bet hand wins with a 5 either before or after going to war.
- The player-dealer shall collect all losing Ultimate 5 Banker Bet wagers when Banker Bet hand does not win with a 5 either before or after going to war.
- Backline betting is permitted on the Ultimate 5 Banker Bet wager.
- See the collection rate schedule for restrictions on the amount that may be wagered on the Ultimate 5 Banker Bet and any collection fees that may be taken.
- The Ultimate 5 Banker Bet takes into account the card dealt to the Player Bet hand and the card dealt to the Banker Bet hand. In the event that the Banker Bet hand does not win with a 5 either before or after going to war the player-dealer shall win the Ultimate 5 Banker Bet wager.
- All winning Ultimate 5 Banker Bet wagers shall be according to the pay table below.
- Wagers are collected or paid, to the extent that the player-dealer's wager covers. Once the player- dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players.

Ultimate 5 Banker Bet	Payouts
Banker Wins with 5 before War	40:1
Banker Wins with 5 after War	120:1

COLLECTION FEES

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

ULTIMATE WAR
Lotus Casino





Fortune Pai Gow Poker

CALIFORNIA LICENSED GAMBLING ESTABLISHMENT VERSION

Standards of play:

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

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

Type of card deck used:

Fortune Pai Gow Poker 1.1 is played with a standard 52 card deck including a joker for a total of 53 cards. A joker may be used as an ace, to complete a straight or flush, or the joker may be completely wild, and used as any card in the deck.

The hand rankings are as follows:

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



Fortune Pai Gow Poker

CALIFORNIA LICENSED GAMBLING ESTABLISHMENT VERSION

Dealing procedures:

- ❖ The casino dealer deals the cards into seven piles of seven cards.
- ❖ After individual wagers are placed in the circle in front of the players, the player-dealer will be offered the dice cup, which contains three dice, to shake. The Casino dealer opens the dice cup, and the number of dots facing up on the dice determines the seated player who will receive the first set of cards (chosen by the player-dealer in the previous step) and the action button. If the dots on the dice equal 1, 8 or 15, the player-dealer receives cards first, and the player sitting left of the player-dealer receives the action button.
- ❖ Each seated-position receives a pile of seven cards face down. If there is no wager at a seated position, the pile will be retrieved by the Casino dealer and will be placed in the discard tray.

Number of players in the game:

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

How and when are house fees collected:

House fees and procedures will be determined by each cardroom submitting the game for approval.

Betting scheme:

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

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

How winners determined and paid:

- ❖ Once the player-dealer's hands are set, each player's hand is exposed, in turn, and compared to the player-dealer's hands to determine the winners, losers, or tie hands.



Fortune Pai Gow Poker

CALIFORNIA LICENSED GAMBLING ESTABLISHMENT VERSION

- ❖ Once the standard Pai Gow Poker wagers are settled (win, lose, tie/push) the Casino dealer will determine if the player's hand qualifies for the Fortune Bonus and/or the Envy Bonus.
- ❖ The Fortune Bonus bet considers the best hand possible among the player's seven cards.
- ❖ If the player's hand qualifies for payouts, the player is paid according to the posted pay table.
 - ✓ The dealer leaves the Envy button, if applicable, next to the player's original wager and payouts. The dealer will not pick up envy buttons until all wagers are reconciled.
- ❖ If the player's hand does not qualify for payouts, the player-dealer collects the Fortune Bonus wager.
 - The dealer leaves the Envy button, if applicable, next to the player's original wager and payouts. The dealer will not pick up envy buttons until all wagers are reconciled.
- ❖ The player-dealer pays any Envy Bonuses at the end of the round.
 - If at least one player has a four of a kind or higher, all players with Envy buttons win (see pay table).
 - In the event more than one player has at least four of a kind, then all players with envy buttons win multiple payouts.
 - A player cannot win an Envy Bonus for their own or for the player-dealer's hand.

Round of Play

- ❖ Each player and the player-dealer put up any bets they wish to place for the next hand. Players have the option of placing a Fortune Bonus bet at this time as well.
- ❖ The casino dealer will then follow the, Bureau approved, procedures for the standard Pai Gow Poker game(s) offered at the cardroom.



Fortune Pai Gow Poker

CALIFORNIA LICENSED GAMBLING ESTABLISHMENT VERSION

- ❖ Once the player-dealer's hands are set, each player's hand is exposed, in turn, and compared to the player-dealer's hands to determine the winners, losers, or tie hands.
- ❖ In all winning bets, the players are paid 9 to 10 of their total wager to the extent the Player-dealer's wagers covers the action.
- ❖ Once the standard Pai Gow Poker wagers are settled (win, lose, tie/push) the Casino dealer will determine if the player's hand qualifies for the Fortune Bonus and/or the Envy Bonus.
- ❖ The Fortune Bonus bet considers the best hand possible among the player's seven cards.
- ❖ If the player's hand qualifies for payouts, the player is paid according to the posted pay table.
 - ✓ The dealer leaves the Envy button, if applicable, next to the player's original wager and payouts. The dealer will not pick up envy buttons until all wagers are reconciled.
- ❖ If the player's hand does not qualify for payouts, the player-dealer collects the Fortune Bonus wager.
 - The dealer leaves the Envy button, if applicable, next to the player's original wager and payouts. The dealer will not pick up envy buttons until all wagers are reconciled.
- ❖ The player-dealer pays any Envy Bonuses at the end of the round.
 - If at least one player has a four of a kind or higher, all players with Envy buttons win (see pay table).
 - In the event more than one player has at least four of a kind, then all players with envy buttons win multiple payouts.
 - A player cannot win an Envy Bonus for their own or for the player-dealer's hand.
- ❖ The cards are collected, shuffled and a new round begins.
- ❖ The player-dealer collects all losing Bonus wagers and pays all winning Bonus wagers.



Fortune Pai Gow Poker

CALIFORNIA LICENSED GAMBLING ESTABLISHMENT VERSION

- ❖ The player-dealer position rotates in a systematic and continuous way among the seated players, and no one player may serve as the player-dealer for more than two consecutive hands. The player-dealer button rotates clockwise around the table.

Type of gaming table utilized for this game:

An industry standard Pai Gow Poker table will be used to play Fortune Pai Gow Poker. A table felt with the game name and segregated marked Fortune Bonus bet areas.

Glossary of terms used in the controlled game:

Action Pile	The pile chosen by the player-dealer, before the hand begins, which will be given out to the seated-position determined by the shake of the dice cup.
Action Button	A token used to designate where the settling of bets will begin (the action).
Action	The player position where the settling of bets begins.
Copy	When a players hand is ranked equally to the player-dealers hand.
Envy Bonus	A payout that is made if a player wagers at least \$5 on the Fortune Bonus bet and at least one player has a four of a kind or higher, all players with Envy buttons win.
Fortune Bonus	An optional wager that can be placed by a player and paid according the paytable.
Player-dealer	Seated-position that, for any given hand of play, all other players at the table are playing against. The player in that position taking the Player-dealer position is also referred to as the Player-dealer.
Seated-positions	The seven designated positions on the table (often designated with a number) where players may place bets and receive a hand.



Fortune Pai Gow Poker

CALIFORNIA LICENSED GAMBLING ESTABLISHMENT VERSION

Push

When a player wins either the high or the low hand and the player-dealer wins the other.

Fortune Bonus Bet Paytable

Hand	FPG-04	
	Pays	Envy
7 Card Straight Flush	2,500 to 1	\$1,000
Royal Flush + Royal Match	1,000 to 1	\$750
7 Card Straight Flush with Joker	750 to 1	\$250
5 Aces	250 to 1	\$100
Royal Flush	125 to 1	\$50
Straight Flush	50 to 1	\$20
4 of a Kind	25 to 1	\$5
Full House	5 to 1	
Flush	4 to 1	
3 of a Kind	3 to 1	
Straight	2 to 1	

Cash-In Baccarat

Type of Game

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

Object of the Game

The object of the game is to place a bet on the hand, either Player line or Banker line, that will have an accumulated point value closer to nine than the other hand.

Description of the Deck and Number of Decks Used

The game is played using a standard 52-card deck and no jokers. Cards will be dealt using a multiple deck shoe. A minimum of three decks and a maximum of eight decks will be used during the play of the game. The cards will either be hand shuffled by the dealer or shuffled in a continuous or multi-deck machine shuffler. The cards may also arrive at the table in pre-shuffled packs that are sealed and tamper-proof to be directly inserted into the game. Cards are burned at the beginning of new shoe. Once the cards have been placed in a shoe, the first card exposed is used to determine the number of additional cards that will be burned. Burn values are as follows:

Card	Burn Value
Ace	1
King	10
Queen	10
Jack	10
2-10	Face value

Card Values and Hand Rankings

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

Cash-In Baccarat Hand Rankings

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

Cash-In Baccarat

Description of Table Used and Total Number of Seated Positions

The game shall be played on a standard blackjack style table that accommodates up to seven players and a player-dealer position for a total of eight seated positions. The game may also be played around a standard bat-wing table, and/or a standard craps table up to 12 feet long that accommodates up to 10 seated players. Within each betting area for each seated player, there shall be five separate betting spaces specifically designated for five separate wagers; the Player line, the Banker line, the Tie Bet, the Tiger 8 Bet, and the Phoenix 7 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. Backline betting is permitted on all wagers.

Dealing Procedures and Round of Play

When money does not cover, the action on payouts will always begin with the player one spot clockwise from the player-dealer's position and continue clockwise. Also, wagers shall be settled from seat to seat in the following order: all Player line wagers, all Banker line wagers, all Tie Bet, all Tiger 8 wagers, and then all Phoenix 7 wagers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players.

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

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

- The Player line, which pays 1 to 1;
- The Banker line, which pays 1 to 1;
- The Tie Bet, which pays 8 to 1;
- The Phoenix 7 Bet, which pays 40 to 1;
- The Tiger 8, which pays 25 to 1;

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

- If there is a Natural on either side, there are no more draws, and the game is settled as is.
- The player hand must stand when the hand is valued at 6 through 9, and must hit when the hand is valued at 5 or less.
- If the player hand stands, then the banker hand hits on a total of 5 or less.
- If the player hand hits for a complete hand then the banker hand hits using the following rules:
 - If the banker hand total is 3, then the banker hand is dealt a third card unless the third card dealt to the player hand was an 8.
 - If the banker hand total is 4, then the banker hand is dealt a third card unless the third card dealt to the player hand was a 0, 1, 8, or 9.

Cash-In Baccarat

- If the banker hand total is 5, then the banker hand is dealt a third card if the third card dealt to the player hand was 4, 5, 6, or 7.
- If the banker hand total is 6, then the banker hand is dealt a third card if the third card dealt to the player hand was a 6 or 7.
- If the banker hand total is 7, then the banker hand is not dealt a third card regardless of the value of the player third card.

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

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

How Winners are Determined and Paid

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

- The player-dealer shall pay all winning player line wagers made by players when the player hand is closer to nine than the banker hand.
- The player-dealer shall pay all winning banker line wagers made by players when the banker hand is closer to nine than the player hand. If the banker hand has a point value of seven using three cards and the player hand has a value of six or less, regardless of the number of cards, the banker hand will push.
- The player-dealer shall collect all losing player line wagers made by players when the banker hand is closer to nine than the player hand.
- The player-dealer shall collect all losing banker line wagers made by players when the player hand is closer to nine than the banker hand.

Bonus Bets

Tie Bet

- For each seated position, there shall be one separate and specifically designated area for the placement of a Tie Bet.
- The player does not have to place a Player line or Banker line wager in order to place a Tie Bet.
- Backline betting is permitted on the Tie Bet.
- The player-dealer shall pay all winning Tie Bets when the total of the player hand and the total of the banker hand are equal.
- The player-dealer shall collect all losing Tie Bets when the total of the player hand and the total of the banker hand are not equal.
- See the collection rate schedule for restrictions on the amount that may be wagered on the Tie Bet and any collection fees that may be taken.

Cash-In Baccarat

- All winning Tie Bets shall be paid 8 to 1.
- Wagers are collected or paid, to the extent that the player-dealer's wager covers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players.

Phoenix 7 Bet

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

Tiger 8 Bet

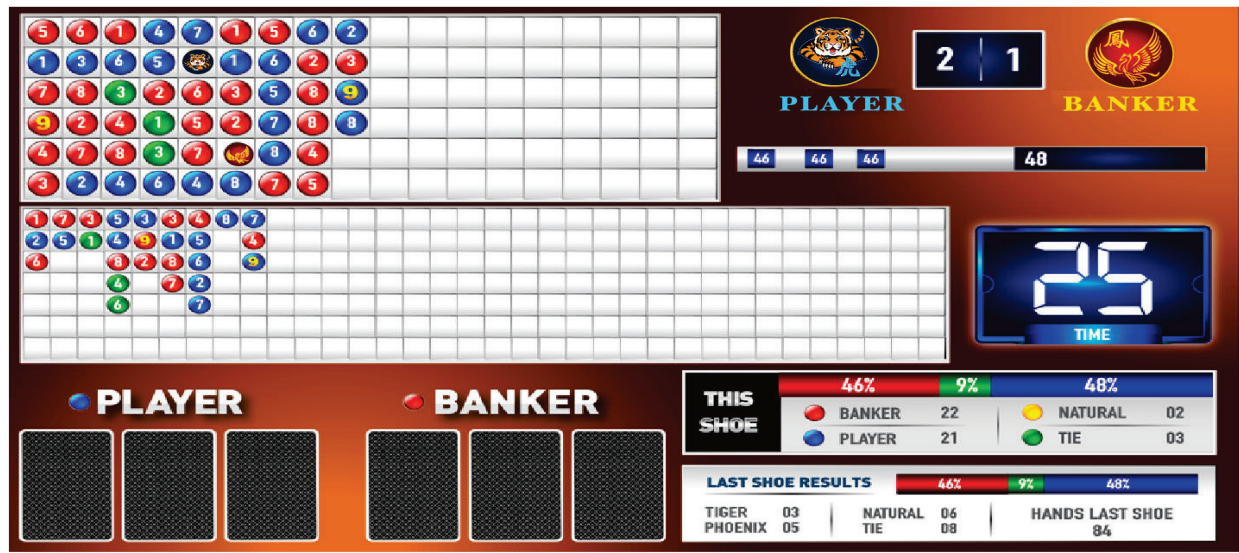
- For each seated position, there shall be one separate and specifically designated area for the placement of a Tiger 8 Bet.
- The player does not have to place a Player line or Banker line wager in order to place a Tiger 8 Bet.
- Backline betting is permitted on the Tiger 8 Bet.
- See the collection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

Cash-In Baccarat

Table Layout



Equipment Used



An LCD-based hand tracking system that provides players with statistical data, enabling them to look at trends and percentages for the Baccarat table.

Key Features

- Numbers and percentages for Player, Banker, and Bonus Bets
- The occurrence of Naturals
- The number of hands per shoe
- Previous shoe statistics
- A timer that counts down in between hands

Collection Rates Schedule

For wagering limits and collection rates for the game of Cash-In Baccarat, please refer to the California Games Collection Rates (GEGA-002817).

Lucky Pai Gow Poker

Type of Game

The game of Lucky 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 is to form two hands that beat the player-dealer's two hands. The two hands must be: a high five-card hand and a high two-card hand. The two-card hand must be a lower poker ranking than the five-card hand, according to standard poker rankings, as shown below. The highest five-card hand is five aces, and the highest two-card hand is a pair of aces.

Description of the Deck and Number of Decks Used

The game is played using a standard 52 card deck and one joker for a total of 53 cards. Cards may be dealt using either an automated shuffling machine or by the dealer manually shuffling the cards. The joker will only be used as an ace or to complete any Straight or Flush.

Card Values and Hand Rankings

The single rank of each card used in Lucky Pai Gow Poker, in order of highest to lowest rank, is: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, 2. The ace would be considered low any time the ace begins a Straight or a Straight Flush. All suits are considered equal in rank.

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

Lucky Pai Gow Poker Hand Rankings

Hand Dealt	Hand Requirements
Five Aces	A hand that consists of five cards containing all aces, including the joker.
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, 2 is the lowest ranked Flush.
Straight	A hand that consists of five cards that are 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.

Lucky Pai Gow Poker

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. Two hands of identically ranked pairs are then ranked by the remaining cards in the hand accordingly from highest to lowest.
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. Two hands consisting of the same Pair are then ranked by the remaining cards in the hand accordingly from highest to lowest.
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, 2 is the lowest ranked High Card hand.

Description of Table Used and Total Number of Seated Positions

The game will be played on a standard Pai Gow Poker table, which may accommodate up to seven seated positions. Within each betting area for each seated position, there shall be two separate betting spaces specifically designated for two separate wagers: the Pai Gow Poker base game wager and the Lucky Bonus Bet. Each position at the table has a fixed amount for wagering limits defining the minimum and maximum amounts that may be wagered in each position. Players must bet at least the table minimum. Backline betting is permitted for the base game wager and the Lucky Bonus Bet. Wagers will be settled in a clockwise manner, starting with the action seat in the following order: all base game wagers, then all Lucky Bonus Bets. However, if money covers, the dealer may begin the resolution of wagers in any order.

Dealing Procedures and Round of Play

1. At the start of a game, a player is offered the player-dealer position. Once a player-dealer position has been established for that game, the house dealer shall wait for each player to make their wager in accordance with the table limits.
 - 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 Lucky Bonus Bet which pays according to the paytable, as shown below.
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.
4. Once the player-dealer has been established and all players have posted their bets by placing gaming chips on the appropriate betting areas of the table layout, keeping in mind the table minimum and maximum wagering limits, cards will be shuffled and dealt to players in the following way:
 - a. If 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 him/her.
 - i. The designated 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 received the action button, 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. The player-dealer's position is always one, eight, and fifteen.

Lucky Pai Gow Poker

- 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.
- b. If a machine shuffler is used the house dealer will use the shuffle machine to randomly intermix and deliver 7 cards to each seat.
 - i. To determine who received the action button, 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. The player-dealer's position is always one, eight, and fifteen.
 - ii. Once the action is determined, the dealer will deliver the first 7 cards to the action seat and continue clockwise around the table.
5. Once the action button and the cards have been distributed, 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 standard poker rankings, as shown above.
 - b. The player has the option to ask the house dealer to set their hand to the House Way (see chart below).
6. Once all players have set their hands, the house dealer will expose the player-dealer's hand.
 - a. The player-dealer sets their hand by arranging the seven cards into a two-card hand in front, and a five-card hand in the back.
 - b. The five-card hand must rank higher than the two-card hand, according to standard poker rankings, as shown above.
 - c. The player-dealer has the option to ask the house dealer to set their hand to the House Way (see chart below).

Lucky Pai Gow Poker House Way

Hand	How To Play	Example
No Pair	Put 2 nd & 3 rd highest cards in front.	K♥Q♦ A♠10♥8♠7♠2♣
One Pair	Put pair in back, highest two other cards in front.	Q♠J♥ 10♣10♦8♣6♦3♦
Two Pair Big pair is: As, Ks, Qs	Put small pair in front	8♠8♥ Q♥Q♦9♦7♦3♣
Big pair is: Js, 10s, 9s	Put both pairs in back if you can put an ace or joker in front, otherwise split.	A♦5♣ 10♣10♦6♥6♠3♣
		8♣8♦ 9♠9♣Q♥7♠3♣
Big pair is: 8s, 7s, 6s	Put both pairs in back if you can put a king or higher in front, otherwise split.	K♠9♠ 7♠7♣4♥4♦3♠
		4♥4♦ 7♠7♣Q♣9♠3♠

Lucky Pai Gow Poker

Big pair is: 5s, 4s, 3s	Put both pairs in back if you can put a queen or higher in front, otherwise split.	Q♠10♦
		5♠5♦2♠2♦8♥
Three Pair	Put high pair in front.	2♠2♦
		5♠5♦J♠10♦8♥
Three of a Kind Aces	Put an ace and next highest card in front.	10♦10♣
		9♠9♣5♦5♥3♦
Kings and Below	Put three of a kind in back, two other highest cards in front.	A♦Q♠
		A♥A♦9♠8♠2♣
Two Sets	Put pair from higher set in front.	Q♦9♠
		K♥K♦K♣7♣2♦
Straight or Flush With no pair	Put two highest cards in front that will leave completed hand in back.	K♥K♦
		6♥6♠6♣K♠9♦
With one pair	Put highest possible two cards (pair or no pair) in front that will leave completed hand in back.	8♣7♠
		6♥5♠4♦3♣2♦
With two pair	Play according to two pair strategy.	K♣Q♥
		Q♦J♥10♠9♠8♣
With Three of a Kind	Put completed hand in back, pair in front.	3♠3♥
		A♣K♥Q♥J♦10♣
Full House	Put highest possible pair in front.	3♣3♥
		6♦6♠5♥4♣2♦
Four of a Kind As, Ks, Qs	Play four of a kind in back if you can put at least a pair in front, otherwise split.	9♦9♠
		9♣8♥7♦6♠5♣
		9♠9♥
		5♥5♣5♠9♣4♣
		A♣A♥
		4♠4♦4♥A♠6♥
Js, 10s, 9s	Play four of a kind in back if you can put at least a king up front, otherwise split.	Q♦Q♠
		Q♥Q♣A♠K♦4♥
		K♣J♠
		10♦10♠10♥10♣7♣
		10♥10♠
		10♦10♣8♦3♣2♥
8s, 7s, 6s	Play four of a kind in back if you can put at least a queen up front, otherwise split.	Q♦10♣
		7♠7♦7♥7♣2♦
		7♠7♦
		7♥7♣10♠9♠2♦
5s and below	Never split	K♠Q♦
		4♠4♦4♥4♣7♦
Five Aces	Put pair of aces in front.	A♠Joker
		A♥A♣A♦8♦3♣

How Winners are Determined and Paid

Once each player has set their hands and the house dealer has set the player-dealer's hand, a series of showdowns begins, with each player comparing their hand against the player-dealer's hand. The following will apply for each possible outcome when determining the winner. The player-dealer will pay and collect all wagers accordingly:

Lucky Pai Gow Poker

- The Pai Gow Poker 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 the five-card hand. The player-dealer will pay all winning base game wagers.
- The Pai Gow Poker 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 the five-card hand. The player-dealer will collect all losing base game wagers.
- The Pai Gow Poker base game wager 'pushes' if one of the hands held by the player ranks higher than the player-dealer's hands and the other hand ranks lower than the player-dealer's hand. In this case, neither the player nor the player-dealer wins or loses; the wager is a 'push' and is returned to the player.
- If one hand is identical in rank to the player-dealer's hand, it is a "copy hand." The player-dealer wins all "copy hands."
- The player-dealer will pay all winning Lucky Bonus Bets when the player's hand qualifies according to the chart below.
- The player-dealer will collect all losing Lucky Bonus Bets when the player's hand does not qualify according to the chart below (Payout chart listed below in the "Bonus Bet" section).

Bonus Bet

Lucky Bonus Bet

The Lucky Bonus Bet is an optional bonus bet that complements the game of Pai Gow Poker, as listed above. It is a wager that allows a player to bet that they will be dealt a pre-determined 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.

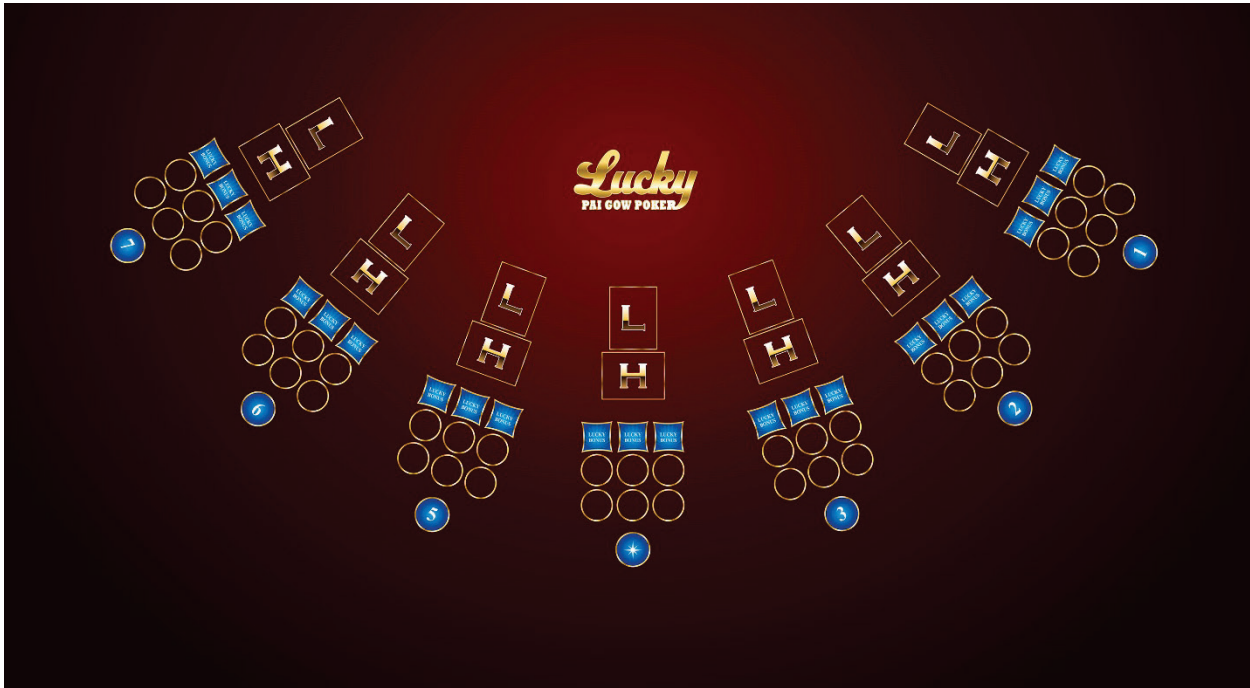
- A player does not have to place a base bet in order to place a Lucky Bonus Bet. Furthermore, the wager must be placed prior to the initial deal.
- Any seated player as well as any backline bettor may place a Lucky Bonus Bet.
- The Lucky Bonus Bet may be less than, equal to, or may exceed the base game 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 pre-determined 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 paytable, 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.
- There is no additional collection fee for placing a Lucky Bonus Bet. All collection fees are for the base game only.
- The player-dealer will pay all winning Lucky Bonus bets and will collect all losing Lucky 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 Lucky Bonus bets will be paid according to the table, as shown below.

Lucky Pai Gow Poker

Lucky Bonus Bet Paytable

Natural Seven Card Straight Flush	2,000 to 1
Royal Flush + Royal Match (King & Queen suited)	1,000 to 1
Wild Seven-Card Straight Flush with Joker	500 to 1
Five Aces	250 to 1
Royal Flush	100 to 1
Straight Flush	25 to 1
Four of a Kind	15 to 1
Full House	10 to 1
Flush	4 to 1
Three of a Kind	3 to 1
Straight	1 to 1

Table Layout



Collection Rates Schedule

For wagering limits and collection rates for the game of Lucky Pai Gow Poker, please refer to the California Games Collection Rates (GEGA-002072).

3 Card Poker

Type of Game

The game of 3 Card 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 is to assemble a three-card hand that ranks higher than the player-dealer's three-card hand.

Description of the Deck and Number of Decks Used

Shuffling Machine: Cards used to play 3 Card Poker shall be dealt from a single deck automatic card shuffling device ('shuffler').

Physical Characteristics: Cards used to play 3 Card Poker shall be in standard decks of 52 cards. No jokers shall be utilized.

Number of Decks: Cards used to play 3 Card Poker shall be played with two alternating decks, each consisting of a 52-card deck with backs of the same design.

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

Card Values and Hand Rankings

The rank of each card used in 3 Card Poker when forming a three-card poker hand, in order of highest to lowest rank, shall be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, 2 and all suits shall be considered equal in rank.

3-Card Hand Dealt	Hand Ranking
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. King, queen and jack is the highest ranked Straight Flush and ace, 2 and 3 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 2s 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 is 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.

3 Card Poker

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 three cards that do not make any of the hands listed above. An ace, king, and jack is the highest ranked High Card hand and 5, 3, and 2 is the lowest ranked High Card hand.

Description of Table Used and Total Number of Seated Positions

3 Card Poker shall be played on a standard blackjack table that accommodates up to seven players and a player-dealer position for a total of eight seated positions. Each 3 Card Poker table shall have a drop box attached to it.

The wagering areas shall be designated as follows:

- For Ante wagers the word “Ante”;
- For Play wagers the word “Play”;
- For the Bonus wager the word(s) “Bonus” or “Pair & Up”;
- For Bonus 6 wagers the words “Bonus 6.”

Dealing Procedures and Round of Play

1. All wagers in 3 Card Poker 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. Backline betting is permitted on all wagers.
3. At the beginning of each round of play, each player shall be required to place an Ante wager, or a Pair & Up wager, or a Bonus 6 wager. Each player that has placed an Ante wager will have the option to place a Play wager, after inspecting their hand, which must be equal to the Ante wager.
4. The house dealer shall wait for each player to place their wagers. After each player has placed their wagers, the house dealer will signal that no more bets shall be placed. No Ante, or Pair & Up, or Bonus 6 wagers shall be made, increased, or withdrawn after the house dealer has made the notification.
5. 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. The dealer will deliver three cards to each seat with a wager followed by three cards to the player-dealer.
6. The delivery of cards will start with the player one spot clockwise from the player-dealer’s position and continue in a clockwise manner.
7. When money does not cover the settling of wagers will start with the player one spot clockwise from the player-dealer’s position and continue in a clockwise manner. Also, wagers will be settled in the following order from player to player: the Ante wager, then the Play wager, then the Pair & Up wager and then Bonus 6. Once the player-dealer’s wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.
8. After the cards have been delivered to each player, face-down, the player-dealer’s bottom card will be turned face-up. The house dealer shall unload the remaining cards in the shuffler and place them into the discard rack without exposing the cards.
9. After the dealing procedures above have been completed, each player(s) with an eligible wager shall examine his/her cards.

3 Card Poker

10. 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. The house dealer shall offer this option to each player.
 - a. If a player has placed an Ante, but does not make a Play wager, the player shall forfeit the Ante wager.
 - b. If a player has placed a Bonus 6 wager, but does not make an Ante or Play wager, they are still eligible for the Bonus 6 payout.
11. 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.
12. The house dealer shall then reveal the remaining player-dealer's cards and place the cards so as to form the highest possible ranking hand. The player-dealer must qualify to play with a **minimum of queen-high**.

How Winners are Determined and Paid

1. If the player-dealer's hand does not have a minimum of a queen-high, the ***player-dealer does not qualify***.
 - a. Play Bet Payout- the Play Bet receives no action. The house dealer shall immediately refund these wagers to players.
 - b. Ante Bet Payout- If the player-dealer's hand does NOT qualify, any hand that did not fold will be paid 1:1 on the Ante.
2. If the player-dealer's hand has a queen or better, the ***player-dealer's hand qualifies***. The house dealer shall then reveal the three card hand of each active player and compare them to the player-dealer's hand.
 - a. If the player's hand beats the player-dealer's hand, the player wins even money on the Ante and the Play wagers.
 - b. If the player-dealer's hand beats the player's hand, the player loses both the Ante and the Play wagers.
 - c. If the player's hand and the player-dealer's hand are equal in rank and value, the hand is considered a tie and the Ante and Play wagers shall push and be returned to the player.
3. All cards collected by the house dealer shall be picked up in order and placed in the discard rack in such a way that they can be readily arranged to reconstruct each hand in the event of a question or dispute.
4. Player-dealers are never required to cover all opposing players' wagers. Payoffs of wagers are limited to the amount of the player-dealer wager. The house shall not participate as the player-dealer. The house shall not take a percentage of wagers placed in the game. There is no maximum on the player-dealer's wager.

Bonus Bets

Pair & Up Bonus

The Pair & Up is an optional bonus bet for 3 Card Poker. The rules are as follows:

- Pair & Up wagers must be placed prior to the initial deal. A player does not need to place a base wager in order to place a Pair & Up wager.
- The Pair & Up wager only considers the three cards each player receives.
- If the player's hand qualifies for payouts, the player is paid by the player-dealer according to the posted pay table below.

3 Card Poker

- If the player's hand does not qualify for payouts, the player-dealer collects the Pair & Up wager.
- The Pair & Up wager may win or lose regardless of the outcome of the base game wager.
- Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.
- Backline betting is permitted on the Pair & Up Wager.
- Winning Pair & Up wagers pay as follows:

Pair & Up Bonus Pay Table

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

Bonus 6

The Bonus 6 is an additional optional bonus bet for 3 Card Poker. The rules are as follows:

- Bonus 6 wagers must be placed prior to the initial deal. A player does not need to place a base game wager in order to place a Bonus 6 wager.
- The Bonus 6 wager considers the three cards dealt to the player's hand and the three cards dealt to the player-dealer's hand. A player then uses any of those six cards, regardless of the number of cards used from their hand or the player-dealer's hand, to make the best possible five card poker hand.
- If the player's hand qualifies for payouts, the player is paid by the player-dealer according to the posted pay table below.
- If the player's hand does not qualify for payouts, the player-dealer collects the Bonus 6 wager.
- The player-dealer will pay all winning Bonus 6 wagers and will collect all losing Bonus 6 wagers.
- The Bonus 6 wager may win or lose regardless of the outcome of the base game wager. The Bonus 6 wager shall not be forfeited if the player folds their hand and does not place a Play wager (if an Ante wager was placed).
- Backline betting is permitted on the Bonus 6 wager.
- Winning Bonus 6 wagers pay as follows:

Bonus 6 Pay Table

5-Card Hand	Payoff
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

3 Card Poker

Table Layout



Collection Rates Schedule

For wagering limits and collection rates for the game of 3 Card Poker, please refer to the California Games Collection Rates (GEGA-002072).

Ace Up Pai Gow Poker

Type of Game

The game of Ace 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 Ace 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. Ace 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

Ace 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 Ace 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 be used as an ace or to complete any Straight or Straight Flush. All suits will be considered equal in rank.

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

Hand Dealt	Hand Requirements
Five Aces	A hand that consists of four aces and a joker.
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.
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.

Ace Up Pai Gow Poker

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

Ace 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, the Lucky Bonus Bet and the Ace Up 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 Ace 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 Lucky Bonus Bet which pays according to the paytable, as shown below;
 - iii. The Ace Up Bonus Bet which pays according to the paytable, as shown below.
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.
 - 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.

Ace Up Pai Gow Poker

- iii. To determine who receives the action button, 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. The player-dealer's position is always one, eight, and fifteen.
 - 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 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. The player-dealer's position is always one, eight, and fifteen.
 - 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 Up Bonus Bets will win.
 - b. If the player-dealer's hand does not contain a seven-card ace-high hand, each player shall then set their hand by arranging the seven cards in to a two-card hand, which is placed in front of the five-card hand, and a five-card hand, which is placed behind the two-card hand.
 - i. The five-card hand must rank higher than the two-card hand, according to the hand rankings, as shown above.
 - ii. The player-dealer has the option to ask the house dealer to set their hand according to the House Way chart.
 - 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.
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.
 - b. The player-dealer has the option to ask the house dealer to set their hand according to the House Way chart below.
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.




Ace Up Pai Gow Poker

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: the base game wager, then the Lucky Bonus Bet, and then the Ace Up Bonus Bet. However, if the money covers, the house dealer may begin the resolution of wagers in any order. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the respective players.


Ace 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.	K ♦	J ♣			
		A ♥	10 ♣	7 ♠	5 ♥	3 ♦
One Pair	Put Pair in back, highest two cards in front.	A ♣	Q ♦			
		3 ♠	3 ♣	J ♥	8 ♦	4 ♣
Two Pair: High Pair is As, Ks, or Qs	Put small Pair in front.	3 ♦	3 ♠			
		K ♥	K ♠	7 ♥	6 ♣	2 ♦
Two Pair: High Pair is Js, 10s, or 9s	Put both Pairs in back if an ace can be played in the front, otherwise put small Pair in front.	A ♣	7 ♥			
		J ♦	J ♠	8 ♣	8 ♥	4 ♠
Two Pair: High Pair is 8s, 7s, or 6s	Put both Pairs in back if a king or higher can be played in the front; otherwise put small Pair in front.	K ♠	9 ♠			
		8 ♣	8 ♦	4 ♦	4 ♥	7 ♣
Two Pair: High Pair is 5s, 4s, or 3s	Put both Pairs in back if a queen or higher can be played in the front, otherwise put small Pair in front.	Q ♥	8 ♣			
		5 ♥	5 ♠	4 ♥	4 ♣	2 ♠
Three Pair: With or without a Straight, Flush, or Straight Flush	Put highest Pair in front.	9 ♣	9 ♠			
		7 ♦	7 ♣	5 ♥	5 ♠	A ♣
Three of a Kind: Aces	Put an ace and highest single card in front.	A ♣	8 ♦			
		A ♦	A ♠	5 ♦	4 ♣	2 ♠

Ace Up Pai Gow Poker

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

Ace Up Pai Gow Poker

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 Lucky Bonus Bets and pays winning Lucky Bonus Bets to the extent of the player-dealer's wager.
6. The cards are collected, shuffled, and a new round begins.

Bonus Bets

Lucky Bonus Bet

The Lucky Bonus Bet is an optional bonus bet that complements the game of Ace Up Pai Gow Poker, as listed above. It is a wager that allows a player to bet that they will be dealt a pre-determined 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 does not have to place a base bet in order to place a Lucky 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 Lucky Bonus Bet.
- The Lucky Bonus Bet may be less than, equal to, or may exceed the base game wager. However, it may not exceed the table limit.

Ace Up Pai Gow Poker

- 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 pre-determined 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 Lucky Bonus bets and will collect all losing Lucky 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 Lucky Bonus bets will be paid according to the table, as shown below.

Lucky Bonus Bet Paytable

Hand Dealt	Hand Requirements	Fortune Pays
Natural Seven Card Straight Flush (No Joker)	A hand that consists of seven cards of the same suit in consecutive ranking that does not utilize a joker.	2,000 to 1
Royal Flush + Royal Match	A hand that consists of an ace, king, queen, jack and 10 of the same suit and a king and queen of the same suit.	1,000 to 1
Wild Seven Card Straight Flush (With Joker)	A hand that consists of seven cards of the same suit in consecutive ranking that utilizes a joker.	500 to 1
Five Aces	A hand that consists of four aces and a joker.	250 to 1
Royal Flush	A hand that consists of an ace, king, queen, jack and 10 of the same suit.	100 to 1
Straight Flush	A hand that consists of five cards of the same suit in consecutive ranking.	25 to 1
Four of a Kind	A hand that consists of four cards of the same rank.	15 to 1
Full House	A hand that consists of a Three of a Kind and a Pair.	10 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
Straight	A hand that consists of five cards in consecutive ranking, but are not the same suit.	1 to 1

Ace Up Bonus Bet

The Ace Up Bonus Bet is an optional bonus bet that allows a player to bet that they and the player-dealer 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.

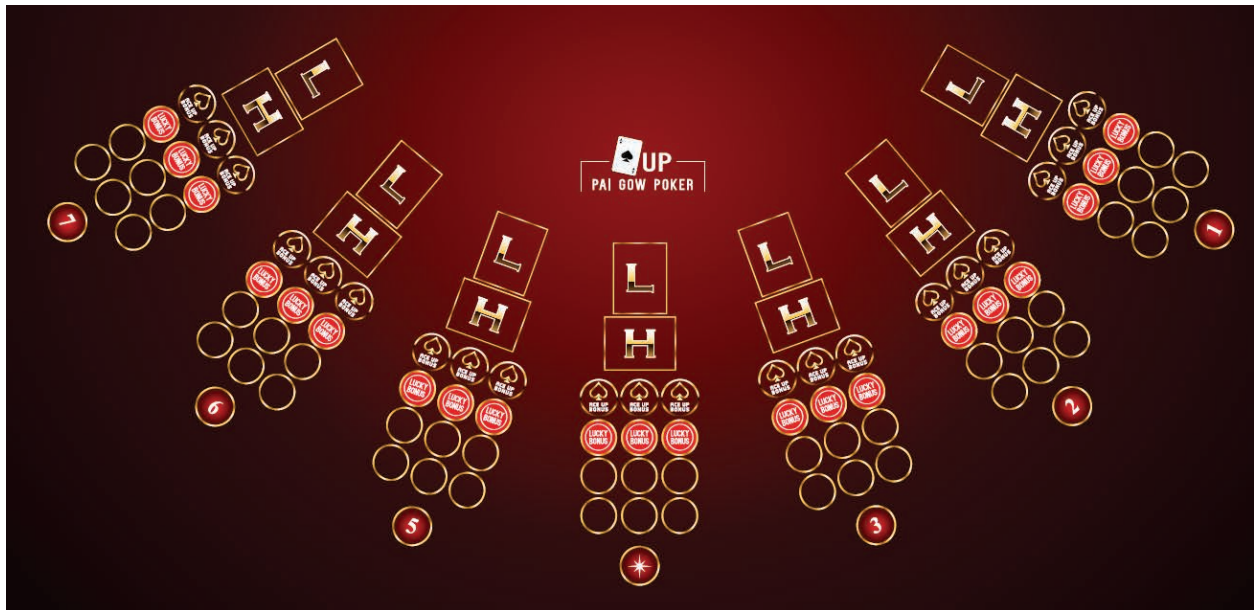
- A player does not have to place a base game wager in order to place the Ace Up Bonus Bet. Furthermore, the wager must be placed prior to the initial deal.
- The Ace Up Bonus Bet may be less than, equal to, or may exceed the base game wager. However, it may not exceed the table limit.

Ace Up Pai Gow Poker

- The Ace Up Bonus Bet takes into account the first seven cards dealt as a player's hand and the player-dealer's hand. In the event that the first seven cards dealt to a player that placed a bonus bet and the player-dealer's hand 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.
- There is no additional collection fee for placing the Ace Up Bonus Bet.
- The player-dealer will pay all winning Ace Up Bonus Bets and will collect all losing Ace Up 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 Ace Up Bonus Bets will be according to the table, as shown below.

Qualifying Hands	Payout
Player and Player-Dealer Ace High Card Hand	40 to 1
Player-Dealer Ace High Card Hand (with Joker)	15 to 1
Player-Dealer Ace High Card Hand (No Joker)	5 to 1

Table Layout



California Games Collection Rates

Ace Up Pai Gow Poker (GEGR-002125)

For **schedule options 1 through 4**, the Player Fee shall be taken from each seated player and backline bettor for each base game wager they place based on the amount of each wager. Additionally, the Player-Dealer Fee shall be taken per hand from the player-dealer position. There will be no collection fee taken for placing a bonus bet. The Lucky Bonus Bet and the Ace Up Bonus Bet may be less than, equal to, or greater than the base game wager, but must be within the table limits. The collection fees shall be taken and dropped by the house dealer prior to cards being dealt or any round of play being conducted.

Minimum wagering limits per spot shall be between \$5 and \$200

Maximum wagering limits per spot shall be between \$100 and \$1,000

Schedule Option	Player Wager Per Spot	Player Fee	Player-Dealer Fee
1	\$10 - \$200	\$1	\$1
2	\$5 - \$100	\$1	\$2
	\$101 - \$200	\$2	
	\$201 - \$300	\$3	
	\$301 - \$400	\$4	
	\$401 - \$500	\$5	
3	\$10 - \$100	\$1	\$2
	\$101 - \$200	\$2	
	\$201 - \$300	\$3	
	\$301 - \$400	\$4	
	\$401 - \$1,000	\$5	
4	\$25 - \$100	\$1	\$3
	\$101 - \$200	\$2	
	\$201 - \$300	\$3	
	\$301 - \$400	\$4	
	\$401 - \$1,000	\$5	

For **schedule options 5 through 19**, the Player-Dealer Fee shall be taken per hand from the player-dealer position based on the total monetary value of all base game wagers and bonus bets placed before the initial deal, referred to as "Total Table Action." There shall be no collection fee taken from any player or backline bettor for placing a base game wager or bonus bet. The Lucky Bonus Bet and the Ace Up Bonus Bet may be less than, equal to, or greater than the base game wager, but must be within the table limits. The collection fees shall be taken and dropped by the house dealer prior to cards being dealt or any round of play being conducted.

Minimum wagering limits per spot shall be between \$5 and \$100

Maximum wagering limits per spot shall be between \$100 and \$1,000

Schedule Option	Total Table Action	Player-Dealer Fee	Player Fee
5	\$10 - \$100	\$1	\$0
	\$101 - \$300	\$2	
	\$301 - \$500	\$3	
	\$501 - \$700	\$5	
	\$701+	\$8	

California Games Collection Rates

6	\$5 - \$100	\$3	\$0
	\$101 - \$300	\$5	
	\$301 - \$500	\$7	
	\$501 - \$800	\$10	
	\$801+	\$15	
7	\$5 - \$100	\$2	\$0
	\$101 - \$400	\$5	
	\$401 - \$800	\$10	
	\$801 - \$1,500	\$15	
	\$1,501+	\$20	
8	\$5 - \$100	\$3	\$0
	\$101 - \$400	\$5	
	\$401 - \$800	\$8	
	\$801 - \$1,500	\$15	
	\$1,501+	\$25	
9	\$10 - \$100	\$2	\$0
	\$101 - \$400	\$5	
	\$401 - \$800	\$10	
	\$801 - \$1,500	\$15	
	\$1,501+	\$20	
10	\$10 - \$100	\$3	\$0
	\$101 - \$400	\$5	
	\$401 - \$800	\$8	
	\$801 - \$1,500	\$15	
	\$1,501+	\$25	
11	\$10 - \$100	\$2	\$0
	\$101 - \$400	\$4	
	\$401 - \$1,000	\$8	
	\$1001 - \$1,500	\$20	
	\$1,501+	\$25	
12	\$5 - \$100	\$4	\$0
	\$101 - \$500	\$7	
	\$501 - \$1,000	\$12	
	\$1,001 - \$2,000	\$20	
	\$2,001+	\$30	
13	\$10 - \$100	\$2	\$0
	\$101 - \$500	\$5	
	\$501 - \$1,000	\$10	
	\$1,001 - \$2,000	\$15	
	\$2,001+	\$25	
14	\$10 - \$100	\$4	\$0
	\$101 - \$500	\$7	
	\$501 - \$1,000	\$12	
	\$1,001 - \$2,000	\$20	
	\$2,001+	\$30	

California Games Collection Rates

15	\$10 - \$300	\$2	\$0
	\$301 - \$600	\$3	
	\$601 - \$1,000	\$6	
	\$1,001 - \$2,000	\$8	
	\$2,001+	\$12	
16	\$10 - \$300	\$1	\$0
	\$301 - \$600	\$3	
	\$601 - \$1,000	\$6	
	\$1,001 - \$2,000	\$10	
	\$2,001+	\$15	
17	\$100 - \$500	\$5	\$0
	\$501 - \$1,000	\$10	
	\$1,001 - \$1,500	\$15	
	\$1,501 - \$2,000	\$20	
	\$2,001+	\$25	
18	\$100 - \$500	\$5	\$0
	\$501 - \$1,000	\$10	
	\$1,001 - \$2,000	\$20	
	\$2,001 - \$2,500	\$25	
	\$2,501+	\$30	
19	\$100 - \$500	\$3	\$0
	\$501 - \$1,000	\$8	
	\$1,001 - \$2,000	\$15	
	\$2,001 - \$2,500	\$20	
	\$2,501+	\$25	

Cash-In Baccarat (GEGA-002784), Commission Free Baccarat (GEGA-003032)

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 is the sum of all players' controlled game wagers and bonus bets. There shall be no fee taken from a player for placing a base game wager or bonus bet. The collection fees shall be collected prior to cards being dealt or any round of play being conducted. Tie wagers may be less than, equal to, or greater than the base game wager as long as they are within table limits. All other bonus bets must be within \$5 to \$500.

Minimum wagering limits per betting circle shall be between \$5 and \$100

Maximum wagering limits per betting circle shall be \$1,000

Schedule Option	Total Table Action	Player-Dealer Fee	Player Fee
1	\$5 - \$300	\$1	\$0
	\$301 - \$600	\$3	
	\$601 - \$1,000	\$6	
	\$1,001 - \$2,000	\$10	
	\$2,001 +	\$20	
2	\$5 - \$300	\$2	\$0
	\$301 - \$600	\$5	
	\$601 - \$1,000	\$9	
	\$1,001 - \$2,000	\$15	
	\$2,001 +	\$25	

California Games Collection Rates

3	\$5 - \$300	\$3	\$0
	\$301 - \$600	\$6	
	\$601 - \$1,000	\$12	
	\$1,001 - \$2,000	\$20	
	\$2,001 +	\$30	
4	\$5 - \$200	\$2	\$0
	\$201 - \$500	\$5	
	\$501 - \$1,000	\$15	
	\$1,001 - \$2,000	\$25	
	\$2,001 +	\$35	
5	\$5 - \$500	\$5	\$0
	\$501 - \$1,000	\$15	
	\$1,001 - \$2,000	\$25	
	\$2,001 - \$4,000	\$50	
	\$4,001 +	\$75	

Blackjack X (GEGA-003056)

For **schedule options 1 through 36**, a collection fee shall be taken per hand from the player-dealer position based on the Total Table Action, which is the sum of all players' controlled game wagers and bonus bets. There shall be no fee taken from a player for placing a base game wager or bonus bet. The collection fees shall be collected prior to cards being dealt or any round of play being conducted. The Buster Blackjack Bonus Bet may be less than or equal to the base game wager but may not greater than the base game wager. The Lucky Pair Bonus Bet may be less than, equal to, or greater than the base game wager as long as they are within table limits.

Minimum wagering limits per betting circle shall be between \$5 and \$100

Maximum wagering limits per betting circle shall be between \$500 and \$1,000

Schedule Option	Total Table Action	Player-Dealer Fee	Player Fee
1	\$5 - \$100	\$1	\$0
	\$101 - \$200	\$2	
	\$201 - \$300	\$3	
	\$301 - \$600	\$5	
	\$601 +	\$8	
2	\$5 - \$100	\$1	\$0
	\$101 - \$200	\$3	
	\$201 - \$300	\$4	
	\$301 - \$600	\$5	
	\$601 +	\$8	
3	\$5 - \$100	\$2	\$0
	\$101 - \$200	\$3	
	\$201 - \$300	\$5	
	\$301 - \$600	\$7	
	\$601 +	\$10	
4	\$5 - \$100	\$1	\$0
	\$101 - \$300	\$3	
	\$301 - \$600	\$6	
	\$601 - \$1,000	\$10	
	\$1,001 +	\$15	

California Games Collection Rates

5	\$5 - \$100	\$2	\$0
	\$101 - \$300	\$4	
	\$301 - \$600	\$7	
	\$601 - -\$1,000	\$11	
	\$1,001 +	\$16	
6	\$5 - \$200	\$2	\$0
	\$201 - \$500	\$5	
	\$501 - \$1,000	\$15	
	\$1,001 - -\$2,000	\$25	
	\$2,001 +	\$35	
7	\$5 - \$300	\$1	\$0
	\$301 - \$600	\$3	
	\$601 - \$1,000	\$6	
	\$1,001 - -\$2,000	\$10	
	\$2,001 +	\$20	
8	\$5 - \$300	\$2	\$0
	\$301 - \$600	\$5	
	\$601 - \$1,000	\$9	
	\$1,001 - -\$2,000	\$15	
	\$2,001 +	\$25	
9	\$5 - \$300	\$3	\$0
	\$301 - \$600	\$6	
	\$601 - \$1,000	\$12	
	\$1,001 - -\$2,000	\$20	
	\$2,001 +	\$30	
10	\$5 - \$500	\$5	\$0
	\$501 - \$1,000	\$15	
	\$1,001 - \$2,000	\$25	
	\$2,001 - -\$4,000	\$50	
	\$4,001 +	\$75	
11	\$5 - \$1,000	\$10	\$0
	\$1,001 - \$2,500	\$25	
	\$2,501 - \$5,000	\$50	
	\$5,001 - -\$15,000	\$75	
	\$15,001 +	\$125	
12	\$5 - \$2,500	\$20	\$0
	\$2,501 - \$5,000	\$50	
	\$5,001 - \$15,000	\$75	
	\$15,001 - -\$30,000	\$150	
	\$30,001 +	\$200	
13	\$25 - \$100	\$1	\$0
	\$101 - \$200	\$2	
	\$201 - \$300	\$3	
	\$301 - -\$600	\$5	
	\$601 +	\$8	

California Games Collection Rates

14	\$25 - \$100	\$1	\$0
	\$101 - \$200	\$3	
	\$201 - \$300	\$4	
	\$301 - -\$600	\$5	
	\$601 +	\$8	
15	\$25 - \$100	\$2	\$0
	\$101 - \$200	\$3	
	\$201 - \$300	\$5	
	\$301 - -\$600	\$7	
	\$601 +	\$10	
16	\$25 - \$100	\$1	\$0
	\$101 - \$300	\$3	
	\$301 - \$600	\$6	
	\$601 - -\$1,000	\$10	
	\$1,001 +	\$15	
17	\$25 - \$100	\$2	\$0
	\$101 - \$300	\$4	
	\$301 - \$600	\$7	
	\$601 - -\$1,000	\$11	
	\$1,001 +	\$16	
18	\$25 - \$200	\$2	\$0
	\$201 - \$500	\$5	
	\$501 - \$1,000	\$15	
	\$1,001 - -\$2,000	\$25	
	\$2,001 +	\$35	
19	\$25 - \$300	\$1	\$0
	\$301 - \$600	\$3	
	\$601 - \$1,000	\$6	
	\$1,001 - -\$2,000	\$10	
	\$2,001 +	\$20	
20	\$25 - \$300	\$2	\$0
	\$301 - \$600	\$5	
	\$601 - \$1,000	\$9	
	\$1,001 - -\$2,000	\$15	
	\$2,001 +	\$25	
21	\$25 - \$300	\$3	\$0
	\$301 - \$600	\$6	
	\$601 - \$1,000	\$12	
	\$1,001 - -\$2,000	\$20	
	\$2,001 +	\$30	
22	\$25 - \$500	\$5	\$0
	\$501 - \$1,000	\$15	
	\$1,001 - \$2,000	\$25	
	\$2,001 - -\$4,000	\$50	
	\$4,001 +	\$75	

California Games Collection Rates

23	\$25 - \$1,000	\$15	\$0
	\$1,001 - \$2,500	\$30	
	\$2,501 - \$5,000	\$60	
	\$5,001 - -\$15,000	\$75	
	\$15,001 +	\$150	
24	\$25 - \$2,500	\$25	\$0
	\$2,501 - \$5,000	\$60	
	\$5,001 - \$15,000	\$100	
	\$15,001 - -\$30,000	\$200	
	\$30,001 +	\$250	
25	\$100	\$1	\$0
	\$101 - \$200	\$2	
	\$201 - \$300	\$3	
	\$301 - -\$600	\$5	
	\$601 +	\$8	
26	\$100	\$1	\$0
	\$101 - \$200	\$3	
	\$201 - \$300	\$4	
	\$301 - -\$600	\$5	
	\$601 +	\$8	
27	\$100	\$2	\$0
	\$101 - \$200	\$3	
	\$201 - \$300	\$5	
	\$301 - -\$600	\$7	
	\$601 +	\$10	
28	\$100	\$1	\$0
	\$101 - \$300	\$3	
	\$301 - \$600	\$6	
	\$601 - -\$1,000	\$10	
	\$1,001 +	\$15	
29	\$100	\$2	\$0
	\$101 - \$300	\$4	
	\$301 - \$600	\$7	
	\$601 - -\$1,000	\$11	
	\$1,001 +	\$16	
30	\$100 - \$200	\$2	\$0
	\$201 - \$500	\$5	
	\$501 - \$1,000	\$15	
	\$1,001 - -\$2,000	\$25	
	\$2,001 +	\$35	
31	\$100 - \$300	\$1	\$0
	\$301 - \$600	\$3	
	\$601 - \$1,000	\$6	
	\$1,001 - -\$2,000	\$10	
	\$2,001 +	\$20	

California Games Collection Rates

32	\$100 - \$300	\$2	\$0
	\$301 - \$600	\$5	
	\$601 - \$1,000	\$9	
	\$1,001 - -\$2,000	\$15	
	\$2,001 +	\$25	
33	\$100 - \$300	\$3	\$0
	\$301 - \$600	\$6	
	\$601 - \$1,000	\$12	
	\$1,001 - -\$2,000	\$20	
	\$2,001 +	\$30	
34	\$100 - \$500	\$5	\$0
	\$501 - \$1,000	\$15	
	\$1,001 - \$2,000	\$25	
	\$2,001 - -\$4,000	\$50	
	\$4,001 +	\$75	
35	\$100 - \$1,000	\$15	\$0
	\$1,001 - \$2,500	\$35	
	\$2,501 - \$5,000	\$75	
	\$5,001 - -\$15,000	\$100	
	\$15,001 +	\$150	
36	\$100 - \$2,500	\$30	\$0
	\$2,501 - \$5,000	\$75	
	\$5,001 - \$15,000	\$125	
	\$15,001 - -\$30,000	\$250	
	\$30,001 +	\$300	

Lucky Pai Gow Poker (GEGA-002775)

For **schedule option 1**, a collection fee shall be taken per hand, from each player that places a base game wager, based on the Player Wager Amount. There shall be no fee taken from a player for placing a bonus bet. A collection fee shall also be taken per hand from the player-dealer position. The collection fees shall be collected prior to cards being dealt or any round of play being conducted. The Lucky Bonus Bet may be less than, equal to, or greater than the base game wager as long as they are within table limits.

Minimum wagering limit per betting circle shall be \$10

Maximum wagering limit per betting circle shall be \$1,000

Schedule Option	Player Wager Amount	Player Fee	Player-Dealer Fee
1	\$10 - \$100	\$1	\$2
	\$101 - \$200	\$2	
	\$201 - \$300	\$3	
	\$301 - \$400	\$4	
	\$401 - \$1,000	\$5	

California Games Collection Rates

Pai Gow Tiles (GEGA-002777)

For **schedule option 1**, a collection fee shall be taken per hand, from each player that places a base game wager, based on the Player Wager Amount. There shall be no fee taken from a player for placing a bonus bet. A collection fee shall also be taken per hand from the player-dealer position. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Minimum wagering limit per betting circle shall be \$10

Maximum wagering limit per betting circle shall be \$1,000

Schedule Option	Player Wager Amount	Player Fee	Player-Dealer Fee
1	\$10 - \$200	\$1	\$2
	\$201 - \$400	\$2	
	\$401 - \$600	\$3	
	\$601 - \$800	\$4	
	\$801 - \$1,000	\$5	

3 Card Poker (GEGA-002773)

For **schedule options 1 through 2**, a collection fee shall be taken per hand from the player-dealer position based on the Total Table Action, which is the sum of all players' controlled game wagers and bonus bets. There shall be no fee taken from a player for placing a base game wager or bonus bet. The collection fees shall be collected prior to cards being dealt or any round of play being conducted. Bonus bets may be less than, equal to, or greater than the base game wager as long as they are between \$5 and \$1,000.

Minimum wagering limit per betting circle shall be between \$5 and \$25

Maximum wagering limit per betting circle shall be between \$100 and \$200

Schedule Option	Total Table Action	Player-Dealer Fee	Player Fee
1	\$5 - \$100	\$1	\$0
	\$101 - \$300	\$3	
	\$301 - \$500	\$5	
	\$501 - \$800	\$8	
	\$801 +	\$12	
2	\$5 - \$300	\$3	\$0
	\$301 - \$600	\$6	
	\$601 - \$1,000	\$10	
	\$1,001 - \$2,000	\$15	
	\$2,001 +	\$22	

California Games Collection Rates

Mah Jong Pai Gow (GEGA-003094), Mini Pai Gow (GEGA-003657), Pai Gow Poker with Triple Bonus Bet (GEGA-004031), Royal Pai Gow Poker (GEGA-003804), Ultimate Pai Gow Poker (GEGA-004016), Ultimate War (GEGA-003984)

For **schedule option 1**, a collection fee shall be taken per hand, from each player that places a base game wager, based on the Player Wager Amount. There shall be no fee taken from a player for placing a bonus bet. A collection fee shall also be taken per hand from the player-dealer position. The collection fees shall be collected prior to cards being dealt or any round of play being conducted. For the games of Mah Jong Pai Gow, Mini Pai Gow, and Pai Gow Poker with Triple Bonus Bet bonus bets may be less than, equal to, or greater than the base game wager as long as they are within table limits. For the game of Royal Pai Gow Poker bonus bets may be less than or equal to but must not exceed the base game wager; and must be within \$5 and \$100. For the games of Ultimate Pai Gow Poker and Ultimate War bonus bets may be less than, equal to, or greater than the base game wager as long as they are between \$5 and \$1,000.

Minimum wagering limit per betting circle shall be \$10

Maximum wagering limit per betting circle shall be \$1,000

Schedule Option	Player Wager Amount	Player Fee	Player-Dealer Fee
1	\$10 - \$100	\$1	\$2
	\$101 - \$200	\$2	
	\$201 - \$300	\$3	
	\$301 - \$400	\$4	
	\$401 - \$1,000	\$5	

For **schedule options 2 through 16**, a collection fee shall be taken per hand from the player-dealer position based on the Total Table Action, which is the sum of all players' controlled game wagers and bonus bets. There shall be no fee taken from a player for placing a base game wager or bonus bet. The collection fees shall be collected prior to cards being dealt or any round of play being conducted. For the games of Mah Jong Pai Gow, Mini Pai Gow, and Pai Gow Poker with Triple Bonus Bet bonus bets may be less than, equal to, or greater than the base game wager as long as they are within table limits. For the game of Royal Pai Gow Poker bonus bets may be less than or equal to but must not exceed the base game wager; and must be within \$5 and \$100. For the games of Ultimate Pai Gow Poker and Ultimate War bonus bets may be less than, equal to, or greater than the base game wager as long as they are between \$5 and \$1,000.

Minimum wagering limits per betting circle shall be between \$5 and \$25

Maximum wagering limits per betting circle shall be \$1,000

Schedule Option	Total Table Action	Player-Dealer Fee	Player Fee
2	\$5 - \$100	\$1	\$0
	\$101 - \$200	\$2	
	\$201 - \$500	\$4	
	\$501 - \$800	\$8	
	\$801 +	\$10	
3	\$5 - \$100	\$1	\$0
	\$101 - \$300	\$2	
	\$301 - \$700	\$6	
	\$701 - \$800	\$12	
	\$801 +	\$20	

California Games Collection Rates

4	\$5 - \$100	\$2	\$0
	\$101 - \$400	\$4	
	\$401 - \$800	\$8	
	\$801 - \$1,500	\$15	
	\$1,501 +	\$20	
5	\$5 - \$200	\$2	\$0
	\$201 - \$500	\$4	
	\$501 - \$1,000	\$8	
	\$1,001 - \$2,000	\$12	
	\$2,001 +	\$25	
6	\$5 - \$200	\$2	\$0
	\$201 - \$600	\$6	
	\$601 - \$1,000	\$10	
	\$1,001 - \$2,000	\$20	
	\$2,001 +	\$30	
7	\$10 - \$100	\$1	\$0
	\$101 - \$300	\$2	
	\$301 - \$700	\$6	
	\$701 - \$1,500	\$12	
	\$1,501 +	\$20	
8	\$10 - \$100	\$2	\$0
	\$101 - \$300	\$4	
	\$301 - \$700	\$8	
	\$701 - \$1,500	\$15	
	\$1,501 +	\$25	
9	\$10 - \$100	\$2	\$0
	\$101 - \$400	\$4	
	\$401 - \$800	\$8	
	\$801 - \$1,500	\$15	
	\$1,501 +	\$25	
10	\$10 - \$200	\$2	\$0
	\$201 - \$500	\$4	
	\$501 - \$1,000	\$8	
	\$1,001 - \$2,000	\$12	
	\$2,001 +	\$25	
11	\$10 - \$200	\$2	\$0
	\$201 - \$600	\$6	
	\$601 - \$1,000	\$10	
	\$1,001 - \$2,000	\$20	
	\$2,001 +	\$30	
12	\$25 - \$100	\$2	\$0
	\$101 - \$300	\$4	
	\$301 - \$700	\$8	
	\$701 - \$1,500	\$15	
	\$1,501 +	\$25	

California Games Collection Rates

13	\$25 - \$100	\$2	\$0
	\$101 - \$400	\$4	
	\$401 - \$800	\$8	
	\$801 - \$1,500	\$15	
	\$1,501 +	\$25	
14	\$25 - \$200	\$2	\$0
	\$201 - \$500	\$6	
	\$501 - \$1,000	\$10	
	\$1,001 - \$2,000	\$20	
	\$2,001 +	\$30	
15	\$25 - \$200	\$2	\$0
	\$201 - \$600	\$4	
	\$601 - \$1,200	\$10	
	\$1,201 - \$2,500	\$15	
	\$2,501 +	\$25	
16	\$25 - \$300	\$4	\$0
	\$301 - \$800	\$10	
	\$801 - \$1,500	\$15	
	\$1,501 - \$2,500	\$25	
	\$2,501 +	\$30	

Collection Rates for California Games

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

Big Bonus Baccarat

Type of Game

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

Object of the Game

The object of the game is to place a bet on the hand, either Player line or Banker line, which will have an accumulated point value closer to nine than the other hand. Additionally, there are seven optional bonus bets the player may wager on: Tiger 8 Bet, Phoenix 7 Bet, Tie 0/1 Bet, BBQ Bet, Cold BBQ Bet, Natural 0 Bet, and Win 4 Bet.

Description of the Deck and Number of Decks Used

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

Card Values and Hand Rankings

The value of each card used in Big Bonus Baccarat, shall be as follows: picture cards (king, queen, jack) and 10s have a value of zero, an ace has a value of one, and all other cards have their face value. When the total numerical value of the cards equals ten or more, only the right-hand digit (numeric count) is considered.

EXAMPLE: *Two cards on the Banker line hand, a nine and a six, add up to a total of 15, drop the 1 and the hand value is 5.*

The ranking of hands for Big Bonus Baccarat, in order from highest to lowest rank, shall be:

Big Bonus Baccarat Hand Rankings

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

Description of Table Used and Total Number of Seated Positions

The game shall be played on a standard blackjack style table that accommodates up to six players and a player-dealer position for a total of seven seated positions. The game may also be played around a standard bat-wing table, and/or a standard craps table up to 12 feet long that accommodates up to 10 seated players, and/or a boomerang shaped social distancing table up to 22.5 feet long that accommodates up to 10 seated players.

Big Bonus Baccarat

Within each betting area for each seated player, there shall be separate betting spaces specifically designated for nine separate wagers; the Player line, the Banker line, the Tiger 8 Bet, the Phoenix 7 Bet, the Tie 0/1 Bet, the BBQ Bet, the Cold BBQ Bet, the Natural 0 Bet, and the Win 4 Bet.

Each betting space at the table has a fixed amount for wagering limits defining the minimum and maximum amounts players may wager. Players must wager at least the table minimum. Backline betting is permitted on all wagers.

Dealing Procedures and Round of Play

1. Third-Party Providers of Proposition Player Services (TPPPS), as defined in Section 19984 of the California Business and Professions Code, are permitted to play.
2. At the start of a game, the player-dealer position is offered to the players starting with the first active patron in the seated position to the left of the house dealer.
3. The cards will either be hand shuffled by the house dealer or shuffled in a continuous or multi-deck machine shuffler. The cards may also arrive at the table in pre-shuffled packs that are sealed and tamper-proof to be directly inserted into the game. Cards are burned at the beginning of new shoe. Once the cards have been placed in a shoe, the first card exposed is used to determine the number of additional cards that will be burned. Burn values are as follows:

Card	Burn Value
Ace	1
King	10
Queen	10
Jack	10
2-10	Face value

4. Once player-dealer position has been established for the game, the house dealer shall wait for each player to place their wager(s) in accordance with the table limits.
 - a. All wagers must be placed prior to any cards being dealt. No bets may be made, increased, decreased, or withdrawn after the house dealer has begun dealing.
 - b. Each player has the following options when placing their wager(s):
 - i. The Player line, which pays 1 to 1;
 - ii. The Banker line, which pays 1 to 1;
 - iii. The Tiger 8, which pays 25 to 1;
 - iv. The Phoenix 7 Bet, which pays 40 to 1
 - v. The Tie 0/1 Bet, which pays 90 to 1;
 - vi. The BBQ Bet which pays 50 to 1;
 - vii. The Cold BBQ Bet which pays 22 to 1;
 - viii. The Natural 0 Bet which pays 40 to 1;
 - ix. The Win 4 Bet which pays 8 to 1;
5. Backline betting is permitted on all wagers.
6. Once all wagers are placed, the house dealer deals one card to the right and one card to the left, one by one in rotation, until each hand has a total of two cards each.
 - a. All cards are dealt face-up.
 - b. The hand to the left of the house dealer is a community hand that belongs to those that placed a bet on the Banker line.
 - c. The hand to the right of the house dealer is a community hand that belongs to those that placed a bet on the Player line.

Big Bonus Baccarat

7. After the house dealer delivers the first two cards to both the Player line and Banker line, the following Big Bonus Baccarat rules are followed:
 - a. If either the Player line or the Banker line are dealt a Natural 9 or a Natural 8, no additional cards will be dealt.
 - b. The Player hand must stand when the hand is valued at 6 through 9, and must hit when the hand is valued at 5 or less.
 - c. If the Player hand stands, then the Banker hand hits on a total of 5 or less. If the Player hand hits for a complete hand then the Banker hand hits using the following rules:
 - i. If the Banker hand total is 2 or less, the Banker hand is dealt a third card.
 - ii. If the Banker hand total is 3, then the Banker hand is dealt a third card unless the third card dealt to the Player hand was an 8.
 - iii. If the Banker hand total is 4, then the Banker hand is dealt a third card unless the third card dealt to the Player hand was a 0, 1, 8, or 9.
 - iv. If the Banker hand total is 5, then the Banker hand is dealt a third card if the third card dealt to the Player hand was 4, 5, 6, or 7.
 - v. If the Banker hand total is 6, then the Banker hand is dealt a third card if the third card dealt to the Player hand was a 6 or 7.
 - vi. If the Banker hand total is 7, then the Banker hand is not dealt a third card regardless of the value of the Player third card.

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

Banker 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

8. The Player line hand is resolved first and then the Banker line hand is resolved.
9. The hand closest to nine wins.
10. The action on payouts shall always begin with the player to the left of the player-dealer position and continue clockwise.
11. All wagers shall be settled at one time in the following order from player to player: all Player line wagers, all Banker line wagers, all BBQ Bets, all Phoenix 7 Bets, all Cold BBQ Bets, all Tiger 8 Bets, all Natural 0 Bets, all Tie 0/1 Bets, and then all Win 4 Bets. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.

Big Bonus Baccarat

How Winners are Determined and Paid

Once both hands have been completed, according to the rules above, the player's wagers are settled. The action on payouts will begin with the player to the left of the player-dealer position and continue clockwise. All wagers will be settled from seat to seat in the following order: all Player line wagers, all Banker line wagers, all BBQ Bets, all Phoenix 7 Bets, all Cold BBQ Bets, all Tiger 8 Bets, all Natural 0 Bets, all Tie 0/1 Bets, and then all Win 4 Bets. The following shall apply for each possible outcome when determining the winner. The player-dealer shall pay and collect all wagers accordingly:

- The player-dealer shall pay on all winning Player line wagers made by players when the Player hand is closer to nine than the Banker hand. Player line pays 1 to 1.
- The player-dealer shall collect all losing Player line wagers made by players when the Banker hand is closer to nine than the Player hand.
- The player-dealer shall pay all winning Banker line wagers made by players when the Banker hand is closer to nine than the Player hand. Banker line pays 1 to 1.
 - If the Banker hand has a point value of seven using three cards and the Player hand has a value of six or less, regardless of the number of cards, the Banker hand will push.
- The player-dealer shall collect all losing Banker line wagers made by players when the Player hand is closer to nine than the Banker hand.
- The player-dealer shall pay all winning Tiger 8 Bets made by players. Tiger 8 Bet pays 25 to 1.
- The player-dealer shall collect all losing Tiger 8 Bets made by players.
- The player-dealer shall pay all winning Phoenix 7 Bets made by players. Phoenix 7 Bet pays 40 to 1.
- The player-dealer shall collect all losing Phoenix 7 Bets made by players.
- The player-dealer shall pay all winning Tie 0/1 Bets made by players. Tie 0/1 Bet pays 90 to 1.
- The player-dealer shall collect all losing Tie 0/1 Bets made by players.
- The player-dealer shall pay all winning BBQ Bets made by players. BBQ Bet pays 50 to 1.
- The player-dealer shall collect all losing BBQ Bets made by players.
- The player-dealer shall pay all winning Cold BBQ Bets made by players. Cold BBQ Bet pays 22 to 1.
- The player-dealer shall collect all losing Cold BBQ Bets made by players.
- The player-dealer shall pay all winning Natural 0 Bets made by players. Natural 0 Bet pays 40 to 1.
- The player-dealer shall collect all losing Natural 0 Bets made by players.
- The player-dealer shall pay all winning Win 4 Bets made by players. Win 4 Bet pays 8 to 1.
- The player-dealer shall collect all losing Win 4 Bets made by players.
- Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.

Big Bonus Baccarat

Bonus Bets

Tiger 8 Bet

The optional Tiger 8 Bet takes into account the total value of the Player hand and the Banker hand after it has been completed according to the rules above. The Tiger 8 Bet wins when the total of the Player hand is eight using three cards and the Banker hand has a value of seven or less, regardless of the number of cards. The Tiger 8 Bet shall lose on all other outcomes.

- For each seated position, there shall be one separate and specifically designated area for the placement of a Tiger 8 Bet.
- The player does not have to place a Player line or Banker line wager in order to place a Tiger 8 Bet.
- Backline betting is permitted on the Tiger 8 Bet.
- See the collection rate schedule for restrictions on the amount that may be wagered on the Tiger 8 Bet and any collection fees that may be taken.
- The player-dealer shall pay all winning Tiger 8 Bets and shall collect all losing Tiger 8 Bets.
- All winning Tiger 8 Bet shall be paid 25 to 1.
- Wagers are collected or paid, to the extent that the player-dealer's wager covers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players.

Phoenix 7 Bet

The optional Phoenix 7 Bet takes into account the total value of the Player hand and the Banker hand after it has been completed according to the rules above. The Phoenix 7 Bet wins when the total of the Banker hand is seven using three cards and the Player hand has a value of six or less, regardless of the number of cards. The Phoenix 7 Bet shall lose on all other outcomes.

- For each seated position, there shall be one separate and specifically designated area for the placement of a Phoenix 7 Bet.
- The player does not have to place a Player line or Banker line wager in order to place a Phoenix 7 Bet.
- Backline betting is permitted on the Phoenix 7 Bet.
- See the collection rate schedule for restrictions on the amount that may be wagered on the Phoenix 7 Bet and any collection fees that may be taken.
- The player-dealer shall pay all winning Phoenix 7 Bets and shall collect all losing Phoenix 7 Bets.
- All winning Phoenix 7 Bets shall be paid 40 to 1.
- Wagers are collected or paid, to the extent that the player-dealer's wager covers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players.

Tie 0/1 Bet

The optional Tie 0/1 Bet takes into account the total value of the Player hand and the Banker hand after each hand has been completed according to the rules above. The Tie 0/1 Bet wins when the total of the Player hand is zero and the total of the Banker hand is zero or the total of the Player hand is one and the total of the Banker hand is one. The Tie 0/1 Bet shall lose on all other outcomes.

Big Bonus Baccarat

- For each seated position, there shall be one separate and specifically designated area for the placement of a Tie 0/1 Bet.
- The player does not have to place a Player line or Banker line wager in order to place a Tie 0/1 Bet.
- Backline betting is permitted on the Tie 0/1 Bet.
- See the collection rate schedule for restrictions on the amount that may be wagered on the Tie 0/1 Bet and any collection fees that may be taken.
- The player-dealer shall pay all winning Tie 0/1 Bets and collect all losing Tie 0/1 Bets.
- All winning Tie 0/1 Bets shall be paid 90 to 1.
- Wagers are collected or paid, to the extent that the player-dealer's wager covers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players.

BBQ Bet

The optional BBQ Bet takes into account the total value of the Player hand and the Banker hand after it has been completed according to the rules above. The BBQ Bet wins when the total of the Banker hand is seven using two cards and the Player hand is six using two cards or the Banker hand is six using two cards and the Player hand is seven using two cards. The BBQ Bet shall lose on all other outcomes.

- For each seated position, there shall be one separate and specifically designated area for the placement of a BBQ Bet.
- The player does not have to place a Player line or Banker line wager in order to place a BBQ Bet.
- Backline betting is permitted on the BBQ Bet.
- See the collection rate schedule for restrictions on the amount that may be wagered on the BBQ Bet and any collection fees that may be taken.
- The player-dealer shall pay all winning BBQ Bets and shall collect all losing BBQ Bets.
- All winning BBQ Bets shall be paid 50 to 1.
- Wagers are collected or paid, to the extent that the player-dealer's wager covers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players.

Cold BBQ Bet

The optional Cold BBQ Bet takes into account the total value of the Player hand and the Banker hand after it has been completed according to the rules above. The Cold BBQ Bet wins when the total of the Banker hand is seven using two or three cards and the Player hand is six using two or three cards or the Banker hand is six using two or three cards and the Player hand is seven using two or three cards. The Cold BBQ Bet shall lose on all other outcomes.

- For each seated position, there shall be one separate and specifically designated area for the placement of a Cold BBQ Bet.
- The player does not have to place a Player line or Banker line wager in order to place a Cold BBQ Bet.
- Backline betting is permitted on the Cold BBQ Bet.
- See the collection rate schedule for restrictions on the amount that may be wagered on the Cold BBQ Bet and any collection fees that may be taken.
- The player-dealer shall pay all winning Cold BBQ Bets and shall collect all losing Cold BBQ Bets.
- All winning Cold BBQ Bets shall be paid 22 to 1.

Big Bonus Baccarat

- Wagers are collected or paid, to the extent that the player-dealer's wager covers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players.

Natural 0 Bet

The optional Natural 0 Bet takes into account the total value of the Player hand and the Banker hand after the house dealer delivers the first two cards to both the Player line and Banker line. The Natural 0 Bet wins when the total of the Player hand is zero using two cards and the Banker hand is zero using two cards. The Natural 0 Bet shall lose on all other outcomes.

- For each seated position, there shall be one separate and specifically designated area for the placement of a Natural 0 Bet.
- The player does not have to place a Player line or Banker line wager in order to place a Natural 0 Bet.
- Backline betting is permitted on the Natural 0.
- See the collection rate schedule for restrictions on the amount that may be wagered on the Natural 0 Bet and any collection fees that may be taken.
- The player-dealer shall pay all winning Natural 0 Bets and shall collect all losing Natural 0 Bets.
- All winning Natural 0 Bets shall be paid 40 to 1.
- Wagers are collected or paid, to the extent that the player-dealer's wager covers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players.

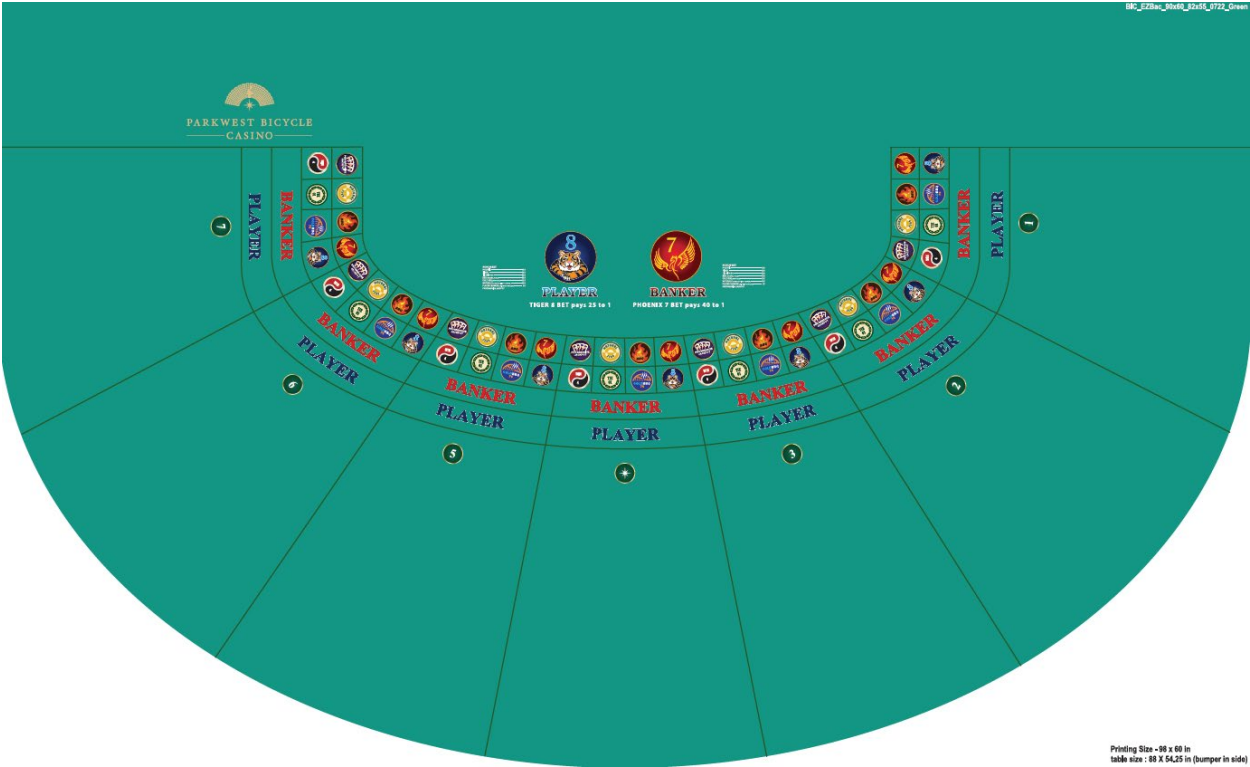
Win 4 Bet

The optional Win 4 Bet takes into account the total value of the Player hand and the Banker hand after each hand has been completed according to the rules above. The Win 4 Bet wins when the winning Player hand or the winning Banker hand has a value of four or less. The Win 4 Bet shall lose on all other outcomes.

- For each seated position, there shall be one separate and specifically designated area for the placement of a Win 4 Bet.
- The player does not have to place a Player line or Banker line wager in order to place a Win 4 Bet.
- Backline betting is permitted on the Win 4 Bet.
- See the collection rate schedule for restrictions on the amount that may be wagered on the Win 4 Bet and any collection fees that may be taken.
- The player-dealer shall pay all winning Win 4 Bets and collect all losing Win 4 Bets.
- All winning Win 4 Bets shall be paid 8 to 1.
- Wagers are collected or paid, to the extent that the player-dealer's wager covers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players.

Big Bonus Baccarat

Table Layout



Big Bonus Baccarat

Equipment Used



An LCD-based hand tracking system that provides players with statistical data, enabling them to look at trends and percentages for the Baccarat table.

Key Features

- Numbers and percentages for Player, Banker, and Bonus Bets
- The occurrence of Naturals
- The number of hands per shoe
- Previous shoe statistics
- A timer that counts down in between hands

Big Bonus Baccarat

Collection Rates Schedule

For **schedule options 1 through 10**, a collection fee shall be taken per hand from the player-dealer position based on the Total Table Action, which is the sum of all players' controlled game wagers and bonus bets. There shall be no fee taken from a player for placing a base game wager or bonus bet. The collection fees shall be collected prior to cards being dealt or any round of play being conducted. Tie 0/1 Bets may be less than, equal to, or greater than the base game wager as long as they are within table limits. All other bonus bets must be within \$5 to \$500.

Minimum wagering limits per betting circle shall be between \$5 and \$100

Maximum wagering limits per betting circle shall be \$1,000

Schedule Option	Total Table Action	Player-Dealer Fee	Player Fee
1	\$5 - \$300	\$1	\$0
	\$301 - \$600	\$3	
	\$601 - \$1,000	\$6	
	\$1,001 - \$2,000	\$10	
	\$2,001 +	\$20	
2	\$5 - \$300	\$2	\$0
	\$301 - \$600	\$5	
	\$601 - \$1,000	\$9	
	\$1,001 - \$2,000	\$15	
	\$2,001 +	\$25	
3	\$5 - \$300	\$3	\$0
	\$301 - \$600	\$6	
	\$601 - \$1,000	\$12	
	\$1,001 - \$2,000	\$20	
	\$2,001 +	\$30	
4	\$5 - \$200	\$2	\$0
	\$201 - \$500	\$5	
	\$501 - \$1,000	\$15	
	\$1,001 - \$2,000	\$25	
	\$2,001 +	\$35	
5	\$5 - \$500	\$5	\$0
	\$501 - \$1,000	\$15	
	\$1,001 - \$2,000	\$25	
	\$2,001 - \$4,000	\$50	
	\$4,001 +	\$75	
6	\$5 - \$1,000	\$10	\$0
	\$1,001 - \$2,500	\$25	
	\$2,501 - \$5,000	\$50	
	\$5,001 - \$15,000	\$75	
	\$15,001 +	\$125	
7	\$5 - \$1,000	\$15	\$0
	\$1,001 - \$2,500	\$30	
	\$2,501 - \$5,000	\$60	
	\$5,001 - \$15,000	\$75	
	\$15,001 +	\$150	

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8	\$5 - \$2,500	\$15	\$0
	\$2,501 - \$5,000	\$35	
	\$5,001 - \$15,000	\$75	
	\$15,001 - \$30,000	\$100	
	\$30,001 +	\$150	
9	\$5 - \$2,500	\$20	\$0
	\$2,501 - \$5,000	\$50	
	\$5,001 - \$15,000	\$75	
	\$15,001 - \$30,000	\$150	
	\$30,001 +	\$200	
10	\$5 - \$2,500	\$25	\$0
	\$2,501 - \$5,000	\$60	
	\$5,001 - \$15,000	\$100	
	\$15,001 - \$30,000	\$200	
	\$30,001 +	\$250	

Collection Rates California Games

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

Ultimate Texas Hold'em

Type of Game

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

Object of the Game

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

Players and the player-dealer each receive two cards, referred to as hole cards. They combine one or two of their hole cards with the five community cards to make their best five-card hand. Ultimate Texas Hold'em lets players bet aggressively. The earlier they bet, the more they can risk and win.

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

This game features an optional Trips Bonus Bet. Players win the Trips Bonus Bet if their final five-card hand is a Three of a Kind or better. The game also features an optional Bad Beat Bonus Bet. Players win the Bad Beat Bonus if the player and the player-dealer are involved in a qualifying bad beat hand.

Description of the Deck and Number of Decks Used

1. **Physical Characteristics:** Cards shall be in standard decks of 52 cards.
2. **Number of Decks:** Cards shall be played with two alternating decks, each consisting of 52 cards with backs of the same design.
 - a. The backs of the cards of the two decks are of different color.
 - b. One deck will be shuffled by the automated card shuffling device while the other deck is being dealt or used to play the game.
 - i. If the automated card shuffling device breaks, the house dealer will manually shuffle the cards and use a card shoe.
 - c. Both decks will be continuously alternated in and out of play, with each deck being used for every other round of play.
 - d. The cards from only one deck shall be placed in the discard rack at any given time.

Card Values and Hand Rankings

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

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

Ultimate Texas Hold'em

Ultimate Texas Hold'em Hand Ranking

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

*Players do not need to use any of their hole cards to form a hand.

Description of Table Used and Total Number of Seated Positions

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

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

The wagering areas shall be designated as follows:

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

Ultimate Texas Hold'em

Dealing Procedures and Round of Play

All wagers in Ultimate Texas Hold'em shall be made by placing gaming chips on the appropriate betting areas of the table layout, keeping in mind the table minimum and maximum wagering limits.

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

Ultimate Texas Hold'em

12. When all five community cards are revealed, players who have not yet made a Play wager can either fold or make a Play wager equal to the value of their Ante wager.
13. A player who decides to fold shall place their cards face-down on the table. The house dealer shall then, in relation to each player who has folded:
 - a. Collect the Ante wager, Blind wager, and any Trips Bonus Bet (if the hand is not a Three of a Kind or better) on behalf of the player-dealer;
 - i. If the hand is a Three of a Kind or better the Trips Bonus Bet will not be collected.
 - b. Take the player's cards and individually spread out the cards, face-down, and count them; and
 - c. Place the cards in the discard rack.
 - i. If the player placed a Trips Bonus Bet and the hand is a Three of a Kind or better the house dealer will leave cards, face up on the table, and will not collect or discard them until payout on the hand has been made.
 - ii. If the player placed a Bad Beat Bonus Bet, the house dealer will leave cards, face up on the table, and will not collect or discard them until it is determined whether the player was involved in a qualifying bad beat hand.
14. For all remaining players, the house dealer will turn over the player-dealer's two cards.
15. Each player and the player-dealer will combine zero, one, or two of their hole cards with three, four, or five of the five community cards to make the best five-card poker hand.
16. The action on payouts will always begin with the player to the left of the player-dealer position and continue clockwise.
17. All wagers shall be settled from seat to seat in the following order: Play, Ante, Blind wagers, Trips Bonus Bet, and then the Bad Beat Bonus Bet.
 - a. Backline bettors will be paid immediately after the seated player they are behind and before the next seated player.
18. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players.

How Winners are Determined and Paid

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

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

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

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

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

1. Starting with the player to the left of the player-dealer, the house dealer will:

Ultimate Texas Hold'em

- a. Bring the player's cards into the "work area" between the player-dealer's hand and the Bad Beat Bonus Bet area and reveal the player's cards;
 - b. Determine the player's best five-card poker hand;
 - c. Compare the player's hand with the player-dealer's; and announce the value of the player's hand and whether it wins or loses.
2. A player's hand shall:
 - a. Win if it has a higher value than the player-dealer's hand;
 - b. Lose if it has a lower value than the player-dealer's hand;
 - c. Constitute a push if it has a value equal to the player-dealer's hand.
 - d. If a player wins with less than a Straight, the Blind bet pushes.
 3. If a player's hand loses, the house dealer shall:
 - a. Collect on behalf of the player-dealer, in order, the Play, Ante and Blind wagers;
 - b. Determine whether the Trips Bonus Bet and Bad Beat Bonus Bet qualifies and pay accordingly on behalf of the player-dealer or collect the wager on behalf of the player-dealer; and
 - c. Collect, count and place the player's cards in the discard holder.
 4. If a player's hand wins, the house dealer shall on behalf of the player-dealer:
 - a. Pay the Ante and Play wagers on the hand;
 - b. Pay the Blind wager if the hand is a Straight or better, see Blind pay table;
 - c. Determine whether the Trips Bonus Bet and Bad Beat Bonus Bet qualifies and pay accordingly, see Trips Bonus pay table, and Bad Beat Bonus pay table; and
 - d. Collect, count and place the player's cards in the discard holder.
 5. If a player's hand constitutes a push, the house dealer shall:
 - a. Pay the Trips Bonus Bet if the hand is a Three of a Kind or better or collect for the player-dealer if the hand is not a Three of a Kind or better;
 - b. Collect the Bad Beat Bonus Bet on behalf of the player-dealer; and
 - c. Collect, count and place the player's cards in the discard holder.
 6. Winning Ante and Play wagers shall be paid 1 to 1.
 7. Winning Blind wager, Trips Bonus Bet, and Bad Beat Bonus Bet shall be paid in accordance with the approved pay table for the cardroom (see table below).
 8. If the player receives a Three of a Kind or higher, the Trips Bonus Bet payouts are made regardless of whether the hand wins, loses, or pushes. (NOTE: If the player has a Three of a Kind or better, the Trips Bonus Bet always wins – even if the player folds.)
 9. The player-dealer is never required to cover all opposing players' wagers. Payoffs of wagers are limited to the amount of the player-dealer wager. The house never participates as the player-dealer. The house never takes a percentage of wagers placed in the game. There is no maximum on the player-dealer's wager.

Blind Pay Table

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

Ultimate Texas Hold'em

Bonus Bet

Trips Bonus Bet

The Trips Bonus Bet is an optional bet for the game of Ultimate Texas Hold'em where players are betting that their hand will contain a Three of a Kind or better. The rules are as follows:

- The player may use none, one, or both of their hole cards to form a hand of Three of a Kind or better.
- The Trips Bonus Bet must be placed prior to the initial deal.
- Backline betting is permitted on the Trips Bonus Bet.
- See the collection rate schedule for restrictions on the amount that may be wagered and any collection fees taken on the Trips Bonus Bet.
- The Trips Bonus Bet may win or lose regardless of the outcome of the base game wager.
- If the player's hand qualifies for a payout, the player is paid by the player-dealer, according to the table shown below.
- If the player's hand does not qualify for a Trips Bonus Bet payout, the player-dealer collects the Trips Bonus Bet.
- Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.

Trips Bonus Pay Table

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

Bad Beat Bonus

The Bad Beat Bonus is an optional bet for the game of Ultimate Texas Hold'em. Players win if the player and the player-dealer are involved in a bad beat. There are two ways to win:

1. The player has Three of a Kind and loses to the player-dealer.
 2. The player beats the player-dealer's hand of Three of a Kind or better, using the player's two cards and the five community cards.
- If the player's hand qualifies for payouts, the player-dealer pays him according to the posted pay table. If the player's hand does not qualify, the player-dealer takes his wager and moves on to the next player.
 - If the player-dealer and the player have a five-card tie; then the Bad Beat Bonus wager loses because neither the dealer nor the player suffered a bad beat.
 - The Bad Beat Bonus Bet must be placed prior to the initial deal.
 - Backline betting is permitted on the Bad Beat Bonus Bet.

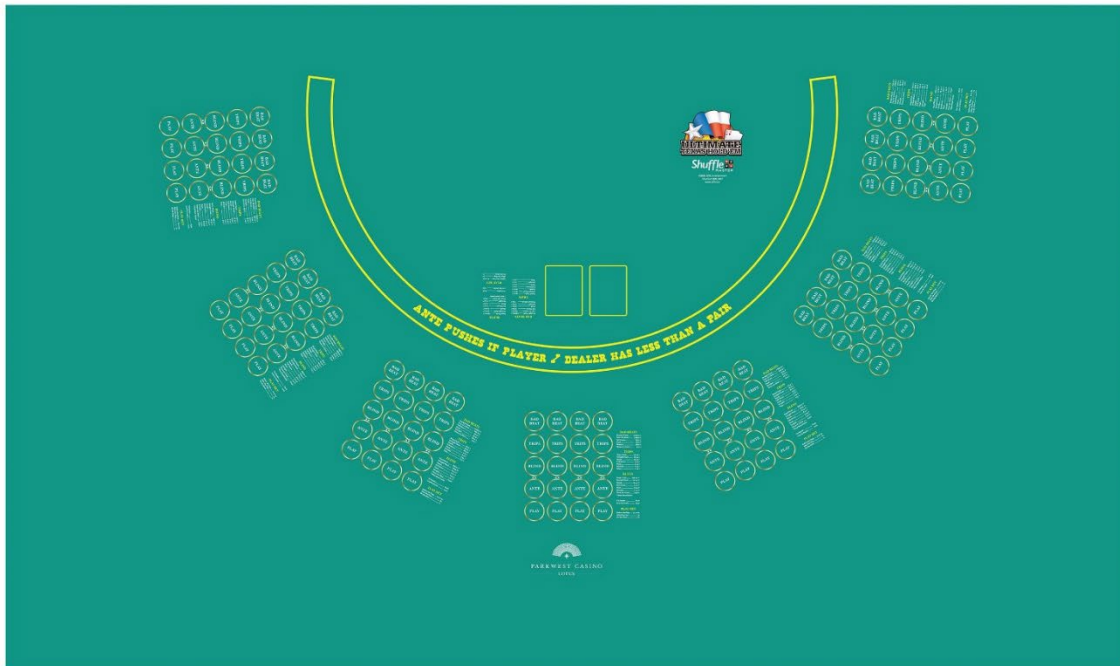
Ultimate Texas Hold'em

- See the collection rate schedule for restrictions on the amount that may be wagered and any collection fees taken on the Bad Beat Bonus Bet.
- Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.

Bad Beat Bonus Pay Table

Hand Beaten	Payout
Straight Flush	7500 to 1
Four of a Kind	500 to 1
Full House	50 to 1
Flush	30 to 1
Straight	20 to 1
Three of a Kind	9 to 1

Table Layout



Ultimate Texas Hold'em

Collection Rates Schedule

For **schedule options 1 through 14**, a collection fee shall be taken per hand from the player-dealer position based on the total monetary value of all Ante wagers, Blind wagers, all Trips Bonus Bets, and all Bad Beat Bonus Bets that are initially placed on the table by players prior to cards being dealt, referred to as "Total Table Action." The Total Table Action does not include the Play wager, which is placed by players after cards have been dealt. There will be no collection fee required from a player when placing the Ante wager, the Blind wager, the Play wager, the Trips Bonus Bet, and the Bad Beat Bonus Bet. The Trips Bonus Bet and Bad Beat Bonus Bet may be less than, equal to, or greater than the base game wager, as long as it is within table limits. The collection fees shall be collected from the player-dealer and dropped by the house dealer after all wagers have been placed on the table but prior to cards being dealt or any round of play being conducted.

Minimum wagering limits shall be between \$5 and \$100

Maximum wagering limits shall be \$1,000

Schedule Option	Total Table Action	Player-Dealer Fee	Player Fee
1	\$5 - \$100	\$1	\$0
	\$101 - \$300	\$2	
	\$301 - \$600	\$4	
	\$601 - \$1,000	\$7	
	\$1,001 +	\$12	
2	\$5 - \$200	\$1	\$0
	\$201 - \$400	\$2	
	\$401 - \$700	\$4	
	\$701 - \$1,000	\$8	
	\$1,001 +	\$12	
3	\$5 - \$200	\$1	\$0
	\$201 - \$500	\$2	
	\$501 - \$800	\$6	
	\$801 - \$1,500	\$10	
	\$1,501 +	\$20	
4	\$5 - \$300	\$1	\$0
	\$301 - \$600	\$3	
	\$601 - \$1000	\$7	
	\$1001 - \$1,500	\$13	
	\$1,501 +	\$20	
5	\$5 - \$50	\$1	\$0
	\$51 - \$100	\$2	
	\$101 - \$200	\$3	
	\$201 - \$300	\$6	
	\$301 +	\$9	
6	\$25 - \$200	\$1	\$0
	\$201 - \$400	\$2	
	\$401 - \$700	\$5	
	\$701 - \$1,500	\$9	
	\$1,501 +	\$20	

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7	\$25 - \$200	\$1	\$0
	\$201 - \$500	\$2	
	\$501 - \$800	\$6	
	\$801 - \$1,500	\$10	
	\$1,501 +	\$20	
8	\$25 - \$300	\$1	\$0
	\$301 - \$600	\$3	
	\$601 - \$1,000	\$7	
	\$1,001 - \$1,500	\$12	
	\$1,501 +	\$20	
9	\$25 - \$200	\$3	\$0
	\$201 - \$400	\$6	
	\$401 - \$600	\$12	
	\$601 - \$800	\$15	
	\$801 +	\$20	
10	\$25 - \$400	\$1	\$0
	\$401 - \$800	\$5	
	\$801 - \$1,200	\$10	
	\$1,201 - \$1,800	\$15	
	\$1,801 +	\$25	
11	\$100 - \$200	\$1	\$0
	\$201 - \$500	\$3	
	\$501 - \$1,200	\$7	
	\$1,201 - \$1,500	\$15	
	\$1,501 +	\$20	
12	\$100 - \$300	\$1	\$0
	\$301 - \$800	\$5	
	\$801 - \$1,500	\$10	
	\$1,501 - \$2,300	\$15	
	\$2,301 +	\$25	
13	\$100 - \$400	\$2	\$0
	\$401 - \$1,000	\$6	
	\$1,001 - \$2,000	\$12	
	\$2,001 - \$3,000	\$25	
	\$3,001 +	\$40	
14	\$100 - \$500	\$2	\$0
	\$501 - \$1,600	\$7	
	\$1,601 - \$2,500	\$20	
	\$2,501 - \$4,000	\$35	
	\$4,001 +	\$50	

Collection Procedures California Games

- California games utilize a player-dealer position. The position will be offered systematically and continuously in a clockwise manner around the table after every two hands.
- All controlled game wagers, including bonus bets, are collected or paid, to the extent that the player-dealer's wager covers.

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- Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the 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, will be used at a gaming table at any one time.
- Collection rates and fees will be determined prior to the start of play of any hand or round. Rates will 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.
- Parkwest Casino Lotus will provide ample notice to patrons regarding the collection rates and fees, as well as the procedure for collecting them.
- Collection fees will be conspicuously posted on or within view of every gaming table.