

California Games Collection Rates

Three Card Poker (GEAR-001788)

For **schedule options 1 and 2**, a collection fee shall be taken per hand from the player-dealer based on the total monetary value of all Ante wager and Pair Plus wagers 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 count the Play wager, which is placed by players after cards have been dealt, nor will an additional fee be assessed to the player-dealer once those wagers are placed. There will be no collection fee required from a player when placing the Ante wager, the Play wager, or a Pair Bonus wager. The Pair Plus wager may be less than, equal to, or greater than the Ante wager. However, the Pair Plus wager must be within the minimum and maximum table limits.

Schedule Option	Table Limit	Player Fee	Total Table Action	Player-Dealer Fee
1	\$5 - \$200	\$0	\$5 - \$35	\$1.00
			\$36 - \$100	\$2.00
			\$101 - \$200	\$3.00
			\$201 - \$300	\$4.00
			\$300+	\$5.00
2	\$5 - \$50	\$0	\$5 - \$35	\$1.00
			\$36 - \$100	\$2.00
			\$100+	\$3.00

Fortune Pai Gow Poker (GEAR-001784), Pai Gow Poker (GEGR-001786)

For **schedule option 1**, a collection fee shall be taken per hand from the player-dealer position based on the total monetary value of all wagers placed, referred to as “Total Table Action.” A collection fee shall also be taken from each player based on the total amount a player wagers including game wager and any bonus bet. There shall be no additional fee when a player places a bonus bet.

Schedule Option	Table Limit	Player Wager	Player Fee	Total Table Action	Player-Dealer Fee
1	\$5 - \$200	\$5 - \$40	\$0.50	\$5 - \$100	\$1.00
		\$41 - \$100	\$1.00	\$100+	\$2.00
		\$101 - \$200	\$2.00		

For **schedule option 2**, a collection fee shall be taken per hand from the player-dealer position. A collection fee shall also be taken per hand from each player based on the total amount a player wagers including the game wager and the Fortune Bonus Bet. There shall be no additional fee when a player places a Fortune Bonus Bet wager. The approved collection fees and schedules for the game of Fortune Pai Gow Poker are as shown below:

Schedule Option	Table Limit	Player Wager	Player Fee	Player-Dealer Fee
2	\$5 - \$200	\$5 - \$40	\$0.50	\$2.00
		\$41 - \$100	\$1.00	
		\$101 - \$200	\$2.00	

California Games Collection Rates

EZ Baccarat Panda 8 (GEGR-001783)

For **schedule options 1 through 7**, a collection fee shall be taken per hand from the player-dealer position based on the total table action, which is the sum of all players' controlled game and bonus bet wagers. There shall be no fee taken from a player for placing a base game wager or bonus bet.

Schedule Option	Table Limits	Total Table Action	Player-Dealer Collection Fee	Player Collection Fee
1	\$5 - \$2,000	\$5 - \$200	\$1.00	\$0
		\$201 - \$400	\$3.00	
		\$401 - \$600	\$5.00	
		\$601 - \$900	\$8.00	
		\$901+	\$12.00	
2	\$25- \$4,000	\$25 - \$300	\$2.00	\$0
		\$301 - \$600	\$5.00	
		\$601 - \$1,000	\$9.00	
		\$1,001 - \$2,000	\$15.00	
		\$2,001+	\$25.00	
3	\$100-\$6,000	\$100 - \$600	\$5.00	\$0
		\$601 - \$1,000	\$10.00	
		\$1,001 - \$2,000	\$15.00	
		\$2,001 - \$4,000	\$30.00	
		\$4,001+	\$50.00	
4	\$5 - \$2,000	\$5 - \$100	\$1.00	\$0
		\$101 - \$300	\$3.00	
		\$301 - \$600	\$6.00	
		\$601 - \$1000	\$10.00	
		\$1001+	\$15.00	
5	\$25- \$4,000	\$25 - \$300	\$2.00	\$0
		\$301 - \$600	\$6.00	
		\$601 - \$1,000	\$10.00	
		\$1,001 - \$2,000	\$20.00	
		\$2,001+	\$30.00	
6	\$100-\$6,000	\$100 - \$1,000	\$10.00	\$0
		\$1,001 - \$2,000	\$20.00	
		\$2,001 - \$3,000	\$30.00	
		\$3,001 - \$5,000	\$50.00	
		\$5,001+	\$75.00	
7	\$1,000-\$10,000	\$1,000 - \$2,000	\$20.00	\$0
		\$2,001 - \$4,000	\$40.00	
		\$4,001 - \$6,000	\$60.00	
		\$6,001 - \$8,000	\$80.00	
		\$8,001+	\$100.00	

California Games Collection Rates

21st Century Baccarat (GEGR-001781)

For **schedule options 1 and 2**, a collection fee shall be taken per hand from the player-dealer based on the total monetary value of all Player, Dealer, and Tie wagers that are initially placed on the table by players prior to cards being dealt, referred to as “total table action.” There shall be no collection fee taken from a player for placing a Player, Dealer, and/or Tie wager.

Schedule Options	Table Limit	Total Table Action	Player-Dealer Fee	Player Fee
1	\$5 - \$200	\$5 - \$100	\$0.50	\$0.00
		\$101 - \$201	\$1.00	
		\$201 - \$400	\$2.00	
		\$401+	\$5.00	
2	\$5 - \$200	\$5 - \$100	\$0.50	\$0.00
		\$101 - \$200	\$1.00	
		\$201 - \$400	\$2.00	
		\$401 - \$1,000	\$5.00	
		\$1,000+	\$10.00	

For **schedule options 3 and 4**, a collection fee shall be taken per hand from the player-dealer based on the total monetary value of all Player, Dealer, and Tie wagers that are initially placed on the table by players prior to cards being dealt, referred to as “total table action.” A collection fee shall also be collected per hand from each player, regardless of what the player wagers. The collection fees shall be collected from the player-dealer and dropped by the house dealer after all Player, Dealer and Tie wagers have been placed on the table but prior to cards being dealt or any round of play being conducted.

Schedule Options	Table Limit	Total Table Action	Player-Dealer Fee	Player Fee
3	\$5 - \$200	\$5 - \$100	\$0.50	\$0.50
		\$101 - \$200	\$1.00	
		\$201 - \$400	\$2.00	
		\$401+	\$5.00	
4	\$5 - \$200	\$5 - \$200	\$1.00	\$0.50
		\$201 - \$400	\$2.00	
		\$401 - \$1,000	\$5.00	
		\$1,000+	\$10.00	

Pai Gow Tiles (GEGR-001787)

For **schedule option 1**, the collection fees shall be taken per hand from the player-dealer position. A collection fee shall also be taken from each player based on the total amount the player wagered.

Schedule Option	Table Limit	Player Wager	Player Fee	Player-Dealer Fee
1	\$5 - \$200	\$5 - \$40	\$0.50	\$2.00
		\$41 - \$100	\$1.00	
		\$101 - \$200	\$2.00	

California Games Collection Rates

Collection Rates for California Games

- The collection fees shall be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing.
- Ample notice shall be provided to the patrons of gambling establishments relating to the assessment of collection fees.
- Collection rates and fees shall be determined prior to the start of play of any hand or round.
- Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed above, shall be used at a table at any one time.
- Rates may not be calculated as a fraction or percentage of wagers made or winnings earned.
- Flat fees on wagers may be assessed at different collection rates, but no more than five collection rates may be established per table.

21st Century Baccarat

Type of Game

The game of 21st Century 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 either the player or banker hand 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 may 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 21st Century Baccarat will be as follows: aces have a value of one, ten and picture cards (king, queen, jack) have a value of zero, and two through nine 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 21st Century Baccarat, in order from highest to lowest rank, shall be:

21st Century Baccarat Hand Rankings

Hand Dealt	Hand Requirements
Natural 9	A two card hand with a value of nine. A Natural 9 shall only be achieved when the first two cards dealt to a hand is valued at nine.
Natural 8	A two card hand with a value of eight. A Natural 8 shall only be achieved when the first two cards dealt to a hand is valued at eight.
Nine or Eight	A three card hand with a value of nine or eight.
Seven through Zero	A two or three card hand with 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 baccarat 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 three separate wagers; the Player line, the Banker line, and the Tie 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.

21st Century Baccarat

Dealing Procedures and Round of Play

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.

1. Third-Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code, are permitted to play.
2. Backline betting is not permitted on any wagers.
3. Each player has the following options when placing their wager(s):
 - a. The Player line pays 1 to 1;
 - b. The Banker line: pays 1 to 1;
 - c. If a player placed a wager on either the Player line or the Banker line, that player may also place a wager on the Tie Bet which pays 8 to 1.
4. The house dealer will shuffle/mix the cards.
5. 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 the Banker line hand and Player line hand have a total of two cards each. All cards are dealt face-up.
 - a. The hand to the left of the house dealer is a community hand and belongs to those who placed a bet on the Banker line.
 - b. The hand to the right of the house dealer is a community hand and belongs to those who placed a bet on the Player line.
6. At this point the house dealer may distribute the action button.
 - a. The action button is used to determine which player receives first action on their wager.
 - b. The position of the action button is determined by the dealt card dealt to the Banker line hand.
 - c. The player-dealer's seat is designated as number zero. The successive seats in clockwise rotation respectively represent the other numbers.
 - d. Card values will be as follows: ace will equal one, jack will equal 11, queen will equal 12, king will equal 13 and all other cards will hold their face value.
7. If either the Player hand or Banker hand is a Natural 8 or 9, no draw will occur. In the absence of a Natural hand, the Player hand is resolved first, and then the Banker hand is resolved according to the following rules:
 - a. The player hand must stand when the hand is valued at 6 or 7, and must hit when the hand is valued at 5 or less.
 - b. If the player hand stands, then the banker hand hits on a total of 5 or less.
 - c. 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 0, 1 or 2, it will always be 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.
8. The following chart shows when the Banker line hand hits (H) or stands (S) according to the rules above:

21st Century Baccarat

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

How Winners are Determined and Paid

Once both hands have been completed according to the guidelines above, the player's wagers are settled. Action will begin with the player with the action button and continue counter clockwise. All wagers shall be settled from seat to seat in the following order: all Player line wagers, all Banker line wagers, and then all Tie Bets. 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 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 line 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 line hand is closer to nine than the Player line hand.
- The player-dealer shall collect all losing Player line wagers made by players when the Banker line hand is closer to nine than the Player line hand.
- The player-dealer shall collect all losing Banker line wagers made by players when the Player line hand is closer to nine than the Banker line hand.

Bonus Bets

Tie Bet

The Tie Bet is an optional bonus bet and takes into account the total value of the Player line hand and the Banker line hand after each hand has been completed according to the rules above. In the event of a tie (0 – 9) between the Player line hand and Banker line hand, the Tie Bet shall win. All other outcomes shall lose.

- For each seated position, there shall be one separate and specifically designated area for the placement of a Tie Bet.
- The Tie Bet may be less than, equal to, or greater than the base game wager; however, the Tie Bet must be within the minimum and maximum table limits.
- Backline betting is not permitted on the Tie Bet.
- All winning Tie Bets shall be paid 8 to 1.

Collection Rates Schedule

For table limits and collection rate schedules for the game of 21st Century Baccarat, please refer to Bureau approved California Games Collection Rates (GEGR-001795).

EZ Baccarat Panda 8

Type of Game

The game of EZ Baccarat Panda 8 utilizes a player-dealer position and is a California game. The 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 either the player or banker hand 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 may 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 Panda 8 will be as follows: aces have a value of one, ten and picture cards (king, queen, jack) have a value of zero, and two through nine have their face value. When the total numerical value of the cards equals ten or more, only the right-hand digit (numeric count) is considered. The ranking of hands for EZ Baccarat Panda 8, in order from highest to lowest rank, shall be:

EZ Baccarat Panda 8 Hand Rankings

Hand Dealt	Hand Requirements
Natural 9	A two card hand with a value of nine. A Natural 9 shall only be achieved when the first two cards dealt to a hand is valued at nine.
Natural 8	A two card hand with a value of eight. A Natural 8 shall only be achieved when the first two cards dealt to a hand is valued at eight.
Nine or Eight	A three card hand with a value of nine or eight.
Seven through Zero	A two or three card hand with 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 baccarat table that accommodates up to six players and a player-dealer position for a total of seven seated positions. Within each betting area for each seated player, there shall be five separate betting spaces specifically designated for three separate wagers; the Player line, the Banker line, Panda 8 Bonus Bet, Dragon 7 Bonus Bet, and the Tie 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.

EZ Baccarat Panda 8

Dealing Procedures and Round of Play

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

1. Third-Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code, are permitted to play.
2. Backline betting is permitted on all wagers.
3. Each player has the following options when placing their wager(s):
 - a. The Player line pays 1 to 1;
 - b. The Banker line: pays 1 to 1;
 - c. The Tie Bet which pays 8 to 1;
 - d. 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.
 - e. 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, which pays 40 to 1.
4. 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 Bets, all Panda 8 wagers, and then all Dragon 7 Bonus Bets. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players.
5. The house dealer will shuffle/mix the cards.
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 the Banker line hand and Player line hand have a total of two cards each. All cards are dealt face-up.
 - a. The hand to the left of the house dealer is a community hand and belongs to those who placed a bet on the Banker line.
 - b. The hand to the right of the house dealer is a community hand and belongs to those who placed a bet on the Player line.
7. If either the Player hand or Banker hand is a Natural 8 or 9, no draw will occur. In the absence of a Natural hand, the Player hand is resolved first, and then the Banker hand is resolved according to the following rules:
 - a. The player hand must stand when the hand is valued at 6 or 7, and must hit when the hand is valued at 5 or less.
 - b. If the player hand stands, then the banker hand hits on a total of 5 or less.
 - c. 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 0, 1 or 2, it will always be 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.
8. The following chart shows when the Banker line hand hits (H) or stands (S) according to the rules above:

Banker's Player's Third Card

EZ Baccarat Panda 8

Score	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

How Winners are Determined and Paid

Once both hands have been completed according to the guidelines above, the player's wagers are settled. Action will begin with the player with the action button and continue counter clockwise. All wagers shall be settled from seat to seat in the following order: all Player line wagers, all Banker line wagers, and then all Tie Bets. 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 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 line 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 line hand is closer to nine than the Player line hand.
- The player-dealer shall collect all losing Player line wagers made by players when the Banker line hand is closer to nine than the Player line hand.
- The player-dealer shall collect all losing Banker line wagers made by players when the Player line hand is closer to nine than the Banker line hand.

Bonus Bets

Tie Bet

The Tie Bet is an optional bonus bet and takes into account the total value of the Player line hand and the Banker line hand after each hand has been completed according to the rules above. In the event of a tie (0 – 9) between the Player line hand and Banker line hand, the Tie Bet shall win. All other outcomes shall lose.

- For each seated position, there shall be one separate and specifically designated area for the placement of a Tie Bet.
- The Tie Bet may be less than, equal to, or greater than the base game wager; however, the Tie Bet must be within the minimum and maximum table limits.
- Backline betting is not permitted on the Tie Bet.
- All winning Tie Bets shall be paid 8 to 1.

EZ Baccarat Panda 8

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. A player may only place a Dragon 7 Bonus Bet if they have also placed a wager on either the player line or on the bank line prior to the initial deal. 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.

- Backline betting is permitted on the Dragon 7 Bonus Bet.
- All winning Dragon 7 Bonus Bets shall be paid 40 to 1.
- 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.
- The player-dealer shall pay all winning Dragon 7 Bonus Bets and shall collect all losing Dragon 7 Bonus Bets. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players.

Panda 8 Bet

For each seated position, there shall be one separate and specifically designated area for the placement of a Panda 8 Bet. A player may only place a Panda 8 Bet if they have also placed a wager on either the player line or on the bank line prior to the initial deal. 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.

- Backline betting is permitted on the Panda 8 Bet.
- All winning Panda 8 Bets shall be paid 25 to 1.
- 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.
- The player-dealer shall pay all winning Panda 8 Bets and shall collect all losing Panda 8 Bets. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players.

Collection Rates Schedule

For table limits and collection rate schedules for the game of EZ Baccarat Panda 8, please refer to Bureau approved California Games Collection Rates (GEGR-001795).

Fortune Pai Gow Poker

Type of Game

The game of Fortune Pai Gow Poker utilizes a player-dealer position and is a California game. The player-dealer 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 will be returned to the respective players. A player will 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 Fortune 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.

Fortune Pai Gow Poker adds an optional bonus bet element where a player can place an optional Fortune Bonus Bet. If a player wagers at least \$5 on the Fortune Bonus Bet, they qualify for an Envy Bonus payout.

Description of the Deck and Number of Decks Used

Fortune Pai Gow Poker is played with a standard 52-card deck including a joker for a total of 53 cards.

Card Values and Hand Rankings

The rank of each card used in Fortune 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 Flush. All suits shall be considered equal in rank.

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

Fortune Pai Gow Poker Hand Rankings

Hand Dealt	Hand Requirements
Five Aces	A hand that consist of five cards containing all aces, including 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.

Fortune 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

The game will be played on a standard Pai Gow Poker table, which will accommodate up to seven seated positions including the player-dealer. Within each betting area for each seated position, there shall be two separate betting spaces specifically designated for two separate wagers: the Fortune Pai Gow Poker base game wager and the Fortune Bonus Bet.

Dealing Procedures and Round of Play

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.
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 the base game wager only.
4. Before the start of each hand the player and the player-dealer make their base game wagers, keeping in mind the posted minimum and maximum table limits. Players also have the option of placing a Fortune Bonus Bet at this time as well.
 - a. If a player wagers at least \$5 on the Fortune Bonus Bet, the player qualifies for the Envy Bonus and the house dealer must place an "Envy" button next to that player's Fortune Bonus Bet wager.
5. Tres Lounge and Casino will have the option of either using a shuffling machine or manually dealing the cards.
6. When using a shuffler, Tres Lounge and Casino will have the player-dealer shake the dice cup to determine who has first action and who will be delivered the first hand. All positions will receive a seven card hand, one by one from the shuffler.
7. The house dealer will complete the deal of seven piles of seven cards face down in front of the house dealer position.
 - a. When dealing the seven piles of seven cards, the house dealer will deal one card at a time in front of the house dealer position until there are seven cards, starting from left to right.
 - b. 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.
 - c. The remaining four cards shall be placed in the discard pile.
8. Once the cards have been stacked, the player-dealer randomly selects which pile will be distributed to the first player who will also receive the Action button.
 - a. The house dealer identifies the hand by placing a button marked "Action" on this pile, by pushing the button forward and turning the pile behind it sideways.


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9. To determine the placement of the first pile of cards and Action button, the player-dealer shakes a dice cup containing three standard dice.
 - a. The sum of the dice indicates the seat the first pile of cards and the Action button will be distributed to. The player-dealer's position is always one, eight, and fifteen. Other seats, in clockwise rotation, respectively represent the other numbers.
 - i. Once the first pile of cards and the Action button have been delivered the remaining cards will be distributed to each seat starting with the player to the left of the Action button and continuing clockwise.
 - b. If the numerical total of the dice is one, eight, or fifteen, the player-dealer will receive the first set of cards, but the Action button will go to the player to the left of the player-dealer.
 - i. The remaining cards will then be distributed starting with the Action button and continuing clockwise.
10. When dealing the seven piles of seven cards using an automatic shuffler, the automatic shuffler deals seven piles of seven 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 seven piles of cards, starting with the pile that has the action button and continuing clockwise. All seven piles of 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.
11. 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.
12. Once the cards have been distributed, each player will use their seven cards to set two hands, one two card hand and one five card hand.
 - a. The two-card hand, will be placed in front of the five-card hand and must rank less than the five-card hand according to the ranking of hands, as shown above.
 - b. The five-card hand will be placed behind the two-card hand and must rank higher than the two-card hand according to the ranking of hands, as shown above.
 - c. 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.
 - d. Players may ask the house dealer to place their hand the House Way according to the chart below. Once the player asks the house dealer for assistance, the hand must be set the House Way and cannot be changed nor re-arranged.
 - i. 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.
13. When all players' hands have been set, the house dealer will expose the player-dealer's hand, and will set it according to the "House Way" chard, as shown below.


Fortune 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 ♣

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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 ♠
Three of a Kind: Kings and below	Put two highest single cards in front.	J ♥	10 ♣			
		K ♥	K ♦	K ♣	7 ♠	5 ♥
Two Three of a Kinds	Put highest Pair possible in front.	J ♣	J ♦			
		5 ♠	5 ♥	5 ♣	J ♠	A ♦
Straight, Flush, or Straight Flush with no Pair	Put the highest possible two cards in front that will leave a complete hand in back.	A ♠	9 ♠			
		6 ♠	5 ♠	4 ♣	3 ♦	2 ♠
Straight, Flush, or Straight Flush with one Pair	Put the highest possible two cards (Pair or no Pair) in front that will leave a complete hand in back.	J ♥	8 ♦			
		9 ♠	8 ♥		6 ♠	5 ♦
Straight, Flush, or Straight Flush with two Pair	Put a Pair in front with a complete hand in back otherwise play Two Pair strategy.	7 ♦	7 ♣			
		9 ♥	9 ♦	Q ♦	J ♦	4 ♦

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Straight, Flush, or Straight Flush with Three of a Kind	Put Pair or ace in front with complete hand behind.	5 ♣	5 ♥			
		7 ♦	6 ♠	5 ♦	4 ♠	3 ♥
Full House with or without a Straight, Flush, or Straight Flush. (Three of a Kind and a Pair)	Put the highest Pair in front while keeping at least Three of a Kind behind.	4 ♣	4 ♥			
		8 ♥	8 ♠	8 ♦	A ♣	K ♥
Four of a Kind As, Ks, or Qs	Split to Pair-Pair.	Q ♣	Q ♦			
		Q ♥	Q ♠	9 ♠	7 ♦	5 ♣
Four of a Kind: Js, 10s, or 9s	Play Four of a Kind in back if at least a king can be played up front, otherwise split.	J ♦	J ♠			
		J ♥	J ♣	Q ♦	10 ♠	7 ♥
Four of a Kind: 8s, 7s, or 6s	Play Four of a Kind in back if at least a queen can be played up front, otherwise split.	8 ♥	8 ♦			
		8 ♣	8 ♠	J ♣	7 ♠	4 ♦
Four of a Kind: 5s or below	Always play Four of Kind behind.	9 ♥	8 ♣			
		5 ♠	5 ♦	5 ♥	5 ♣	2 ♠
Four of a Kind with a Pair	Play the Pair in front and play Four of a Kind in back.	4 ♣	4 ♥			
		5 ♥	5 ♦	5 ♣	5 ♠	2 ♠
Five Aces	Play a Pair of aces in front unless kings.	A ♣	A ♠			
		A ♥	A ♦		K ♠	5 ♣

14. 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 push hands.
15. Starting with the Action button and continuing clockwise, 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.

How Winners are Determined and Paid

Once the hands have been completed according to the guidelines above, the player's wagers are settled. The settling of wagers will start with the player with the Action button and continue in a clockwise manner, in the following order: base game wager, Fortune Bonus Bet, and then the Envy Bonus. Once the player-dealer's wager has been exhausted the wagers not covered

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by the player-dealer will 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 Fortune 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 five-card hand. Winning base game wagers are paid 1 to 1.
- The Fortune 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 five-card hand.
- The Fortune Pai Gow Poker 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.
- 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.
- Once the standard base game wagers are settled (win, lose, or push) the house dealer will determine if the player's hand qualifies for the Fortune Bonus and/or the Envy Bonus.
 - If the player's hand qualifies for payouts, the player is paid according to the posted pay table.
 - The house dealer leaves the Envy button, if applicable, next to the player's Fortune Pai Gow Poker base game wager and payouts. The house dealer will not pick up Envy buttons until all wagers are reconciled.
 - If the player's hand does not qualify for payouts, the player-dealer collects the Fortune Bonus Bet.
 - The house dealer leaves the Envy button, if applicable, next to the player's Fortune Pai Gow Poker base game wager and payouts. The house 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 as noted below:
 - If multiple players have made a seven-card qualifying Fortune Bonus Bet and Envy Bonus hand, then all players with an Envy button will win, other than for their own hand.
- The player-dealer collects losing Fortune Bonus Bets and pays winning Fortune Bonus Bets to the extent of the player-dealer's wager.

Bonus Bets

Fortune Bonus Bet

The Fortune Bonus bet is an optional bonus bet that takes into account all seven cards dealt to a player. It is a wager that allows a player to bet that they will be dealt a predetermined and designated qualifying hand, as described below. There will be a distinctively marked area on the table in which a player may place the optional bonus bet.

- A player may only place the optional Fortune Bonus Bet if they have also placed a Fortune Pai Gow Poker base game wager prior to the initial deal.
- Any seated player may place a Fortune Bonus Bet.
- The Fortune Bonus Bet remains in action regardless of whether the player's Fortune Pai Gow Poker base game wager wins, loses, or pushes.

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- The player does not have to set their hand just for the Fortune Bonus Bet.
- In the event the seven cards dealt to a player who placed a Fortune Bonus Bet is a designated qualifying hand, as shown below, the Fortune Bonus Bet will win.
 - The player will then receive a monetary payout based on the bonus hand the player has received and the pay table, as shown below.
- Any other combination of the first seven cards dealt, other than the hands shown below, will lose.
 - The player-dealer will collect all losing Fortune Bonus Bets.
- There is no opportunity for the Fortune Bonus Bet to tie as it is dependent on the cards dealt as the player's hand, not a comparison of cards or hands.
- The player-dealer will pay qualifying Fortune Bonus Bets and will collect losing Fortune Bonus Bets to the extent of their 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.

Envy Bonus

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

- Seated players are eligible to receive an "Envy" button.
- The Envy Bonus 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 has placed a Fortune Bonus Bet is a predetermined and designated qualifying hand, as shown below, all players with an Envy button will win.
- Players are not eligible to win an Envy Bonus for their own hand.
- If multiple players have made a seven-card qualifying Fortune Bonus Bet and Envy Bonus hand, then all players with an Envy button will win, other than for their own hand.
- Players shall receive a fixed monetary payout based on the qualifying hand that another player has received and the pay table, as shown in the chart below.
- Any other combination of the first seven cards dealt, other than the hands shown below, shall lose.
- The Envy Bonus may win regardless of the outcome of the Fortune Pai Gow Poker game wager.
- The player-dealer will pay qualifying Envy Bonuses and will collect Envy buttons that did not qualify to the extent of the player-dealer's 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.
- Qualifying Envy Bonus buttons will be paid according to the table, as shown below.

Fortune Bonus Bet & Envy Bonus Pay Table

Hand Dealt	Hand Requirements	Fortune Pays	Envy Pays
7 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.	5,000 to 1	\$5,000

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Royal Flush + Royal Match	A five card hand that consists of an ace, king, queen, jack and 10 of the same suit and a two card hand that consists of a king and queen of the same suit.	2,000 to 1	\$1,000
7 Card Straight Flush (With Joker)	A hand that consists of seven cards of the same suit in consecutive ranking that utilizes a joker.	1,000 to 1	\$500
Five Aces	A hand that consists of four aces and a joker.	400 to 1	\$250
Royal Flush	A hand that consists of an ace, king, queen, jack and 10 of the same suit.	150 to 1	\$50
Straight Flush	A hand that consists of five cards of the same suit in consecutive ranking.	50 to 1	\$20
Four of a Kind	A hand that consists of four cards of the same rank.	25 to 1	\$5
Full House	A hand that consists of a Three of a Kind and a Pair.	5 to 1	
Flush	A hand that consists of five cards of the same suit but are not in consecutive ranking.	4 to 1	
Three of a Kind	A hand that consists of three cards of the same rank.	3 to 1	
Straight	A hand that consists of five cards in consecutive ranking, but are not the same suit.	2 to 1	

Collection Rates Schedule

For wagering limits and collection rates for the game of Fortune Pai Gow Poker, please refer to the California Game Collection Rates (GEGR-001795)

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Type of Game

The game of Pai Gow Poker utilizes a player-dealer position and is a California game. 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 will be returned to the respective players. A player will 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 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.

Description of the Deck and Number of Decks Used

Pai Gow Poker is played with a standard 52-card deck including a joker for a total of 53 cards.

Manual Shuffle performed by house dealer: Except as provided in (2) below, Pai Gow Poker shall be played with one deck of cards with backs of the same color and design, one additional cutting card and one additional cover card. The cutting card and cover card shall be opaque and in a solid color readily distinguishable from the color of the backs and edges of the playing cards.

Shuffling Machine: If an automated card shuffling device (shuffler) is used for Pai Gow Poker, a second deck of cards will be used to play the game provided that:

- Each deck of cards complies with (1) above.
- The backs of the cards in the two decks are of a different color;
- One deck is being shuffled by the automated card shuffling device while the other deck is being dealt or used to play the game;
- Both decks are continuously alternated in and out of play, with each deck being used for every other round of play; and
- The cards from one deck only shall be placed in the discard rack at any given time.

Number of Decks: Cards used to play Pai Gow Poker consisting of fifty-three (53) cards, including the joker, with backs of the same design and one joker card.

- The backs of the cards of the two decks are of different color;
- One deck will be shuffled by the automated card shuffling device while the other deck is being dealt or used to play the game;
- 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 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 Flush. All suits shall be considered equal in rank.

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

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Pai Gow Poker Hand Rankings

Hand Dealt	Hand Requirements
Five Aces	A hand that consist of five cards containing all aces, including 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.
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

The game will be played on a standard Pai Gow Poker table, which will accommodate up to seven seated positions including the player-dealer. Within each betting area for each seated position, there shall be two separate betting spaces specifically designated for one separate wager: the Pai Gow Poker base game wager.

Dealing Procedures and Round of Play

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.
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 the base game wager.
4. Before the start of each hand the player and the player-dealer make their base game wagers, keeping in mind the posted minimum and maximum table limits.
5. Tres Lounge and Casino will have the option of either using a shuffling machine or manually dealing the cards.
6. When using a shuffler, Tres Lounge and Casino will have the player-dealer shake the dice cup to determine who has first action and who will be delivered the first hand. All positions will receive a seven card hand, one by one from the shuffler.

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7. The house dealer will complete the deal of seven piles of seven cards face down in front of the house dealer position.
 - a. When dealing the seven piles of seven cards, the house dealer will deal one card at a time in front of the house dealer position until there are seven cards, starting from left to right.
 - b. 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.
 - c. The remaining four cards shall be placed in the discard pile.
8. Once the cards have been stacked, the player-dealer randomly selects which pile will be distributed to the first player who will also receive the Action button.
 - a. The house dealer identifies the hand by placing a button marked "Action" on this pile, by pushing the button forward and turning the pile behind it sideways.
9. To determine the placement of the first pile of cards and Action button, the player-dealer shakes a dice cup containing three standard dice.
 - a. The sum of the dice indicates the seat the first pile of cards and the Action button will be distributed to. The player-dealer's position is always one, eight, and fifteen. Other seats, in clockwise rotation, respectively represent the other numbers.
 - i. Once the first pile of cards and the Action button have been delivered the remaining cards will be distributed to each seat starting with the player to the left of the Action button and continuing clockwise.
 - b. If the numerical total of the dice is one, eight, or fifteen, the player-dealer will receive the first set of cards, but the Action button will go to the player to the left of the player-dealer.
 - i. The remaining cards will then be distributed starting with the Action button and continuing clockwise.
10. When dealing the seven piles of seven cards using an automatic shuffler, the automatic shuffler deals seven piles of seven 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 seven piles of cards, starting with the pile that has the action button and continuing clockwise. All seven piles of 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.
11. 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.
12. Once the cards have been distributed, each player will use their seven cards to set two hands, one two card hand and one five card hand.
 - a. The two-card hand, will be placed in front of the five-card hand and must rank less than the five-card hand according to the ranking of hands, as shown above.
 - b. The five-card hand will be placed behind the two-card hand and must rank higher than the two-card hand according to the ranking of hands, as shown above.
 - c. 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.
 - d. Players may ask the house dealer to place their hand the House Way according to the chart below. Once the player asks the house dealer for assistance, the hand must be set the House Way and cannot be changed nor re-arranged.
 - i. 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.



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13. When all players' hands have been set, the house dealer will expose the player-dealer's hand, and will set it according to the "House Way" chard, as shown below.

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 ♠
Three of a Kind: Kings and below	Put two highest single cards in front.	J ♥	10 ♣			
		K ♥	K ♦	K ♣	7 ♠	5 ♥
Two Three of a Kinds	Put highest Pair possible in front.	J ♣	J ♦			
		5 ♠	5 ♥	5 ♣	J ♠	A ♦

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Straight, Flush, or Straight Flush with no Pair	Put the highest possible two cards in front that will leave a complete hand in back.	A ♠	9 ♠					
		6 ♠	5 ♠	4 ♣	3 ♦	2 ♠		
Straight, Flush, or Straight Flush with one Pair	Put the highest possible two cards (Pair or no Pair) in front that will leave a complete hand in back.	J ♥	8 ♦					
		9 ♠	8 ♥		6 ♠	5 ♦		
Straight, Flush, or Straight Flush with two Pair	Put a Pair in front with a complete hand in back otherwise play Two Pair strategy.	7 ♦	7 ♣					
		9 ♥	9 ♦	Q ♦	J ♦	4 ♦		
Straight, Flush, or Straight Flush with Three of a Kind	Put Pair or ace in front with complete hand behind.	5 ♣	5 ♥					
		7 ♦	6 ♠	5 ♦	4 ♠	3 ♥		
Full House with or without a Straight, Flush, or Straight Flush. (Three of a Kind and a Pair)	Put the highest Pair in front while keeping at least Three of a Kind behind.	4 ♣	4 ♥					
		8 ♥	8 ♠	8 ♦	A ♣	K ♥		
Four of a Kind As, Ks, or Qs	Split to Pair-Pair.	Q ♣	Q ♦					
		Q ♥	Q ♠	9 ♠	7 ♦	5 ♣		
Four of a Kind: Js, 10s, or 9s	Play Four of a Kind in back if at least a king can be played up front, otherwise split.	J ♦	J ♠					
		J ♥	J ♣	Q ♦	10 ♠	7 ♥		
Four of a Kind: 8s, 7s, or 6s	Play Four of a Kind in back if at least a queen can be played up front, otherwise split.	8 ♥	8 ♦					
		8 ♣	8 ♠	J ♣	7 ♠	4 ♦		
Four of a Kind: 5s or below	Always play Four of Kind behind.	9 ♥	8 ♣					
		5 ♠	5 ♦	5 ♥	5 ♣	2 ♠		
Four of a Kind with a Pair	Play the Pair in front and play Four of a Kind in back.	4 ♣	4 ♥					
		5 ♥	5 ♦	5 ♣	5 ♠	2 ♠		
Five Aces	Play a Pair of aces in front unless kings.	A ♣	A ♠					
		A ♥	A ♦		K ♠	5 ♣		

Pai Gow Poker

14. 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 push hands.
15. Starting with the Action button and continuing clockwise, 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.

How Winners are Determined and Paid

Once the hands have been completed according to the guidelines above, the player's wagers are settled. 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 following shall apply for each possible outcome when determining which hand wins, loses, or if there is a push:

- 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 five-card hand. Winning base game wagers are paid 1 to 1.
- 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 five-card hand.
- The Pai Gow Poker 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.
- 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.

Collection Rates Schedule

For wagering limits and collection rates for the game of Pai Gow Poker, please refer to the California Game Collection Rates (GEGR-001795)

Pai Gow Tiles

Type of Game

The game of Pai Gow Tiles 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 Pai Gow Tiles is to make a two-tile high hand and a two-tile low hand that ranks higher than the player-dealer's two-tile high hand and two-tile low hand.

Description of the Deck and Number of Decks Used

Pai Gow Tiles is played with 32 Chinese dominoes or 'tiles', which form 16 possible pairs.


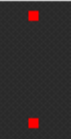
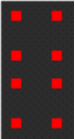





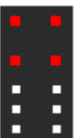


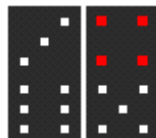
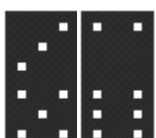
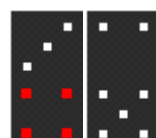
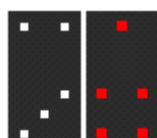
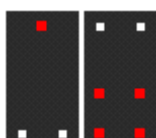
Tile Values and Rankings

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 number of the dots on each tile. Use only the right hand digit value if the total is over 9.

- *Example: A 12-dot tile has a value of 2.*

The color of the dots have no significance and does not change the value of any tile. As noted below, the numerical value of a tile does not represent the actual ranking of each tile.

- *Example: A Gor Tile (4-dots) is higher ranking than a Foo Tile (11-dots).*

Rank 1	Rank 2	Rank 3	Rank 4	Rank 5	Rank 6
 Teen	 Dey	 Yun	 Gor	 Mooy	 Chong
Rank 7	Rank 8	Rank 9	Rank 10	Rank 11	Rank 12
 Bon	 Foo	 Ping	 Tit	 Look	 Chop Gow
Rank 13	Rank 14	Rank 15	Rank 16		
 Chop Bot	 Chop Chit	 Chop Ng	 Gee Joon		

Pai Gow Tiles

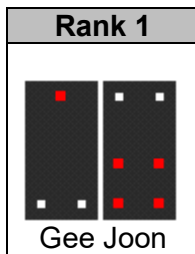
- The above tiles ranked 1 through 11 have an exact copy, representing 22 of the 32 total tiles.
- The above tiles ranked 12 through 16 have different dot representations but share the same name, numerical value, and ranking.
- The above tile ranked 16, Gee Joon is wild and can be played with a numerical value of either 3 or 6 depending on what the player wants to achieve.
 - *Example: a Gee Joon (3-Dot) tile can be used as a Gee Joon (6-Dot) tile.*

Hand Rankings


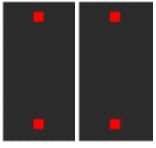
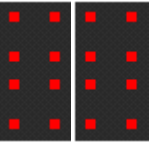
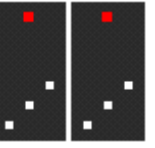
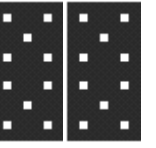

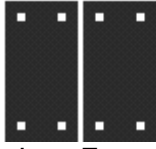
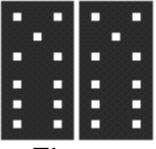
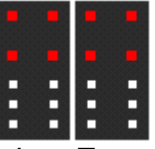
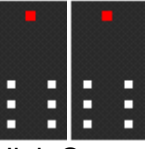
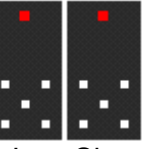
Each player will use their 4 tiles to create a two-tile high hand and a two-tile low hand. When a player sets their hands, the player will attempt to arrange them by the rankings below.

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

SUPREME PAIR

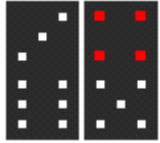
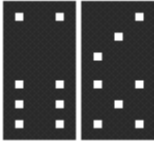
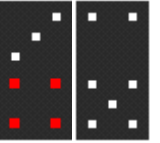
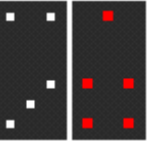


MATCHED PAIRS: Any matched pair.

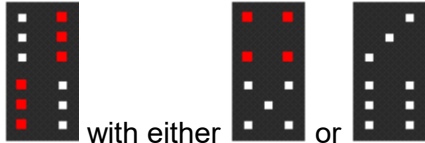
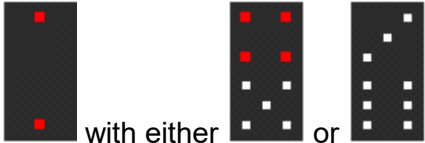
Rank 2	Rank 3	Rank 4	Rank 5	Rank 6	Rank 7
					
Teen	High Eight	High Eight	High Four	High Ten	High Six
Rank 8	Rank 9	Rank 10	Rank 11	Rank 12	
					
Low Four	Eleven	Low Ten	High Seven	Low Six	

Pai Gow Tiles

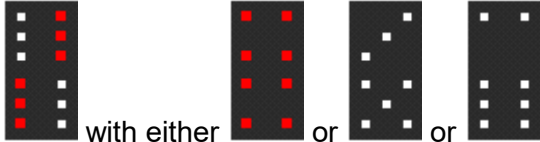
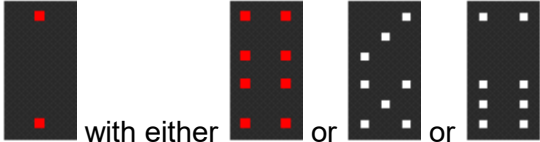
UNMATCHED PAIRS: Any of the below mixed pairs.

Rank 13	Rank 14	Rank 15	Rank 16
			
Nine	Low Eight	Low Seven	Five

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

Rank 17	Rank 18
	
Twelve Plus Any Nine	Two Plus Any Nine

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

Rank 19	Rank 20
	
Twelve Plus Any Eight	Two Plus Any Eight

Description of Table Used and Total Number of Seated Positions

The game shall be played on a standard 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 player, there shall be one separate betting space specifically designated for one separate base game wager. Backline betting is permitted for all wagers; also players may wager on available betting spaces.

Dealing Procedures and Round of Play

All wagers for Pai Gow Tiles will be made by placing gaming chips in the appropriate betting areas of the table layout, keeping in mind the table minimum and maximum wagering limits.

1. The house dealer shuffles or mixes the tiles and stacks them in rows, with four tiles facing down in each row.
2. The player-dealer will then shake a dice cup, which contains three standard dice the numerical total of the three dice determines the position of the Action Button.
 - a. Before revealing the value of the die, all players post wagers in the betting circles in front of their position before the dice cup is opened.

Pai Gow Tiles

- b. The value of the three die indicates which seat the first pile of tiles will be distributed to. The player-dealer's position is always one, nine, and seventeen. Other seats (occupied and unoccupied), in counterclockwise rotation, respectively represent the other numbers.
 - c. If the total of the three die is nine or seventeen, the player-dealer shall receive the first set of tiles and the player to the right of the house dealer shall receive the Action Button.
 3. The house dealer shall distribute the eight sets of tiles in order to each seat, starting with the hand that has the Action Button and continuing counterclockwise around the table. All eight sets 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.
 4. Once all of the tiles have been distributed, the house dealer will collect the tiles distributed to seats without a wager and place them in the discard pile. The house dealer will leave these tiles unexposed until the completion of the round of play.
 5. Each player shall then set their hands according to the rankings above by arranging the four tile set into a two-tile high hand and a two-tile low hand. The two stacks do not have to be placed in a specific position.
 - a. Players may ask the house dealer set their hands in the "House Way."
 6. Once all players have set their hands, the player-dealer will set their hand.
 7. 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 pushes.
 - a. Each two-tile stack will be exposed one tile at a time to avoid any chance of a low hand and a high hand becoming mixed up.

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.

How Winners are Determined and Paid

Once all hands have been completed according to the guidelines above, the player's wagers are settled. The setting of wagers will start with the player with the Action Button, followed by the backline bettor for that seat, and will continue in a clockwise manner around the table in this order. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players. The following shall apply for each possible outcome when determining which hand wins, loses, or if there is a push.

- The Pai Gow Tiles base game wager wins if the player's two-tile high hand and two-tile low hand ranks higher than the player-dealer's two-tile high hand and two-tile low hand.
- The Pai Gow Tiles base game wager loses if the player's two-tile high hand and the two-tile low hand ranks lower than the player-dealer's two-tile high hand and two-tile low hand.

Pai Gow Tiles

- The Pai Gow Tiles 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 both hands are identical in rank to the player-dealer's hands the player-dealer wins.
- The player-dealer will pay all winning base game wagers.
- The player-dealer will collect all losing base game wagers.

Collection Rate Schedule

For wagering limits and collection rates for the game of Pai Gow Tiles, please refer to the California Games Collection Rates (GEGR-001795).

Three Card Poker

Type of Game

The game of Three 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 for a player to assemble a three card hand that beats the player-dealer's three card hand. The player-dealer must qualify to play with a minimum of queen-high. Also, there are one optional bonus bet a player may wager on: Pair Plus Bonus Bet.

Description of the Deck and Number of Decks Used

Shuffling Machine: Cards used to play Three Card Poker shall be dealt from a single deck automatic card shuffling device (shuffler) or cards can be manually shuffled, cut and dealt by the house dealer.

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

Number of Decks: Cards used to play Three 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; and
- One deck will be shuffled by the shuffler while the other deck is being dealt or used to play the game; and
- 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 Three 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 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.

Three Card Poker Hand Rankings

Three-Card Hand	Hand Requirements
Mini Royal Flush	A hand comprised of an ace, king and queen of the same suit.
Straight Flush	A hand comprised of three cards of the same suit in consecutive ranking. A king, queen and jack is the highest ranked Straight Flush and an ace, 2 and 3 is the lowest ranked Straight Flush.
Three of a Kind	A hand comprised 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 comprised of three cards in consecutive ranking, but not the same suit. An ace, king and queen is the highest ranked Straight and an ace, 2 and 3 is the lowest ranked Straight.

Three Card Poker

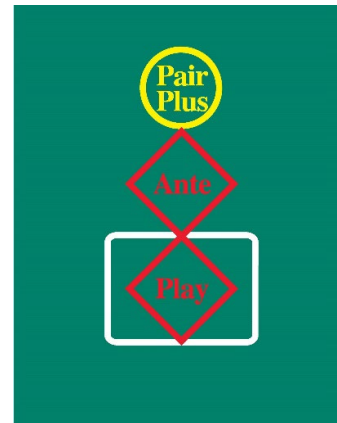
Flush	A hand comprised of three cards of the same suit, but not in consecutive ranking. An ace, king and jack is the highest ranked Flush and a 5, 3 and 2 is the lowest ranked Flush.
One Pair	A hand comprised of two cards of the same rank. Two aces is the highest ranked Pair and two 2s is the lowest ranked Pair.
High Card	A hand comprised of three cards that do not make any of the hands listed above. An ace, king and jack of different suits is the highest ranked High Card hand and a 5, 3 and 2 of different suits is the lowest ranked High Card hand.

Description of Table Used and Total Number of Seated Positions

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

The wagering areas shall be designated as follows:

- For the Ante wager, the word “Ante”; and
- For the Play wager, the word “Play”; and
- For the Pair Plus Bonus Bet, the word(s) “Bonus” or “Pair Plus”;



Dealing Procedures and Round of Play

All wagers in Three 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.

1. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code, are permitted to play.
2. Backline betting is not permitted on any wager or bonus bet.
3. A standard round of play begins when a player-dealer is designated. The player-dealer will place their wager in the betting circle in front of their seat. This wager will be used to pay the winners and will set the amount the player-dealer can collect from the losers. The house dealer will place a button in front of the player-dealer. The player-dealer will place the appropriate collection fee in front of their betting circle.
4. At the beginning of each round of play, each player will be required to place an Ante wager. Each player will have the option to place a Play wager after inspecting their hand. The Play wager must be equal to the Ante wager.
5. Each player who has placed the mandatory Ante wager, will also have the option to make an additional Pair Plus Bonus Bet.
6. The house dealer shall wait for each player to place their Ante wager as well as any bonus bets. After each player has placed their wager(s), the house dealer will announce, “no more bets.” No Ante or Pair Plus Bonus Bets will be made, increased or withdrawn after the house dealer has announced, “no more bets.”
7. After all wagers have been placed, the house dealer will shuffle the cards by use of a shuffle machine so the cards are randomly intermixed.
8. Upon completion of the shuffle, the device shall dispense cards clockwise in stacks of three starting with the player left of the player-dealer.

Three Card Poker

9. After the stacks have been delivered face-down to each player, the player-dealer's bottom card will be turned face-up. The house dealer will unload the remaining cards in the shuffler and place them into the discard rack without exposing the cards.
10. After the dealing procedures above have been completed, each player shall examine their own cards.
11. Each player who wagers in Three Card Poker is responsible for their own hand and no person other than the house dealer may touch the cards of the player. Each player shall be required to keep their three cards in full view of the house dealer at all times.
12. After examination of the cards, each player 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 their participation in the round of play. The house dealer will 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 Bonus Bet, but does not make a Play wager, the player will forfeit the Pair Plus Bonus Bet as well as the Ante wager.
13. After each player has either placed a wager on the table in the Play wager area or forfeited their wager, the house dealer will collect all forfeited wagers and associated cards, placing them in the discard rack.
14. 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. The Ante wager receives action if the player did not fold and their hand ranks higher than the player-dealer's hand; the player shall be paid even money. If the player-dealer's hand ranks higher than the player's hand, the Ante wager will be a push and returned to the player.
 - b. The Play wager receives no action. The house dealer will immediately refund these wagers to players.
 - c. All bonus bets will still receive action.
2. If the player-dealer's hand has a queen or better, the player-dealer's hand qualifies. The house dealer shall immediately stack each player's Play wager atop the Ante wager. The house dealer will then reveal the three card hand of each active player, starting with the player to the left of the player-dealer position.
 - a. If the player's hand beats the player-dealer's hand, the player wins even money on the Ante wager and the Play wager.
 - b. If the player-dealer's hand beats the player's hand, the player loses both the Ante wager and the Play wager.
 - c. If the player's hand and the player-dealer's hand are equal in rank and value, the hand is considered a tie (push) and the Ante wager and Play wagers will push and be returned to the player.
3. The action on payouts will always begin with the active player position with the action button and continue clockwise. All wagers shall be settled from seat to seat in the following order: the Ante wager, then the Play wager, and then the Pair Plus Bonus Bet (if placed).
4. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players.

Three Card Poker

5. All cards collected by the house dealer will be picked up in order and placed in the discard rack in such a way they can be readily arranged to reconstruct each hand in the event of a question or dispute.
6. Player-dealers are never required to cover all opposing players' wagers. Payoffs of wagers are limited to the amount of the player-dealer wager. The house shall not participate as the player-dealer. The house shall not take a percentage of wagers placed in the game. There is no maximum on the player-dealer's wager.

Bonus Bets

Pair Plus Bonus Bet

The Pair Plus Bonus Bet is an optional bonus bet for Three Card Poker. The Pair Plus Bonus Bet only considers the three cards dealt to each player. The hand must consist of certain card combinations as listed below in the Pair Plus Bonus Bet Payout Table. The Pair Plus Bonus Bet may win or lose regardless of the outcome of the base game wager. However, the Pair Plus Bonus Bet shall be forfeited if the player folds their hand and does not place a Play wager. The rules are as follows:

- A player can only place a Pair Plus Bonus Bet if they have also placed an Ante wager prior to the initial deal.
- Pair Plus Bonus Bets must be placed prior to the initial deal.
- See the collection rate schedule for restrictions on the amount that can be wagered on the Pair Plus Bonus Bet and any collection fees taken.
- The player-dealer will pay all winning Pair Plus Bonus Bets and will collect all losing Pair Plus 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 Pair Plus Bonus Bets pay as follows:

Pair Plus Bonus Bet Payout

Three-Card Hand	Payout
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

Collection Rates Schedule

For table limits and collection rate schedules for the game of Three Card Poker please refer to the California Games Collection Rates (GEGR-001795)

Poker Collection Rates

Texas Hold'em (GEGR-001793), Texas Hold'em High-Low Split (GEGR-001794), Omaha (GEGR-001790), Omaha High-Low Split (GEGR-001791), Pineapple High-Low Split (GEGR-001792)

For **schedule options 1 through 25**, the regular fee shall be taken from the pot in all hands that proceed past the flop. In hands that conclude prior to the flop, the Tres Lounge and Casino shall collect an opening designated table fee. The opening designated collection fee shall be taken before the flop.

Limit Games

Schedule Option	Table Limit	Designated Opening Table Fee	Regular Table Fee
1	\$1 - \$2	\$0.50	\$0.50
2	\$1 - \$2	\$0.50	\$1.00
3	\$1 - \$2	\$0.50	\$1.50
4	\$1 - \$2	\$1.00	\$1.50
5	\$1 - \$2	\$1.00	\$2.00
6	\$2 - \$4	\$1.00	\$1.00
7	\$2 - \$4	\$1.00	\$2.00
8	\$2 - \$4	\$1.00	\$3.00
9	\$2 - \$4	\$1.00	\$4.00
10	\$2 - \$4	\$1.00	\$5.00
11	\$3-\$6 to \$9-\$18	\$1.00	\$1.00
12	\$3-\$6 to \$9-\$18	\$1.00	\$2.00
13	\$3-\$6 to \$9-\$18	\$1.00	\$3.00
14	\$3-\$6 to \$9-\$18	\$1.00	\$4.00
15	\$3-\$6 to \$9-\$18	\$1.00	\$5.00
16	\$10-\$20+	\$1.00	\$1.00
17	\$10-\$20+	\$1.00	\$2.00
18	\$10-\$20+	\$1.00	\$3.00
19	\$10-\$20+	\$1.00	\$4.00
20	\$10-\$20+	\$1.00	\$5.00
21	\$10-\$20+	\$0.00	\$1.00
22	\$10-\$20+	\$0.00	\$2.00
23	\$10-\$20+	\$0.00	\$3.00
24	\$10-\$20+	\$0.00	\$4.00
25	\$10-\$20+	\$0.00	\$5.00

For **schedule options 26 through 40**, the regular table fees shall be taken from the pot in all hands that proceed past the flop. In hands that conclude prior to the flop, the Tres Lounge and Casino will collect the designated opening table fee. The opening designated collection fee shall be taken before the flop. The pot must contain \$7 for jackpot eligibility and for regular table fees to be taken.

Spread Limit Games

Schedule Option	Table Limit	Designated Opening Table Fee	Regular Table Fee
26	\$1 min bet	\$0.00	\$1.00
27	\$1 min bet	\$0.00	\$2.00
28	\$1 min bet	\$1.00	\$2.00

Poker Collection Rates

29	\$1 min bet	\$1.00	\$3.00
30	\$1 min bet	\$1.00	\$4.00
31	\$2 min bet	\$0.00	\$2.00
32	\$2 min bet	\$1.00	\$2.00
33	\$2 min bet	\$1.00	\$3.00
34	\$2 min bet	\$1.00	\$4.00
35	\$2 min bet	\$1.00	\$5.00
36	\$3 min bet+	\$0.00	\$3.00
37	\$3 min bet+	\$1.00	\$2.00
38	\$3 min bet+	\$1.00	\$3.00
39	\$3 min bet+	\$1.00	\$4.00
40	\$3 min bet+	\$1.00	\$5.00

Mexican Stud Poker (GEGR-001789)

For **schedule option 1 through 10**, the collection fee shall be taken from the pot in all hands that proceed past when the second card is dealt. In hands that conclude beyond when the second card is dealt, the Tres Lounge and Casino will collect the designated late round table fee.

Schedule Option	Table Limit	Designated Late Table Fee	Regular Table Fee
1	\$1 min bet	\$0.00	\$1.00
2	\$1 min bet	\$1.00	\$2.00
3	\$1 min bet	\$1.00	\$3.00
4	\$1 min bet	\$1.00	\$4.00
5	\$1 min bet	\$1.00	\$5.00
6	\$2 min bet+	\$0.00	\$1.00
7	\$2 min bet+	\$1.00	\$2.00
8	\$2 min bet+	\$1.00	\$3.00
9	\$2 min bet+	\$1.00	\$4.00
10	\$2 min bet+	\$1.00	\$5.00

Collection Rates for Poker Games

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

Mexican Stud Poker

Type of Game

The players of Mexican Stud Poker play against each other for the “pot” of money on the table. The game does not utilize a player-dealer position, it is a poker game. The gambling 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 players to form a five-card poker hand that ranks higher than the other players’ five-card poker hand, according to the rankings as shown below.

Description of the Deck and Number of Decks Used

The game will be played using a standard deck of cards stripped to 40 cards (the 8s, 9s, and 10s are removed and one Joker is added for a total of 41 cards). The deck shall be shuffled, cut, and dealt by the house dealer.

Card Values and Hand Rankings

The rank of each card used in Mexican Stud Poker, in order of highest to lowest rank, will be: Ace, King, Queen, Jack, 7, 6, 5, 4, 3, and 2. All suits will be considered equal in rank. The Ace would be considered low any time the ace begins a straight or a straight flush.

A Joker will rank according to whether it is dealt face-up or face-down. If a player is dealt a Joker face-up during any round, the Joker will be considered partially wild and may be used as an ace or to complete any straight or flush. If a player is dealt a Joker face-down, the Joker is fully wild and may be used as any card. If the player with the Joker later turns it face-up, the Joker remains fully wild. The rank of suits, in order of highest to lowest rank shall be: spades, hearts, diamonds, and clubs. The highest ranked five-card hand for Mexican Stud Poker, in order from highest to lowest, will be:

Mexican Stud Poker Hand Rankings

Hand Dealt	Hand Requirements
Five of a Kind (w/Joker)	A hand that consists of four cards of the same rank and a Joker. Four Aces and a Joker is the highest ranked Five of a Kind and four 2s and a Joker is the lowest ranked Five of a Kind.
Royal Flush	A hand that consists of an Ace, King, Queen, Jack and 7 of the same suit.
Straight Flush	A hand that consists of five cards of the same suit in consecutive ranking. A King, Queen, Jack, 7 and 6 is the highest ranked Straight Flush and a 5, 4, 3, 2 and Ace is the lowest ranked Straight Flush. Other acceptable Straight Flush hands include 4, 5, 6, 7, Jack or a 5, 6, 7, Jack, Queen of the same suit.
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.
Flush	A hand that consists of five cards of the same suit, but that are not in consecutive ranking. An Ace, King, Queen, Jack and 6 is the highest ranked Flush and a 7, 5, 4, 3, and 2 is the lowest ranked Flush.
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.

Mexican Stud Poker

Straight	A hand that consists of five cards that are in consecutive ranking, but not the same suit. An Ace, King, Queen, Jack and 7 is the highest ranked Straight and a 5, 4, 3, 2 and Ace is the lowest ranked Straight. Other acceptable Straight hands include a 4, 5, 6, 7, Jack, a 5, 6, 7, Jack, Queen, and a 6, 7, Jack, Queen, King.
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 7 is the highest ranked High Card hand and 7, 6, 5, 4, 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 poker table which will accommodate up to seven seated positions for patrons. Each seated position at the table will have the same minimum and maximum wagering limits during each betting round, as specified by the table limits.

Dealing Procedures and Round of Play

1. The game also utilizes a flat disk called a “dealer button” to visually designate the player in the dealer position (in theory) for that hand. The dealer button rotates clockwise after each hand. The dealer button is the last to receive cards on the initial deal, but does not determine where action begins.
2. During the first round, action begins with the player that has the highest face-up card clockwise of the dealer button. On all other rounds, action starts with the player that has the highest hand and is closest to the left of the dealer button.
3. When first opening a game, all players are dealt one card face-up. The player with the highest ranked card will receive the dealer button. In the result of a tie, the player with the highest card by suit (from highest to lowest: spades, hearts, diamond and clubs) will receive the dealer button.
4. Once the placement of the dealer button has been established, the cards are collected and each player will be required to place an “ante.” Antes are used to initiate action and are posted before players receive any cards. All antes will be placed in the center of the table, which is known as “the pot”.
5. Once the antes have been posted, the house dealer will deal one card face-up to each player, starting with the player to the left of the dealer button and continuing clockwise around the table until all players have one card face-up.
6. The house dealer will then deal one card face-down to each player, starting with the player to the left of the dealer button and continuing clockwise around the table until all players have a total of two cards; one face-up and one face-down. The face-up cards are not community cards and are only available to the player whose hand they belong.
7. Once the initial two cards have been distributed to each player, the first round of betting will occur. The player dealt the highest face-up card, clockwise of the dealer button will be required to place a bet equal to the amount of the lower table limit, referred to as the “bring in”. When two cards of equal value are present, the first player to receive their card will open the betting. When the Joker is dealt face up on the initial round it will be considered an ace for the purpose of determining the bring in.

Mexican Stud Poker

8. Players are then given the following options, starting with the player to the left of the player that placed the bring-in, and then continuing clockwise around the table:
 - a. "Call" the bring in by placing a wager equal to the bring-in;
 - b. "Raise" the pot by placing a wager equal to the bring-in as well as an amount equal to the lower table limit;
 - c. "Check" their hand and place no additional bet at this time. In the first round, this is only permitted for the player that placed the bring-in;
 - o In no limit games, the amount of the raise must be equal to or larger than the amount of the bring-in and may be up to the entire amount of chips that that player has on the table.
 - o If a player raises the pot, all other players shall be required to call the raise, re-raise the pot by an amount equal to the lower table limit, or fold their hand. In no limit games, the player must re-raise the pot for an amount equal to or greater than the amount of the previous raise.
 - o There is a maximum of three raises per round of betting, unless there are only two active players, in which case there is no limit to the number of raises. In no limit games, there is no limit to the number of raises, regardless of the number of players remaining in the pot. When a raise or re-raise occurs, checking is not permitted.
 - d. "Fold" their hand by placing their cards face-down in the center of the table, which will be collected by the house dealer, who will place the cards in the discard pile without exposing them. This will end their participation in the round of play.
9. After all players have acted in turn and either called all bets or folded their hand, the house dealer will move all player bets into the pot.
10. Players are now given the opportunity to expose their down card. If a player chooses to expose their down card, the next card will be dealt face-down. If they do not choose to expose their down card, the next card will be dealt face-up.
11. The house dealer will then take the top card of the deck and place it in the discard pile without exposing it, referred to as a burn.
12. The house dealer will then deal one card face-up or face-down, depending on the player's decision to expose their already dealt face-down card, to each player, starting with the player to the left of the dealer button and continuing clockwise around the table until all players have a total of three cards; two face-up and one face-down. The face-up cards are not community cards and are only available to the player whose hand they belong.
13. Once each player has been dealt their third card, the second round of betting will occur. All active players will be given the following options, starting with the player that has the highest ranked face-up cards:
 - a. Place a wager according to the established table limits; or
 - b. Call a raise according to the rules and guidelines used in the previous betting round; or
 - c. Raise the pot according to the rules and guidelines used in the previous betting round; or
 - d. Check their hand according to the rules and guidelines used in the previous betting round; or
 - e. Fold their hand according to the rules and guidelines used in the previous betting round.
14. After all players have acted in turn and either called all bets or folded their hand, the house dealer will move all player bets into the pot.

Mexican Stud Poker

15. Players are now given a second opportunity to expose their down card. If a player chooses to expose their down card, the next card will be dealt face-down. If they do not choose to expose their down card, the next card will be dealt face-up.
16. The house dealer will then burn a card.
17. The house dealer will then deal one card face-up or face-down, depending on the player's decision to expose their already dealt face-down card, to each player, starting with the player to the left of the dealer button and continuing clockwise around the table until all players have a total of four cards; three face-up cards and one face-down card. The face-up cards are not community cards and are only available to the player whose hand they belong.
18. Once each player has been dealt their fourth card, the third round of betting will occur. All active players will be given the following options, starting with the player that has the highest ranked face-up cards:
 - a. Place a wager according to the established table limits; or
 - b. Call a raise according to the rules and guidelines used in the previous betting round; or
 - c. Raise the pot according to the rules and guidelines used in the previous betting round; or
 - d. Check their hand according to the rules and guidelines used in the previous betting round; or
 - e. Fold their hand according to the rules and guidelines used in the previous betting round.
19. After all players have acted in turn and either called all bets or folded their hand, the house dealer will move all player bets into the pot.
20. Players are now given a third opportunity to expose their down card. If a player chooses to expose their down card, the next card will be dealt face-down. If they do not choose to expose their down card, the next card will be dealt face-up.
21. The house dealer will then burn a card.
22. The house dealer will then deal one card face-up or face-down, depending on the player's decision to expose their already dealt face-down card, to each player, starting with the player to the left of the dealer button and continuing clockwise around the table until all players have a total of five cards; four face-up cards and one face-down card. The face-up cards are not community cards and are only available to the player whose hand they belong.
23. Once each player has been dealt their fifth card, which is the final card dealt to each active player, the fourth and final round of betting will occur. All active players will be given the following options, starting with the player that has the highest ranked face-up cards:
 - a. Place a wager according to the established table limits; or
 - b. Call a raise according to the rules and guidelines used in the previous betting round; or
 - c. Raise the pot according to the rules and guidelines used in the previous betting round; or
 - d. Check their hand according to the rules and guidelines used in the previous betting round; or
 - e. Fold their hand according to the rules and guidelines used in the previous betting round.

Mexican Stud Poker

How Winners are Determined and Paid

After the fourth and final round of betting has been completed, the house dealer will move all player bets into the pot. All active players will then enter into a showdown with each other and compare their hands. The following will apply for determining which player wins the pot:

- The pot will be awarded to the player with the highest ranking five-card poker hand, according to the hand and card rankings shown above. All other players will lose.
- In the event that more than one player has the highest ranking hand, the pot will be split equally among the winners. In the instance that there are an odd number of chips, the odd chips will be awarded to the player closest to the left of the dealer button. For the purpose of determining a winner, card suits will not be used to determine the ranking of tie hands.

Collection Rates Schedule

For wagering limits and collection rates for the game of Mexican Stud Poker, please refer to the Poker Games Collection Rates (GEGR-001796).

Omaha

Type of Game

The players of Omaha play against each other for “the pot” of money on the table. The game does not utilize a player-dealer position, it is a Poker game. The gambling establishment does not participate in the actual play of the game and has no interest in the outcome of the play.

Object of the Game

The object of the game is for players to form a five-card poker hand that ranks higher than the other players’ five-card poker hand. Each player must use two out of the four cards initially dealt to them at the beginning of the game, referred to as “hole” cards, and three out of the five cards dealt on the table throughout the course of the game, referred to as “community” cards or “board” cards, to make the highest ranking five-card poker hand, according to the rankings as shown below.

Description of the Deck and Number of Decks Used

The game shall be played using one standard 52-card deck with no joker. The 52-card deck shall be shuffled, cut, and dealt by the house dealer.

Card Values and Hand Rankings

The rank of each card used in Omaha when forming a five-card high poker hand, in order of highest to lowest rank, shall be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, and 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.

Omaha Hand Rankings

Hand Dealt	Hand Requirements
Royal Flush	A hand comprised of ace, king, queen, jack and 10 of the same suit.
Straight Flush	A hand comprised of five cards of the same suit in consecutive ranking. 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 comprised 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 comprised 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 comprised 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 comprised of five cards 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 comprised 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 comprised 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 comprised of two cards of the same rank. Two aces is the highest ranked Pair and two 2s is the lowest ranked Pair.

Omaha

High Card	A hand comprised 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.
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Description of Table Used and Total Number of Seated Positions

The game shall be played on a standard poker table which shall accommodate up to ten seated positions for patrons. Within each betting area for each seated position, there shall be a single betting space specifically designated for players to place a wager. Each seated position at the table shall have the same minimum and maximum wagering limits during each betting round, as specified by the table limits. During the first two rounds of betting, the amount that a player may wager and/or raise shall be the lower table limit. During the last two rounds of betting, the amount that a player may wager and/or raise shall be the higher table limit. For example, for a \$3 - \$6 game, the small blind is \$1 and the big blind is \$3. During the first two rounds of betting, all wagers and raises shall be in \$3 increments. During the last two rounds of betting, all wagers and raises shall be in \$6 increments. Therefore, the table limit establishes what the lower and higher betting increments shall be for each round. Backline betting is not permitted.

Dealing Procedures and Round of Play

1. The game shall utilize a flat white disk with the words "dealer button" on it to visually designate which player is in the dealer position (in theory) for that hand.
 - a. The dealer button shall rotate from player to player around the table clockwise after each round of play.
 - b. The player with the dealer button is the last to receive cards, and has the right of last action on all rounds of play except for the first round, where the "big blind" shall have the right of last action.
2. The game also utilizes two separate disks, one with the words "small blind" and the other with the words "big blind" on them, to visually designate which player is in the "small blind" position and which player is in the "big blind" position.
 - a. The small blind and the big blind are used to initiate action and are positioned immediately to the left of the dealer button and posted before the house dealer deals cards.
 - b. On all subsequent wagering rounds (second, third, and fourth), the action is started by the first active player to the left of the dealer button.
 - c. The small blind and big blind buttons shall rotate from player to player around the table clockwise after each round of play.
3. When first opening a game, all players shall be dealt one card face-up, starting with the player to the immediate left of the house dealer and continuing clockwise around the table.
 - a. The player with the highest ranked card, by suit, shall receive the dealer button.
4. Once the dealer button has been distributed by the house dealer, the player to the immediate left of the player with the dealer button shall receive the small blind button and shall be required to place the small blind. Additionally, the player to the immediate left of the player that received the small blind button shall receive the big blind button and shall be required to place the big blind.
 - a. Both blinds are predetermined and mandatory for the players with the small blind and big blind buttons.
 - b. Both blind bets shall be placed in the center of the table, which is referred to as "the pot."

Omaha

5. Once the blinds have been placed in the pot, the house dealer shall deal one card face-down to each player, starting with the player to the left of the dealer button, which is the player that received the small blind button, and continuing clockwise around the table until all players have four cards face-down.
 - a. These initial four cards are referred to as “hole cards.”
6. Once each player has received their four hole cards, the first round of betting will occur. Players are given the following options, starting with the player to the left of the player that received the big blind button and continuing clockwise around the table:
 - a. Place their four hole cards face-down into the center of the table, referred to as a “fold.” The hand shall be kept face-down and shall be collected by the house dealer, who shall then place them in the discard pile. A player that chooses to fold their hand will no longer participate during that round of play;
 - b. Place a wager that is equal to the amount of the big blind, referred to as a “call.
 - c. Place a wager that is equal to the amount of the big blind as well as an additional amount within the posted table limit, referred to as a “raise.” If a player raises the pot, all other players will have the option to call the raise, re-raise the pot by placing a wager larger than the raise within the posted table limit, or fold their hand. There is a maximum of four raises per round of betting, unless there are only two players participating during a round of betting, in which case there is no limit to the number of raises. When a raise or re-raise occurs, checking is not permitted;
 - d. Place no additional wager at this time, referred to as a “check.” This is only permitted for the player in the big blind position when all other players have called the big blind and there have been no raises, or if a player raises the pot and all other players call the raise, in which case the player that originally raised the pot would be permitted to check.
7. After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot.
8. The house dealer shall then take the top card of the deck and place it in the discard pile without exposing it, referred to as a “burn.”
9. The house dealer shall then take the next three cards from the top of the deck and place them face-up on the table simultaneously, which is referred to as “the flop.”
 - a. These are community cards and are available to all players.
10. Once the first three community cards have been placed face-up on the table, the second round of betting will occur.
11. All active players, which are players that called all wagers and did not fold their hand, shall be given the following options, starting with the first active player to the left of the dealer button:
 - a. Fold their hand according to the rules and guidelines used in the previous betting round;
 - b. Check their hand according to the rules and guidelines used in the previous betting round;
 - c. Raise the pot according to the rules and guidelines used in the previous betting round;
 - d. Call a raise according to the rules and guidelines used in the previous betting round.
12. After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot.
13. The house dealer shall then take the top card of the deck and place it in the discard pile without exposing it, referred to as a burn.
14. The house dealer shall then take one card from the top of the deck and place it face-up on the table so that there are now a total of four community cards face-up on the table. This is referred to as “the turn card.”

Omaha

- a. This card shall also become a community card and is available to all players.
- b. Once the fourth community card has been placed face-up on the table, the third round of betting will occur.
15. All active players shall be given the following options, starting with the first active player to the left of the dealer button:
 - a. Fold their hand according to the rules and guidelines used in the previous betting round;
 - b. Check their hand according to the rules and guidelines used in the previous betting round;
 - c. Raise the pot according to the rules and guidelines used in the previous betting round;
 - d. Call a raise according to the rules and guidelines used in the previous betting round.
16. After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot.
17. The house dealer shall then take the top card of the deck and place it in the discard pile without exposing it, referred to as a burn.
18. The house dealer shall then take one card from the top of the deck and place it face-up on the table so that there are now a total of five community cards face-up on the table. This is referred to as "the river card." This card shall also become a community card and is available to all players.
19. Once the fifth community card has been placed face-up on the table, which is the final community card, the fourth and final round of betting will occur. All active players shall be given the following options, starting with the first active player to the left of the dealer button:
 - a. Fold their hand according to the rules and guidelines used in the previous betting round;
 - b. Check their hand according to the rules and guidelines used in the previous betting round;
 - c. Raise the pot according to the rules and guidelines used in the previous betting round;
 - d. Call a raise according to the rules and guidelines used in the previous betting round.
20. After the fourth and final round of wagering has been completed, the house dealer shall move all wagers into the pot.
21. All active players shall then enter into a showdown with each other and compare their hands.

How Winners are Determined and Paid

All active players shall then enter into a showdown with each other and compare their hands. Players must use two of the four hole cards initially dealt to them at the beginning of the game and three of the five community cards turned over throughout the round of play to make the highest ranking five-card poker hand. The following shall apply for determining which player wins the pot:

- The pot shall be awarded to the player with the highest ranking five-card poker hand, according to the hand and card rankings shown above. All other players shall lose;
- In the event that more than one player has the highest ranked hand, the pot shall be split equally among all players with the winning hand.
- In the instance that there are an odd number of chips, the odd chips shall be awarded to the player closest to the left of the dealer button.

Omaha

Collection Rates Schedule

For table limits and collection rate schedules for the game of Omaha, please refer to Bureau approved Poker Games Collection Rates (GEGR-001796).

Omaha High-Low Split

Type of Game

The players of Omaha High-Low Split play against each other for “the pot” of money on the table. The game does not utilize a player-dealer position, it is a Poker game. The gambling establishment does not participate in the actual play of the game and has no interest in the outcome of the play.

Object of the Game

The object of the game is for players to form a five-card poker hand that ranks higher or lower than the other player’s five-card poker hand. Each player must use two out of the four cards initially dealt to them at the beginning of the game, referred to as “hole” cards, and three out of the five cards dealt on the table throughout the course of the game, referred to as “community” cards or “board” cards to make their hand. When making a five-card low hand and a five-card high poker hand, a player is not required to use the same hole cards and/or community cards to complete each hand.

Description of the Deck and Number of Decks Used

The game shall be played using one standard 52-card deck with no joker. The 52-card deck shall be shuffled, cut, and dealt by the house dealer.

Card Values and Hand Rankings

Five-Card High Card Values - The rank of each card used in Omaha High-Low Split when forming a five-card high poker hand, in order of highest to lowest rank, will be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, and 2. All suits will be considered equal in rank. The ace would be considered low any time the ace begins a straight or a straight flush.

High hand ranking, from highest to lowest, is as follows:

Omaha High Hand Rankings

Hand Dealt	Hand Requirements
Royal Flush	A hand comprised of an ace, king, queen, jack and 10 of the same suit.
Straight Flush	A hand comprised 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 comprised 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 comprised 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 comprised 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 comprised of five cards 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 comprised 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 comprised 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.

Omaha High-Low Split

One Pair	A hand comprised 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 comprised 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.

Five-Card Low Card Values - The rank of each card used in Omaha High-Low Split when forming a five-card low hand, in order of lowest to highest rank, will be: ace, 2, 3, 4, 5, 6, 7 and 8. All suits will be considered equal in rank.

Five-Card Low Hand Rankings - To make a qualifying five-card low hand, a player must have an 8 high or lower, meaning the two hole cards used from the player's hand and the three community cards used by the player cannot contain a card with a value of 9 or higher.

- Additionally, when determining if a player has a qualifying five-card low hand, straights and flushes do not disqualify the player's hand if all other requirements are met.
- However, if the player has a pair or higher in their low hand, the hand does not qualify.
- The lowest possible five-card poker hand is 5, 4, 3, 2, and ace; this is called a "Wheel".
- If multiple players have qualifying five-card low hands, the winning low hand is determined by comparing the highest card of each players' five-card hand, the lowest high card would be the winning hand.

For example: A hand of 7, 6, 4, 3, and ace is lower than an 8, 6, 4, 3, and 2.

Description of Table Used and Total Number of Seated Positions

The game shall be played on a standard poker table which shall accommodate up to ten seated positions for patrons. Within each betting area for each seated position, there shall be a single betting space specifically designated for players to place a wager. Each seated position at the table shall have the same minimum and maximum wagering limits during each betting round, as specified by the table limits. During the first two rounds of betting, the amount that a player may wager and/or raise shall be the lower table limit. During the last two rounds of betting, the amount that a player may wager and/or raise shall be the higher table limit. For example, for a \$3 - \$6 game, the small blind is \$1 and the big blind is \$3. During the first two rounds of betting, all wagers and raises shall be in \$6 increments. Therefore, the table limit establishes what the lower and higher betting increments shall be for each round. Backline betting is not permitted.

Dealing Procedures and Round of Play

1. The game shall utilize a flat white disk with the words "dealer button" on it to visually designate which player is in the dealer position (in theory) for that hand.
 - a. The dealer button shall rotate from player to player around the table clockwise after each round of play.
 - b. The player with the dealer button is the last to receive cards, and has the right of last action on all rounds of play except for the first round, where the "big blind" shall have the right of last action.
2. The game also utilizes two separate disks, one with the words "small blind" and the other with the words "big blind" on them, to visually designate which player is in the "small blind" position and which player is in the "big blind" position.
 - a. The small blind and the big blind are used to initiate action and are positioned immediately to the left of the dealer button and posted before the house dealer deals cards.

Omaha High-Low Split

- b. On all subsequent wagering rounds (second, third, and fourth), the action is started by the first active player to the left of the dealer button.
 - c. The small blind and big blind buttons shall rotate from player to player around the table clockwise after each round of play.
 3. When first opening a game, all players shall be dealt one card face-up, starting with the player to the immediate left of the house dealer and continuing clockwise around the table.
 - a. The player with the highest ranked card, by suit, shall receive the dealer button.
 4. Once the dealer button has been distributed by the house dealer, the player to the immediate left of the player with the dealer button shall receive the small blind button and shall be required to place the small blind. Additionally, the player to the immediate left of the player that received the small blind button shall receive the big blind button and shall be required to place the big blind.
 - a. Both blinds are predetermined and mandatory for the players with the small blind and big blind buttons.
 - b. Both blind bets shall be placed in the center of the table, which is referred to as “the pot.”
 5. Once the blinds have been placed in the pot, the house dealer shall deal one card face-down to each player, starting with the player to the left of the dealer button, which is the player that received the small blind button, and continuing clockwise around the table until all players have four cards face-down.
 - a. These initial four cards are referred to as “hole cards.”
 6. Once each player has received their four hole cards, the first round of betting will occur. Players are given the following options, starting with the player to the left of the player that received the big blind button and continuing clockwise around the table:
 - a. Place their four hole cards face-down into the center of the table, referred to as a “fold.” The hand shall be kept face-down and shall be collected by the house dealer, who shall then place them in the discard pile. A player that chooses to fold their hand will no longer participate during that round of play;
 - b. Place a wager that is equal to the amount of the big blind, referred to as a “call.
 - c. Place a wager that is equal to the amount of the big blind as well as an additional amount within the posted table limit, referred to as a “raise.” If a player raises the pot, all other players will have the option to call the raise, re-raise the pot by placing a wager larger than the raise within the posted table limit, or fold their hand. There is a maximum of four raises per round of betting, unless there are only two players participating during a round of betting, in which case there is no limit to the number of raises. When a raise or re-raise occurs, checking is not permitted;
 - d. Place no additional wager at this time, referred to as a “check.” This is only permitted for the player in the big blind position when all other players have called the big blind and there have been no raises, or if a player raises the pot and all other players call the raise, in which case the player that originally raised the pot would be permitted to check.
 7. After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot.
 8. The house dealer shall then take the top card of the deck and place it in the discard pile without exposing it, referred to as a “burn.”
 9. The house dealer shall then take the next three cards from the top of the deck and place them face-up on the table simultaneously, which is referred to as “the flop.”
 - a. These are community cards and are available to all players.
 10. Once the first three community cards have been placed face-up on the table, the second round of betting will occur.

Omaha High-Low Split

11. All active players, which are players that called all wagers and did not fold their hand, shall be given the following options, starting with the first active player to the left of the dealer button:
 - a. Fold their hand according to the rules and guidelines used in the previous betting round;
 - b. Check their hand according to the rules and guidelines used in the previous betting round;
 - c. Raise the pot according to the rules and guidelines used in the previous betting round;
 - d. Call a raise according to the rules and guidelines used in the previous betting round.
12. After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot.
13. The house dealer shall then take the top card of the deck and place it in the discard pile without exposing it, referred to as a burn.
14. The house dealer shall then take one card from the top of the deck and place it face-up on the table so that there are now a total of four community cards face-up on the table. This is referred to as “the turn card.”
 - a. This card shall also become a community card and is available to all players.
 - b. Once the fourth community card has been placed face-up on the table, the third round of betting will occur.
15. All active players shall be given the following options, starting with the first active player to the left of the dealer button:
 - a. Fold their hand according to the rules and guidelines used in the previous betting round;
 - b. Check their hand according to the rules and guidelines used in the previous betting round;
 - c. Raise the pot according to the rules and guidelines used in the previous betting round;
 - d. Call a raise according to the rules and guidelines used in the previous betting round.
16. After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot.
17. The house dealer shall then take the top card of the deck and place it in the discard pile without exposing it, referred to as a burn.
18. The house dealer shall then take one card from the top of the deck and place it face-up on the table so that there are now a total of five community cards face-up on the table. This is referred to as “the river card.” This card shall also become a community card and is available to all players.
19. Once the fifth community card has been placed face-up on the table, which is the final community card, the fourth and final round of betting will occur. All active players shall be given the following options, starting with the first active player to the left of the dealer button:
 - a. Fold their hand according to the rules and guidelines used in the previous betting round;
 - b. Check their hand according to the rules and guidelines used in the previous betting round;
 - c. Raise the pot according to the rules and guidelines used in the previous betting round;
 - d. Call a raise according to the rules and guidelines used in the previous betting round.
20. After the fourth and final round of wagering has been completed, the house dealer shall move all wagers into the pot.

Omaha High-Low Split

21. All active players shall then enter into a showdown with each other and compare their hands.

How Winners are Determined and Paid

After the fourth and final round of betting has been completed, the house dealer shall move all player bets into the pot. All active players shall then enter into a showdown with each other and compare their hands. Players must use two of the four hole cards initially dealt to them at the beginning of the game and three of the five community cards turned over throughout the round of play to make the highest ranking five-card poker hand. The following shall apply for determining which player wins the pot:

- If there is no qualifying five-card low hand, as described above, the pot shall be awarded to the player with the highest ranked five-card hand. All other players shall lose.
- If there is a qualifying five-card low hand, the pot shall be divided equally in half, with half of the pot being awarded to the highest ranked five-card hand and the other half of the pot being awarded to the qualifying five-card low hand.
- A player is eligible to win the high hand portion of the pot as well as the low hand portion of the pot if they have the highest ranked five-card hand and the lowest qualifying five-card low hand.
- In the event of a tie when there is not a qualifying five-card low hand, the pot shall be split equally among all players with the highest ranked five-card hand. All other players shall lose.
- In the event of a tie when there is a qualifying five-card low hand, the pot shall be divided equally in half, with half of the pot being split equally among all players with the highest ranked five-card hand and the other half of the pot being split equally among all players with the qualifying five-card low hand. If there are an odd number of chips for all cases of a tie, the odd chips shall be awarded to the player closest to the left of the dealer button.

Collection Rates Schedule

For table limits and collection rate schedules for the game of Omaha High-Low Split, please refer to Bureau approved Poker Games Collection Rates (GEGR-001796).

Pineapple High-Low Split

Type of Game

The players of Pineapple High-Low Split play against each other for the “pot” of money on the table. The game does not utilize a player-dealer position, it is a poker game. The gambling establishment does not participate in the actual play of the game and has no interest in the outcome of the play.

Object of the Game

The object of the game is for players to form a five-card hand that ranks higher or lower than the other player’s five-card hands. Each player may use any combination of two of the three cards initially dealt to them at the beginning of the round, referred to as “hole” cards, and the five cards dealt on the table throughout the round of play, referred to as “community” cards or “board” cards, or they may play the board by using no hole cards and using the five community cards, to make their five-card hand(s). When making a five-card low hand and a five-card high hand, a player is not required to use the same hole cards and/or community cards to complete each hand.

Description of the Deck and Number of Decks Used

The game shall be played using one standard 52-card deck and no joker. The deck shall be manually shuffled, or shuffled by machine, cut, and dealt by the house dealer. When an automatic shuffler is utilized, the cards are not cut. If the cards are shuffled manually, the house dealer will cut the cards.

Card Values and Hand Rankings

The rank of each card used in Pineapple High-Low Split, in order of highest to lowest rank, will be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, and 2. An ace will be considered low any time it begins any Straight or Straight Flush. All suits will be considered equal in rank.

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

Pineapple High-Low Split High Hand Rankings Chart

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 that are not in consecutive ranking. An ace, king, queen, jack and 9 is the highest ranked Flush and a 7, 5, 4, 3 and 2 is the lowest ranked Flush.
Straight	A hand that consists of five cards that are in consecutive ranking, but that are not the same suit. An ace, king, queen, jack and 10 is the highest ranked Straight and a 5, 4, 3, 2 and ace is the lowest ranked Straight.

Pineapple High-Low Split

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 is the lowest ranked High Card hand.

Five-Card Low Hand Card Values

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

Five-Card Low Hand Rankings - To make a qualifying five-card low hand, a player must have an 8 high or lower, meaning the five cards used by the player cannot contain a card with a value of 9 or higher.

- Additionally, when determining if a player has a qualifying five-card low hand, straights and flushes do not disqualify the player's hand if all other requirements are met.
- However, if the player has a pair or higher in their low hand, the hand does not qualify.
- The lowest possible five-card poker hand is 5, 4, 3, 2, and ace.
- If multiple players have qualifying five-card low hands, the winning low hand is determined by comparing the highest card of each players' five-card hand, the lowest high card would be the winning hand.

For example: A hand of 7, 6, 4, 3, and ace is lower than an 8, 6, 4, 3, and 2.

Description of Table Used and Total Number of Seated Positions

The game will be played on a standard poker table which will accommodate up to ten seated positions for patrons. Each seated position at the table will have the same minimum and maximum wagering limits during each betting round, as specified by the table limits.

Dealing Procedures and Round of Play

1. The game will utilize a flat white disk with the words "dealer button" on it to visually designate which player is in the dealer position (in theory) for that hand.
 - a. The dealer button will rotate from player to player around the table clockwise after each round of play.
 - b. The player with the dealer button is the last to receive cards, and has the right of last action on all rounds of play except for the first round, where the "big blind" will have the right of last action.
 - c. On all subsequent wagering rounds (second, third, and fourth), the action is started by the first active player to the left of the dealer button.
2. The small blind and the big blind positions are used to initiate action and are positioned immediately to the left of the dealer button and their blind wagers posted before the house dealer distributes the cards.

Pineapple High-Low Split

- a. The small blind and the big blind are used to initiate action and are positioned immediately to the left of the dealer button and posted before the house dealer deals cards.
- b. The small blind and big blind will rotate from player to player around the table clockwise after each round of play.
3. When first opening a game, all players will be dealt one card face-up, starting with the player to the immediate left of the house dealer and continuing clockwise around the table.
 - a. The player with the highest ranked card with traditional suit rankings (spades, hearts, diamonds, and clubs) will receive the flat white disk with the words “dealer button”.
4. Once the dealer button has been distributed by the house dealer, the player to the immediate left of the player with the dealer button will receive the small blind button and will be required to place the small blind. Additionally, the player to the immediate left of the player who received the small blind button will receive the big blind button and will be required to place the big blind.
 - a. Both blinds are predetermined and mandatory for the players with the small blind and big blind buttons, and are used to initiate action.
 - b. Both blind wagers will be placed in the designated wagering area, referred to as “the pot.”
5. Once the blinds have been placed in the pot, the house dealer will deal one card face-down to each player, starting with the player to the left of the dealer button, the player that received the small blind button, and continuing clockwise around the table until all players have three cards face-down.
 - a. These initial three cards are referred to as hole cards.
6. Once each player has received their three hole cards, the first round of wagering will occur. Players are given the following options, starting with the player to the left of the player that received the big blind button and continuing clockwise around the table:
 - a. Place a wager that is equal to the amount of the big blind; or
 - b. Place their three hole cards face-down into the center of the table, referred to as a “fold.” The hand will be kept face-down and will be collected by the house dealer; or who will then place them in the discard pile. A player that chooses to fold their hand will no longer participate during that round of play; or
 - c. Place a wager equal to the amount of the big blind as well as an additional amount within the posted table limit, referred to as a “raise;” or
 - d. Call the raise, re-raise, or fold their hand. There is a maximum of three raises per round of wagering, unless there are only two players participating during a round of wagering, in which case there is no limit to the number of raises; or
 - e. The player in the big blind position may “check”, meaning they do not wish to place an additional wager, or they may also raise, by placing an additional wager.
7. After all players have acted in turn and either called all wagers, raised or folded their hand, the house dealer will move all player wagers into the pot.
8. Each active player, which are players that called all wagers and did not fold their hand, will be required to discard one card from their three-card hand, starting with the first active player to the left of the dealer button.
 - a. The cards will be kept face-down and will be collected by the house dealer, who will then place them in the discard pile.
9. Once all active players have discarded one card and now only have two cards in their hand, the house dealer will proceed dealing the game by taking the top card of the deck and placing it under a chip without exposing it, referred to as a “burn.”
10. The house dealer will then take the next three cards from the top of the deck and place them face-up on the table simultaneously.

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- a. This is referred to as “the flop.”
 - b. These are community cards and are shared by all players.
11. Once the first three community cards have been placed face-up on the table, the second round of wagering will occur.
 12. All active players that called all wagers and did not fold their hand, will be given the following options, starting with the first active player to the left of the dealer button:
 - a. Place a wager according to the established table limits; or
 - b. Do not make a wager, referred to as a “check”, with the option to call or raise a wager by another player; or
 - c. Call a wager, meaning to match the amount wagered by another player; or
 - d. Fold their hand according to the rules and guidelines used in the previous round of play; or
 - e. Raise the pot according to the rules and guidelines used in the previous round of play.
 13. After all players have acted in turn and either called all wagers, raised or folded their hand, the house dealer will move all player wagers into the pot.
 14. The house dealer will then burn a card.
 15. The house dealer will then take one card from the top of the deck and place it face-up on the table so that there are now a total of four community cards face-up on the table.
 - a. This is referred to as “the turn” card.
 - b. This card will also become a community card and is shared by all players.
 16. Once the fourth community card has been placed face-up on the table, the third round of wagering will occur.
 17. All active players will be given the following options, starting with the first active player to the left of the dealer button:
 - a. Place a wager according to the established table limits; or
 - b. Call a wager according to the rules and guidelines used in the previous round of play; or
 - c. Check according to the rules and guidelines used in the previous round of play;
 - d. Fold their hand according to the rules and guidelines used in the previous round of play; or
 - e. Raise the pot according to the rules and guidelines used in the previous round of play; or
 18. After all players have acted in turn and either called all wagers, raised or folded their hand, the house dealer will move all player wagers into the pot.
 19. The house dealer will then burn a card.
 20. The house dealer will then take one card from the top of the deck and place it face-up on the table so there are now a total of five community cards face-up on the table.
 - a. This is referred to as “the river” card.
 - b. This card will also become a community card and is shared by all players.
 21. Once the fifth community card has been placed face-up on the table, which is the final community card, the fourth and final round of wagering will occur.
 22. All active players will be given the following options, starting with the first active player to the left of the dealer button:
 - a. Place a wager according to the established table limits; or
 - b. Call a wager according to the rules and guidelines used in the previous round of play; or
 - c. Check according to the rules and guidelines used in the previous round of play;
 - d. Fold their hand according to the rules and guidelines used in the previous round of play; or

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- e. Raise the pot according to the rules and guidelines used in the previous round of play.
- 23. After the fourth and final round of wagering has been completed, the house dealer will move all wagers into the pot.
- 24. All active players will then enter into a showdown with each other and compare their hands.

How Winners are Determined and Paid

All active players will then enter into a showdown with each other and compare their hands to determine the highest ranking five-card high hand and five-card low hand. The following will apply for determining which player wins the pot:

- If there is no qualifying five-card low hand, as described above, the entire pot shall be awarded to the player with the highest ranked five-card poker hand, according to the hand and card rankings shown above. All other players shall lose.
- If there is no qualifying five-card low hand, as described above, and more than one player has the highest ranking five-card high hand, the pot shall be equally split among all players with the highest ranked five-card poker hand.
 - In the event there are an odd number of chips, the odd amount shall be awarded to the player closest to the left of the dealer button.
- If there is a qualifying five-card low hand, as described above, and one qualifying five-card high hand, the pot shall be split equally in half, with half the pot being awarded to the player with the highest ranked five-card poker hand, and the other half being awarded to the player with the qualifying five-card low hand.
 - In the event there are an odd number of chips, the odd amount shall be awarded to the high hand.
- If there is a qualifying five-card low hand, as described above, and more than one player has the highest ranking five-card high hand, the pot shall be split equally in half, with half the pot being split equally among all players with the highest ranking five-card high hand, and the other half of the pot being awarded to the player with the qualifying five-card low hand.
 - In the event there are an odd number of chips, the odd amount shall be awarded to the player closest to the left of the dealer button.
- If more than one player has the lowest ranked five-card low hand, the pot shall be split equally in half, with half the pot being split equally among all players with the lowest ranked five-card low hand, and the other half being awarded to the player with the highest ranked five-card high hand.
 - In the event there are an odd number of chips, the odd amount shall be awarded to the player closest to the left of the dealer button.
- If more than one player has the lowest ranked five-card low hand, and more than one player has the highest ranking five-card high hand, the pot shall be split equally in half, with half the pot being split equally among all players with the lowest ranked five-card low hand, and the other half being equally split among all players with the highest ranked five-card poker hand.
 - In the event there are an odd number of chips, the odd amount shall be awarded to the player closest to the left of the dealer button.

Collection Rates Schedule

For wagering limits and collection rates for the game of Pineapple High-Low Split, please refer to the Poker Games Collection Rates (GEGR-001796).

Texas Hold'em

Type of Game

The players of Texas Hold'em play against each other for "the pot" of money on the table. The game does not utilize a player-dealer position, it is a Poker game. The gambling establishment does not participate in the actual play of the game and has no interest in the outcome of the play.

Object of the Game

The object of the game is for players to form a five-card poker hand that ranks higher than the other players' five-card poker hands. Each player may use any combination of the two cards initially dealt to them at the beginning of the game, referred to as "hole" cards, and the five cards dealt on the table throughout the course of the game, referred to as "community" cards or "the board" cards, or they may play the board by using no hole cards and using the five community cards, to make the highest ranking five-card poker hand, according to the rankings as shown below.

Description of the Deck and Number of Decks Used

The game shall be played using one standard 52-card deck with no joker. The 52-card deck shall be shuffled, cut, and dealt by the house dealer.

Card Values and Hand Rankings

The rank of each card used in Texas Hold'em when forming a five-card high poker hand, in order of highest to lowest rank, shall be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, and 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.

Texas Hold'em Hand Rankings

Hand Dealt	Hand Requirements
Royal Flush	A hand comprised of ace, king, queen, jack and 10 of the same suit.
Straight Flush	A hand comprised of five cards of the same suit in consecutive ranking. 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 comprised 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 comprised 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 comprised 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 comprised of five cards 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 comprised 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 comprised 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 comprised of two cards of the same rank. Two aces is the highest ranked Pair and two 2s is the lowest ranked Pair.

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High Card	A hand comprised 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.
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Description of Table Used and Total Number of Seated Positions

The game shall be played on a standard poker table which shall accommodate up to ten seated positions for patrons. Within each betting area for each seated position, there shall be a single betting space specifically designated for players to place a wager. Each seated position at the table shall have the same minimum and maximum wagering limits during each betting round, as specified by the table limits. During the first two rounds of betting, the amount that a player may wager and/or raise shall be the lower table limit. During the last two rounds of betting, the amount that a player may wager and/or raise shall be the higher table limit. For example, for a \$3 - \$6 game, the small blind is \$1 and the big blind is \$3. During the first two rounds of betting, all wagers and raises shall be in \$3 increments. During the last two rounds of betting, all wagers and raises shall be in \$6 increments. Therefore, the table limit establishes what the lower and higher betting increments shall be for each round. Backline betting is not permitted.

Dealing Procedures and Round of Play

1. The game shall utilize a flat white disk with the words "dealer button" on it to visually designate which player is in the dealer position (in theory) for that hand.
 - a. The dealer button shall rotate from player to player around the table clockwise after each round of play.
 - b. The player with the dealer button is the last to receive cards, and has the right of last action on all rounds of play except for the first round, where the "big blind" shall have the right of last action.
2. The game also utilizes two separate disks, one with the words "small blind" and the other with the words "big blind" on them, to visually designate which player is in the "small blind" position and which player is in the "big blind" position.
 - a. The small blind and the big blind are used to initiate action and are positioned immediately to the left of the dealer button and posted before the house dealer deals cards.
 - b. On all subsequent wagering rounds (second, third, and fourth), the action is started by the first active player to the left of the dealer button.
 - c. The small blind and big blind buttons shall rotate from player to player around the table clockwise after each round of play.
3. When first opening a game, all players shall be dealt one card face-up, starting with the player to the immediate left of the house dealer and continuing clockwise around the table.
 - a. The player with the highest ranked card, by suit, shall receive the dealer button.
4. Once the dealer button has been distributed by the house dealer, the player to the immediate left of the player with the dealer button shall receive the small blind button and shall be required to place the small blind. Additionally, the player to the immediate left of the player that received the small blind button shall receive the big blind button and shall be required to place the big blind.
 - a. Both blinds are predetermined and mandatory for the players with the small blind and big blind buttons.
 - b. Both blind bets shall be placed in the center of the table, which is referred to as "the pot."

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5. Once the blinds have been placed in the pot, the house dealer shall deal one card face-down to each player, starting with the player to the left of the dealer button, which is the player that received the small blind button, and continuing clockwise around the table until all players have two cards face-down.
 - a. These initial two cards are referred to as "hole cards."
6. Once each player has received their two hole cards, the first round of betting will occur. Players are given the following options, starting with the player to the left of the player that received the big blind button and continuing clockwise around the table:
 - a. Place their two hole cards face-down into the center of the table, referred to as a "fold." The hand shall be kept face-down and shall be collected by the house dealer, who shall then place them in the discard pile. A player that chooses to fold their hand will no longer participate during that round of play;
 - b. Place a wager that is equal to the amount of the big blind, referred to as a "call.
 - c. Place a wager that is equal to the amount of the big blind as well as an additional amount within the posted table limit, referred to as a "raise." If a player raises the pot, all other players will have the option to call the raise, re-raise the pot by placing a wager larger than the raise within the posted table limit, or fold their hand. There is a maximum of four raises per round of betting, unless there are only two players participating during a round of betting, in which case there is no limit to the number of raises. When a raise or re-raise occurs, checking is not permitted;
 - d. Place no additional wager at this time, referred to as a "check." This is only permitted for the player in the big blind position when all other players have called the big blind and there have been no raises, or if a player raises the pot and all other players call the raise, in which case the player that originally raised the pot would be permitted to check.
7. After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot.
8. The house dealer shall then take the top card of the deck and place it in the discard pile without exposing it, referred to as a "burn."
9. The house dealer shall then take the next three cards from the top of the deck and place them face-up on the table simultaneously, which is referred to as "the flop."
 - a. These are community cards and are available to all players.
10. Once the first three community cards have been placed face-up on the table, the second round of betting will occur.
11. All active players, which are players that called all wagers and did not fold their hand, shall be given the following options, starting with the first active player to the left of the dealer button:
 - a. Fold their hand according to the rules and guidelines used in the previous betting round;
 - b. Check their hand according to the rules and guidelines used in the previous betting round;
 - c. Raise the pot according to the rules and guidelines used in the previous betting round;
 - d. Call a raise according to the rules and guidelines used in the previous betting round.
12. After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot.
13. The house dealer shall then take the top card of the deck and place it in the discard pile without exposing it, referred to as a burn.
14. The house dealer shall then take one card from the top of the deck and place it face-up on the table so that there are now a total of four community cards face-up on the table. This is referred to as "the turn card."

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- a. This card shall also become a community card and is available to all players.
- b. Once the fourth community card has been placed face-up on the table, the third round of betting will occur.
15. All active players shall be given the following options, starting with the first active player to the left of the dealer button:
 - a. Fold their hand according to the rules and guidelines used in the previous betting round;
 - b. Check their hand according to the rules and guidelines used in the previous betting round;
 - c. Raise the pot according to the rules and guidelines used in the previous betting round;
 - d. Call a raise according to the rules and guidelines used in the previous betting round.
16. After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot.
17. The house dealer shall then take the top card of the deck and place it in the discard pile without exposing it, referred to as a burn.
18. The house dealer shall then take one card from the top of the deck and place it face-up on the table so that there are now a total of five community cards face-up on the table. This is referred to as "the river card." This card shall also become a community card and is available to all players.
19. Once the fifth community card has been placed face-up on the table, which is the final community card, the fourth and final round of betting will occur. All active players shall be given the following options, starting with the first active player to the left of the dealer button:
 - a. Fold their hand according to the rules and guidelines used in the previous betting round;
 - b. Check their hand according to the rules and guidelines used in the previous betting round;
 - c. Raise the pot according to the rules and guidelines used in the previous betting round;
 - d. Call a raise according to the rules and guidelines used in the previous betting round.
20. After the fourth and final round of wagering has been completed, the house dealer shall move all wagers into the pot.
21. All active players shall then enter into a showdown with each other and compare their hands.

How Winners are Determined and Paid

After the fourth and final round of betting has been completed, the house dealer shall move all player bets into the pot. All active players shall then enter into a showdown with each other and compare their hands. Players may use any combination of the two hole cards initially dealt to them at the beginning of the game and the five community cards turned over throughout the course of the game, or they may use the five community cards and no hole cards to make the highest ranking five-card poker hand. The following shall apply for determining which player wins the pot:

- The pot shall be awarded to the player with the highest ranking five-card poker hand, according to the hand and card rankings shown above. All other players shall lose;
- In the event that more than one player has the highest ranked hand, the pot shall be split equally among all players with the winning hand.
- In the instance that there are an odd number of chips, the odd chips shall be awarded to the player closest to the left of the dealer button.

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Collection Rates Schedule

For table limits and collection rate schedules for the game of Texas Hold'em, please refer to Bureau approved Poker Games Collection Rates (GEGR-001796).

Texas Hold'em High-Low Split

Type of Game

The players of Texas Hold'em High-Low Split play against each other for "the pot" of money on the table. The game does not utilize a player-dealer position, it is a Poker game. The gambling establishment does not participate in the actual play of the game and has no interest in the outcome of the play.

Object of the Game

The object of the game is for players to form a five-card poker hand that ranks higher or lower than the other player's five-card poker hand. Each player may use any combination of the two cards initially dealt to them at the beginning of the game, referred to as "hole" cards, and the five cards dealt on the table throughout the course of the game, referred to as "community" cards or "the board" cards, or they may play the board by using no hole cards and using the five community cards. When making a five-card low hand and a five-card high poker hand, a player is not required to use the same hole cards and/or community cards to complete each hand.

Description of the Deck and Number of Decks Used

The game shall be played using one standard 52-card deck with no joker. The 52-card deck shall be shuffled, cut, and dealt by the house dealer.

Card Values and Hand Rankings

Five-Card High Card Values - The rank of each card used in Texas Hold'em High-Low Split when forming a five-card high poker hand, in order of highest to lowest rank, will be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, and 2. All suits will be considered equal in rank. The ace would be considered low any time the ace begins a straight or a straight flush.

High hand ranking, from highest to lowest, is as follows:

Texas Hold'em High Hand Rankings

Hand Dealt	Hand Requirements
Royal Flush	A hand comprised of an ace, king, queen, jack and 10 of the same suit.
Straight Flush	A hand comprised 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 comprised 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 comprised 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 comprised 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 comprised of five cards 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 comprised 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 comprised 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.

Texas Hold'em High-Low Split

One Pair	A hand comprised 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 comprised 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.

Five-Card Low Card Values - The rank of each card used in Texas High-Low Split when forming a five-card low hand, in order of lowest to highest rank, will be: ace, 2, 3, 4, 5, 6, 7 and 8. All suits will be considered equal in rank.

Five-Card Low Hand Rankings - To make a qualifying five-card low hand, a player must have an 8 high or lower, meaning the two hole cards used from the player's hand and the three community cards used by the player cannot contain a card with a value of 9 or higher.

- Additionally, when determining if a player has a qualifying five-card low hand, straights and flushes do not disqualify the player's hand if all other requirements are met.
- However, if the player has a pair or higher in their low hand, the hand does not qualify.
- The lowest possible five-card poker hand is 5, 4, 3, 2, and ace; this is called a "Wheel".
- If multiple players have qualifying five-card low hands, the winning low hand is determined by comparing the highest card of each players' five-card hand, the lowest high card would be the winning hand.

For example: A hand of 7, 6, 4, 3, and ace is lower than an 8, 6, 4, 3, and 2.

Description of Table Used and Total Number of Seated Positions

The game shall be played on a standard poker table which shall accommodate up to ten seated positions for patrons. Within each betting area for each seated position, there shall be a single betting space specifically designated for players to place a wager. Each seated position at the table shall have the same minimum and maximum wagering limits during each betting round, as specified by the table limits. During the first two rounds of betting, the amount that a player may wager and/or raise shall be the lower table limit. During the last two rounds of betting, the amount that a player may wager and/or raise shall be the higher table limit. For example, for a \$3 - \$6 game, the small blind is \$1 and the big blind is \$3. During the first two rounds of betting, all wagers and raises shall be in \$6 increments. Therefore, the table limit establishes what the lower and higher betting increments shall be for each round. Backline betting is not permitted.

Dealing Procedures and Round of Play

1. The game shall utilize a flat white disk with the words "dealer button" on it to visually designate which player is in the dealer position (in theory) for that hand.
 - a. The dealer button shall rotate from player to player around the table clockwise after each round of play.
 - b. The player with the dealer button is the last to receive cards, and has the right of last action on all rounds of play except for the first round, where the "big blind" shall have the right of last action.
2. The game also utilizes two separate disks, one with the words "small blind" and the other with the words "big blind" on them, to visually designate which player is in the "small blind" position and which player is in the "big blind" position.
 - a. The small blind and the big blind are used to initiate action and are positioned immediately to the left of the dealer button and posted before the house dealer deals cards.

Texas Hold'em High-Low Split

- b. On all subsequent wagering rounds (second, third, and fourth), the action is started by the first active player to the left of the dealer button.
 - c. The small blind and big blind buttons shall rotate from player to player around the table clockwise after each round of play.
3. When first opening a game, all players shall be dealt one card face-up, starting with the player to the immediate left of the house dealer and continuing clockwise around the table.
 - a. The player with the highest ranked card, by suit, shall receive the dealer button.
4. Once the dealer button has been distributed by the house dealer, the player to the immediate left of the player with the dealer button shall receive the small blind button and shall be required to place the small blind. Additionally, the player to the immediate left of the player that received the small blind button shall receive the big blind button and shall be required to place the big blind.
 - a. Both blinds are predetermined and mandatory for the players with the small blind and big blind buttons.
 - b. Both blind bets shall be placed in the center of the table, which is referred to as "the pot."
5. Once the blinds have been placed in the pot, the house dealer shall deal one card face-down to each player, starting with the player to the left of the dealer button, which is the player that received the small blind button, and continuing clockwise around the table until all players have two cards face-down.
 - a. These initial two cards are referred to as "hole cards."
6. Once each player has received their two hole cards, the first round of betting will occur. Players are given the following options, starting with the player to the left of the player that received the big blind button and continuing clockwise around the table:
 - a. Place their two hole cards face-down into the center of the table, referred to as a "fold." The hand shall be kept face-down and shall be collected by the house dealer, who shall then place them in the discard pile. A player that chooses to fold their hand will no longer participate during that round of play;
 - b. Place a wager that is equal to the amount of the big blind, referred to as a "call.
 - c. Place a wager that is equal to the amount of the big blind as well as an additional amount within the posted table limit, referred to as a "raise." If a player raises the pot, all other players will have the option to call the raise, re-raise the pot by placing a wager larger than the raise within the posted table limit, or fold their hand. There is a maximum of four raises per round of betting, unless there are only two players participating during a round of betting, in which case there is no limit to the number of raises. When a raise or re-raise occurs, checking is not permitted;
 - d. Place no additional wager at this time, referred to as a "check." This is only permitted for the player in the big blind position when all other players have called the big blind and there have been no raises, or if a player raises the pot and all other players call the raise, in which case the player that originally raised the pot would be permitted to check.
7. After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot.
8. The house dealer shall then take the top card of the deck and place it in the discard pile without exposing it, referred to as a "burn."
9. The house dealer shall then take the next three cards from the top of the deck and place them face-up on the table simultaneously, which is referred to as "the flop."
 - a. These are community cards and are available to all players.
10. Once the first three community cards have been placed face-up on the table, the second round of betting will occur.

Texas Hold'em High-Low Split

11. All active players, which are players that called all wagers and did not fold their hand, shall be given the following options, starting with the first active player to the left of the dealer button:
 - a. Fold their hand according to the rules and guidelines used in the previous betting round;
 - b. Check their hand according to the rules and guidelines used in the previous betting round;
 - c. Raise the pot according to the rules and guidelines used in the previous betting round;
 - d. Call a raise according to the rules and guidelines used in the previous betting round.
12. After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot.
13. The house dealer shall then take the top card of the deck and place it in the discard pile without exposing it, referred to as a burn.
14. The house dealer shall then take one card from the top of the deck and place it face-up on the table so that there are now a total of four community cards face-up on the table. This is referred to as "the turn card."
 - a. This card shall also become a community card and is available to all players.
 - b. Once the fourth community card has been placed face-up on the table, the third round of betting will occur.
15. All active players shall be given the following options, starting with the first active player to the left of the dealer button:
 - a. Fold their hand according to the rules and guidelines used in the previous betting round;
 - b. Check their hand according to the rules and guidelines used in the previous betting round;
 - c. Raise the pot according to the rules and guidelines used in the previous betting round;
 - d. Call a raise according to the rules and guidelines used in the previous betting round.
16. After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot.
17. The house dealer shall then take the top card of the deck and place it in the discard pile without exposing it, referred to as a burn.
18. The house dealer shall then take one card from the top of the deck and place it face-up on the table so that there are now a total of five community cards face-up on the table. This is referred to as "the river card." This card shall also become a community card and is available to all players.
19. Once the fifth community card has been placed face-up on the table, which is the final community card, the fourth and final round of betting will occur. All active players shall be given the following options, starting with the first active player to the left of the dealer button:
 - a. Fold their hand according to the rules and guidelines used in the previous betting round;
 - b. Check their hand according to the rules and guidelines used in the previous betting round;
 - c. Raise the pot according to the rules and guidelines used in the previous betting round;
 - d. Call a raise according to the rules and guidelines used in the previous betting round.
20. After the fourth and final round of wagering has been completed, the house dealer shall move all wagers into the pot.

Texas Hold'em High-Low Split

21. All active players shall then enter into a showdown with each other and compare their hands.

How Winners are Determined and Paid

After the fourth and final round of betting has been completed, the house dealer shall move all player bets into the pot. All active players shall then enter into a showdown with each other and compare their hands. Players may use any combination of the two hole cards initially dealt to them at the beginning of the game and the five community cards turned over throughout the course of the game, or they may use the five community cards and no hole cards to make the highest ranking five-card poker hand. Players are not required to utilize the same five cards in order to make a qualifying five-card high hand and qualifying five-card low hand. The following shall apply for determining which player wins the pot:

- If there is no qualifying five-card low hand, as described above, the pot shall be awarded to the player with the highest ranked five-card hand. All other players shall lose.
- If there is a qualifying five-card low hand, the pot shall be divided equally in half, with half of the pot being awarded to the highest ranked five-card hand and the other half of the pot being awarded to the qualifying five-card low hand.
- A player is eligible to win the high hand portion of the pot as well as the low hand portion of the pot if they have the highest ranked five-card hand and the lowest qualifying five-card low hand.
- In the event of a tie when there is not a qualifying five-card low hand, the pot shall be split equally among all players with the highest ranked five-card hand. All other players shall lose.
- In the event of a tie when there is a qualifying five-card low hand, the pot shall be divided equally in half, with half of the pot being split equally among all players with the highest ranked five-card hand and the other half of the pot being split equally among all players with the qualifying five-card low hand. If there are an odd number of chips for all cases of a tie, the odd chips shall be awarded to the player closest to the left of the dealer button.

Collection Rates Schedule

For table limits and collection rate schedules for the game of Texas Hold'em High-Low Split, please refer to Bureau approved Poker Games Collection Rates (GEGR-001796).