

Delta Club Casino

OMAHA

Omaha is a community card poker game that is played with a standard 52-card deck. The game starts to the left of the dealer button. The blind bet(s) are made from the position(s) left of the dealer button and are forced bets which must be made before the cards are dealt.

Each player is dealt four cards, one at a time, in turn and face down (hole cards) as their initial hand. A round of betting occurs for players who are continuing to contend for the pot. Three board cards are turned face up (flop) in the middle of the table (community cards). The community cards are available for all players to use. The second round of betting occurs. The fourth community card is turned face up (the turn), followed by a third round of betting. A final community card (the river) is turned up and a fourth and final round of betting occurs. After the final round of betting has been completed, a player must use a combination of two hole cards and three community cards to make their highest ranking five-card poker hand. The highest five card poker hand wins the pot. In the event of a tie, the pot will be equally split.

1. All Hold'em rules apply except as noted.
2. Players must use two of the four cards in their hands and three cards on the board to make a valid five card hand.
3. All rules of Hold'em apply to Omaha, except the rule on playing the board, which is not possible in Omaha.
4. All rules governing "kill pots" are listed in the section on kill pots. For specific details, see the Shift Manager.

OMAHA HIGH-LOW SPLIT (8 OR BETTER)

In Omaha High-low split (8 or better), the best high hand wins half the pot, and the best low hand wins the other half, as long as the low hand consists of five cards of different ranks, with no card being higher than an eight. Straights and flushes do not affect the value of a low hand, and an ace can be used for both high and low.

1. All rules of Omaha apply to Omaha high low split 8 or better.
2. A qualifier of eight or better for low is required in all high low split games, unless a specific posting to the contrary is displayed.
3. If there is no low hand, the high hand wins the entire pot, which is referred to as 'scooping the pot'
4. A player may use one combination of cards to make a high hand and the same or any other combination to make a low hand, as long as each hand consists of exactly two hole cards with three board cards.

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HOLD'EM

Texas Hold'em is a community card poker game that is played with a standard 52-card deck. The game starts to the left of the dealer button. The blind bet(s) are made from the position(s) left of the dealer button and are forced bets, which must be made before the cards are dealt. Two cards (hole cards) are dealt to each player, one at a time, face down, in rotation. This is followed by the first round of betting. A player may check, bet, call, raise or fold.

Three cards (the flop) are then dealt face up in the middle of the table as community cards (board cards) and the second round of betting occurs. The fourth community card is dealt face up (the turn), followed by the third round of betting. The final community card (the river) is dealt face up and followed by the fourth (final) round of betting.

At the showdown, each player may use any combination of the hole cards and community cards, or may play the board and use no hole cards to make the highest ranking five-card poker hand. The player with the highest ranking five-card poker hand wins the pot. In the event of a tie, the pot is split equally.

1. In Hold'em, all blinds are 'live' (except for the 'dead collection blind'). Players posting a blind have the option of raising the pot when it is their turn to act.
2. When there are two blinds in a game with three or more players, the small blind is to the immediate left of the dealer button. In heads-up play, the small blind is on the button.
3. A new player entering a Hold'em game has the following options:
 - a) Post all blinds and receive a hand.
 - b) Wait for the big blind.
4. A new player cannot be dealt in when in between the small blind and the button unless the player "buys the button" (see rule 9 below); otherwise the player must wait until the button passes.
5. The big blind serves as an opening bet. When it becomes the big blind's turn to act, the player can either call the action or raise.
6. Players must meet all of their blind obligations for every round they play. Players cannot have the button twice; the button always moves forward, and the blinds are adjusted accordingly.
7. Players missing all or any portion of their blinds can resume play by either posting the total amount of the blinds for that limit game or waiting for the big blind.
8. When posting the total of the blinds, the portion of big blind bet is live and the small blind portion becomes a part of the pot (dead). Player has the option of calling the action or raise when it is their turn to act.
9. Blinds may be made up between the big blind and the button only by "buying the button" (posting both blinds with little blind dead. In this case the player becomes the only blind and receives the button the next hand). Otherwise, player must wait for the dealer button to pass and then make up the missed blinds.
10. When a game starts a player who drew for the button is considered active in the game and is required to make up both blinds if he or she misses a blind.
11. A "live straddle" may be done only in the position in front of the big blind. This is accomplished by putting in twice the amount of the big blind before receiving the first card.
12. A "live straddle" entitles that player to act last during the first round of betting and allows the player to either call the action or to raise.

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13. Players initiating a “live straddle” must begin the hand with at least four times the amount of the big blind. For example, in a \$2-\$4 game the minimum required amount of chips in front of player before he/she straddles is \$16.
14. If the first card off the deck is exposed on the deal, a misdeal will be declared. (Refer to misdeal rules)
15. If a hole card is exposed by the dealer during the deal:
 - a) Player cannot keep that card.
 - b) The dealer finishes dealing the hole cards to all players.
 - c) The exposed hole card is taken back.
 - d) The first card from the deck is given to the player with the exposed card.
 - e) The exposed card is then placed on top of the deck and it will be used for the first burn card.
16. If the cards are prematurely flopped before the betting is complete, or if it contains too many cards:
 - a) The flop is taken back and out of play for that round.
 - b) Players who did not have the chance to act will be given the opportunity to complete their actions and betting is completed.
 - c) Burn cards and the muck remain intact and out of play.
 - d) The board cards that were taken back will be mixed with the stub and reshuffled (scramble, shuffle, shuffle, box, shuffle).
 - e) The newly shuffled deck will be cut onto the cut card.
 - f) Without burning another card a new flop will be placed on the table.
17. If the turn card (the fourth card on the board) is prematurely dealt before the betting round is complete:
 - a) The turn card is taken out of play for that round.
 - b) Players who did not have the chance to act will be given the opportunity to complete their actions and the betting is completed.
 - c) The dealer then burns and turns what would have been the fifth card in the fourth card’s place.
 - d) After that round of betting, the dealer reshuffles the deck, including the card that was taken out of play, but not including the burn cards or discards.
 - e) The dealer then cuts the deck and turns the final card without burning a card.
18. If the river card (fifth card) is turned up prematurely, the deck is reshuffled and dealt in the same manner as the turn card according to 17a, 17b, 17d and 17e.
19. If the dealer mistakenly deals the first player an extra card (after all players have received their starting hands), the card will be returned to the deck and used for the burn card. If the dealer mistakenly deals more than one extra card, it is a misdeal.
20. In order to win a pot, players must show both hole cards.
21. Players must declare that they are playing the board and turn their two hole cards face up in order to win or receive a pot; otherwise all claims to the pot are relinquished.

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KILL POTS

Delta Downtown Casino reserves the right to not offer a kill feature in the games that are not structured with a “natural kill” element in them, such as Texas Hold’em, Omaha, Seven card Stud, Razz, and Crazy Pineapple games.

In all games with “natural kill” where it is required that players kill the pot after winning two consecutive pots, every hand a marker called “kill button” will be placed in front of the player who wins the pot. The winner keeps the kill button until the conclusion of the hand in progress. If the player with the kill button wins a second consecutive qualifying pot, then that player will be required to kill the next pot.

There is no pot size requirement for the first pot or of a kill; the first pot is also referred to as a “leg” or the “first leg of a kill.” A second qualifying pot for a kill is one that a flop was dealt during the deal. A player must win at least one full bet for whatever limit is being played, and the bet cannot be any part of the blind structure in order to be considered as a qualifying pot.

2. In lowball, the betting limits before and after the draw are doubled when the pot is killed. Kill blinds are considered part of the pot. If a player with a natural kill wins again, then that player must kill the pot again for the same amount as the previous hand.
3. If a player with one “leg up” splits the next pot, that player still has a leg up for the following hand. If the player who split the pot was a “leg up” for kill in that hand, then that player must kill the next pot.
4. The kill button is neutral (belonging to no player) if;
 - a) It is the first hand of a new game.
 - b) The winner of the previous pot has quit the game
 - c) The previous pot was split, and neither player had the kill button.
5. When a player wins both the high and low (a scooper) in a split pot game with a kill provision, the next hand will be killed only if the total pot is at least five times the size of the upper limit of the game.
6. In lowball, players may look at their first two cards and kill the pot. The pot cannot be killed if at least one player has received a third card. To kill the pot voluntarily, a player must have at least four times the amount of the kill blind in his or her stack. Player wanting to kill must make his/her intention known immediately by placing the right amount of chips in the pot along with announcing, “kill.”
7. Players who inadvertently, prematurely or deliberately place chips in the pot that is less than the amount of a previous and/or a later bet or raise have the option of completing that bet or forfeit their hands and the chips that are already placed in the pot. Those players may not retrieve their bets back or raise the pot.
8. A player who is required to post a kill must do so in that same hand, even if he or she wishes to be dealt out or quit the game. A player who fails to post a required kill blind will not be allowed to participate in the game until the kill money is posted.
9. In a kill pot, before the draw the killer acts last but before any player who has raised. Thereafter, betting resumes as normal. If the killer raises, the action returns to the first player who entered the pot or the first active player closest to the dealer button, clockwise.
10. Broken game status is allowed only for players of the same game and limit. For this purpose, a game with a mandatory kill is considered different from an otherwise identical game without a mandatory kill.

Delta Club Casino

NO LIMIT POKER

All the rules for limit games apply to no limit games, except as noted in this section.

1. Players are fully responsible for protection of their hands.
2. A decision may not be rendered, or a pot may not be awarded to a player without a valid live hand. Rare exceptions may exist under Shift Manager's discretion.
3. The best live hand during showdown wins the entire pot. No proposition bets allowed. Pushing chips, sharing pots and/or splitting pots by agreement is strictly prohibited.
4. Players acting out of turn will only be warned once. Repeated occurrences may result in player's exclusion from the game.
5. Player's must call time (effectively stopping the action) if they are waiting to act on their own hand (contemplating) and notice other players acting behind them. Provided there was a reasonable amount of time, a player who allows two or more players to act behind him/her will have their hand declared dead.
6. There is no maximum number of raises in any betting round.
7. All wagers must be at least equal to the minimum opening bet, unless a player is going all in. Any player who has already checked may not raise a bet of less than the minimum opening bet.
8. All raises must be equal to or greater than the size of the previous bet or raise on that betting round, except for an all in wager.
9. A player who has already checked, called, or raised may not subsequently raise or re-raise an all in bet that is less than the amount of the last bet or raise.

For example: player A bets \$100. Player B raises \$100 more, making the total bet \$200 and player C goes all in for less than \$300 total (not a full \$100 raise)

- a) Player A can call.
 - b) Player A can raise because the pot was fully raised by player B.
 - c) If player A calls, player B cannot raise again because the pot wasn't fully raised by player C.
 - d) If player A raises (after player C goes all in) the player B can also raise and the betting is reopened.
10. A wager is not binding until the chips are actually released and/or moved forward into the pot. Players may use the area immediately in front of their chips to break down, count and determine the amount of bet they intend to make. This area can be used without being considered "moving forward" as long as it is clear the player is deciding how much to bet. No attempts to confuse or deceive other players as to the intent of your action will be tolerated. It is the player's and not the dealer's responsibility to stop any possible action (by calling time) from occurring behind them.

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11. If there is a discrepancy between a player's verbal statement and the amount put into the pot, the bet will be corrected to the verbal declaration.
12. Since no limit play may require a large number of chips to make a bet, a player who verbally declares a raise is allowed to return to his stack in a continuous motion until the wager is complete provided the player clearly announces his intentions or keeps his finger on the first stack of chips while moving subsequent stacks with the other hand.
13. An opening bet of a single chip or bill after the flop or on any subsequent round without comment is considered to be a bet of the full amount of the chip or bill. However, a player acting on a previous bet with a larger denomination chip or bill is considered to be calling the previous bet, unless that player makes a verbal declaration to raise the pot. This applies also before the flop since the big blind is the opening bet.
14. Provided there is no action whatsoever behind, a player who is unaware of the amount of a bet or raise and places chips in the pot that is less than the required amount, may reconsider his action.
15. When there is action behind a player who is unaware of the amount of a bet or raise and places chips in the pot that is less than the required amount, that player has the option of completing that bet or forfeiting his hand and the chips that are already placed in the pot. The player may not retrieve his bet back or raise the pot.
16. If it is discovered that a player has placed more chips into the pot than required by the bet the player faced, but not enough chips for a raise, without announcing "raise" or "all in" the extra money will be returned to that player. Example:
 - a) On the flop Player 1 bets \$200, Player 2 pushes a stack (which happens to be all his remaining chips) appearing to be \$200 without announcing "all-in" or "raise". When action is complete (after the river), it is discovered Player 2 actually pushed in \$215. The \$15 would be returned to Player 2.
 - b) Same as above except Player 2 has plenty of chips. The extra would still be returned when and if discovered to be \$215 instead of \$200.
17. Although cards speak, a deliberate miscall of a hand for the purpose of making another player to fold will cause that hand to be declared dead. Repeated violations may result in player's exclusion from the game. Players are encouraged to protect their cards and fold only after they have viewed the best winning hand.
18. In all no limit games, the house has the right to place a maximum time limit or taking action on one's hand. The dealer will "put the clock" on someone when requested to do so by another player or the Shift Manager. If the clock is put on a player who is facing a bet, that player will have one additional minute to act on his/her hand. The player will also receive a ten second warning, after which the hand will be declared dead.
19. An optional "live" straddle is allowed. The player making the live straddle must be positioned immediately clockwise from the blind and must post an amount twice the size of the big blind. The player who posts the live straddle will be the last player to act in the first round of betting and he/she is permitted to raise, even if all other players have just called the straddle.

Delta Club Casino

POT LIMIT POKER

All the rules for both games and no limit games apply to pot limit games, except as noted in this section.

1. A bet may not exceed the size of the pot. If a wager is made that exceeds the size of the pot, the surplus will be given back to the bettor, and raise will be the maximum allowed.
2. A player may open for any amount up to four times the size of the big blind. For Example: if the blinds are \$10 and \$20, a player may open with either a call of \$20 or a raise of any amount from \$40 to \$80 in increments of the smallest chip used in the game.
3. If single dollars are used in the blinds, the pot size will be rounded up to the next \$5 increment. Other betting structures may be rounded upward as required.
4. The maximum amount that a player can raise is the amount in the pot after the call is made. Therefore, if a pot contains \$100 and someone makes a \$50 bet, the next player can call \$50 and raise the pot \$200, for a total wager of \$250.
5. If a chip or bill larger than the pot size is put into the pot without comment, it is considered to be a pot sized bet.
6. An optional "live" straddle is allowed. The player making the live straddle must be positioned immediately clockwise from the blind and must post an amount twice the size of the big blind. The player who posts the live straddle will be the last player to act in the first round of betting and he/she is permitted to raise, even if all other players have just called the straddle.

DELTA CASINO

Pai Gow Tiles

Rules of Play

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

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

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

Scoring:

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

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

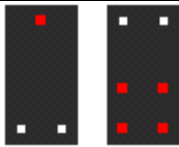
When two hands have the same numeric value and identical high tiles, it is called a 'copy' hand. The player/dealer wins all copy hands. When two hands have a numeric value of zero (0), regardless of the high tile, the player/dealer also wins.

How to Arrange the Tiles:

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

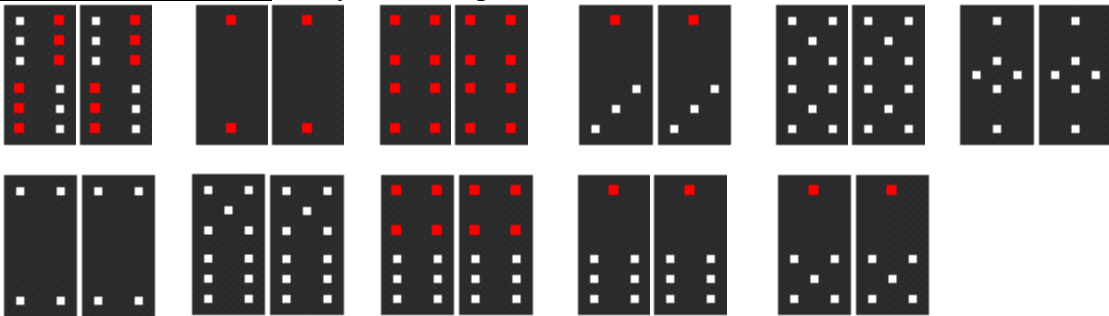
Hand Rankings: The color of the dots has no significance and does not change the value of any tile numerically or symbolically.

SUPREME PAIR

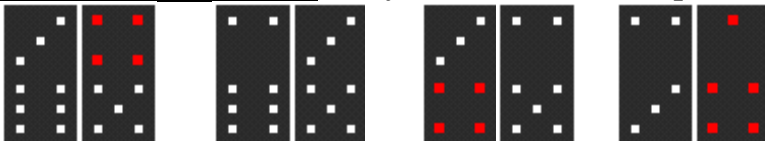


Jee Goon

MATCHED PAIRS: Any matched pair.



UNMATCHED PAIRS: Any of the below mixed pairs.



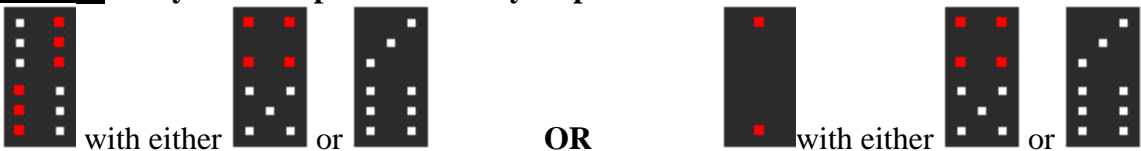
Mixed 9s

Mixed 8s

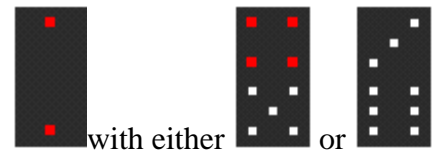
Mixed 7s

Mixed 5s

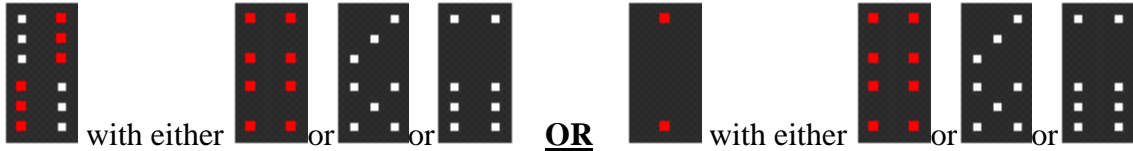
WONG: Any 2 or 12-spot tile and any 9-spot tile.



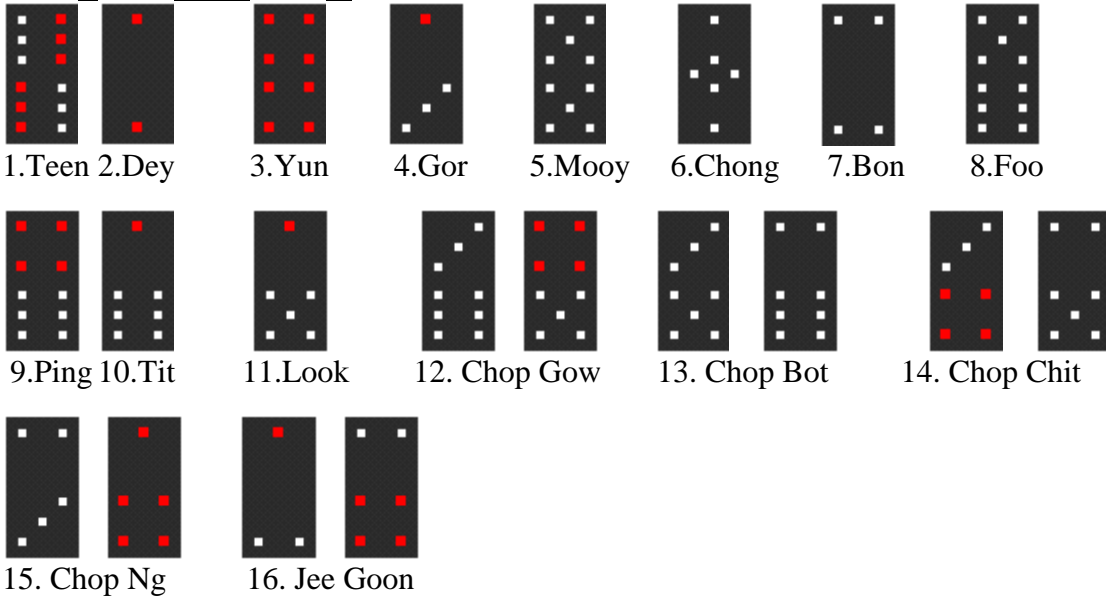
OR



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



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



House Way:

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

Collection Fees

There are two collection fees are taken. A) Per betting circle of each player, prior to the start of any play of hand or round. B.) Per hand from the player/dealer. The collections are not calculated as a portion of wagers made or winnings earned.

Table Limit	Player Fee	Player/Dealer Fee
\$10 - \$200 (per circle)	\$1.00 / per circle	\$2.00 / per hand
\$50 - \$300 (per circle)	\$2.00 / per circle	\$3.00 / per hand

Pai Gow Tiles utilizes a player/dealer position and is a CA/Asian style game. So that no person or entity acting as the player/dealer, or any person or entity acting as a portion of the player/dealer position may occupy the banking position continuously, the player/dealer position will be offered systematically and continuously every two hands. The gambling establishment does not participate in the actual play of the game and has no interest in the outcome of the play.

DELTA CASINO

"BLACKJACK BONUS HANDS"

SUMMARY

Based on customer demand and industry trends, Delta Casino proposes to add a new gaming activity to the currently approved blackjack game. Players by placing a separate bonus wager and obtaining a pre-designated hand will be paid certain payout on their bets.

NAMES

Other names may be used to describe this controlled gaming activity. In all advertisements, the BGC assigned GEGA number will be affixed so compliance can be assured by BGC personnel.

ASSOCIATED CONTROLLED GAMES

This gaming activity will be offered on all limits of Blackjack games that have been previously approved by the Bureau of Gambling Control at Delta Casino.

BASE GAME RULES

All base game rules that have been approved by the Bureau of Gambling Control for 21st Century Blackjack 5.0 games will be followed. There are no changes whatsoever. This bonus scheme will apply to all limits of the said game.

BONUS HANDS

Pre-designated hands that are subject to bonus payout are:

1. Player's two Jacks of Spade plus player/dealer's natural (an Ace plus a 10 valued card).
2. Two Jacks of Spade
3. Two suited Jacks
4. Suited 20
5. Unsuited 20
6. Any pair of 2s through 9s

In this scheme, players who wager on the base game will also have the option to make a bonus bet subject to this payout. This bonus bet will be aside and separate from the Buster Bet. When a player who has made this bonus bet, on the initial deal, receives one of the hands listed in the above list will receive the bonus pay out (see below payout tables).

BONUS BETS

Bonus bets for this scheme are placed and treated in the same manner as the Buster Bonus Bets. Bonus bets in this scheme will be made separate from Buster and the base game wagers. Players wishing to make this bet are required to have a wager on the base game but they are not required to wager on the Buster Bet. In other words, any player who makes a wager on the base game has the option to bet on either of the bonus bets or both. Bonus bets in this scheme must be equal or less than the wager that the player has made in the base game.

BONUS PAYOUTS

Bonus payouts for this scheme will be handled separate from the Buster Bets. When of the pre-designated hands are produced, player/dealer will pay the bonus payout. One of the three payout options will be used to pay the pre-designated hands.

DELTA CASINO

"BLACKJACK BONUS HANDS"

Table of Payouts 1)

Hands	Pay : 1
2 Jacks of Spades + Dealer's Blackjack:	500
2 Jacks of Spades:	220
2 Suited Jacks:	60
Suited 20's:	5
Pair of 2s ~ 9s:	2

Table of Payouts 2)

Hands	Pay : 1
2 Jacks of Spades + Dealer's Blackjack:	800
2 Jacks of Spades:	200
2 Suited Jacks:	75
Suited 20's:	4
Pair of 2s ~ 9s:	2

Table of Payouts 3)

Hands	Pay : 1
2 Jacks of Spades + Dealer's Blackjack:	1000
2 Jacks of Spades:	200
2 Suited Jacks:	100
Suited 20's:	5
Pair of 2s ~ 9s:	1

21st
CENTURY

BLACKJACK

7.0

OBJECT OF THE GAME

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

- Obtain the best possible hand of “Natural” or “20 ½” A “Natural” beats all other hands. Winning “Natural” hands are paid odds of 6 to 5

OBJECT OF THE GAME

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VALUE OF CARDS

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

- Any two cards of 52 cards consisting of special marked “Natural” or “No Bust” aces with any 10 or face card is a Natural and beats all other hands.
- An Ace has a value of :
 - 10 ½ on the first two cards when the other card has a value of 10.
 - 1 or 11 when combined with cards valued at 2-9.
 - 1 or 11 with three or more cards.
- Two aces have a value of 2 or 12
- All cards from 2-10 have their face value.
- Picture or face cards have a value of 10.

RANKING CHART

Card	Value
Ace Is Wild	a) 10 ½ . When paired with another card with the value of 10. b) 1 or 11 with all cards with value of 2-9. c) 1 or 11 with three or more cards.
Two	2
Three	3
Four	4
Five	5
Six	6
Seven	7

Eight	8
Nine	9
Ten	10
Jack	10
Queen	10
King	10

ROUND OF PLAY

1. No-Bust- 21st Century Blackjack is played on a raised gaming table. The table seats eight players who face the Dealer in a 180-degree seating arrangement. The tables are commonly used in the casino industry. The casino Dealer stands opposite of the players, and in the center of the table. The casino Dealer's chip tray is set in front of him/her. The play starts from the left of the dealer and proceeds in a clock-wise fashion.
2. The game utilizes a 52-card deck with special marked "Natural" aces with wild value. The aces are wild cards with the value of:
 - a. 10 ½ on first two cards with all cards with the value of 10's.
 - b. 1 or 11 with all cards with value of 2-9.
 - c. 1 or 11 with three or more cards.
3. All tables will have signage displaying the name of the game along with the minimum and maximum wager allowed, and collection fees for the Players and Player/Dealer.
4. A standard round of play begins when a Player/Dealer is designated. The Player/Dealer places a wager in front of her betting circle. This wager is used to pay the winners. The casino will place a "button" in front of the Player/Dealer and a designation whether it is the first or second turn for the Player/Dealer in the banking position. The Player/Dealer will place the collection fee in front of his betting circle.
5. Players at a table then place their wagers in designated betting circles or other unoccupied betting circles. Each Player must pay the posted collection for their wager(s) in any betting circle where they have money or "action".
6. Prior to the start of play, the casino dealer will take the collection fees.
7. Play commences with the casino Dealer distributing the cards to the Players and the Player/Dealer. All cards are dealt face up. The casino Dealer is the only person on the table to touch the cards. The Players will signal to the Dealer by hand gesture if they wish to hit or stand. These hand signals will be consistent with industry standard signals such as moving their hand in a sweeping motion towards their body indicating they want an additional card and in moving their hands in a side to side manner, indicating they wish to stay with their cards on the table. The casino Dealer deals the first card to the Player seated to the left of casino Dealer, in a clock-wise fashion. Each Player will be dealt one card face up. The Player/Dealer's first card will be placed in front of the casino dealer.
8. The casino Dealer will deal a second face up card to the players, again starting at the Player to the first seated position to the left of the casino Dealer, in a clock-wise fashion. The Player/Dealer will receive a face down card in front of the casino Dealer.

9. Players must follow the below listed chart in deciding whether to hit or stand on a particular hand:

Rules For Player		
<i>Must Stand On</i>	<i>Must Hit On</i>	<i>Have Option On</i>
Soft & Hard 21 "Naturals"	11 Or Less	12
		13
		14
		15
		16
		17
		18
		19
		20

10. After all Players have made their best hands by indicating to the casino Dealer that they do not wish to have additional cards dealt to them, the casino Dealer will turn over the Player/Dealer hole (second) card.
11. Beginning with the player to the right of the casino dealer, the settling of the wagers will be done in a counter-clockwise manner until all wagers have been acted upon.
12. The Player/Dealer's cards will always be dealt and placed in front of the casino Dealer's tray.
13. The casino Dealer continues to draw cards for the Player/Dealer, if necessary until a Hard 17 or higher number is reached. The Player/Dealer must follow the following hit rules:

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

14. Once the Player/Dealer's hand has been made, all winners and losers are determined by comparing the numerical value of the Player's hands with the Player/Dealer's hand. The Player/Dealer can only win or lose as much as they have placed on the table to cover a portion or all of the wagers.
15. After all wagers are settled, the cards are collected and discarded. The bank button is changed and after every two hands, the Player/Dealer position is rotated in a clock-wise fashion around the table.
16. The next round of play begins once the casino Dealer collects all cards from the table and places them in the discard tray. The casino Dealer will also change the Bank Button, and if necessary (if the same person has already held the Player/Dealer position twice) rotate the Player/Dealer position clock-wise to the next position on the table.

GAME RULES

1. A "Natural" is an initial two card hand containing an Ace and any card with a value of 10 and is the best possible hand.

- a. If the Player and the Dealer's hands are both a "Natural," the hand is a push or tie, and no action is taken on the wager.

Winning" "Natural" hands will be paid 6 to 5

2. If the value of a Player's hand is less than a "Natural" and the value of the Dealer's hand is more than a "Natural" the Player wins the hand.
3. If the value of a Player's hand is less than a "Natural" and the value of the Player/Dealer's hand is less than a "Natural," the hand closest to a "Natural" wins.
4. If a Player and the Dealer hands have the same value and it is less than a "Natural," the hand is a push or tie, and no action is taken on the wager.
5. If a Player's and the Dealer's hands both have a value of more than a "Natural", the following rules apply:
 - a. If the value of the Dealer's hand is closer to a "Natural," the Dealer wins the hand.
 - b. If the value of the Player's hand is closer to a "Natural," the Player loses except when the Dealer has one of the following variations of hands occurs and then they will "PUSH".

If dealer has a 3-card hand that consists of a 7, 8, and 9 of a single suit.

6. The Player/Dealer wins all ties over a "Natural."
7. If the value of a player's hand is greater than a "Natural" and the Player/Dealer hand has a value of less than a "natural," the Dealer wins.
8. A two card "Natural" beats all other hands.
9. Double-Down:
 - a. Players can double-down on the first two-cards only, with the exception of all "Natural" hands and 21. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. The Player will only receive one card regardless of the total.
 - b. There is no extra collection fee taken by the casino on any double-down or split executed by a Player, nor is there any extra collection fee charged to the Player/Dealer.
 - c. Player may not double down for less than his original wager
10. Splits:
 - a. Players can split any two cards of the same value or rank originally dealt to them. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. A Player may draw as many cards as they desire per split card to make the best hand. Players may double-down or surrender after each split.
 - b. Players may split any ten-value card (i.e. "10", Jack, Queen, or King) of the same rank and split a maximum of two times for a total of three hands. A "Natural" cannot be attained in any hand follow the split of a ten-value card.

- c. Players can split any two Aces originally dealt to them but can only receive one extra card per Ace. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. Aces may only be split once and cannot qualify for a “Natural” hand after the split.
 - d. No surrender is allowed
11. Insurance:
- a. Players may make an optional insurance wager.
 - b. When the Dealer has an Ace showing, Players can take insurance by betting half (1/2) of their original wager. If the Player/Dealer has Blackjack (and the Player does not), the insurance bet is paid 2 to 1 and the Player's original wager loses.
12. There is no extra collection fee taken by the casino on any double-down or split executed by a Player, nor is there any extra collection fee charged to the Player/Dealer.
13. The game is played on an industry standard Blackjack table where up to eight primary players can be seated.
14. All table fees are collected by the casino Dealer prior to the start of play. Table fees are pre-determined by the casino and can be up to five separate rates per game. All collection rates and wagering limits for the game will be posted at each gaming table and will not be based on a percentage of the amount wagered or won.
15. Backline betting is allowed.
16. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code (the Gambling Control Act), are permitted to play.
17. All pay-offs are limited to the amount of the Player-Dealer’s wager. A Player-Dealer cannot win or lose more than the amount of their wager placed on the table prior to the start of the hand.

PLAYER-DEALER & DEAL

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

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

EZ BACCARAT

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EZ BACCARAT

Type of Game

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

Object of the Game

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

Description of the Deck and Number of Decks Used

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

Card Values and Hand Rankings

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

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

Description of Table Used and Total Number of Seated Positions

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

Method used to Determine Action and Distribution of Cards

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

EZ BACCARAT

Dealing Procedures and Round of Play

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

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

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

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

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

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

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

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

EZ BACCARAT

How Each Wager Wins, Loses, or Pushes

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

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

Tie Bet

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

Dragon 7 Bonus Bet

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

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Collection Fee Schedule: How and When are House Fees Collected

For **schedule options 1 through 15**, a collection fee shall be taken per hand from the player-dealer position based on the total amount that all players have wagered on the Player line, Banker line, Tie, Dragon 7, and Panda 8 at the table, prior to cards being dealt or any round of play being conducted. There shall be no collection fee for players when placing a wager on the Player line, Banker line, the Tie, Dragon 7, or Panda 8. The collection fees shall be collected prior to cards being dealt or any round of play being conducted. The collection fees shall be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing. Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed below, shall be used at a table at any one time. Rates may not be calculated as a fraction or percentage of wagers made or winnings earned. Flat fees on wagers may be assessed at different collection rates; however, no more than five collection rates may be established per table limit. The approved collection fees and schedules for the game of EZ Baccarat are as shown below:

Schedule Option	Table Limit	Total Bet	Player-dealer Fee	Player Fee
1	\$5- \$1,000	\$5 - \$200	\$1.00	\$0.00
		\$201 - \$400	\$3.00	
		\$401 - \$600	\$5.00	
		\$601 - \$900	\$8.00	
		\$901 +	\$12.00	
2	\$5-\$1,000	\$5 - \$300	\$1.00	\$0.00
		\$301 - \$600	\$4.00	
		\$601 - \$1,000	\$8.00	
		\$1,001 - \$2,000	\$15.00	
		\$2,001 +	\$25.00	
3	\$5-\$1,000	\$5 - \$300	\$2.00	\$0.00
		\$301 - \$600	\$5.00	
		\$601 - \$1,000	\$9.00	
		\$1,001 - \$2,000	\$15.00	
		\$2,001 +	\$25.00	
4	\$5-\$1,000	\$5 - \$300	\$3.00	\$0.00
		\$301 - \$600	\$6.00	
		\$601 - \$1,000	\$12.00	
		\$1,001 - \$2,000	\$20.00	
		\$2,001 +	\$30.00	
5	\$5-\$1,000	\$5 - \$200	\$2.00	\$0.00
		\$201 - \$500	\$5.00	
		\$501 - \$1,000	\$15.00	
		\$1,001 - \$2,000	\$25.00	
		\$2,001 +	\$35.00	

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6	\$25-\$1,000	\$25 - \$200	\$1.00	\$0.00
		\$201 - \$400	\$3.00	
		\$401 - \$600	\$5.00	
		\$601 - \$900	\$8.00	
		\$901 +	\$12.00	
7	\$25-\$1,000	\$25 - \$300	\$1.00	\$0.00
		\$301 - \$600	\$4.00	
		\$601 - \$1,000	\$8.00	
		\$1,001 - \$2,000	\$15.00	
		\$2,001 +	\$25.00	
8	\$25-\$1,000	\$25 - \$300	\$2.00	\$0.00
		\$301 - \$600	\$5.00	
		\$601 - \$1,000	\$9.00	
		\$1,001 - \$2,000	\$15.00	
		\$2,001 +	\$25.00	
9	\$25-\$1,000	\$25 - \$300	\$3.00	\$0.00
		\$301 - \$600	\$6.00	
		\$601 - \$1,000	\$12.00	
		\$1,001 - \$2,000	\$20.00	
		\$2,001 +	\$30.00	
10	\$25-\$1,000	\$25 - \$200	\$2.00	\$0.00
		\$201 - \$500	\$5.00	
		\$501 - \$1,000	\$15.00	
		\$1,001 - \$2,000	\$25.00	
		\$2,001 +	\$35.00	
11	\$100-\$2,000	\$25 - \$200	\$1.00	\$0.00
		\$201 - \$400	\$3.00	
		\$401 - \$600	\$5.00	
		\$601 - \$900	\$8.00	
		\$901 +	\$12.00	
12	\$100-\$2,000	\$25 - \$300	\$1.00	\$0.00
		\$301 - \$600	\$4.00	
		\$601 - \$1,000	\$8.00	
		\$1,001 - \$2,000	\$15.00	
		\$2,001 +	\$25.00	
13	\$100-\$2,000	\$25 - \$300	\$2.00	\$0.00
		\$301 - \$600	\$5.00	
		\$601 - \$1,000	\$9.00	
		\$1,001 - \$2,000	\$15.00	
		\$2,001 +	\$25.00	
14	\$100-\$2,000	\$25 - \$300	\$3.00	\$0.00
		\$301 - \$600	\$6.00	
		\$601 - \$1,000	\$12.00	
		\$1,001 - \$2,000	\$20.00	
		\$2,001 +	\$30.00	

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15	\$100-\$2,000	\$25 - \$200	\$2.00	\$0.00
		\$201 - \$500	\$5.00	
		\$501 - \$1,000	\$15.00	
		\$1,001 - \$2,000	\$25.00	
		\$2,001 +	\$35.00	

Table Layout



EZ BACCARAT

Equipment Used



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

EZ Baccarat table with EZ TRAK Baccarat Edition system.

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

Key Features

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

BLACKJACK X



Rules of Play

Blackjack X is played with a standard fifty-two card deck with no joker. The game shall be played with a minimum of six and a maximum of eight decks. The game shall be played on a standard blackjack table which accommodates up to eight seated positions.

Within each betting area for each seated position, there shall be three separate betting spaces specifically designated for three separate wagers; the Blackjack X game wager, and then the Buster Blackjack Bonus Bet. Each position at the table has a fixed amount for wagering limits defining the minimum and maximum amounts that may be wagered for each position. Players must bet at least the table minimum. Back-line betting is permitted for all wagers.

The game also utilizes an action button to determine which player receives first action on their wager. The player-dealer’s face-down card, which is turned over after each player has acted, determines the position of the action button. The player-dealer’s position is always zero and is not counted as a position. Other seats, in clockwise rotation from the player-dealer position, respectively represent the other numbers. Wagers shall be settled in a counter-clockwise manner, starting with the player with the action button. When determining where the action button will be placed, cards will hold the following values:

Action Button Card Chart:

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

Blackjack X: Object of the Game and Card/Hand Rankings:

The object of this game is to form a hand that equals thirty-one or as close to it as possible. The highest ranking form of this hand is referred to as a “Blackjack X” and is accomplished when the player or player-dealer’s initial two card hand consists of a standard ace and a king of the same suit. The second best hand is referred to as a “Natural 31” and is a two-card hand that consists of an ace and any 10 point card. If the player is not dealt a two-card hand of 31, the player will try to achieve either a hard 31, which is the third best hand, or a hand of 21, which is the fourth best hand.

Card Ranking Chart:

Card	
Face Card (10, J, Q, K)	10
Ace	1 or 11 if dealt with a 2 – 9 on initial two card hand or after draw. 21 if dealt with a 10 point value card on the initial two card hand.
2 – 9	Hold their face value

Hand Ranking:

1. Natural 31	13. A hand totaling 12
2. Blackjack X	14. A hand totaling 11
3. Hard 31	15. A hand totaling 10
4. A hand totaling 21	16. A hand totaling 9
5. A hand totaling 20	17. A hand totaling 8
6. A hand totaling 19	18. A hand totaling 7
7. A hand totaling 18	19. A hand totaling 6
8. A hand totaling 17	20. A hand totaling 5
9. A hand totaling 16	21. A hand totaling 4
10. A hand totaling 15	22. A hand totaling 3
11. A hand totaling 14	23. A hand totaling 2
12. A hand totaling 13	24. A hand totaling 22-30

Round of Play

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

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

- Place a Blackjack X game wager which pays 2 to 1 if a Blackjack X is received, it pays 6 to 5 if a Natural 31 is received, it pays 3 to 1 if a Hard 31 is received, and one to one for all other hand totals;
- If a player placed a game wager, that player may place a Buster Blackjack Bonus Bet wager, which pays according to the payable, as shown below.

Once the player-dealer has been established and all players have posted their bets by placing gaming chips on the appropriate betting areas of the table layout, keeping in mind the table minimum and maximum wagering limits, the house dealer shall deal each player two cards face-up. All cards dealt throughout the game are face up, with the exception of the player-dealer's second card, which shall remain face down until all players have acted on their hands. Each player shall receive one card face-up, starting with the first player position to the left of the house dealer, in a clockwise manner around the table. If the player-dealer is immediately to the left of the house dealer, the player position to the left of the player-dealer shall receive the first card. Once each player has received one card, the player-dealer shall receive their first card face-up, which shall be placed in front of the house dealer instead of the actual position of player-dealer. A second card is then dealt to each player, face-up, starting to the left of the house dealer in a clockwise manner, keeping in mind the rules above. Once each player has received a second card, the player-dealer is dealt a second card face-down. The player-dealer's face-down card shall be checked for a Natural 31 when the player-dealer's face-up card is an ace card. If the player-dealer has a Natural 31, players shall not be given the opportunity to draw additional cards and the hands shall be compared immediately. If the player-dealer does not have a Natural 31, each player is given an opportunity, starting with the player seated to the left of the player-dealer and continuing clockwise, to be dealt additional cards to make the best possible hand. This shall also include doubling-down, splitting, surrendering, buying insurance, or standing

with the two cards dealt to them. Each player shall be required to hit or stand according to the guidelines below:

Player Options:

Must Stand On	Must Hit On	Have Option On
22 through 30 Natural 31s	N/A	2 through 21

Once the house dealer has acted in accordance with the player's request, in accordance with the rules above, the house dealer shall expose the player-dealer's face-down card by placing it face-up. The player-dealer's hand shall then be played according to the table and rules as shown below:

Player-Dealer Options:

Must Stand On	Must Hit On	Have Option On
Hard 17 or more	Soft 17 or less	N/A

How Wagers are Paid, Collected, and Pushed

Once the player-dealer's hand has been revealed and set according to the chart above, the numerical value of each player's hand shall be compared against the numerical value of the player-dealer's hand. Each wager shall be settled in clockwise rotation around the table, starting with the player with the action button, and beginning with each player's base game wager, then each player's Buster Blackjack Bonus Bet. The following shall apply for each possible outcome when determining which hand wins, loses, or if there is a tie:

- If the player and the player-dealer's hand are both Natural 31s, the hands push, no action is taken on the base game wager, and the base game wager is returned to the player.
- If a player's hand total is less than a Natural 31 and the player-dealer's hand total is more than a Natural 31, the player wins the hand. The player-dealer shall pay all winning Blackjack X game wagers.
- If the player's hand total is more than a Natural 31 and the player-dealer's hand total is less than a Natural 31, the player loses the hand. The player-dealer shall collect all losing Blackjack X game wagers.
- If the player and the player-dealer have the same hand total and it is less than a Natural 31, the hand is a push, no action is taken on the base game wager, and the base game wager is returned to the player.
- If the player's hand total and the player-dealer's hand total are less than a Natural 31, the hand closest to a Natural 31, as listed on the hand ranking chart above, shall win. The player-dealer shall collect all losing and pay all winning Blackjack X game wagers.
- The player-dealer shall pay all winning Buster Blackjack Bonus Bet wagers when the player-dealer's hand qualifies according to the chart below.
- The player-dealer shall collect all losing Buster Blackjack Bonus Bet wagers when the player-dealer's hand does not qualify according to the chart below.
- If the player's hand total and the player-dealer's hand total are between 22 and 30 or more than a Natural 31, the following shall apply:

- If a player is dealt a hand in which the point total is 22 through 30 and above 31, the player shall lose their base game wager, regardless of what the value of the player-dealer's hand is. The player-dealer shall collect all losing Blackjack X game wagers.

Blackjack X Player Options

Double-Down - Players may double-down on the first two cards initially dealt to them or after splitting cards. Players may not double-down on a Natural 31. The player must place a second wager that is less than or equal to the base game wager that was originally placed prior to the start of the game, as long as it is within the table limits. The player shall receive only one card regardless of that total.

Split- Players may split any two cards with the same value originally dealt to them. The player must place a second wager equal to the base game wager placed prior to the start of the game. A player may draw as many cards as they desire per split card to make their best hand, unless they are splitting aces. Aces may only be split once, and split aces may each only receive one hit card. A maximum of three splits is allowed per hand. Players splitting two aces originally dealt to them cannot qualify for a Natural 31 and shall only receive one card per ace. If the draw card is a card with a value of 10 the player will be paid even money. Furthermore, players may double-down or surrender after each split.

Surrender - Players may surrender after being dealt their two-card hand only. If a player chooses to surrender, half of their wager shall be forfeited. The player must indicate their desire to surrender before the player-dealer's down card is exposed and prior to playing the hand. Players may only surrender prior to taking a hit.

Insurance - If the player-dealer's face-up card is an ace, all players will have the option to place an insurance wager. Insurance wagers must be in an amount that is less than or equal to half of the player's game wager. When placing this wager, a player is wagering that the player-dealer's face-down card is a card with a value of 10, which would give the player-dealer a Natural 31. If the player-dealer does have a Natural 31, the insurance wager shall be paid 2 to 1. If the player-dealer does not have a Natural 31, the insurance wager shall lose.

Odds –

- A Blackjack X will be paid 2 to 1.
- A Natural 31 pays 6 to 5.
- A Hard 31 will be paid 3 to 1.
- All other winning player hands will be paid 1 to 1.

Buster Blackjack Bonus Bet

- For each seated position, there shall be one separate and specifically designated area for the placement of a Buster Blackjack Bonus Bet. A player may only place a Buster Blackjack Bonus Bet if they have also placed a game wager prior to the initial deal. Furthermore, a player may place one bonus bet wager for each base game wager placed if multiple betting circles are utilized.
- Seated players as well as back-line bettors may place a Buster Blackjack Bonus Bet wager.

Delta Casino
Blackjack X

- The Buster Blackjack Bonus Bet wagers may be less than or equal to, but may not exceed the game wager.
- Once all players have made their decisions regarding their hand, according to the base game rules above, the player-dealer shall reveal their face-down card and complete the hand. The payoff odds vary based on the number of cards in the player-dealer's busted hand. The more cards in the busted hand, the higher the payoff. If the player-dealer's hand busts, all Buster Blackjack Bonus Bet wagers shall be paid according to the posted pay table, as shown below. If the player-dealer does not bust, all Buster Blackjack Bonus Bet wagers shall be collected in rotation to the extent of the money in action. There is no opportunity for the Buster Blackjack Bonus Bet wager to tie as it is dependent on the cards dealt to the player-dealer's hand, not a comparison of cards or hands.
- A Buster Blackjack Bonus Bet wager remains in action regardless of whether the player wins or loses the base game wager. The player-dealer must always complete their hand as long as there are bonus bets in play.
- The player-dealer shall pay all winning Buster Blackjack Bonus Bet wagers and shall collect all losing Buster Blackjack Bonus Bet wagers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players.
- Winning Buster Blackjack Bonus Bet wagers shall be paid according to the table, as shown below.

Buster Blackjack Bonus Bet Pay Table

Number of Cards in the Player-dealer's Busted Hand	Payout
3	2 to 1
4	2 to 1
5	4 to 1
6	18 to 1
7	50 to 1
8 or more	200 to 1

California Game

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



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Dragon Bonus
Baccarat -
Commission Free



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

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Dragon Bonus Baccarat - Commission Free

Type of Game

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

Object of the Game

The object of the game is to place a bet on the hand, either player or banker, 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 either a multiple deck "shoe" or an automated shuffling machine. In either case, eight decks shall be used.

Card Values and Hand Rankings

The value of each card used in Dragon Bonus Baccarat - Commission Free shall be as follows: aces have a value of one, picture cards have a value of ten, and all other cards have their face value. When the total numerical value of the cards equals ten or more, only the right-hand digit (numeric count) is considered. The ranking of hands for Dragon Bonus Baccarat - Commission Free, in order from highest to lowest rank, shall be:

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

Description of Table Used and Total Number of Seated Positions

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

Method used to Determine Action and Distribution of Cards

The game utilizes an action button to determine which player receives first action on their wager. The second card dealt to the banker hand determines the position of the action button. The player-dealer position is not counted when determining where the action button shall be placed. The other seats, in clockwise rotation, starting with the player to the left of the house dealer and continuing left to right, respectively represent the numbers of the second card dealt to the banker hand. When determining where the action button will be placed, cards will hold the following values: Ace is one, 2 through 9 have their face value, jack is eleven, queen is twelve, and king is thirteen. Wagers will be settled in the

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Dragon Bonus Baccarat - Commission Free

following order from player to player: all Player line wagers, then all Banker line wagers, then all Tie Bet wagers, then all Player Dragon Bonus Bet wagers, then all Banker Dragon Bonus Bet wagers, and finally all Fortune 7 Bonus Bet wagers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.

Dealing Procedures and Round of Play

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

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

- The Player line which pays 1 to 1;
- The Banker line which pays 1 to 1 on all wins except a three-card 7 which shall push;
- Place a wager on the Tie Bet which pays 9 to 1;
- If a player placed a wager on the player line or the banker line, that player may place a wager on the Player Dragon Bonus Bet and/or the Banker Dragon Bonus Bet, which pays according to the appropriate pay table below.
- If a player placed a wager on the player line or the banker line, that player may place a wager on the Fortune 7 Bonus Bet which pays 40 to 1.

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

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

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Dragon Bonus Baccarat - Commission Free

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

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

How Wagers are Paid, Collected and Pushed

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

- The player-dealer shall pay all winning Player line wagers made by players when the player's hand is closer to nine than the banker's hand.
- The player-dealer shall pay all winning Banker line wagers made by players when the banker's hand is closer to nine than the player's hand. If the banker's hand wins with a three-card total of seven, the wager shall push.
- The player-dealer shall collect all losing Player line wagers when the banker's hand is closer to nine than the player's hand.
- The player-dealer shall collect all losing Banker line wagers when the player's hand is closer to nine than the banker's hand.
- If the first two cards dealt to the player hand equal a natural, the banker hand shall not be allowed to draw any additional cards and the hands shall be settled as-is.
- If the first two cards dealt to the banker hand equal a natural, the player hand shall not be allowed to draw any additional cards and the hands shall be settled as-is.

Tie Bet

- For each seated position, there shall be one separate and specifically designated area for the placement of a Tie Bet wager. A player may place a Tie Bet wager even if he/she has not also placed either a Player line wager or a Banker line wager prior to the initial deal.
- The player-dealer shall pay all winning Tie Bet wagers when the total of the player's hand and the total of the banker's hand are equal.
- The player-dealer shall collect all losing Tie Bet wagers when the total of the player's hand and the total of the banker's hand are not equal.
- Back-line betting is permitted on the Tie Bet wager.
- See the collection rate schedule for restrictions on the amount that may be wagered on the Tie Bet and any collection fees that may be taken.
- The Tie Bet takes into account the total value of the player's hand and the banker's hand after each hand has been completed according to the rules above. In the event of a tie (0 - 9) between the player's hand and the banker's hand, the Tie Bet wager shall win. In the event that the player's hand and the banker's hand are different, the Tie Bet wager loses.
- Winning Tie Bet wagers shall be paid 9 to 1.
- Wagers are collected or paid, to the extent that the player-dealer's wager covers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players.

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Dragon Bonus Baccarat - Commission Free

Player Dragon Bonus Bet and Banker Dragon Bonus Bet

- For each seated position, there shall be two separate and specifically designated areas for the placement of two separate wagers; the Player Dragon Bonus Bet and the Banker Dragon Bonus Bet. A player may only place a Player Dragon Bonus Bet and/or a Banker Dragon Bonus Bet wager if they have also placed either a player line wager or a banker line wager prior to the initial deal.
- Regardless of what hand a player wagered on, a player may wager on the Player Dragon Bonus Bet, the Banker Dragon Bonus Bet, or both.
- Back-line betting is permitted on the Player Dragon Bonus Bet or the Banker Dragon Bonus Bet.
- See the collection rate schedule for restrictions on the amount that may be wagered on the Player Dragon Bonus Bet and the Banker Dragon Bonus Bet and any collection fees that may be taken.
- The Player Dragon Bonus Bet wager takes into account the final value of the player's hand and the final value of the banker's hand. If a player wagers on the Player Dragon Bonus Bet and the player's hand beats the banker's hand by a spread of four points or greater, the Player Dragon Bonus Bet wager wins. Additionally, if the player's hand is a natural and the hand wins, the Player Dragon Bonus Bet wager shall win. If the player's hand beats the banker's hand by a spread of three points or less, loses to the banker's hand, or the player and the banker hands are of the same value (tie) but the hands are not naturals, the Player Dragon Bonus Bet wager shall lose. In the event that the player's hand and the banker's hand are of the same value (tie) and are natural hands, the Player Dragon Bonus Bet wager shall push.
- The Banker Dragon Bonus Bet takes into account the final value of the banker's hand and the final value of the player's hand. If a player wagers on the Banker Dragon Bonus Bet and the banker's hand beats the player's hand by a spread of four points or greater, the Banker Dragon Bonus Bet wager wins. Additionally, if the banker's hand is a natural and the hand wins, the Banker Dragon Bonus Bet wager shall win. If the banker's hand beats the player's hand by a spread of three points or less, loses to the player's hand, or the banker and the player's hands are of the same value (tie) but the hands are not naturals, the Banker Dragon Bonus Bet wager shall lose. In the event that the banker's hand and the player's hand are of the same value (tie) and are natural hands, the Banker Dragon Bonus Bet wager shall push.
- The player-dealer shall pay all winning Player Dragon Bonus Bet and Banker Dragon Bonus Bet wagers and shall collect all losing Player Dragon Bonus Bet and Banker Dragon Bonus Bet wagers. Wagers are collected or paid, to the extent that the player-dealer's wager covers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players.
- Winning Player Dragon Bonus Bet and Banker Dragon Bonus Bet wagers shall be paid according to the pay table, as shown below:

Player Dragon Bonus Bet and Banker Dragon Bonus Bet Pay Table

Hand Dealt	Payout
Natural Ties	Push
Natural Winner	1 to 1
4 point difference *	1 to 1
5 point difference*	2 to 1
6 point difference*	4 to 1
7 point difference*	6 to 1
8 point difference*	10 to 1
9 point difference*	30 to 1

* Non-naturals

Fortune 7 Bonus Bet

- For each seated position, there shall be one separate and specifically designated area for the placement of a Fortune 7 Bonus Bet wager. A player may only place a Fortune 7 Bonus Bet wager if they have also placed a wager on either the player line or on the banker line prior to the initial deal.

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Dragon Bonus Baccarat - Commission Free

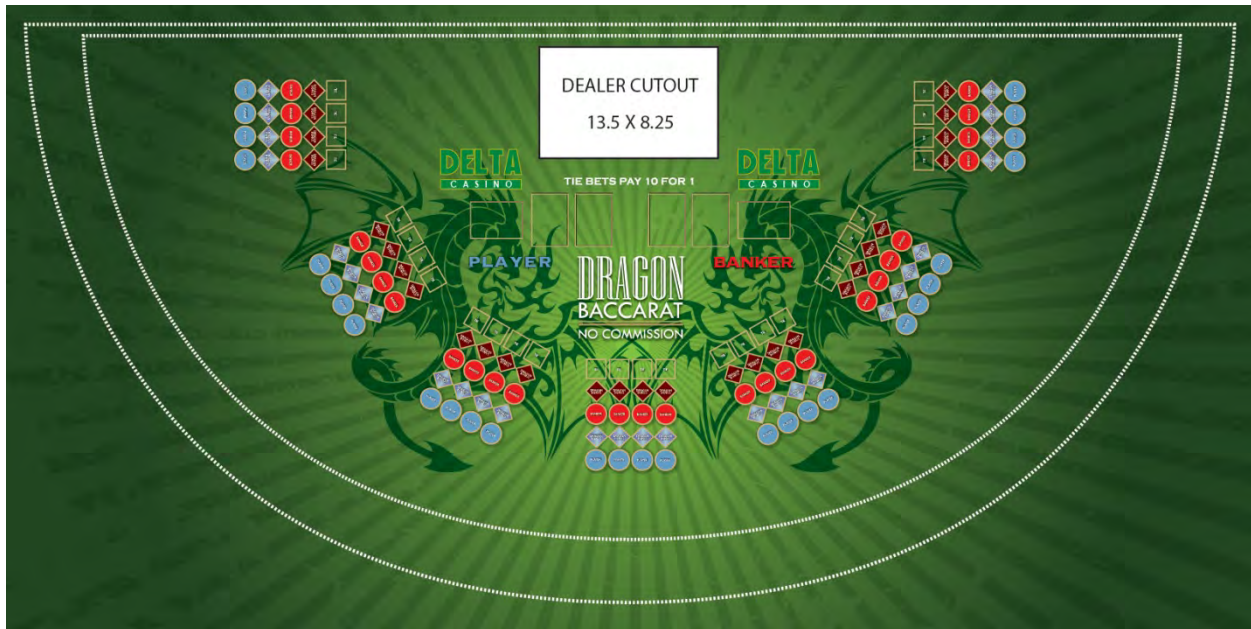
- Back-line betting is permitted on the Fortune 7 Bonus Bet.
- See the collection rate schedule for restrictions on the amount that may be wagered on the Fortune 7 Bonus Bet and any collection fees that may be taken.
- If the banker hand has a point value of seven using three cards and the player's hand has a value of six or less, regardless of the number of cards, the Fortune 7 Bonus Bet wins. The Fortune 7 Bonus Bet shall lose on all other outcomes.
- All winning Fortune 7 Bonus Bet wagers shall be paid 40 to 1.
- The player-dealer shall pay all winning Fortune 7 Bonus Bet wagers and shall collect all losing Fortune 7 Bonus Bet wagers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players.



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Dragon Bonus Baccarat - Commission Free

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Delta Casino
Pure Spanish 21.5

Pure Spanish 21.5TM

Masque Publishing, Inc.

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



Delta Casino Pure Spanish 21.5

OBJECT OF THE GAME

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

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



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

VALUE OF THE CARDS

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

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

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

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Pure Spanish 21.5

ROUND OF PLAY

1. Pure Spanish 21.5 is played on a raised gaming table. The table seats up to eight players who face the house dealer in a 180-degree seating arrangement. The tables are the standard blackjack tables commonly used in the casino industry. The house dealer stands opposite the players, and in the center of the table. The house dealer's chip tray is set in front of the dealer.
2. All tables will have some type of signage where the name of the game is displayed, along with the minimum and maximum wager allowed. The collection fee for the players and player-dealer shall also be displayed. A maximum of five collection rates is allowed in compliance with the California Penal Code.
3. A standard round of play begins when a player-dealer is designated. The player-dealer will place a wager in a betting circle in front of their seat. That wager will be used to pay the winners and will set the amount that he/she can collect for the losers. The casino will place a button in front of the player-dealer, which designates that they are taking the "bank" position and further designates whether it is the first or second turn for the player-dealer in the banking position. The player-dealer will place the appropriate collection fee in front of his/her betting circle.
4. Players at a table then place their wagers in designated betting circles. The players may place a wager at his/her seat along with other unoccupied betting circles. Each player must pay the appropriate collection fee based on the posted schedule for the card room. Prior to the start of play the house dealer will take collection fees and drop them into a locked collection box affixed to the gaming table.
5. After the fees have been collected, the house dealer will deal the cards to the players and the player-dealer. All cards dealt throughout the game are face up, with the exception of the player-dealer's second card, which will remain face-down until all players have acted on their hands. The house dealer is the only person on the table allowed to touch the cards. The players will signal the dealer with hand gestures that indicate whether they wish to hit or stand. The hand signals will be consistent with the industry standard signals of a sweeping motion towards a player's body, indicating a hit, or a side to side hand motion, indicating the desire to stand. The house dealer deals the first card to the player seated to the left of the player-dealer, and continues in a clock-wise manner. Each player will be dealt one card face up with the player-dealer receiving the last card. The player-dealer's cards will be placed in front of the house dealer.
6. The house dealer will deal a second card to the players in the same order noted above and the last card will go to the player-dealer and will be dealt face down. The players are given an opportunity, starting with the player seated to the left of the player-dealer, to be dealt additional cards to make the best possible hand.

Delta Casino Pure Spanish 21.5

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

Delta Casino Pure Spanish 21.5

DIAGRAM #1

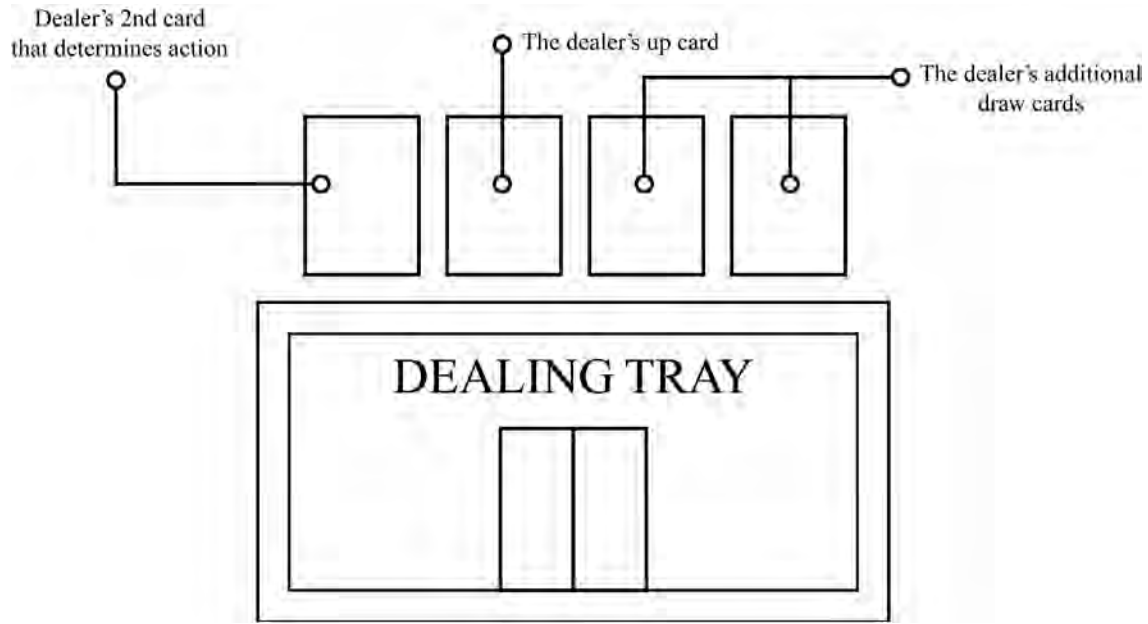


CHART 1A

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

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

CHART 1B

Must Stand on	Must Hit on	
Hard 17 or more	Soft 17 or less	No Options

A "Soft" hand is achieved when a hand contains an Ace with a combination of two or more cards that add up to 17, and the Ace may be counted as either 1 or 11.

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

Delta Casino

Pure Spanish 21.5

GAME RULES

1. A Pure Spanish 21.5 Blackjack (an ace and a King, Queen, or Jack Bonus card) is the best possible hand. If the player and the player-dealer's hand are both Pure Spanish 21.5 Blackjack the player wins.
2. If the player-dealer does not have a Pure Spanish 21.5 Blackjack, the players will be given the option to draw to improve their hands, in accordance with Chart 1A above. The player-dealer's face-down card will be checked by the house dealer, for a Pure Spanish 21.5 Blackjack, when the player-dealer's face-up card is an ace or King, Queen, or Jack Bonus Card. This will happen prior to any additional cards being given to players. If the player-dealer has Pure Spanish 21.5 Blackjack, no additional action will take place and all players' hands that do not have a Pure Spanish 21.5 Blackjack will lose.
3. After all players have been given a chance to act on their hands, the player-dealer's hand will be completed in accordance with Chart 1B.
4. If a player's total is less than a Pure Spanish 21.5 Blackjack and the player-dealer's total is more than a Pure Spanish 21.5 Blackjack, the player wins the hand.
5. If a player's total is more than a Pure Spanish 21.5 Blackjack and the player-dealer's total is less than a Pure Spanish 21.5 Blackjack, the player loses the hand.
6. If a player and the player-dealer have the same total and it is less than a Pure Spanish 21.5 Blackjack, the hand is a push or tie. No action is taken on the wager.
7. If a player's total and the player-dealer's total are less than a Pure Spanish 21.5 Blackjack, the hand closest to a Pure Spanish 21.5 Blackjack will win.
8. If the player and the player-dealer's total are both 21 and neither hand is a Pure Spanish 21.5 Blackjack hand, the player wins the hand.
9. If a player's total and the player-dealer's total are more than a Pure Spanish 21.5 Blackjack, the following will apply:
 - a. If the player-dealer's hand is 888 (three eights) all players whose total is more than 21.5 push.
 - b. If the player-dealer's hand is not 888 (three eights) all players whose total is more than 21.5 lose.
10. All collection rates and wagering limits will be posted at the table. They will not be based on any percentage.
11. Backline betting is permitted on all wagers.

Delta Casino Pure Spanish 21.5

12. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code, are permitted to play.

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

1. Players can double-down on the first two cards dealt to them. The player must place a second wager which may be equal to or less than the player's original wager. The player will only receive one additional card, regardless of the total.
2. After doubling, if a player is dissatisfied with his/her non-busted hand, he/she may "rescue" (take back) the last doubled portion of the bet and forfeit the remainder of the wager. Their play for the hand will then cease.
3. If the player-dealer hits on a soft 17, the casino may allow an option known as "double-double down." If the casino allows the double-double down option, once a player elects to double and receives a double card, the player then has the option to double-double down (double his total wager again), rescue the last doubled portion of the bet, or stand. A player may double the total wager up to three times, once via double down and twice via double-double down, creating a maximum wager up to 8 times the original wager. After doubling a third time and receiving a double card, a player only has the option to stand or rescue. When a player "rescue" (take back) the last doubled portion of the bet and forfeit the remainder of the wager. Their play for the hand will then cease.
 - a. Important: The "double-double down" option is not available to the player when the player-dealer stands on all totals of 17. Doubling for less is only allowed if the double-double down option is not allowed. In other words, when the double-double down option is allowed there is no doubling for less.
4. Players can split any pair or two cards of the equal value, including aces and Bonus cards. The player must place a second wager equal to the original wager. The player may draw as many cards as desired per split card. There is no splitting for less.
5. A maximum of three splits is allowed per hand, giving a player up to 4 hands. Doubling-down is permitted after splitting.
6. Players can surrender after the first two cards are dealt to them. If they choose to surrender, half of their wager will be forfeited. The player must indicate their desire to surrender before the player-dealer's down card is exposed. Their play for the hand will then cease.
7. Late surrender option:
 - a. Players will have to option to surrender after the dealer has checked for Pure Spanish 21.5 Blackjack. If the player-dealer has Pure Spanish 21.5 Blackjack, the

Delta Casino Pure Spanish 21.5

hand is over there will be no draw; the player will not have the option to surrender.

- b. If the player-dealer does not have Pure Spanish 21.5 Blackjack the player will have the option on their original first two cards dealt to them to surrender, whereas half of their wager will be forfeited. The player must indicate their desire to surrender before the player-dealer's down card is exposed. Their play for the hand will then cease.
8. The casino will take no extra collection fee on double downs or splits from the player or player-dealer.
9. All payoffs are to the extent that the player-dealer's money covers the action on the table. A player-dealer cannot win or lose more than the entire amount of money placed on the table before the start of the hand.

Match the Dealer Up Card Bonus Bet

1. In addition to the regular base game wager, casinos may offer a Match the Dealer Up Card bonus wager.
2. A Match the Dealer Up Card bonus wager is a wager that one or both of a player's original two cards of the hand will exactly match the dealer's up-card in rank.
3. In order to play the Match the Dealer Up Card bonus wager, the player must make a regular base game wager.

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

Table C 48 Card Deck	8 Decks
2 suited matches	24 to 1
1 suited + 1 non-suited match	15 to 1
1 suited match	12 to 1
2 non-suited matches	6 to 1
1 non-suited match	3 to 1
No match	lose

Delta Casino Pure Spanish 21.5

Sample Table Layout and Lighted Sign

The table layout will be similar to the layout for the Blackjack X game below



Delta Casino
Three Card Poker 6 Card Bonus



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Standards of play:

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

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

Type of gaming table utilized for this game:

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

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

The wagering areas shall be designated as follows:

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



Number of players in the game:

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

Type of card deck used:

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



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

Ranking of Hands:

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

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

Betting scheme:

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



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

5. Backline betting is permitted on all wagers.

Dealing procedures:

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

Round of Play

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



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



Pair Plus:

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

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

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

6 Card Bonus:

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

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



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

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



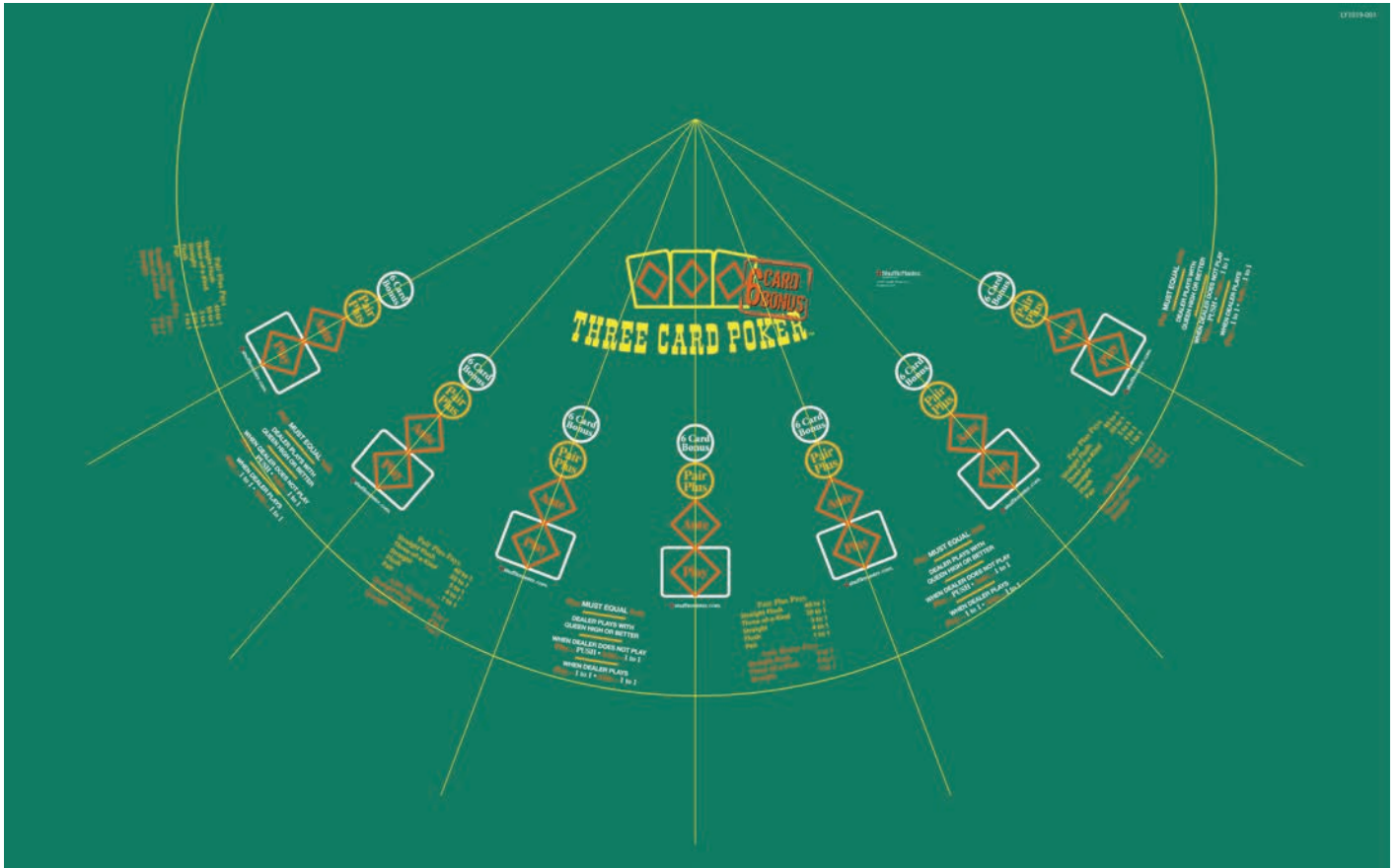
Glossary of terms used in the controlled game:

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

Delta Casino
 Three Card Poker 6 Card Bonus



TABLE LAYOUT



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Fortune Pai Gow Poker

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Standards of play:

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

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

Type of card deck used:

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

The hand rankings are as follows:

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



Fortune Pai Gow Poker

Dealing procedures:

The Cardroom dealer will follow the Bureau approved procedures for the Pai Gow Poker game(s) offered at the cardroom.

Type of gaming table utilized for this game:

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

Number of players in the game:

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

How and when house fees are collected:

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

Betting scheme:

Players may place wagers bearing in mind the posted table minimum and maximum. Players must make a standard Pai Gow Poker wager and will then have the option to make a Fortune Bonus wager as well. If a player wagers at least \$5 on the Fortune Bonus, the player qualifies for the Envy Bonus and the Casino dealer must place an Envy button next to the wager.

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

Round of Play

- ❖ Each player and the player/dealer put up any bets they wish to place for the next hand. Players have the option of placing a Fortune Bonus bet at this time.
- ❖ The Cardroom dealer will then follow the, Bureau approved, procedures for the standard Pai Gow Poker game(s) offered at the cardroom.
- ❖ Once the player/dealer's hand is set, each player's hand is exposed, in turn, and compared to the player/dealer's hand to determine the winners, losers, or tie hands.



Fortune Pai Gow Poker

- ❖ Once the standard Pai Gow Poker wagers are settled (win, lose, tie/push) the Cardroom dealer will determine if the player's hand qualifies for the Fortune Bonus and/or the Envy Bonus.
- ❖ The Fortune Bonus bet considers the best hand possible among the player's seven cards.
- ❖ If the player's hand qualifies for payouts, the player is paid according to the posted pay table.
 - The dealer leaves the Envy button, if applicable, next to the player's original wager and payouts. The dealer will not pick up envy buttons until all wagers are reconciled.
- ❖ If the player's hand does not qualify for payouts, the player/dealer collects the Fortune Bonus wager.
 - The dealer leaves the Envy button, if applicable, next to the player's original wager and payouts. The dealer will not pick up envy buttons until all wagers are reconciled.
- ❖ The player/dealer pays any Envy Bonuses at the end of the round.
 - If at least one player has a four of a kind or higher, all players with Envy buttons win (see pay table).
 - In the event more than one player has at least four of a kind, then all players with envy buttons win multiple payouts.
 - A player cannot win an Envy Bonus for their own or for the player/dealer's hand.
- ❖ The player/dealer collects all losing Bonus wagers and pays all winning Bonus wagers.
- ❖ The cards are collected, shuffled and a new round begins.
- ❖ The player/dealer position rotates in a systematic and continuous way among the seated players, and no one player may serve as the player/dealer for more than two consecutive hands. The player/dealer button rotates clockwise around the table.

Dai Bacc

Type of Game

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

Object of the Game

The object of the game is to place a bet on the hand, either player or banker, that will have an accumulated point value as close to nine as possible.

Description of the Deck and Number of Decks Used

The game is played using a plurality of standard 52-card decks with no jokers. Cards may be dealt using either a multiple deck "shoe" or an automated shuffling machine. In either case, a minimum of four 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 Dai Bacc will be as follows: aces have a value of one, picture cards (king, queen, and jack) and tens have a value of zero, and all other cards have their face value. When the total numerical value of the cards equals ten or more, only the right-hand digit (numeric count) is considered.

The ranking of hands for Dai Bacc, in order from highest to lowest rank, shall be:

Dai Bacc 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 seven seated positions. Within each betting area for each seated player, there shall be five separate betting spaces specifically designated for five separate wagers; the Player line, the Banker line, the Kill the Ox/Tiger Bonus Bet, the Tiger 7 Bonus Bet and the Ox 6 Bonus Bet. Each betting space at the table has a fixed amount for wagering limits defining the minimum and maximum amounts that may be wagered. Players must bet at least the table minimum.

Dealing Procedures and Round of Play

1. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code, are permitted to play.

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2. Backline betting is permitted on any wager.
3. At the start of a game a player is offered the player-dealer position. Once a player-dealer position has been established for that game, the house dealer shall wait for each player to make their wager in accordance with the table limits.
4. The house dealer will shuffle/mix the cards either by hand or a shuffling machine. Players are offered to cut the deck after the shuffle but before the cards are placed in the shoe. The first card dealt out of the shoe will be placed face-up. The value of the card will equal the amount of cards to be burnt face-down; face cards are equal to ten.
5. Each player has the following options when placing their wager(s):
 - The Player line, which pays 1 to 1;
 - The Banker line, which pays 1 to 1 on all wins except a three-card hand totaling seven, which will be a push;
 - Regardless of whether a player placed a wager on the Player line or the Banker line, that player may place a wager on the Kill the Ox/Tiger Bonus Bet, which pays 30 to 1;
 - If a player placed a wager on the Player line or the Banker line, that player may also place a wager on the Tiger 7 Bonus Bet, which pays 40 to 1;
 - If a player placed a wager on the Player line or the Banker line, that player may also place a wager on the Ox 6 Bonus Bet, which pays 40 to 1.
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-down.
 - 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.
 - 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. The house dealer will then turn the Player line hand face-up and then the Banker line hand face-up.
8. The Player line hand is resolved first and then the Banker line hand is resolved.
9. After the house dealer turns the Player line hand and Banker line hand face-up, the following Baccarat rules are followed:
 - The Player line hand must stand when the hand is valued at six through nine, and must hit when the hand is valued at five or less.
 - If the Player line hand stands, then the Banker line hand hits on a total of five or less.
 - If the Player line hand hits for a complete hand, then the Banker line hand hits using the following rules:
 - If the Banker line hand total is three, then the Banker line hand is dealt a third card unless the third card dealt to the Player line hand was an eight.
 - If the Banker line hand total is four, then the Banker line hand is dealt a third card unless the third card dealt to the Player line hand was a ten value card thus equal to zero, one, eight, or nine.
 - If the Banker line hand total is five, then the Banker line hand is dealt a third card if the third card dealt to the Player line hand was four, five, six, or seven.
 - If the Banker line hand total is six, then the Banker line hand is dealt a third card if the third card dealt to the Player line hand was a six or seven.

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

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

10. The action on payouts will always begin with the player to the left of the player-dealer position and continue clockwise.
11. Wagers shall be settled from seat to seat in the following order: all Player line wagers, all Banker line wagers, all Kill the Ox/Tiger Bonus Bets, all Tiger 7 Bonus Bets, and then all Ox 6 Bonus Bets.
12. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players.

How Winners are Determined and Paid

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

- The player-dealer shall pay all winning Player line wagers made by players when the Player line hand is closer to nine than the Banker line 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. If the Banker line hand wins with a three-card total of seven, the wager shall push.
- 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.
- If the first two cards dealt to the Player line hand equal a natural, the Banker line hand shall not be allowed to draw any additional cards and the hands shall be settled as-is.
- If the first two cards dealt to the Banker line hand equal a natural, the Player line hand shall not be allowed to draw any additional cards and the hands shall be settled as-is.

Bonus Bets

Kill the Ox/Tiger

For each seated position, there shall be one separate and specifically designated area for the placement of a Kill the Ox/Tiger Bonus Bet. A player may place a Kill the Ox/Tiger Bonus Bet regardless if they have also placed either a Player line wager or a Banker line wager prior to the initial deal.

- The player-dealer shall pay all winning Kill the Ox/Tiger Bonus Bets when the Player line hand contains a three-card six but does not beat the Banker line hand.

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- The player-dealer shall pay all winning Kill the Ox/Tiger Bonus Bets when the Banker line hand contains a three-card seven but does not beat the Player line hand.
- The player-dealer shall collect all losing Kill the Ox/Tiger Bonus Bets.
- Backline betting is permitted on the Kill the Ox/Tiger Bonus Bet.
- See the collection rate schedules for restrictions on the amount that may be wagered on the Kill the Ox/Tiger Bet and any collection fees that may be taken.
- All winning Kill the Ox/Tiger Bonus Bets shall be paid 30 to 1.

Tiger 7 Bonus Bet

For each seated position, there shall be one separate and specifically designated area for the placement of a Tiger 7 Bonus Bet. A player may place a Tiger 7 Bonus Bet if they have also placed a wager on either the Player line or on the Banker line prior to the initial deal.

- The player-dealer shall pay all winning Tiger 7 Bonus Bets when the Banker line hand beats the Player line hand and the Banker line hand totals seven with three cards.
- The player-dealer shall collect all losing Tiger 7 Bonus Bets when the Banker line hand does not beat the player's with a three card hand totaling seven.
- Backline betting is permitted on the Tiger 7 Bonus Bet.
- See the collection rate schedules for restrictions on the amount that may be wagered on the Tiger 7 Bonus Bet and any collection fees that may be taken.
- The Tiger 7 Bonus Bet 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.
- All winning Tiger 7 Bonus Bets shall be paid 40 to 1.

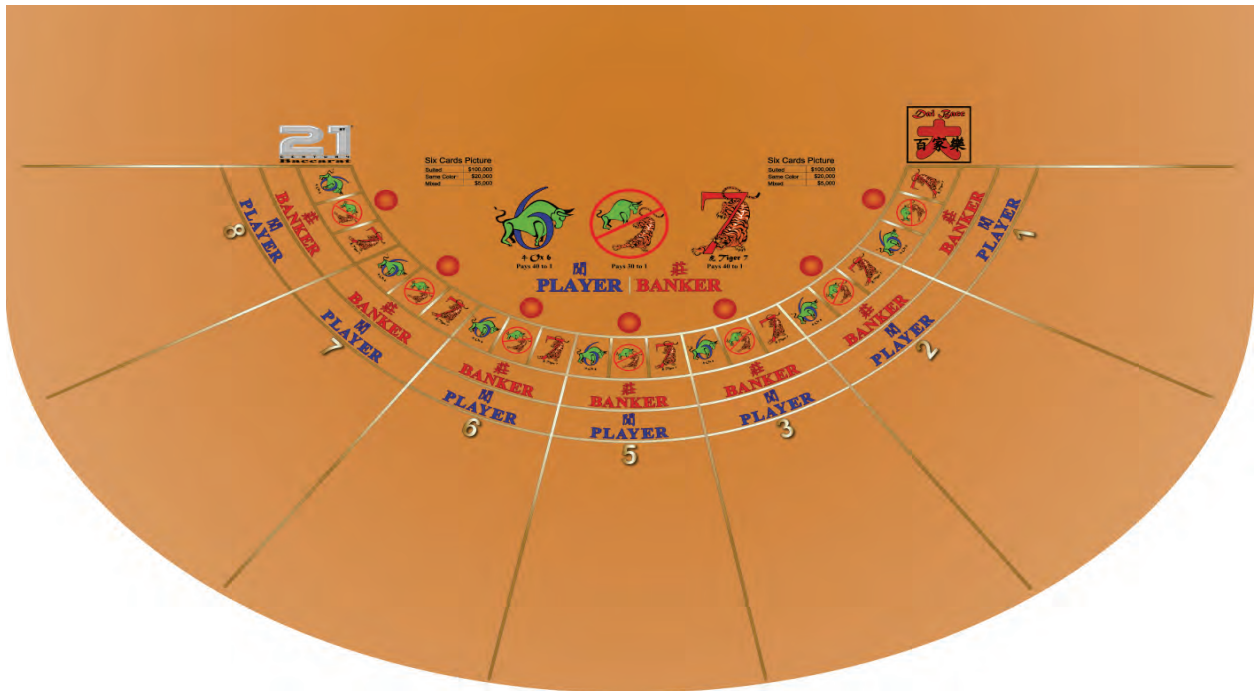
Ox 6 Bonus Bet

For each seated position, there shall be one separate and specifically designated area for the placement of an Ox 6 Bonus Bet. A player may place an Ox 6 Bonus Bet if they have also placed a wager on either the Player line or on the Banker line prior to the initial deal.

- The player-dealer shall pay all winning Ox 6 Bonus Bets when the Player line hand beats the Banker line hand and the Player line hand totals six with three cards.
- The player-dealer shall collect all losing Ox 6 Bonus Bets when the Player line hand does not beat the Banker line hand with a three-card hand totaling six.
- Backline betting is permitted on the Ox 6 Bonus Bet.
- See the collection rate schedules for restrictions on the amount that may be wagered on the Ox 6 Bonus Bet and any collection fees that may be taken.
- The Ox 6 Bonus Bet takes into account the total value of the Player line hand and the Banker line hand after each had has been completed according to the rules above.
- All winning Ox 6 Bonus Bets shall be paid 40 to 1.

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Table Layout



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Collection Fee Schedules

For **schedule options 1-20**, 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 bets. There shall be no collection fee taken from any players or backline bettors for placing any base game wagers or bonus bets. The Kill the Ox/Tiger, Tiger 7, and Ox 6 Bonus Bets may be less than, equal to, or greater than the Player line or Banker line wager and must be within the designated minimum and maximum table limits. The collection fees shall be taken prior to cards being dealt or any round of play being conducted.

Schedule Option	Total Table Action	Player Dealer Collection Fee	Player Collection Fee
1	\$5-\$100	\$2	\$0
	\$101-\$200	\$3	
	\$201-\$300	\$5	
	\$301-\$400	\$7	
	\$401+	\$9	
2	\$5-\$100	\$2	\$0
	\$101-\$200	\$4	
	\$201-\$300	\$7	
	\$301-\$600	\$8	
	\$601+	\$10	
3	\$5-\$100	\$1	\$0
	\$101-\$200	\$3	
	\$201-\$400	\$5	
	\$401-\$800	\$8	
	\$801+	\$10	
4	\$5-\$100	\$1	\$0
	\$101-\$200	\$4	
	\$201-\$400	\$6	
	\$401-\$800	\$10	
	\$801+	\$12	
5	\$5-\$100	\$1	\$0
	\$101-\$300	\$3	
	\$301-\$600	\$6	
	\$601-\$1,000	\$10	
	\$1,001+	\$15	
6	\$5-\$100	\$1	\$0
	\$101-\$300	\$4	
	\$301-\$600	\$7	
	\$601-\$1,000	\$12	
	\$1,001+	\$17	
7	\$5-\$100	\$2	\$0
	\$101-\$300	\$3	
	\$301-\$600	\$7	
	\$601-\$1,000	\$9	
	\$1,001+	\$12	

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8	\$5-\$200	\$1	\$0
	\$201-\$400	\$4	
	\$401-\$600	\$7	
	\$601-\$1,000	\$10	
	\$1,001+	\$15	
9	\$5-\$200	\$1	\$0
	\$201-\$400	\$4	
	\$401-\$600	\$7	
	\$601-\$1,000	\$15	
	\$1,001+	\$20	
10	\$5-\$200	\$2	\$0
	\$201-\$400	\$4	
	\$401-\$600	\$7	
	\$601-\$1,000	\$12	
	\$1,001+	\$17	
11	\$5-\$200	\$2	\$0
	\$201-\$400	\$4	
	\$401-\$600	\$7	
	\$601-\$1,000	\$15	
	\$1,001+	\$20	
12	\$5-\$200	\$1	\$0
	\$201-\$500	\$4	
	\$501-\$800	\$8	
	\$801-\$1,000	\$11	
	\$1,001+	\$15	
13	\$5-\$200	\$2	\$0
	\$201-\$500	\$4	
	\$501-\$800	\$8	
	\$801-\$1,000	\$11	
	\$1,001+	\$15	
14	\$5-\$300	\$1	\$0
	\$301-\$600	\$5	
	\$601-\$1,000	\$10	
	\$1,001-\$2,000	\$20	
	\$2,001+	\$35	
15	\$25-\$200	\$2	\$0
	\$201-\$300	\$7	
	\$301-\$500	\$7	
	\$501-\$1,000	\$12	
	\$1,001+	\$20	
16	\$25-\$200	\$1	\$0
	\$201-\$300	\$3	
	\$301-\$500	\$6	
	\$501-\$1,000	\$15	
	\$1,001+	\$20	

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17	\$25-\$300	\$1	\$0
	\$301-\$600	\$8	
	\$601-\$1,000	\$10	
	\$1,001-\$2,000	\$25	
	\$2,001+	\$30	
18	\$25-\$300	\$2	\$0
	\$301-\$600	\$6	
	\$601-\$1,000	\$10	
	\$1,001-\$2,000	\$20	
	\$2,001+	\$30	
19	\$100-\$300	\$1	\$0
	\$301-\$600	\$6	
	\$601-\$1,500	\$15	
	\$1,501-\$3,000	\$30	
	\$3,001+	\$45	
20	\$100-\$500	\$7	\$0
	\$501-\$1,000	\$10	
	\$1,001-\$2,000	\$15	
	\$2,001-\$4,000	\$25	
	\$4,001+	\$40	

Collection Rates for California Games

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

Ultimate Texas Hold'em

Type of Game

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

Object of the Game

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

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

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

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

Description of the Deck and Number of Decks Used

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

Card Values and Hand Rankings

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

Ultimate Texas Hold'em

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

Ultimate Texas Hold'em Hand Rankings

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

Description of Table Used and Total Number of Seated Positions

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

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

The wagering areas shall be designated as follows:

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

Ultimate Texas Hold'em

Dealing Procedures and Round of Play

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

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

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

How Winners are Determined and Paid

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

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

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

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

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

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

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

Blind Wager Payout Table

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

Bonus Bets

Trips Bonus Bet

- The Trips Bonus Bet is an optional bet for the game of Ultimate Texas Hold'em.
- The object of the Trips Bonus Bet is to attain a hand with a Three of a Kind or better, using the player's two cards and the five community cards.
- The Trips Bonus Bet must be placed prior to the initial deal.
- Players must place an Ante and a Blind wager in order to place a wager on the Trips Bonus Bet. Players must place their Trips Bonus Bet in the corresponding marked circle.

Ultimate Texas Hold'em

- If the player's hand qualifies for a payout, the player is paid by the player-dealer, according to the payout table below.
- If the player's hand does not qualify for a Trips Bonus Bet payout, the player-dealer collects the Trips Bonus Bet.
- See the collection rate schedule for restrictions on the amount that may be wagered and any collection fees taken on the Trips Bonus Bet.
- The Trips Bonus Bet may win or lose regardless of the outcome of the base game wager.
- Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.

Trips Bonus Bet Payout Table

Hand	Payout
Royal Flush	50 to 1
Straight Flush	40 to 1
Four of a Kind	20 to 1
Full House	7 to 1
Flush	6 to 2
Straight	5 to 1
Three of a Kind	3 to 1

Bad Beat Bonus Bet

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

Ultimate Texas Hold'em

Bad Beat Bonus Bet Payout Table

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

Table Layout



Ultimate Texas Hold'em

Collection Rates Schedule

For **schedule options 1 through 5**, a collection fee shall be taken per hand from the player-dealer position based on the total monetary value of all Ante wagers, Blind wagers, all Trips Bonus Bets, and all Bad Beat Bonus Bets that are initially placed on the table by players prior to cards being dealt, referred to as "Total Table Action." The Total Table Action does not include the Play wager, which is placed by players after cards have been dealt. There will be no collection fee required from a player when placing the Ante wager, the Blind wager, the Play wager, Trips Bonus Bet, or Bad Beat Bonus Bet. The Trips Bonus Bet may be less than equal to or greater than the base game wager, as long as it is within table limits. The Bad Beat Bonus Bet may be within \$1-\$500. The collection fees shall be collected from the player-dealer and dropped by the house dealer after all wagers have been placed on the table but prior to cards being dealt or any round of play being conducted.

Minimum Table Limit \$5-\$25

Maximum Table limit \$5,000

Schedule Option	Total Table Action	Player-Dealer Fee	Player Fee
1	\$5 - \$200	\$1	\$0
	\$201 - \$400	\$2	
	\$401 - \$700	\$4	
	\$701 - \$1,000	\$8	
	\$1,001 +	\$12	
2	\$5 - \$200	\$2	\$0
	\$201 - \$500	\$4	
	\$501 - \$800	\$6	
	\$801 - \$1,500	\$12	
	\$1,501 +	\$25	
3	\$5 - \$100	\$1	\$0
	\$101 - \$300	\$2	
	\$301 - \$500	\$6	
	\$501 - \$800	\$10	
	\$801 +	\$20	
4	\$5 - \$100	\$2	\$0
	\$101 - \$200	\$3	
	\$201 - \$300	\$6	
	\$301 - \$500	\$9	
	\$501 +	\$15	
5	\$25 - \$200	\$3	\$0
	\$201 - \$400	\$6	
	\$401 - \$600	\$12	
	\$601 - \$800	\$15	
	\$801 +	\$20	

Ultimate Texas Hold'em

Collection Rates for California Games

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

Face Up Pai Gow Poker

Type of Game

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

Object of the Game

The object of the game of Face Up Pai Gow Poker is to make a five-card hand and a two-card hand that ranks higher than the player-dealer's five-card hand and two-card hand. Face Up Pai Gow Poker is a Pai Gow Poker variant and plays like conventional Pai Gow Poker, except the player-dealer's hand is exposed first. If the player-dealer has an ace-high hand, "Pai Gow", then all player's hands will push (tie).

Description of the Deck and Number of Decks Used

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

Card Values and Hand Rankings

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

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

Hand Rankings Chart

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

Face Up Pai Gow Poker

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

Description of Table Used and Total Number of Seated Positions

Face Up Pai Gow Poker is played on a standard Pai Gow Poker table, which seats a maximum of six players including the player-dealer, for a total of seven seated positions. Within each betting area for each seated player, there shall be three separate betting areas representing each players' hand, the Fortune Bonus Bet and the Ace-High Bonus Bet. Each betting space at the table has a fixed amount for wagering limits defining the minimum and maximum amounts that may be wagered. Players must bet at least the table minimum.

Dealing Procedures and Round of Play

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

1. Third-Party Providers of Proposition Player Services (TPPPS), as defined in Section 19984 of the California Business and Professions Code, are permitted to play.
2. At the start of a game, 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.
3. Backline betting is permitted on all wagers.
4. Before the start of each hand, the player and the player-dealer place their wagers. Players also have the option of placing a Fortune Bonus Bet or an Ace-High Bonus Bet at this time as well.
5. Once all wagers have been placed, the house dealer will complete the deal of seven piles of cards face-down in front of the house dealer.
 - a. Each seven-card hand will be distributed by the shuffle machine and placed on the table by the house dealer, one at a time, from the house dealer's left to right, until all seven hands are dealt.
 - b. The house dealer will then spread the remaining cards to verify there are four cards remaining and place them in the discard pile.
6. Should there be the need to deal the game manually (due to machine malfunction, etc.), the following procedure will be followed:
 - 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.




Face Up Pai Gow Poker

- d. Once the cards have been stacked, the player-dealer randomly selects which pile will be distributed to the first player who receives the "Action" button.
- e. 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.
7. To determine the placement of the first pile of cards, the player-dealer shakes a dice cup containing three standard dice.
 - a. The sum of the dice indicates the seat the pile of cards will be distributed. The player-dealer's position is always one, eight, and fifteen. Other seats, in clockwise rotation, respectively represent the other numbers.
 - b. If the numerical total of the dice represents a seat/spot without any wagers placed, the Action button will be placed at the first active seat/spot clockwise from the original seat/spot.
8. 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.
9. The player-dealer's hand will then be exposed and set according to the house way chart below, before the player's sent their hands.
 - a. If the player-dealer has an ace-high seven-card hand, all player's wagers shall push and any Ace-High Bonus Bets will win.
 - b. If the player-dealer's hand does not contain a seven-card ace-high, each player shall then set their hand by arranging the seven cards into a two-card hand, which is placed in front of the five-card hand, and a five-card hand, which is placed behind the two-card hand.
 - i. The five card hand must rank higher than the two-card hand, according to the hand rankings as shown above.
 - c. Players do not have to set their hand the "House Way", they are free to set the hand in any fashion they choose as long as it is not a foul hand. If a player arranges the two-card hand so it out-ranks the five-card hand, this will be considered a foul and the player will automatically lose their wager.

Face Up Pai Gow Poker House Way Hand Set

Hand Dealt	House Way	Example				
High Card	Put 2 nd and 3 rd highest cards in front.	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 ♠

Face Up Pai Gow Poker

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

Face Up Pai Gow Poker

Four of a Kind As, Ks, or Qs	Split to Pair-Pair.	<table style="border-collapse: collapse; margin: auto;"> <tr> <td style="padding: 2px;">Q ♣</td> <td style="padding: 2px;">Q ♦</td> <td colspan="3"></td> </tr> <tr> <td style="padding: 2px;">Q ♥</td> <td style="padding: 2px;">Q ♠</td> <td style="padding: 2px;">9 ♠</td> <td style="padding: 2px;">7 ♦</td> <td style="padding: 2px;">5 ♣</td> </tr> </table>	Q ♣	Q ♦				Q ♥	Q ♠	9 ♠	7 ♦	5 ♣
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.	<table style="border-collapse: collapse; margin: auto;"> <tr> <td style="padding: 2px;">J ♦</td> <td style="padding: 2px;">J ♠</td> <td colspan="3"></td> </tr> <tr> <td style="padding: 2px;">J ♥</td> <td style="padding: 2px;">J ♣</td> <td style="padding: 2px;">Q ♦</td> <td style="padding: 2px;">10 ♠</td> <td style="padding: 2px;">7 ♥</td> </tr> </table>	J ♦	J ♠				J ♥	J ♣	Q ♦	10 ♠	7 ♥
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.	<table style="border-collapse: collapse; margin: auto;"> <tr> <td style="padding: 2px;">8 ♥</td> <td style="padding: 2px;">8 ♦</td> <td colspan="3"></td> </tr> <tr> <td style="padding: 2px;">8 ♣</td> <td style="padding: 2px;">8 ♠</td> <td style="padding: 2px;">J ♣</td> <td style="padding: 2px;">7 ♠</td> <td style="padding: 2px;">4 ♦</td> </tr> </table>	8 ♥	8 ♦				8 ♣	8 ♠	J ♣	7 ♠	4 ♦
8 ♥	8 ♦											
8 ♣	8 ♠	J ♣	7 ♠	4 ♦								
Four of a Kind: 5s or below	Always play Four of Kind behind.	<table style="border-collapse: collapse; margin: auto;"> <tr> <td style="padding: 2px;">9 ♥</td> <td style="padding: 2px;">8 ♣</td> <td colspan="3"></td> </tr> <tr> <td style="padding: 2px;">5 ♠</td> <td style="padding: 2px;">5 ♦</td> <td style="padding: 2px;">5 ♥</td> <td style="padding: 2px;">5 ♣</td> <td style="padding: 2px;">2 ♠</td> </tr> </table>	9 ♥	8 ♣				5 ♠	5 ♦	5 ♥	5 ♣	2 ♠
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.	<table style="border-collapse: collapse; margin: auto;"> <tr> <td style="padding: 2px;">4 ♣</td> <td style="padding: 2px;">4 ♥</td> <td colspan="3"></td> </tr> <tr> <td style="padding: 2px;">5 ♥</td> <td style="padding: 2px;">5 ♦</td> <td style="padding: 2px;">5 ♣</td> <td style="padding: 2px;">5 ♠</td> <td style="padding: 2px;">2 ♠</td> </tr> </table>	4 ♣	4 ♥				5 ♥	5 ♦	5 ♣	5 ♠	2 ♠
4 ♣	4 ♥											
5 ♥	5 ♦	5 ♣	5 ♠	2 ♠								
Five Aces	Play a Pair of aces in front.	<table style="border-collapse: collapse; margin: auto;"> <tr> <td style="padding: 2px;">A ♣</td> <td style="padding: 2px;">A ♠</td> <td colspan="3"></td> </tr> <tr> <td style="padding: 2px;">A ♥</td> <td style="padding: 2px;">A ♦</td> <td style="padding: 2px;"></td> <td style="padding: 2px;">K ♠</td> <td style="padding: 2px;">5 ♣</td> </tr> </table>	A ♣	A ♠				A ♥	A ♦		K ♠	5 ♣
A ♣	A ♠											
A ♥	A ♦		K ♠	5 ♣								

10. Once the player-dealer's hand is set according to the House Way, each player's hand is exposed, in turn, and compared to the player-dealer's hand to determine the winners, losers, or push hands.
 - a. Each player's five-card hand will be compared to the player-dealer's five-card hand, and each player's two-card hand will be compared to the player-dealer's two-card hand, in turn.
11. Wagers will be settled in a clockwise manner around the table, starting with the player with the Action button.
12. All wagers will be settled from seat to seat, including backline bettors, in the following order: the base game wager, then the Fortune Bonus Bet, Envy Bonus and then the Ace-High Bonus Bet. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the respective players.

How Winners are Determined and Paid

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

- The Face Up 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.

Face Up Pai Gow Poker

- The Face Up 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 Face Up 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.
- When the player-dealer's hand is an ace-high seven-card hand, all player's hands shall push and their wagers shall be returned.
- Once the standard base game wagers are settled (win, lose, tie/push) the house dealer will determine if the player's hand qualifies for the Fortune Bonus and/or the Envy Bonus.
- The player-dealer shall pay all winning Fortune Bonus Bets made by players when a player has one of the qualifying hands described below.
- The player-dealer shall collect all losing Fortune Bonus Bets made by players when a player does not have one of the qualifying hands listed below.
- A player qualifies for an Envy Bonus payout when a player places a Fortune Bonus Bet of at least \$5. The player-dealer shall pay all winning Envy Bonus' when a player at the table receives a Four of a Kind or higher, excluding the player-dealer hand or their own hand.
- The player-dealer shall pay all winning Ace-High Bonus Bets made by players when the player-dealer's or the player-dealer and player's hand is an ace-high seven-card hand.
- The player-dealer shall collect all losing Ace-High Bonus Bets made by players when the player-dealer's hand is not an ace-high seven-card hand.

Bonus Bets

Fortune Bonus Bet

For each seated position, there will be one separate and specifically designated area for the placement of a Fortune Bonus Bet.

- A player may only place the optional Fortune Bonus Bet if they have also placed a Face Up Pai Gow Poker base game wager prior to the initial deal.
- The Fortune Bonus Bet takes into account all seven cards dealt to a player.
- In the event the seven cards dealt to a player who placed a Fortune Bonus Bet forms a designated qualifying hand, as shown below, the Fortune Bonus Bet shall 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.
- 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 Fortune Bonus Bet remains in action regardless of whether the player's Face Up Pai Gow Poker base game wager wins, loses, or pushes.
- The player-dealer will pay qualifying Fortune Bonus Bets and will collect Fortune Bonus Bets to the extent of the player-dealer's wager that did not qualify.

Face Up Pai Gow Poker

- See the collection rate schedule for restrictions on the amount that may be wagered on the Fortune Bonus Bet and any collections fees that may be taken.

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.

- 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.
- If multiple Envy Bonus hands are achieved, only the highest-ranking hand is awarded the payout. **EXAMPLE:** *One player achieves a Four of a Kind and another player achieves Five Aces. The Five Aces Envy Bonus is the only bonus payout.*
- Players will receive a fixed monetary payout based on the qualifying hand that another player has received and the pay table, as shown below.
- The Envy Bonus may win regardless of the outcome of the Face Up Pai Gow Poker base game wager.
- The player-dealer will pay qualifying Envy Bonuses and will collect Envy buttons that did not qualify to the extent of the player-dealer's wager.
- Qualifying Envy Bonus buttons will be paid according to the table, as shown 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	\$1,000
Royal Flush+ Royal Match	A hand that consists of ace, king, queen, jack, 10 and king, queen suited.	1,000 to 1	\$250
7 Card Straight Flush (With Joker)	A hand that consists of seven cards of the same suit in consecutive ranking that utilizes a joker.	750 to 1	\$100
Five Aces	A hand that consists of four aces and a joker.	250 to 1	\$50
Royal Flush	A hand that consists of an ace, king, queen, jack and 10 of the same suit.	100 to 1	\$25
Straight Flush	A hand that consists of five cards of the same suit in consecutive ranking.	50 to 1	\$10
Four of a Kind	A hand that consists of four cards of the same rank.	20 to 1	\$5
Full House	A hand that consists of a Three of a Kind and a Pair.	5 to 1	

Face Up Pai Gow Poker

Flush	A hand that consists of five cards of the same suit, but that are not in consecutive ranking.	4 to 1	
Three of a Kind	A hand that consists	3 to 1	
Straight	A hand that consists of five cards that are in consecutive ranking, but that are not the same suit.	2 to 1	
Three Pair	A hand that consists of three Pair	Push	

Ace-High Bonus Bet

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

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

Ace-High Bonus Bet Pay Table

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

Face Up Pai Gow Poker

Table Layout



Face Up Pai Gow Poker

Collection Rates Schedule

For **schedule options 1 through 17**, a collection will be taken per hand from the player-dealer position based on the total monetary value of all game wagers placed by players prior to cards being dealt, referred to as Total Table Action. There shall be no collection taken from the player for any wager placed. Collection fees shall be collected after all bets have been placed and before cards have been dealt. The bonus bet limits shall range from \$5 to \$75.

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

Maximum wagering limits shall be between \$50 and \$2,000

Schedule Option	Total Table Action	Player-Dealer Fee	Player Fee
1	\$5-\$100	\$2	\$0
	\$101-\$200	\$6	
	\$201-\$300	\$9	
	\$301-\$400	\$9	
	\$401+	\$12	
2	\$5-\$100	\$3	\$0
	\$101-\$200	\$5	
	\$201-\$300	\$7	
	\$301-\$400	\$9	
	\$401+	\$10	
3	\$5-\$100	\$1	\$0
	\$101-\$200	\$3	
	\$201-\$300	\$4	
	\$301-\$500	\$6	
	\$501+	\$10	
4	\$5-\$100	\$1	\$0
	\$101-\$200	\$3	
	\$201-\$300	\$5	
	\$301-\$500	\$8	
	\$501+	\$15	
5	\$5-\$100	\$2	\$0
	\$101-\$200	\$4	
	\$201-\$300	\$5	
	\$301-\$500	\$6	
	\$501+	\$10	
6	\$5-\$100	\$2	\$0
	\$101-\$200	\$6	
	\$201-\$400	\$8	
	\$401-\$600	\$10	
	\$601+	\$15	
7	\$5-\$100	\$1	\$0
	\$101-\$200	\$3	
	\$201-\$400	\$5	
	\$401-\$700	\$7	
	\$701+	\$10	

Face Up Pai Gow Poker

8	\$5-\$100	\$2	\$0
	\$101-\$200	\$3	
	\$201-\$400	\$6	
	\$401-\$700	\$7	
	\$701+	\$10	
9	\$5-\$100	\$1	\$0
	\$101-\$300	\$3	
	\$301-\$500	\$6	
	\$501-\$800	\$10	
	\$801+	\$15	
10	\$5-\$100	\$2	\$0
	\$101-\$300	\$4	
	\$301-\$500	\$7	
	\$501-\$800	\$12	
	\$801+	\$17	
11	\$5-\$100	\$1	\$0
	\$101-\$300	\$4	
	\$301-\$500	\$8	
	\$501-\$1,000	\$7	
	\$1,001+	\$12	
12	\$5-\$100	\$3	\$0
	\$101-\$300	\$6	
	\$301-\$500	\$10	
	\$501-\$1,000	\$16	
	\$1,001+	\$12	
13	\$5-\$100	\$2	\$0
	\$101-\$400	\$4	
	\$401-\$800	\$8	
	\$801-\$1,500	\$15	
	\$1,501+	\$20	
14	\$5-\$100	\$1	\$0
	\$101-\$400	\$4	
	\$401-\$800	\$8	
	\$801-\$1,500	\$15	
	\$1,501+	\$20	
15	\$25-\$300	\$2	\$0
	\$301-\$500	\$7	
	\$501-\$800	\$12	
	\$801-\$1,500	\$17	
	\$1,501+	\$25	
16	\$25-\$300	\$2	\$0
	\$301-\$500	\$7	
	\$501-\$800	\$12	
	\$801-\$1,500	\$17	
	\$1,501+	\$25	

Face Up Pai Gow Poker

17	\$25-\$300	\$2	\$0
	\$301-\$500	\$6	
	\$501-\$800	\$10	
	\$801-\$1,500	\$16	
	\$1,501+	\$25	

Collection Procedures

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

California Games Collection Rates

EZ Baccarat Panda 8 (GEGA-003518)

For **schedule options 1 through 15**, a collection will be taken per hand from the player-dealer position based on the total monetary value of all base game wagers and bonus bets placed by players prior to cards being dealt, referred to as Total Table Action. There shall be no collection fee for players when placing a base game wager or bonus bet. Bonus bets may be less than, equal to, or more than the base game wager as long as they are within table limits. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Minimum Table Limit \$5-\$100

Maximum Table limit \$1,000-\$2,000

Schedule Option	Total Table Action	Player-Dealer Fee	Player Fee
1	\$5-\$100	\$2	\$0
	\$101-\$300	\$3	
	\$301-\$600	\$7	
	\$601-\$1,000	\$9	
	\$1,001+	\$12	
2	\$5-\$200	\$1	\$0
	\$201-\$400	\$3	
	\$401-\$600	\$5	
	\$601-\$900	\$8	
	\$901+	\$12	
3	\$5-\$200	\$1	\$0
	\$201-\$400	\$4	
	\$401-\$600	\$7	
	\$601-\$1,000	\$15	
	\$1,001+	\$20	
4	\$5-\$200	\$2	\$0
	\$201-\$400	\$4	
	\$401-\$600	\$7	
	\$601-\$1,000	\$15	
	\$1,001+	\$20	
5	\$5-\$200	\$2	\$0
	\$201-\$500	\$5	
	\$501-\$1,000	\$15	
	\$1,001-\$2,000	\$25	
	\$2,001+	\$35	
6	\$5-\$300	\$1	\$0
	\$301-\$600	\$4	
	\$601-\$1,000	\$8	
	\$1,001-\$2,000	\$15	
	\$2,001+	\$25	
7	\$5-\$300	\$2	\$0
	\$301-\$600	\$5	
	\$601-\$1,000	\$9	
	\$1,001-\$2,000	\$15	
	\$2,001+	\$25	

California Games Collection Rates

8	\$5-\$300	\$2	\$0
	\$301-\$600	\$5	
	\$601-\$1,000	\$9	
	\$1,001-\$2,000	\$20	
	\$2,001+	\$30	
9	\$5-\$300	\$3	\$0
	\$301-\$600	\$6	
	\$601-\$1,000	\$12	
	\$1,001-\$2,000	\$20	
	\$2,001+	\$30	
10	\$25-\$200	\$1	\$0
	\$201-\$400	\$3	
	\$401-\$600	\$5	
	\$601-\$900	\$8	
	\$901+	\$12	
11	\$25-\$200	\$2	\$0
	\$201-\$500	\$5	
	\$501-\$1,000	\$15	
	\$1,001-\$2,000	\$25	
	\$2,001+	\$35	
12	\$25-\$300	\$1	\$0
	\$301-\$600	\$4	
	\$601-\$1,000	\$8	
	\$1,001-\$2,000	\$15	
	\$2,001+	\$25	
13	\$25-\$300	\$2	\$0
	\$301-\$600	\$5	
	\$601-\$1,000	\$9	
	\$1,001-\$2,000	\$15	
	\$2,001+	\$25	
14	\$25-\$300	\$3	\$0
	\$301-\$600	\$6	
	\$601-\$1,000	\$12	
	\$1,001-\$2,000	\$20	
	\$2,001+	\$30	
15	\$100-\$300	\$1	\$0
	\$301-\$600	\$6	
	\$601-\$1,500	\$15	
	\$1,501-\$3,000	\$30	
	\$3,001+	\$55	

California Games Collection Rates

Dragon Bonus Baccarat–Commission Free (GEGA-004155)

For **schedule options 1 through 7**, a collection will be taken per hand from the player-dealer position based on the total monetary value of all base game wagers and bonus bets placed by players prior to cards being dealt, referred to as Total Table Action. There shall be no collection fee for players when placing a base game wager or bonus bet. Bonus bets may be less than, equal to, or more than the base game wager as long as they are within table limits. The collection fees shall be collected prior to cards being dealt or any round of play being.

Minimum Table Limit \$5-\$1,000

Maximum Table limit \$2,000-\$10,000

Schedule Option	Total Table Action	Player-Dealer Fee	Player Fee
1	\$5-\$100	\$1	\$0
	\$101-\$300	\$3	
	\$301-\$600	\$6	
	\$601-\$1,000	\$10	
	\$1,001+	\$15	
2	\$5-\$200	\$1	\$0
	\$201-\$400	\$3	
	\$401-\$600	\$5	
	\$601-\$900	\$8	
	\$901+	\$12	
3	\$25-\$300	\$2	\$0
	\$301-\$600	\$5	
	\$601-\$1,000	\$9	
	\$1,001-\$2,000	\$15	
	\$2,001+	\$25	
4	\$25-\$300	\$2	\$0
	\$301-\$600	\$6	
	\$601-\$1,000	\$10	
	\$1,001-\$2,000	\$20	
	\$2,001+	\$30	
5	\$100-\$600	\$5	\$0
	\$601-\$1,000	\$10	
	\$1,001-\$2,000	\$15	
	\$2,001-\$4,000	\$30	
	\$4,001+	\$50	
6	\$100-\$1,000	\$10	\$0
	\$1,001-\$2,000	\$20	
	\$2,001-\$3,000	\$30	
	\$3,001-\$5,000	\$50	
	\$5,001+	\$75	
7	\$1,000-\$2,000	\$20	\$0
	\$2,001-\$4,000	\$40	
	\$4,001-\$6,000	\$60	
	\$6,001-\$8,000	\$80	
	\$8,001+	\$100	

California Games Collection Rates

Three Card Poker – 6 Card Bonus (GEGA-003233)

For **schedule options 1 through 11**, a collection will be taken per hand from the player-dealer position based on the total monetary value of all base game wagers and bonus bets placed by players prior to cards being dealt, referred to as Total Table Action. There shall be no collection fee for players when placing a base game wager or bonus bet. Bonus bets may be less than, equal to, or more than the base game wager as long as they are within table limits. The collection fees shall be collected prior to cards being dealt or any round of play being

Minimum Table Limit \$1-\$100

Maximum Table limit \$100-\$500

Schedule Option	Total Table Action	Player-Dealer Fee	Player Fee
1	\$1-\$50	\$1	\$0
	\$51-\$100	\$2	
	\$101-\$300	\$3	
	\$301-\$600	\$6	
	\$601+	\$12	
2	\$1-\$50	\$1	\$0
	\$51-\$100	\$2	
	\$101-\$300	\$3	
	\$301-\$800	\$6	
	\$801+	\$12	
3	\$1-\$100	\$1	\$0
	\$101-\$300	\$3	
	\$301-\$500	\$5	
	\$501-\$800	\$8	
	\$801+	\$12	
4	\$5-\$100	\$1	\$0
	\$101-\$200	\$3	
	\$201-\$300	\$5	
	\$301-\$500	\$8	
	\$501+	\$15	
5	\$5-\$100	\$2	\$0
	\$101-\$200	\$3	
	\$201-\$400	\$6	
	\$401-\$700	\$7	
	\$701+	\$10	
6	\$5-\$100	\$2	\$0
	\$101-\$300	\$4	
	\$301-\$500	\$7	
	\$501-\$800	\$12	
	\$801+	\$17	
7	\$5-\$100	\$1	\$0
	\$101-\$400	\$4	
	\$401-\$800	\$8	
	\$801-\$1,500	\$15	
	\$1,501+	\$20	

California Games Collection Rates

8	\$5-\$100	\$2	\$0
	\$101-\$400	\$4	
	\$401-\$800	\$8	
	\$801-\$1,500	\$15	
	\$1,501+	\$20	
9	\$25-\$300	\$2	\$0
	\$301-\$500	\$6	
	\$501-\$800	\$10	
	\$801-\$1,500	\$16	
	\$1,501+	\$25	
10	\$25-\$300	\$3	\$0
	\$301-\$600	\$6	
	\$601-\$1,000	\$10	
	\$1,001-\$1,600	\$16	
	\$1,601+	\$25	
11	\$100-\$300	\$3	\$0
	\$301-\$800	\$8	
	\$801-\$1,200	\$15	
	\$1,201-\$2,000	\$25	
	\$2,001+	\$40	

Blackjack X (GEGA-003406)

For **schedule options 1 through 8**, a collection will be taken per hand from the player-dealer position based on the total monetary value of all game wagers and bonus bets placed by players prior to cards being dealt, referred to as Total Table Action. The Total Table Action does not count any additional wagers placed by players after cards are dealt, such as when a player places a double-down, split cards, or surrender wagers. There shall be no collection fee for players when placing a base game wager or bonus bet. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Minimum Table Limit \$5-\$100

Maximum Table limit \$600-\$5,000

Schedule Option	Total Table Action	Player-Dealer Fee	Player Fee
1	\$5-\$100	\$2	\$0
	\$101-\$200	\$4	
	\$201-\$300	\$7	
	\$301-\$600	\$11	
	\$601 +	\$16	
2	\$5-\$100	\$2	\$0
	\$101-\$300	\$4	
	\$301-\$600	\$7	
	\$601-\$1,000	\$11	
	\$1,001+	\$16	
3	\$5-\$200	\$1.50	\$0
	\$201-\$400	\$3	
	\$401-\$800	\$7	
	\$801-\$1,200	\$10	
	\$1,201+	\$15	

California Games Collection Rates

4	\$5-\$200	\$2	\$0
	\$201-\$400	\$4	
	\$401-\$800	\$7	
	\$801-\$1,200	\$10	
	\$1,201+	\$16	
5	\$5-\$300	\$2	\$0
	\$301-\$500	\$6	
	\$501-\$800	\$10	
	\$801-\$1,500	\$16	
	\$1,501+	\$25	
6	\$5-\$300	\$2	\$0
	\$301-\$600	\$5	
	\$601-\$1,000	\$9	
	\$1,001-\$2,000	\$15	
	\$2,001+	\$25	
7	\$5-\$600	\$5	\$0
	\$601-\$1,000	\$11	
	\$1,001-\$2,000	\$20	
	\$2,001-\$3,000	\$30	
	\$3,001+	\$50	
8	\$100-\$600	\$5	\$0
	\$601-\$1,000	\$11	
	\$1,001-\$2,000	\$20	
	\$2,001-\$3,000	\$30	
	\$3,001+	\$50	

No Bust 21st Century Blackjack 7.0 (GEGA-002872)

For **schedule options 1 through 20**, a collection will be taken per hand from the player-dealer position based on the total monetary value of all game wagers and bonus bets placed by players prior to cards being dealt, referred to as Total Table Action. The Total Table Action does not count any additional wagers placed by players after cards are dealt, such as when a player places a double-down, split cards, or surrender wagers. There shall be no collection fee for players when placing a base game wager or when placing a Blackjack Bonus Bet (GEGA-002582). The Blackjack Bonus Bet (GEGA-002582) may be less than or equal to the base game wager as long as they are within the table limits. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Minimum Table Limit \$5-\$100

Maximum Table limit \$600-\$5,000

Schedule Option	Total Table Action	Player-Dealer Fee	Player Fee
1	\$5-\$75	\$0.50	\$0
	\$76-\$200	\$1.50	
	\$201-\$300	\$3	
	\$301-\$600	\$5	
	\$601+	\$8	
2	\$5-\$100	\$1	\$0
	\$101-\$200	\$2	
	\$201-\$300	\$3	
	\$301-\$600	\$5	
	\$601+	\$8	

California Games Collection Rates

3	\$5-\$100	\$2	\$0
	\$101-\$200	\$4	
	\$201-\$300	\$7	
	\$301-\$600	\$11	
	\$601+	\$16	
4	\$5-\$100	\$1	\$0
	\$101-\$200	\$3	
	\$201-\$500	\$6	
	\$501-\$900	\$8	
	\$901+	\$12	
5	\$5-\$100	\$1	\$0
	\$101-\$300	\$3	
	\$301-\$600	\$6	
	\$601-\$1,000	\$10	
	\$1,001+	\$15	
6	\$5-\$200	\$1	\$0
	\$201-\$400	\$3	
	\$401-\$600	\$5	
	\$601-\$900	\$8	
	\$901+	\$12	
7	\$5-\$300	\$2	\$0
	\$301-\$500	\$6	
	\$501-\$800	\$10	
	\$801-\$1,500	\$16	
	\$1,501+	\$25	
8	\$10-\$50	\$0.50	\$0
	\$51-\$100	\$1	
	\$101-\$250	\$2	
	\$251-\$400	\$4	
	\$401+	\$6	
9	\$10-\$75	\$0.50	\$0
	\$76-\$200	\$1.50	
	\$201-\$300	\$3	
	\$301-\$600	\$5	
	\$601+	\$8	
10	\$10-\$100	\$1	\$0
	\$101-\$200	\$2	
	\$201-\$300	\$3	
	\$301-\$600	\$5	
	\$601+	\$8	
11	\$15-\$100	\$1	\$0
	\$101-\$300	\$3	
	\$301-\$600	\$6	
	\$601-\$1,000	\$10	
	\$1,001+	\$15	
12	\$15-\$100	\$2	\$0
	\$101-\$300	\$4	
	\$301-\$600	\$7	
	\$601-\$1,000	\$11	
	\$1,001+	\$16	

California Games Collection Rates

13	\$25-\$100	\$1	\$0
	\$101-\$300	\$3	
	\$301-\$600	\$6	
	\$601-\$1,000	\$10	
	\$1,001+	\$15	
14	\$25-\$100	\$1	\$0
	\$101-\$400	\$3	
	\$401-\$800	\$6	
	\$801-\$1,500	\$12	
	\$1,501+	\$20	
15	\$25-\$200	\$1.50	\$0
	\$201-\$400	\$3	
	\$401-\$800	\$7	
	\$801-\$1,200	\$10	
	\$1,201+	\$15	
16	\$25-\$200	\$2	\$0
	\$201-\$400	\$4	
	\$401-\$800	\$7	
	\$801-\$1,200	\$10	
	\$1,201+	\$16	
17	\$25-\$300	\$2	\$0
	\$301-\$600	\$5	
	\$601-\$1,000	\$9	
	\$1,001-\$2,000	\$15	
	\$2,001+	\$25	
18	\$100-\$300	\$2	\$0
	\$301-\$500	\$7	
	\$501-\$1,000	\$12	
	\$1,001-\$2,000	\$17	
	\$2,001+	\$25	
19	\$100-\$300	\$2	\$0
	\$301-\$600	\$5	
	\$601-\$1,000	\$10	
	\$1,001-\$2,000	\$20	
	\$2,001+	\$30	
20	\$100-\$600	\$5	\$0
	\$601-\$1,000	\$10	
	\$1,001-\$2,000	\$15	
	\$2,001-\$3,000	\$25	
	\$3,001+	\$35	

California Games Collection Rates

For **schedule options 21 through 28**, a collection fee shall be taken per betting spot of every player. A collection fee shall also be taken per hand from the player-dealer. There shall be no collection fee for players or when placing a Blackjack Bonus Bet (GEGA-002582). The Blackjack Bonus Bet (GEGA-002582) may be less than or equal to the base game wager as long as they are within the table limits. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Minimum wagering limits shall be between \$2 and \$500

Maximum wagering limits shall be between \$10 and \$2,000

Schedule Option	Player-Dealer Fee	Player Fee
21	\$0.50	\$0.25
22	\$2	\$1
23	\$3	\$2
24	\$4	\$3
25	\$5	\$3
26	\$6	\$4
27	\$11	\$6
28	\$16	\$11

Pure Spanish 21.5 (GEGA-004129)

For **schedule options 1 through 7** a collection will be taken per hand from the player-dealer position based on the total monetary value of all game wagers and bonus bets placed by players prior to cards being dealt, referred to as Total Table Action. The Total Table Action does not count any additional wagers placed by players after cards are dealt, such as when a player places a double-down, split cards, or surrender wagers. Bonus bets may be less than or equal to the base game wager as long as they are within table limits. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Minimum Table Limit \$5-\$1,000

Maximum Table limit \$2,000-\$10,000

Schedule Option	Total Table Action	Player-Dealer Fee	Player Fee
1	\$5-\$100	\$1	\$0
	\$101-\$200	\$2	
	\$201-\$300	\$3	
	\$301-\$600	\$5	
	\$601+	\$8	
2	\$5-\$100	\$1	\$0
	\$101-\$300	\$3	
	\$301-\$600	\$6	
	\$601-\$1,000	\$10	
	\$1,001+	\$15	
3	\$25-\$300	\$2	\$0
	\$301-\$600	\$5	
	\$601-\$1,000	\$9	
	\$1,001-\$2,000	\$15	
	\$2,001+	\$25	

California Games Collection Rates

4	\$25-\$300	\$2	\$0
	\$301-\$600	\$6	
	\$601-\$1,000	\$10	
	\$1,001-\$2,000	\$20	
	\$2,001+	\$30	
5	\$100-\$600	\$5	\$0
	\$601-\$1,000	\$10	
	\$1,001-\$2,000	\$15	
	\$2,001-\$4,000	\$30	
	\$4,001+	\$50	
6	\$100-\$1,000	\$5	\$0
	\$1,001-\$2,000	\$20	
	\$2,001-\$3,000	\$30	
	\$3,001-\$5,000	\$50	
	\$5,001+	\$75	
7	\$1,000-\$2,000	\$20	\$0
	\$2,001-\$4,000	\$40	
	\$4,001-\$6,000	\$60	
	\$6,001-\$8,000	\$80	
	\$8,001+	\$100	

Fortune Pai Gow Poker 1.0 (GEGA-002417), Pai Gow Tiles (GEGA-002418)

For **schedule option 1**, a collection fee shall be taken per betting spot of every player. A collection fee shall also be taken per hand from the player-dealer position. There shall be no collection fee for players when placing a bonus bet. Bonus bets may be less than or equal to the base game wagers as long as they are within table limits. The collection fees shall be collected prior to tiles being dealt or any round of play being conducted.

Minimum wagering limits shall be between \$5 and \$50

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

Schedule Option	Wager Per Circle	Player-Dealer Fee	Player Fee
1	\$5-\$100	\$1	\$2
	\$101-\$200	\$2	
	\$201-\$300	\$3	
	\$301-\$400	\$4	
	\$401-\$501	\$5	

California Games Collection Rates

For **schedule options 2 through 6**, a collection fee shall be taken per hand from the player-dealer based on the total monetary value of all game wagers and bonus bets placed by players prior to cards being dealt, referred to as Total Table Action. There shall be no collection fee for players when placing a base game wager or bonus bet. Bonus bets may be less than or equal to the base game wagers as long as they are within table limits. The collection fees shall be collected prior to tiles being dealt or any round of play being conducted.

Minimum wagering limits shall be between \$5 and \$50

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

Schedule Option	Wager Per Circle	Player-Dealer Fee	Player Fee
2	\$5-\$100	\$1	\$0
	\$101-\$200	\$3	
	\$201-\$300	\$4	
	\$301-\$500	\$6	
	\$501+	\$10	
3	\$5-\$100	\$1	\$0
	\$101-\$200	\$3	
	\$201-\$300	\$5	
	\$301-\$500	\$8	
	\$501+	\$15	
4	\$5-\$100	\$2	\$0
	\$101-\$200	\$4	
	\$201-\$300	\$5	
	\$301-\$500	\$6	
	\$501+	\$10	
5	\$5-\$300	\$2	\$0
	\$301-\$500	\$7	
	\$501-\$800	\$12	
	\$801-\$1,500	\$17	
	\$1,501+	\$25	
6	\$5-\$500	\$3	\$0
	\$501-\$800	\$10	
	\$801-\$1,200	\$15	
	\$1,201-\$2,000	\$25	
	\$2,001+	\$35	

California Games Collection Rates

Ultimate Texas Hold'em (GEGR-002095)

For **schedule options 1 through 5**, a collection fee shall be taken per hand from the player-dealer position based on the total monetary value of all Ante wagers, Blind wagers, all Trips Bonus Bets, and all Bad Beat Bonus Bets that are initially placed on the table by players prior to cards being dealt, referred to as "Total Table Action." The Total Table Action does not include the Play wager, which is placed by players after cards have been dealt. There will be no collection fee required from a player when placing the Ante wager, the Blind wager, the Play wager, Trips Bonus Bet, or Bad Beat Bonus Bet. The Trips Bonus Bet may be less than equal to or greater than the base game wager, as long as it is within table limits. The Bad Beat Bonus Bet may be within \$1-\$500. The collection fees shall be collected from the player-dealer and dropped by the house dealer after all wagers have been placed on the table but prior to cards being dealt or any round of play being conducted.

Minimum Table Limit \$5-\$25

Maximum Table limit \$5,000

Schedule Option	Total Table Action	Player-Dealer Fee	Player Fee
1	\$5-\$200	\$1	\$0
	\$201-\$400	\$2	
	\$401-\$700	\$4	
	\$701-\$1,000	\$8	
	\$1,001+	\$12	
2	\$5-\$200	\$2	\$0
	\$201-\$500	\$4	
	\$501-\$800	\$6	
	\$801-\$1,500	\$12	
	\$1,501+	\$25	
3	\$5-\$100	\$1	\$0
	\$101-\$300	\$2	
	\$301-\$500	\$6	
	\$501-\$800	\$10	
	\$801+	\$20	
4	\$5-\$100	\$2	\$0
	\$101-\$200	\$3	
	\$201-\$300	\$6	
	\$301-\$500	\$9	
	\$501+	\$15	
5	\$25-\$200	\$3	\$0
	\$201-\$400	\$6	
	\$401-\$600	\$12	
	\$601-\$800	\$15	
	\$801+	\$20	

California Games Collection Rates

Collection Rate Procedures

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

Poker Games Collection Rates

Texas Hold'em (GEGA- 002020); Omaha (GEGA-002021); Omaha High-Low Split (GEGA-002022)

For **schedule options 1 through 4**, the appropriate collection fee based on the number of players shall be taken from the pot immediately after the flop. If the hand does not reach the flop, a collection shall not be taken. A \$1 jackpot fee (GEGA-002044) shall be taken on any game with 5 or more players.

Minimum of a \$1-\$2 Limit Game to a maximum of a \$1,000-\$2,000 Limit Game

Or

\$20 minimum buy-in to no maximum buy-in for No Limit Games

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

For **schedule options 1 through 4**, a collection fee shall be taken by the house dealer from the pot before the flop regardless if the flop is reached this shall be known as the Pre-Flop. A collection shall also be taken after the Flop and after the Turn. A \$1 jackpot fee (GEGA-002044) shall be taken on any game with 5 or more players.

Minimum of a \$1-\$2 Limit Game to a maximum of a \$1,000-\$2,000 Limit Game

Or

\$20 minimum buy-in to no maximum buy-in for No Limit Games

Schedule Option	Number of Players	Collection Fees		
		Pre-Flop	Flop	Turn
5	7+	\$1	\$4	\$1
	5-6		\$3	\$1
	2-4		\$2	\$0
6	7+	\$1	\$3	\$1
	5-6		\$2	\$1
	2-4		\$2	\$0
7	7+	\$1	\$2	\$1
	5-6		\$1	\$1
	2-4		\$1	\$0
8	7+	\$1	\$1	\$1
	5-6			
	2-4			

Poker Games Collection Rates

Collection Fees for Poker Games

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