

GRAND RONDE GAMING COMMISSION



GAME RULES

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GAME RULES CHAPTER 1: BINGO

(a) GAME OVERVIEW

- (1) Bingo involves play by two or more players for prizes with cards bearing numbers or other designations.
- (2) Bingo is played with 75 balls of equal size and weight numbered one through 75, a blower, or electronic ball number selection device, and a flashboard showing the ball numbers drawn.
- (3) Numbers that correspond with the numbers on the players' cards are mechanically or electronically drawn.
- (4) The player wins the game by being the first person to cover a designated pattern on a bingo card.

(b) DEFINITIONS

- (1) Blower: A mechanical ball selection device.
- (2) Caller: The employee responsible for announcing the draw.
- (3) Session: A designated time period within a shift to conduct a variety of bingo games.

(c) BINGO CARD

- (1) A bingo card:
 - A. has 25 squares on it with the center square designated as *free* and the remaining squares each contain a number;
 - B. is separated into five columns: "B", "I", "N", "G" and "O"; each column contains five squares;
 - C. the "B" Column contains five random numbers between one and 15;
 - D. the "I" column contains five random numbers between 16 and 30;
 - E. the "N" column contains four random numbers between 31 and 45 (the center being the free space);
 - F. the "G" column contains five random numbers between 46 and 60; and
 - G. the "O" column contains five random numbers between 61 and 75.

(d) GAME PLAY

- (1) Balls shall be randomly chosen from a blower machine or electronically drawn, then called out to the players.
- (2) Winning cards must have numbers selected that match a predefined pattern for the game.
- (3) All winning bingo cards shall be declared a winner at the time the game is played.
- (4) The player shall be required to have the last number called to be a valid bingo.
- (5) Once a winner(s) is determined, the game shall be closed with no additional winner(s).
- (6) Regular or progressive game prizes shall be divided equally among winners that qualify for the same prize except as posted for specific games.

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CHAPTER 1: BINGO

(e) SPECIAL RULES

- (1) Planet Bingo™:
 - A. Players must have one color of purple, yellow, red, green or blue for the straight line within the winning pattern to qualify them to win the Planet Bingo™ progressive jackpot.
 - B. If there is a mechanical malfunction on the electronic machines or the Planet Bingo™ program, all usage will be discontinued until the malfunction is resolved.
 - C. The Planet Bingo™ verification system will be the only official verification for a winning progressive jackpot.
- (2) Wheel of Fortune:
 - A. Winning player must spin the wheel of fortune and receive the prize corresponding to the number on the wheel. If there are multiple winners, the Bingo Caller will spin the wheel and the winners will split the cash value of the prize.
 - B. The wheel must go around at least one full turn to be a valid spin.
 - C. The winning player(s) and employee must stand at least three feet from the wheel once it has been spun.
- (3) Pick Your Own:
 - A. Bingo rules apply to Pick Your Own with a few exceptions.
 - B. Pick Your Own is played by the player designating numbers on open spaces on a Pick Your Own card. Numbers must be from “1” through “75” and cannot be used twice. The number of spaces that must be played is posted for each game.
 - C. The original card must be legible and completed with a pen.
 - D. The first player to match eight of the first numbers in 20 called will win the posted jackpot.
 - E. If there are no winners in the first 20 numbers called, the first player to match eight numbers will win the consolation prize.
 - F. The following shall result in voiding a card: pen not used, duplicate numbers, illegible numbers, altered numbers, or original cards not matching the copy.
- (4) Bingo Bonanza:
 - A. Bingo rules apply to Bingo Bonanza with a few exceptions.
 - B. Prior to the beginning of the session, the Bingo Caller, witnessed by one player, will draw 45 bingo balls.
 - C. Sealed single game sheets must be purchased prior to the start of the Bingo Bonanza game.
 - D. The first player to blackout within the designated amount of balls called will win the posted jackpot. After the designated amount of balls is called without a winner, then players will play for a consolation prize.

(End of Section)

GAME RULES
CHAPTER 2: BLACKJACK

(a) GAME OVERVIEW

- (1) Blackjack is played with one or more decks of playing cards.
- (2) Object of the game is to beat the dealer's hand with the total value of cards drawn without going over twenty-one.

(b) DEFINITIONS

- (1) Blackjack: Any ten-value card and an ace on the first two cards dealt to a player.
- (2) Double down: An additional bet that may be made by the player for only one additional card.
- (3) Soft seventeen: Any combination of cards including an ace that totals to seventeen with the ace counting as eleven.

(c) BETS

- (1) The maximum bet limit shall not exceed \$1,000.
- (2) Players shall not make cash bets.
- (3) All bets shall be made prior to the deal.

(d) PAYOUTS

- (1) Blackjack pays three to two on all games except single deck, which pays six to five.
- (2) Insurance pays two to one.
- (3) All other bets pay one to one.

(e) CARD VALUES

- (1) The value of the cards, for the determination of winning hands, shall be:
 - A. one or eleven for an ace;
 - B. ten for a king, queen, jack, ten; and
 - C. the face value for, nine, eight, seven, six, five, four, three and two.

(f) SHUFFLE/DEAL

- (1) The dealer shall shuffle the cards so that the cards are randomly intermixed.
- (2) Shuffling is performed:
 - A. when new decks are put into play;
 - B. after the cut card has been dealt; or
 - C. when a game goes dead.
- (3) Cards shall be dealt clockwise from first base to third base with the dealer's hand last.

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CHAPTER 2: BLACKJACK

(g) RULES

- (1) The dealer must hit a soft seventeen and stand on a hard seventeen.
- (2) All players' cards shall be dealt face up, except on hand-held pitch games where the players' first two cards, and any cards dealt as a result of a double down or aces/split, are dealt face down.
- (3) Players may double down on two cards and receive only one card. The conditions for double down may be restricted to a combination of card values.
- (4) The double down bet may be less than the original bet.
- (5) Players may split cards of equal value up to three times for a total of four hands, except for aces. Players may double down on split hands. The conditions for double down may be restricted to a combination of card values.
- (6) Players may split aces only once and receive only one card with each ace.
- (7) The split bet shall be exactly equal to the original bet.
- (8) A player may make an insurance bet for any amount up to one half of their original bet.
- (9) If a player has a blackjack, and the dealer has an ace up, the player may ask for even money.
- (10) A tie is a push unless even money is requested by a player that has a blackjack.

(h) SPECIAL RULES – SINGLE 21

- (1) Player blackjack always wins. A suited blackjack pays 3 to 2 and an unsuited blackjack pays even money.
- (2) A player may double down on any number of cards.
- (3) Players may split at any time, but cannot split to prevent going over 21.
- (4) A player dealt six cards without going over 21 wins even money.

(i) SPECIAL RULES – FIELD GOLD 21

- (1) A player must bet on blackjack to be allowed to place a Field Gold 21 bet.
- (2) A player may place an optional bet on the designated spot for the Field Gold 21 bet.
- (3) The first two cards determine Field Gold 21 payouts.
- (4) Field Gold 21 payouts are as follows:

Hand	Payout
Ace and jack suited	25 to 1
Two aces	10 to 1
3 or 4	3 to 1
9 or 10	2 to 1
11 or 12	1 to 1
Any blackjack	3 to 2

GAME RULES
CHAPTER 2: BLACKJACK

(End of Section)

GAME RULES CHAPTER 3: CRAPS

(a) GAME OVERVIEW

- (1) Craps is a table game that offers a variety of bet options. Each bet is dependent upon the value of two dice rolled by a player normally called the “shooter.”
- (2) If a player places a bet on the pass line and the come out roll of the dice is a 7 or 11, the bet wins. If a 2, 3 or 12 is rolled, the bet loses. Any other roll (4, 5, 6, 8, 9 or 10) becomes the “point.” Pass bets win if the shooter rolls the point before rolling a 7. If a 7 is rolled after the point is established, the shooter “sevens out” and all pass bets lose.
- (3) The don’t pass bet is the reverse of the pass bet. The bet wins on the come out roll if a 2 or 3 is rolled, (12 is considered a “push”) and loses if a 7 or 11 is rolled. Any other roll (4, 5, 6, 8, 9 or 10) establishes the point. To win, a 7 must be rolled. If the point is rolled prior to a 7, the bet loses.

(b) DEFINITIONS

- (1) Any craps: A one roll bet that may be made at any time, which wins if a 2, 3 or 12 is rolled following the bet.
- (2) Any seven: A one roll bet that may be made at any time which wins if a 7 is rolled following the bet.
- (3) Buy bet: A place bet that is made on a number, which receives a payout of true odds and is charged a vigorish on the bet.
- (4) Come bet: A bet placed on the come line at any time after the come out roll. The come bet wins if, on the roll following the bet, a 7 or 11 is rolled or the point is rolled and point number is rolled again before a 7 is rolled
- (5) Come out roll: The first roll of the dice in each game.
- (6) Craps three: A one roll bet that may be made at any time which wins if a 3 is rolled following the bet.
- (7) Craps twelve: A one roll bet that may be made at any time which wins if a 12 is rolled following the bet.
- (8) Craps two: A one roll bet that may be made at any time which wins if a 2 is rolled following the bet.
- (9) Craps eleven: A one roll bet that may be made at any time which wins if either a 2, 3, 11 or 12 is rolled following the bet.
- (10) Don’t come bet: A bet placed on the don’t come area at any time after the come out roll. The bet wins if on the roll following the bet a 2 or 3 is rolled, or the point is established and a 7 is rolled before the point number is rolled again. The bet is considered a push if on the roll following the bet a 12 is rolled.
- (11) Don’t pass bet: A bet placed on the don’t pass line prior to the come out roll.
- (12) Eight the hardway: A bet, that may be made at any time, which wins if a 8 is rolled the hardway (4 on each die) before 8 is rolled any other way or before 7 is rolled.
- (13) Eleven: A one roll bet that may be made at any time, which wins if an 11 is rolled on the next roll.

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- (14) Field bet: A one roll bet that may be made at any time which wins if a 2, 3, 4, 9, 10, 11 or 12 is rolled immediately following the bet.
- (15) Four the hardway: A bet that may be made at any time, which wins if a 4 is rolled the hardway (2 on each die) before a 4 is rolled any other way or before a 7 is rolled.
- (16) Hop bet: A one roll bet that may be made at any time which wins if the exact combination of the two dice, specified by the player, is rolled following the bet.
- (17) Horn bet: A one roll bet with four equal bets on 2, 3, 11 and 12.
- (18) Horn high bet: A horn bet with an additional bet on the 2, 3, 11, or 12.
- (19) Lay bet: A bet made on a number that is paid true odds when a 7 is rolled before that number, and is charged a vigorish on the payout.
- (20) Odds bet: A supplemental bet a player may make after making a pass, don't pass, come or don't come bet.
- (21) Pass bet: A bet placed on the pass line prior to the come out roll.
- (22) Place bet: A bet placed at any time on 4, 5, 6, 8, 9 or 10, which wins if that number is rolled before a 7.
- (23) Point: A 4, 5, 6, 8, 9 or 10 rolled on the come out roll.
- (24) Shooter: A player that is rolling the dice.
- (25) Six the hardway: A bet that may be made at any time, which wins if a 6 is rolled the hardway (3 on each die) before 6 is rolled in any other way or before a 7 is rolled.
- (26) Ten the hardway: A bet that may be made at any time, which wins if a total of 10 is rolled the hardway (5 on each die) before 10 is rolled in any other way or before a 7 is rolled.
- (27) Vigorish: A commission charged for placing true odds not to exceed five percent (5%) of a buy bet or five percent (5%) of the payout on a lay bet. The vigorish is paid with the bet.
- (28) Whirl bet: A one roll bet on 2, 3, 7, 11, and 12.

(c) BETS

- (1) The maximum bet limit shall not exceed \$500 on any one bet, except on the following:

<u>Roll</u>	<u>Maximum Bet</u>
6 and 8	On a place bet to win, a player may bet up to \$600. On a don't pass or don't come bet of at least \$100, a player may lay odds up to a maximum of \$600. On a straight lay bet the maximum shall be \$600.
5 and 9	On a don't pass or don't come bet, a player may lay odds up to a maximum of \$750. On a straight lay bet the maximum shall be \$750.
4 and 10	On a don't pass or don't come bet, a player may be allowed to lay odds up to twenty (20) times the original bet up to a maximum of \$1,000. On a straight lay bet the maximum shall be \$1,000.

- (2) A bet may be removed or reduced at any time prior to a roll, except that pass and come bets shall not be removed or reduced after the point is established.

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- (3) Don't come and don't pass bets may be removed or reduced at any time but may not be replaced or increased.
- (4) Buy and place bets and come odds shall be inactive on any come out roll unless called active by the player and confirmed by the dealer.
- (5) A player may make an odds bet after the point is established, subject to the maximum bet limit.
- (6) An odds bet may be allowed in support of a pass or come bet in an amount up to ten times the amount of the original bet, not to exceed the maximum bet limit.

(d) PAYOUT ODDS

- (1) Winning bets shall paid at the odds listed below:

<u>Bet</u>	<u>Odds</u>
Pass bet	1 to 1
Don't pass bet	1 to 1
Come bet	1 to 1
Don't come bet	1 to 1
Place bet 4 or 10 to win	9 to 5
Place bet 5 or 9 to win	7 to 5
Place bet 6 or 8 to win	7 to 6
True odds on 4 or 10 to win	2 to 1
True odds on 5 or 9 to win	3 to 2
True odds on 6 or 8 to win	6 to 5
True odds on 4 or 10 to lose	1 to 2
True odds on 5 or 9 to lose	2 to 3
True odds on 6 or 8 to lose	5 to 6
Four the hardway	7 to 1
Six the hardway	9 to 1
Eight the hardway	9 to 1
Ten the hardway	7 to 1
Field bet on 3,4, 9, 10,11	1 to 1
Field bet on 2	2 to 1
Field bet on 12	2 to 1
Any seven	4 to 1
Any craps	7 to 1
Craps 2	30 to 1
Craps 3	15 to 1
Craps 12	30 to 1
11 in one roll	15 to 1
Hop – pair	30 to 1
Hop – non-pair	15 to 1

- (2) A player has the option of receiving true odds to win on buy bets and true odds

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to lose on lay bets in return for paying the vigorish.

(e) SHOOTERS

- (1) A shooter shall make a pass or don't pass bet to roll the dice.
- (2) It shall be the option of the shooter, after any roll, either to pass the dice or remain the shooter. The dice shall be passed to the next player if the shooter sevens out.
- (3) Any shooter has the option of selecting two dice from the set of dice assigned to the table.

(End of Section)

GAME RULES CHAPTER 4: KENO

(a) GAME OVERVIEW

- (1) Keno is played with 80 balls of equal size and weight numbered one through 80, 20 of which are selected at random each game and put on the board. The last number drawn will flash. Players must compare their tickets to the board to see if they have a winning ticket.
- (2) Players select their numbers on a blank keno ticket by placing an "X" over their choice of numbers. In the spaces provided players must mark:
 - A. how many numbers they selected;
 - B. the amount they wish to play; and
 - C. the number of games they would like to play.
- (3) Tickets are given to the keno writers or runners and players will receive a computer generated ticket with:
 - A. the numbers selected;
 - B. the game number(s) the ticket is good for; and
 - C. the player's game.

(b) DEFINITIONS

- (1) Game: The opportunity provided to a player to win a prize.
- (2) Keno runner: An individual who picks up and delivers tickets that are written by customers.
- (3) Keno writer: An individual stationed at the keno counter who processes received tickets from either the customer or keno runner.
- (4) Quick pick: The numbers randomly generated by the computer.
- (5) Spot: The amount of numbers a player may play per game.
- (6) Ticket: The form used to indicate a player's selections.
- (7) Way ticket: The equivalent of playing multiple tickets, but marking only one ticket.
- (8) Winning numbers: The twenty numbers from one to eighty which are randomly selected for each game.

(c) BETS

The maximum bet limit shall not exceed \$1,000.

(d) PAYOUTS

A player is eligible to receive only the highest prize per game played on a ticket.

(e) GAME TICKET

- (1) A ticket shall contain the numbers one through 80.
- (2) For each game a player may select one to twenty numbers.

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- (3) Prizes shall be awarded based on the total amount of winning numbers matched by a player for the numbers played for that game.
- (4) Tickets shall be sold only during the hours of operation

(f) GAME PLAY

- (1) Players may pick from one to 20 numbers per ticket.
- (2) Players may also choose to play a way ticket.
- (3) Players must mark the amount to be bet per game and/or per way, and mark the selections on the ticket where the numbers marked on the ticket equal the numbers selected to play, or select a “quick pick” option.
- (4) Players must indicate the number of consecutive games to be played.
- (5) Twenty numbers to determine winners shall be generated at established intervals through the use of a computer-driven random number generator or conventional keno blower mechanism.

(End of Section)

GAME RULES
CHAPTER 5: LET IT RIDE

(a) GAME OVERVIEW

- (1) Players attempt to get winning poker hands by using three cards dealt to them and the dealer's two community cards.
- (2) After looking at their first three cards, players may ask for their first bet back or they can "let it ride." One of the dealer's cards is turned up.
- (3) Players may then ask for their second bet back or "let it ride." The dealer's second card is turned up completing all hands.
- (4) The dealer then pays all winning hands according to the payout schedule.

(b) DEFINITIONS

- (1) Community cards: Any two cards that are dealt face up to a designated area and are used by all players to form a five card poker hand.
- (2) Hand: The five card poker hand formed for each player by combining the three cards dealt to the player and the two community cards.
- (3) Let It Ride: When player chooses not to take back a bet.
- (4) Round of play: One complete cycle of play during which all bets have been placed, all cards have been dealt and all remaining bets have been paid off or collected.
- (5) Stub: The remaining portion of the deck after all cards in the round of play have been dealt.
- (6) Suit: One of the four categories of cards: club, diamond, heart or spade.
- (7) Basic Bet: The three equal original bets on the Let It Ride game.
- (8) Bonus Bet: Optional bet of \$1 a player may make to qualify for a bonus payout.
- (9) Three card bonus bet: Optional bet of \$1 to \$25 a player may make to qualify for a bonus payout based upon the player's three cards.

(c) BETS

- (1) The maximum limit for each basic bet shall not exceed \$50 per spot.
- (2) Basic bets shall be equal for each spot.
- (3) Bonus bets and/or three card bonus bets require a basic bet.
- (4) Players shall not make cash bets.

(d) PAYOUTS

- (1) Subject to the payout limitations, each winning basic and bonus bet shall be paid at no less than the following:

Hand	Basic Bet Payout	Bet Payout
Royal flush	500 to 1	10,000 for 1
Straight Flush	200 to 1	2,000 for 1
Four-of-a-kind	50 to 1	100 for 1
Full House	11 to 1	75 for 1

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Flush	8 to 1	50 for 1
Straight	5 to 1	25 for 1
Three-of-a-kind	3 to 1	8 for 1
Two Pair	2 to 1	4 for 1
Pair of 10's or better	1 to 1	-

The maximum amount paid to a player on any one hand shall be \$25,000.

(2) The three card bonus payout shall be as follows:

Hand	Payout
Royal Flush	50 to 1
Straight Flush	40 to 1
Three-of-a-kind	30 to 1
Straight	6 to 1
Flush	3 to 1
Pair	1 to 1

(e) CARDS/RANKINGS

- (1) The rank of cards for the determination of winning hands, in order of highest to lowest rank shall be: ace, king, queen, jack, ten, nine, eight, seven, six, five, four, three and two. Notwithstanding the foregoing, an ace may be used to complete a "straight flush" or "straight" formed with a two, three, four and five. All suits shall be considered equal in rank.
- (2) The permissible hands, in order of highest to lowest rank, shall be:
 - A. Royal flush: A hand consisting of an ace, king, queen, jack and ten of the same suit.
 - B. Straight flush: A hand consisting of five cards of the same suit in consecutive ranking.
 - C. Four-of-a-kind: A hand consisting of four cards of the same rank.
 - D. Full house: A hand consisting of "three-of-a-kind" and a "pair."
 - E. Flush: A hand consisting of five cards of the same suit.
 - F. Straight: A hand consisting of five cards of consecutive rank, with an ace, king, queen, jack and ten being the highest ranking straight and an ace, two, three, four and five being the lowest ranking straight; provided, however, that an ace may not be combined with any other sequence of cards for purposes of determining a winning hand.
 - G. Three-of-a-kind: A hand consisting of three cards of the same rank.

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- H. Two pair: A hand consisting of two "pair."
- I. Pair: A hand consisting of two cards of the same rank.
- (3) The permissible hands for three card bonus, in order of highest to lowest rank, shall be:
 - A. Royal flush: A hand consisting of an ace, king and queen of the same suit.
 - B. Straight flush: A hand consisting of three cards of the same suit in consecutive order.
 - C. Three of a kind: A hand consisting of three cards of the same rank.
 - D. Straight: A hand consisting of three cards in consecutive rank, with an ace, king and queen being the highest ranking straight and an ace, two and three being the lowest ranking straight.
 - E. Flush: A hand consisting of three cards of the same suit.
 - F. Pair: A hand consisting of two cards of the same rank.

(f) SHUFFLE/DEAL

- (1) Immediately prior to the commencement of play, and after each round of play has been completed, the dealer shall shuffle the cards by hand, or use an automated card shuffling device so that the cards are randomly intermixed.
- (2) The cards used shall be dealt by hand, or from an automated dealing shoe that dispenses cards in stacks of three cards. If dealt by hand, cards will be delivered one at a time to each player.
- (3) The dealer shall deliver the first stack of cards dispensed by the automated dealing shoe face down to the player farthest to his or her left. Moving clockwise around the table, the dealer shall deliver a stack face down to each of the other players. The dealer shall then deliver a stack of three cards face down to the designated area for placement of the community cards. The dealer shall then remove one of these cards, leaving two community cards. If the game is dealt by hand, the cards shall be delivered left to right, one at a time, until each player has three cards, and the dealer has two community cards.

(g) COMPLETION OF ROUND OF PLAY

- (1) After each player has examined his or her cards, the dealer shall, beginning with the player farthest to the dealer's left and moving clockwise around the table, ask each player if he or she wishes to withdraw the first bet or let it ride.
 - A. If a player chooses to let the first bet ride, that bet shall remain on the appropriate betting area of the layout until the end of the round of play.
 - B. If a player chooses to withdraw the first bet, the dealer shall move the chips on the betting area designated for the first bet toward the player who shall immediately remove the chips from the betting area.
- (2) The dealer shall then turn a community card face up and place it in the designated area for the first community card. The exposed card shall become the first community card.

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- (3) After the first community card is exposed, the dealer shall, beginning with the player farthest to the dealer's left and moving clockwise around the table, ask each player if he or she wishes to withdraw the second bet or let it ride. This decision shall be made by each player regardless of the decision made concerning the first bet.
 - A. If a player chooses to let the second bet ride, that bet shall remain on the appropriate betting area of the layout until the end of the round of play.
 - B. If a player chooses to withdraw the second bet, the dealer shall move the chips on the betting area designated for the second bet toward the player who shall immediately remove the chips from the betting area.
- (4) After the second community card is turned face up, the dealer shall, beginning with the player farthest to his or her right and continuing around the table in a counterclockwise direction, turn the three cards of each player face up.
 - A. If the player has placed an optional three-card bonus bet, the dealer will determine if the hand qualifies for a three-card bonus payout and pay or collect the wager.
 - B. The two community cards and the three cards dealt to each player shall form the five-card poker hand of each player.
 - C. The dealer shall examine the cards of each player to determine if the hand qualifies for a payout.
- (5) Any bet on a hand that has a rank that is lower than a pair of tens shall be a losing bet.
- (6) After all losing bets have been collected, all winning bets shall be paid.

(End of Section)

GAME RULES CHAPTER 6: PAI GOW

(a) GAME OVERVIEW

- (1) Pai Gow Poker combines elements of the ancient Chinese game of Pai Gow and the American game of poker. It is played with a traditional deck of fifty-two playing cards, plus one joker. The joker may be used only as an ace, or to complete a straight, a flush or a straight flush.
- (2) The object of the game is for both of the player's two hands to rank higher than both of the bank's two hands. The player's two card low hand must rank higher than the bank's two-card low hand, and the player's five-card high hand must rank higher than the bank's five card high hand. The bank wins all tie hands.

(b) DEFINITIONS

- (1) Bank: The player who elects to have the other players and dealer play against him or her and accepts the responsibility to pay all winning bets.
- (2) Basic bet: The original bet made on the Pai Gow Poker game.
- (3) Bonus Bet: Optional bet a player may make to qualify for a bonus hand.
- (4) Copy hand: Either a two card hand or a five card hand of a player which is identical in rank to the corresponding two card hand or five card hand of the bank.
- (5) Envy bonus payout: Additional bonus a player may receive if they have made a bonus bet of \$5.00 or more. The envy bonus payout is based upon other players' hands.
- (6) High hand: The five card hand which is formed from the seven cards dealt so as to rank equal to or higher than the two card low hand.
- (7) Low hand: The two card hand, which is formed from the seven cards dealt so as to rank lower than the five card high hand.
- (8) Marker: An object or objects used to designate the bank.
- (9) Push: Only one hand set by the player is higher than the bank's hands, and no money will be collected or paid.
- (10) Rank or ranking: The relative position of a card or group of cards.
- (11) Set or setting the hands: The process of forming a high hand and low hand from the seven cards dealt.
- (12) Suit: One of the four categories of cards, that is, diamond, spade, club, or heart.

(c) BETS

- (1) The maximum basic bet shall not exceed \$500. The maximum bonus bet shall not exceed \$25.
- (2) Players shall not make cash bets.

(d) CARDS/RANKINGS

- (1) Unless otherwise provided by these rules, the game shall be played with one deck of fifty-two cards and one joker.

GAME RULES
CHAPTER 6: PAI GOW

- (2) The rank of the cards used, in order of highest to lowest rank, shall be: ace, king, queen, jack, ten, nine, eight, seven, six, five, four, three, and two. Notwithstanding the foregoing, an ace may be used to complete a straight flush or a straight formed with a two, three, four and five. Except as otherwise noted, the joker shall be used and ranked as an ace.
- (3) The permissible poker hands, in order of highest to lowest rank, shall be:
 - A. Five aces: A high hand consisting of four aces and a joker.
 - B. Royal flush: A high hand consisting of an ace, king, queen, jack, and ten of the same suit.
 - C. Straight flush: A high hand consisting of five cards of the same suit in consecutive ranking; with ace, two, three, four, and five being the highest ranking straight flush.
 - D. Four-of-a-kind: A high hand consisting of four cards of the same rank regardless of suit.
 - E. Full house: A high hand consisting of three-of-a-kind and a pair.
 - F. Flush: A high hand consisting of five cards of the same suit.
 - G. Straight: A high hand consisting of five cards of consecutive rank with ace, king queen, jack and ten being the highest ranking straight and ace, two, three, four and five being the second highest.
 - H. Three-of-a-kind: A high hand containing three cards of the same rank regardless of suit.
 - I. Two pairs: A high hand containing two pairs.
 - J. Pair: Either a high hand or a low hand consisting of two cards of the same rank.
- (4) For purposes of setting the hands, a joker may be used as any card to complete a "straight," a "flush," a "straight flush" or a "royal flush;" otherwise, the joker will be counted as an ace.
- (5) When comparing two high hands or two low hands which are of identical poker hands in rank, or which contain none of the poker hands described in Section (d), the hand which contains the highest ranking card, which is not contained in the other hand, shall be considered the higher ranking hand. If the two hands are of identical rank, the hands shall be considered copy hands.

(e) BANK

- (1) Players may have the opportunity to bank the game. The provisions of this section apply to round of play in which a player is the bank unless in conflict with any other rule.
- (2) After the first round of play, each player at the table shall have the option to either be the bank or pass the bank to the next player.
 - A. The dealer shall, starting with the player farthest to the right of the dealer, offer the bank to each player in a counterclockwise rotation around the table until a player accepts the bank. If the first player offered the bank accepts,

GAME RULES
CHAPTER 6: PAI GOW

the player seated to the right of that player shall first be offered the bank on the next round of play.

B. The offer to be the bank shall rotate counterclockwise around the table until it returns to the dealer. In no event may any player bank two consecutive rounds of play.

C. Before a player may be permitted to bank a round of play, the dealer shall determine that the player placed a bet against the dealer during the last round of play in which there was no player banking the game.

(3) If a player is the bank, all other players may only bet on one betting area.

(f) SHUFFLE/DEAL

(1) Immediately prior to the commencement of play and after each round of play has been completed the dealer shall shuffle the cards so that the cards are randomly intermixed.

(2) The dealer shall use a computerized random number generator to select and display a number from one through seven inclusive, and verbally announce the number. To determine the starting position, the dealer shall count counterclockwise around the table, with the position of the bank considered number one, and continuing around the table with each betting position counted in order, including the dealer, regardless of whether there is a bet at the position, until the count matches the number displayed by the random number generator.

(3) The cards used shall be dealt from an automated dealing shoe, which dispenses cards in stacks of seven cards.

(4) Once the starting position has been determined, the dealer shall deliver the first stack of cards dispensed by the automated dealing shoe to that position. As the remaining stacks are dispensed to the dealer by the automated dealing shoe, the dealer shall deliver a stack in turn counterclockwise around the table to each of the other positions, including the dealer, whether or not there is a bet at the position. The dealer shall deliver each stack face down.

(g) COMPLETION OF ROUND OF PLAY

(1) Each player shall set his or her hands by arranging the cards into a high hand and low hand. When setting the two hands, the five-card high hand must be equal to or higher in rank than the two card low hand.

(2) After all players have set their hands and placed the cards on the table, the seven cards of the dealer shall be turned over and the dealer shall set his or her hands by arranging the cards into a high and low hand.

(3) The dealer shall then place the two hands face up on the appropriate area of the layout.

(4) Once the dealer has set a high and low hand, the dealer shall expose both hands of each player, starting from the right and proceeding counterclockwise around the table. The dealer shall compare the high and low hand of each player to the high and low hand of the bank and shall announce if the bet of that

GAME RULES
CHAPTER 6: PAI GOW

player shall win, lose or be considered a push.

- (5) A bet made by a player shall lose if:
- A. the high hand of the player is lower in rank than the high hand of the bank and the low hand of the player is lower in rank than the low hand of the bank;
 - B. the high hand of the player is identical in rank to the high hand of the bank or the low hand of the player is identical in rank to the low hand of the bank (a copy hand) and the other hand of the player is identical in rank or lower in rank than the other hand of the bank;
 - C. the high hand of the player was not set so as to rank equal to or higher than the low hand of that player; or
 - D. the two hands of the player were not otherwise set correctly in accordance with the rules of the game.
- (6) A bet made by a player shall be a push if:
- A. the high hand of the player is higher in rank than the high hand of the bank, but the low hand of the player is a copy hand or lower in rank than the low hand of the bank; or
 - B. The high hand of the player is a copy hand, or lower in rank than the high hand of the bank, but the low hand of the player is higher in rank than the low hand of the bank.
- (7) A bet made by a player shall win if the high hand of the player is higher in rank than the high hand of the bank and the low hand of the player is higher in rank than the low hand of the bank.
- (8) A winning bet shall be paid at odds of one to one, except that a vigorish may be assessed to the winning player in an amount equal to five percent (5%) of the amount won.

(h) FORTUNE PAI GOW

- (1) Fortune Pai Gow is identical to the casino game Pai Gow Poker with an additional bonus bet. The additional bet is a bet that the players best five-card or seven-card hand from their original seven-cards will make a qualifying poker hand, regardless of how the player sets their Pai Gow Poker hand.
- (2) If a player makes a bonus bet of at least \$5.00, the player qualifies for an “envy bonus”.
- (3) If there are no bonus bets to be paid, then there are no qualifying “envy bonus” payouts. The cards will be picked up after the hands are paid.
- (4) Bonus and envy payouts are paid according to the following:

(See payout table below.)
- (5) The maximum amount paid to a player on any one hand shall be \$20,000. The maximum does not apply to envy bonus payouts.

**GAME RULES
CHAPTER 6: PAI GOW**

Fortune Pai Gow Payout Table

<u>Hand</u>	<u>Bonus Odds</u>	<u>Envy Bonus</u>
7-card straight flush – no joker	2,500 to 1	\$1,000
Royal flush plus royal match	1,000 to 1	750
7-card straight flush-with joker	750 to 1	250
Five Aces	250 to 1	100
Royal Flush	125 to 1	50
Straight flush	50 to 1	20
Four of a kind	25 to 1	5
Full house	5 to 1	-
Flush	4 to 1	-
Three of a kind	3 to 1	-
Straight	2 to 1	-

(End of Section)

GAME RULES CHAPTER 7: POKER

(a) GENERAL OVERVIEW

- (1) Poker games are dealt by house dealers and played by players that bet against each other.
- (2) The house assesses a rake from players for the privilege of play.

(b) DEFINITIONS

- (1) Ante: A player's initial bet or predetermined contribution to the pot prior to the dealing of the first hand.
- (2) Call: A bet made in an amount equal to the immediately preceding bet.
- (3) Check: To waive the right to initiate the betting, but to retain the right to call or raise after all the other players have either bet or folded.
- (4) Hand: One game in a series, one deal in a card game, or the cards held by a player.
- (5) Pair: Two cards of the same rank.
- (6) Pot: The total amount of player contributions.
- (7) Raise: A bet made in an amount greater than the immediately preceding bet.
- (8) Rake: A percentage of the pot that may be taken by the house for maintaining or dealing the game.
- (9) Stake: The funds with which a player enters a game.

(c) BETS

- (1) No dealer may bet in any game in which he is dealing.
- (2) Bets shall be made with chips only, and coins as allowed by the house.

(d) CARDS/RANKINGS

- (1) The rank of the cards, for the determination of winning hands, in order of highest to lowest rank, shall be: ace, king, queen, jack, ten, nine, eight, seven, six, five, four, three and two.
- (2) The permissible poker hands, in order of highest to lowest rank, shall be:
 - A. royal flush consisting of an ace, king, queen, jack and ten of the same suit;
 - B. straight flush consisting of five cards of the same suit in consecutive ranking;
 - C. four-of-a-kind consisting of four cards of the same rank;
 - D. full house consisting of three-of-a-kind and a pair;
 - E. flush consisting of five cards of the same suit;
 - F. straight consisting of five cards of consecutive rank;
 - G. three-of-a-kind consisting of three cards of the same rank;

GAME RULES
CHAPTER 7: POKER

- H. two pair; and
- I. one pair.

- (3) When comparing two hands that are of identical poker hand rank, the hand that contains the highest-ranking card, which is not contained in the other hand, shall be considered the higher ranking hand. If the hands are of identical rank, the hands shall be considered a push.

(e) RAKE AND BUY-IN

- (1) Rakes shall not exceed ten percent (10%) of all sums bet in the hand.
- (2) The maximum rake shall be determined by the gaming operation.

(f) GENERAL RULES OF PLAY

- (1) It is the player's responsibility to protect their hands and their action at all times.
- (2) A bet and three raises are permitted on each betting round. In heads-up play, unlimited raises are allowed. In all games, raises must be at least the size of the preceding bet. The exception to this is all-in bets.
- (3) A check and raise is permitted.
- (4) English shall be the only language spoken at the table.
- (5) One player to a hand. This includes open speculation on possible hands.
- (6) The rules of table stakes apply in all games.
- (7) Only one short buy per full buy-in is permitted in each limit and structure.
- (8) In all split pot games, there is a qualifier of eight or better for low.
- (9) The floor supervisor's decision is final.

(g) BAD BEAT JACKPOT RULES

- (1) The Bad Beat jackpot applies only to Texas Hold'em.
- (2) To win the jackpot, the qualifying hand must be beaten.
- (3) Qualifying hands will be determined by the gaming operation and be conspicuously posted.
- (4) Both hole cards in both hands must play. Kickers must beat the board.
- (5) The jackpot shall be divided as follows:
 - A. 50% to the player with the losing qualifying hand;
 - B. 25% to the player with the winning qualifying hand; and
 - C. 25% divided equally to the remaining players that do not have a missed blind button.
- (6) Only the two highest hands are eligible for the top awards.

GAME RULES
CHAPTER 7: POKER

- (7) In the event of a tie, the appropriate jackpot award will be distributed evenly among the tying qualifying hands.
- (8) There must be a minimum of four players dealt in a hand to qualify for the jackpot.
- (9) The contribution to the jackpot fund shall not exceed two dollars for each hand dealt that qualifies for the jackpot.

(End of Section)

GAME RULES
CHAPTER 08: ROULETTE

(a) GAME OVERVIEW

- (1) Roulette is played with a wheel that has 38 compartments, numbered 1-36, 0 and 00 compartments.
- (2) The wheel is spun by a dealer who also spins a ball in a track on the wheel in the opposite direction of the spinning wheel. When the ball slows it will drop and come to rest in a compartment.
- (3) Betting may be made on any one, or combination of numbers; red or black colors; or 0 or 00, which are colored green.

(b) BETS

- (1) Players shall not make cash bets.
- (2) No person at a table shall be issued or permitted to game with non-value chips that are identical in color and design to value chips or to non-value chips being used by another person at the same table.
- (3) The permissible bets shall be:
 - A. Straight up: A bet that the ball will come to rest in the compartment of the wheel that corresponds to a single number selected by the player. The player shall select a number by placing a bet within the box on the layout that contains the selected number.
 - B. Split: A bet that the ball will come to rest in a compartment of the wheel that corresponds to either of two numbers selected by the player. The player shall select the numbers by placing a bet on the line between the two boxes on the layout that contain the two selected numbers, except that a split bet on "0" and "00" may also be placed on the line between the "2nd 12" box and the "3rd 12" box.
 - C. Three numbers: A bet that the ball will come to rest in a compartment of the wheel that corresponds to any of three numbers in a single row on the layout selected by the player. The player shall select a row of numbers by placing a bet on the outside line of the box on the layout that contains the first number in the selected row.
 - i. Three numbers shall also include a bet that the ball will come to rest in a compartment of the wheel that corresponds to any one of the three numbers contained in one of the following groups of numbers: (0, 1, 2), (0, 2, 00) or (00, 2, 3).
 - ii. The player shall select one of the "three numbers" above by placing a bet on the common corner of the three boxes containing the selected numbers.
 - D. Four numbers: A bet that the ball will come to rest in a compartment of the wheel that corresponds to any one of four numbers in contiguous boxes on the layout selected by the player. The player shall select the four numbers by placing a bet on the common corner of the four boxes containing the selected numbers.

GAME RULES
CHAPTER 08: ROULETTE

- E. First five numbers: A bet that the ball will come to rest in a compartment of the wheel that corresponds to any of the numbers "0", "00", "1", "2", or "3". The player shall bet on the "first" of the boxes on the layout that contain the label "1st 12" and the numbers "0" and "1".
- F. Six numbers: A bet that the ball will come to rest in a compartment of the wheel that corresponds to any one of six numbers contained in two contiguous rows of numbers on the layout selected by the player. The player shall select the two rows of numbers by placing a bet on the outside common corner of the boxes on the layout that contain the first number in each of the rows being selected.
- G. Column: A bet that the ball will come to rest in a compartment of the wheel that corresponds to any one of twelve numbers contained in a single column on the layout selected by the player. The player shall select a column of 12 numbers by placing a bet in the box on the layout that is at the bottom of the column being selected.
- H. Dozen: A bet that the ball will come to rest in a compartment of the wheel that corresponds to any one of twelve consecutive numbers from "1" through "12", "13" through "24", or "25" through "36" selected by the player. The player shall select the twelve numbers by placing a bet in the box on the layout labeled "1st 12" ("1" through "12"), "2nd 12" ("13" through "24"), or "3rd 12" ("25" through "36").
- I. Red: A bet that the ball will come to rest in any compartment of the wheel that corresponds to a number with a red background on the wheel. The player shall bet on "red" by placing a bet within the red box on the layout used for such bets.
- J. Black: A bet that the ball will come to rest in any compartment with a black background on the wheel. The player shall bet on "black" by placing a bet within the black box on the layout used for such bets.
- K. Odd: A bet that the ball will come to rest in any compartment of the wheel that corresponds to any odd number. The player shall bet on an "odd" by placing a bet within the box on the layout that is labeled "odd".
- L. Even: A bet that the ball will come to rest in any compartment of the wheel that corresponds to an even number. The player shall bet on "even" by placing a bet within the box on the layout that is labeled "even".
- M. 1 to 18: A bet that the ball will come to rest in a compartment of the wheel that corresponds to any one of eighteen consecutive numbers from "1" through "18". The player shall bet on "1 to 18" by placing a bet within the box on the layout that is labeled "1 to 18".
- N. 19 to 36: A bet that the ball will come to rest in a compartment of the wheel that corresponds to any one of eighteen consecutive numbers from "19" through "36". The player shall bet on "19 to 36" by placing a bet within the box on the layout that is labeled "19 to 36".

GAME RULES
CHAPTER 08: ROULETTE

(c) WHEEL ROTATION AND BALL

- (1) The ball shall be spun by the dealer in a direction opposite to the rotation of the wheel and shall complete at least four revolutions around the track of the wheel to constitute a valid spin.
- (2) A player may not bet after the dealer announces “no more bets” or after the ball has come to rest in a compartment.
- (3) Upon the ball coming to rest in a compartment, the dealer shall announce the number of such compartment and shall place a point marker on that number on the layout.
- (4) After placing the point marker on the layout, the dealer shall pay off all winning bets.

(d) PAYOUTS ODDS

- (1) Winning bets shall be paid at the odds listed below:

Bets	Odds
Straight	35 to 1
Split	17 to 1
Three numbers	11 to 1
Four numbers	8 to 1
First five numbers	6 to 1
Six numbers	5 to 1
Column	2 to 1
Dozen	2 to 1
Red	1 to 1
Black	1 to 1
Odd	1 to 1
Even	1 to 1
1 to 18	1 to 1
19 to 36	1 to 1

(End of Section)

GAME RULES
CHAPTER 09: THREE CARD POKER

(a) GAME OVERVIEW

- (1) Three Card Poker is a stud poker game played with one 52-card deck. Each player receives three cards and is offered three ways to bet and four different ways to win.
- (2) Players may bet against the dealer, or bet on the value of their own three-card hand, or bet both. The dealer must have a hand with a queen or better to play.
- (3) Bonus payouts may be won for certain hands when betting against the dealer.

(b) DEFINITIONS

- (1) Ante bet: The bet that a player is required to make prior to any cards being dealt in order to compete against the dealer's hand in a round of play.
- (2) Hand: The three-card poker hand that is held by each player and the dealer after the cards are dealt.
- (3) Pair plus bet: The bet that a player is required to make prior to any cards being dealt in order to compete against a posted scale of payouts, regardless of the outcome of the player's hand against the dealer.
- (4) Play bet: An additional bet, equal in value to his or her ante bet, that a player must make if the player opts to remain in competition against the dealer after the player reviews his or her hand.
- (5) Round of play: One complete cycle of play during which all bets have been placed, all cards have been dealt and all remaining bets have been paid off or collected.
- (6) Stub: The remaining portion of the deck after all cards in the round of play have been dealt or delivered.
- (7) Suit: One of the four categories of cards: clubs, diamonds, hearts or spades.

(c) BETS

- (1) The maximum bet limit shall not exceed \$500.
- (2) A player may compete solely against the dealer by placing an ante bet, and then placing a play bet in an equal amount.
- (3) A player may compete solely against a posted scale of payouts by placing a pair plus bet.
- (4) A player may compete against both the dealer and the posted scale of payouts by placing bets in accordance with (2) and (3) above.
- (5) Players shall not make cash bets.

(d) PAYOUTS

- (1) Ante and play bets (playing against dealer) payout shall be paid as follows:
 - A. When the dealer's hand plays and the player's hand ranks higher than the dealer's, ante and play bets are paid one to one.

GAME RULES
CHAPTER 09: THREE CARD POKER

- B. When the dealer's hand plays and ranks higher than the player's hand, ante and play bets lose.
- C. When the dealer's hand does not play, the ante bet is paid one to one and play bet is a push.

(2) Ante bonus payouts shall be paid at no less than the odds listed below:

<u>Hand</u>	<u>Odds</u>
Straight Flush	5 to 1
Three-of-a-kind	4 to 1
Straight	1 to 1

(3) Pair plus payouts shall be paid at no less than the odds listed below:

<u>Hand</u>	<u>Odds</u>
Straight Flush	40 to 1
Three-of-a-kind	30 to 1
Straight	6 to 1
Flush	3 to 1
Pair	1 to 1

(e) CARDS/RANKINGS

- (1) The rank of the cards, for the determination of winning hands, in order of highest to lowest rank shall be ace, king, queen, jack, ten, nine, eight, seven, six, five, four, three and two. All suits shall be considered equal in rank. An ace may be used to complete a straight flush or straight with a two and three.
- (2) The permissible poker hands, in order of highest to lowest rank, shall be:
 - A. Straight flush: Three cards of the same suit ranking, with ace, king and queen being the highest straight flush and three, two and ace being the lowest ranking straight flush.
 - B. Three-of-a-kind: Three cards of the same rank, regardless of suit, with three aces being the highest ranking three-of-a-kind and three twos being the lowest ranking three-of-a-kind.
 - C. Straight: Three cards of consecutive rank, regardless of suit, with ace, king and queen being the highest ranking straight and three, two and ace being the lowest ranking straight.
 - D. Flush: Three cards of the same suit, regardless of rank.
 - E. Pair: Two cards of the same rank, regardless of suit, with two aces being the highest ranking pair and two twos being the lowest ranking pair.
- (3) When comparing two hands, which are identical poker hand rank, the hand that contains the highest ranking card(s), which is not contained in the other hand, shall be considered the higher ranking hand. If the hands are identical rank, the hands shall be considered a push.

GAME RULES
CHAPTER 09: THREE CARD POKER

(f) SHUFFLE/DEAL

- (1) Immediately prior to the commencement of play and after each round of play has been completed, the dealer shall shuffle the cards by hand, or use an automated card shuffling device so that the cards are randomly intermixed.
- (2) The cards used shall be dealt by hand, or from an automated dealing shoe that dispenses cards in stacks of three cards. If dealt by hand, cards will be delivered one at a time to each player.
- (3) The dealer shall deliver the first stack of cards dispensed by the automated dealing shoe face down to the player farthest to his or her left. Moving clockwise around the table, the dealer shall deliver a stack face down to each of the other players. The dealer shall then deliver a stack of three cards face down to the designated area for placement of the dealer's cards. If the game is dealt by hand the cards shall be delivered left to right, one at a time, until each player and the dealer have three cards.

(g) COMPLETION OF ROUND OF PLAY

- (1) Each player shall, after examining his or her cards, either place a play bet in an amount equal to their ante bet, or fold and forfeit the ante bet.
- (2) If a player has placed an ante bet and a pair plus bet but does not make a play bet, the player shall forfeit both the ante bet and the pair plus bet.
- (3) After each player has either placed a Play bet or forfeited his or her bet(s), the dealer shall collect all forfeited bets and associated cards and place them in the discard rack.
- (4) The dealer shall turn over and reveal the dealer's hole cards
- (5) and set the highest ranking poker hand.
- (6) The dealer shall then, starting with the player farthest to the dealer's right, reveal the three-card hand of each player.
- (7) Ante and play bets shall lose when the dealer's hand plays and the dealer has a higher ranked hand than the hand of that player.
- (8) Ante and play bets are each paid one to one when the dealer's hand plays and the player's hand beats the dealer's hand.
- (9) When the dealer's hand does not play, the ante bet is paid one to one, and the play bet is a push.
- (10) The winning ante bonus and pair plus bet are both paid based on their payout schedules.

(End of Section)

GAME RULES
CHAPTER 10: MINI BACCARAT

THIS SECTION HAS BEEN ARCHIVED AS OF APRIL 1, 2006.

**GAME RULES
CHAPTER 11: SPANISH 21**

THIS SECTION HAS BEEN ARCHIVED AS OF DECEMBER 17, 2010.