RULES FOR AMERICAN ROULETTE

The American Roulette is an easy and amusing gambling game. In order to easily distinguish their bets, each gambler plays with chips of different colour and nomination value, within the minimum and maximum calls on the table. It is allowed to bet only in chips at the tables. Cash money bets during the spin are not allowed. The types of bets and the proportions of win payment / stakes are shown on Table I

1. Straight up – and single number including 0	35 to 1
2. Split bet – covers any one of two numbers and pays	17 to 1
3. Line or Street bet – covers any one of three numbers and pays	11 to 1
4. Corner Bet – covers any one of four numbers and pays	8 to 1
5. Six line – covers any one of six numbers and pays	5 to 1
6. Dozens – covers any one of twelve numbers and pays	2 to 1
7. Columns	2 to 1
8. Even Chances	
Red / Black	1 to 1
Even / Odd	1 to 1
High / Low	1 to 1

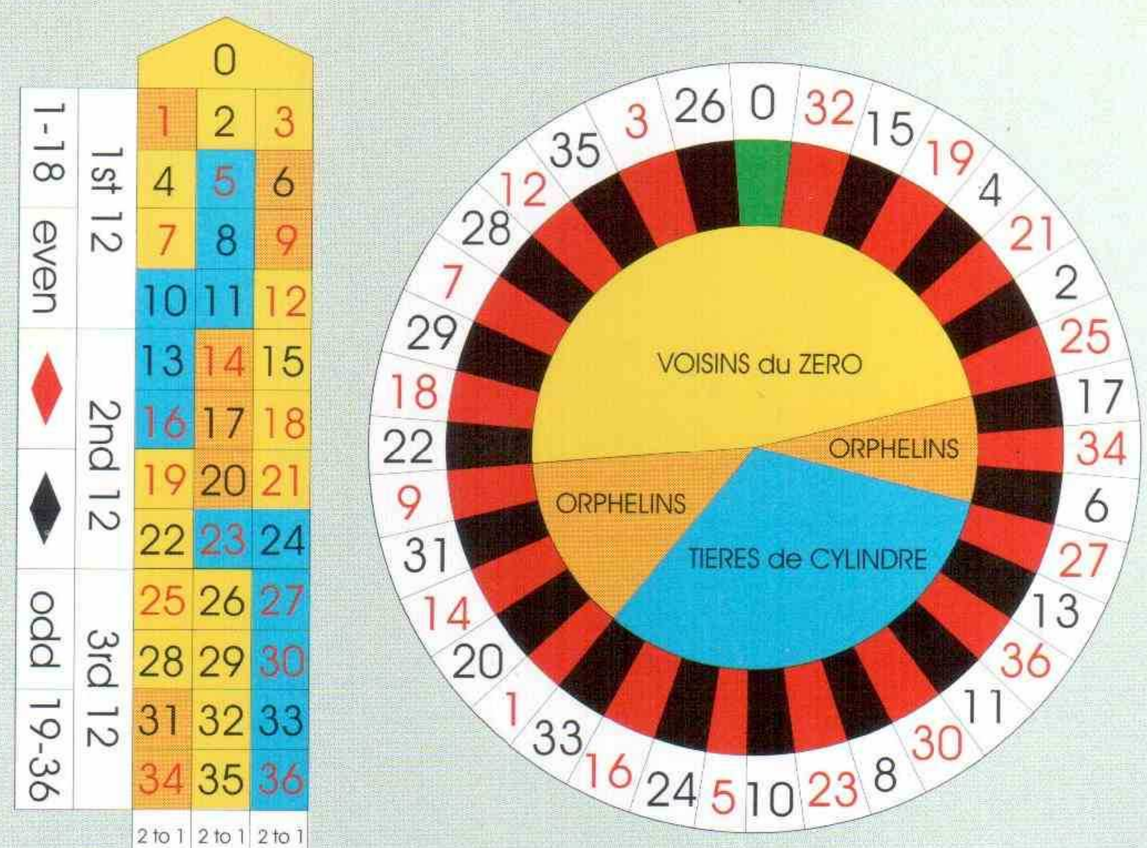


The croupier calls the players to do their bets and turns the ball. Placing of the bets proceeds until the croupier announces „No more bets". All later bets are returned. When the ball falls into one of the compartments of the roulette wheel, the croupier announces the winning number and colour, clears the losing bets and pays off the wins, following certain established order of payment.

When a gambler stops playing, he has to change his colour chips on the table for cash chips, against which he can get his money from the cashier.

ROULETTE WHEEL

The numbered compartments of the roulette wheel (0 – 36) are located in a manner, differing from the betting layout on the roulette table. The wheel is divided into three sections.



ZERO

When the ball comes to rest into the Zero compartment of the wheel, all simple chance bets: red and black, odd – even, high – low, dozens and columns – lose, and the winner is being paid like the other winning numbers.

CALL BETS

Call bets are kind of fast bets. They are laid on a special sector at the table after they have been announced and paid.

The stakes are not laid on the numbers at the table, but the bets are only announced and confirmed by the dealer and the inspector.

NEIGHBORING NUMBERS

The number and the two neighboring numbers	5 pieces

WHEEL SELECTIONS

Voisins du Zero

0 – 2 – 3 (2 pieces), 4 – 7; 12 – 15, 18 – 21, 19 – 22, 25 – 29 (2 pieces), 32 – 35	9 pieces

Tieres

5 – 8, 10 – 11, 13 – 16, 23 – 24, 27 – 30, 33 – 36	6 pieces

Orphelins

1, 6 – 9, 14 – 17, 17 – 20, 31 – 34 5 pieces

Some bets are laid on the table and announced from the dealer. These bets are as follows:

Final numbers

Numbers ending with single numbers

/0,1,2,3,4,5,6/ 4 pieces

/7, 8, 9/ 3 pieces

The minimum and the maximum of the call bets depends on the minimum and the maximum on the tables.

IN THE EVENT OF A DISPUTE THE MANAGEMENT'S DECISION IS FINAL

RULES FOR BLACK JACK

This game is played with six packs of cards. You play against the Dealer. The object of the game is to beat the eventual hand of the dealer by getting as close as possible to 21 without going over '21'. Each bet must be placed inside the boxes, marked on the table. Then the dealer gives the cards face up – one to each player and one to himself – followed by a second card to each player. Aces counts 1 or 11, court cards 10 and all other cards as their face value.

If you have „Black Jack" (an Ace with a picture, or ten) it beats any other combination except a dealer's Black Jack and you win 3/2 for your bet(Table 1, 2). If the dealer also have Black Jack it is a stand-off. If you do not have Black Jack you decide from your hand to take more cards (draw) or stand. You may take as many cards as you wish until you think you have a score closer than the dealer will have.

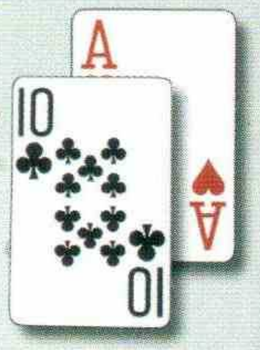


fig. 1

If you are not satisfied with your chances of beating the dealer after seeing your first two cards, you may announce „Surrender". The dealer will pick up your cards and take half of your bet, returning the other half to you. You can not ask for „Surrender" if you have already done „split", if you have already taken an extra card or if the dealer have an Ace.

The dealer must draw on 16 or under and must stand on 17 or over. The first Ace in the dealer's hand is 11 in less this causes him to exceed 21. Subsequent Aces count as 1.



fig. 2

If your total is closer to 21 than the dealer's, you win even money.
If your total is lower than the dealer's, you lose.
If you tie with the dealer it is „stand-off".

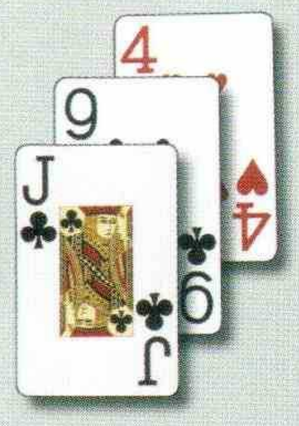


fig. 3

If you go over 21 you lose(Table 3).

A player may play any number of boxes at one table.Maximum three players may play at one box.

It is obligatory, minimum two boxes to play at the table.

A solitary player has to play on minimum two boxes.

All initial bet must be placed before any cards are dealt. Cards will not be dealt if there is bet on the table, but the player does not present.

DOUBLED HAND

The player may double his original bet on his first two cards and draw only ONE more card (Table 4).

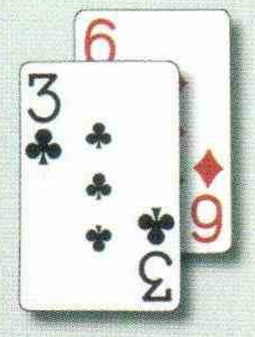


fig. 4

SPLITTING HANDS

If a player's two cards have the same value, he may split them, receiving one extra card face up for each hand. The original bet goes on one hand and an equal amount on the other.

If after splitting, a player has an Ace and 10 in one or both hands, this is 21 but it is not Blackjack. He may double down after splitting, but if he splits Aces he receives only one more card on each and doubling down is not possible in this case. Numbers of the splits are limited up to three for each hand.



fig.5

INSURANCE

Insurance by a player is allowed only when the dealer has an Ace, The insurance stake must not exceed half the original stake and is paid at 2 : 1 if the dealer gets a Black Jack. Insurance, if required, must be requested before the third card is dealt to any player.

IN THE EVENT OF A DISPUTE THE MANAGEMENT'S DECISION IS FINAL

RULES FOR NO LIMIT TEXAS HOLD'EM POKER

In this game the players are playing against each other and the casino takes commission for their service. The amount of the commission or percentage is announced and written on a special board at the table. There must be minimum two players to start a game.Their number could become up to seven, eight or nine. The players must buy a minimum number of chips, which is written accordingly in a signboard on the table.The game is played with the standard deck of 52 cards. Before the game to start is fixed with a "Dealer button" who is the player to become a dealer.The procedure requires that the table dealer must distribute only one card to each player and start with the first player to the left and the button is placed by that one who has the highest card. The next player to the left after the dealer clockwise must place a blind bet which equal to the table minimum, fixed as "Small blind". The next player then posts a "Big blind" which is usually equal to the table minimum. This distribution of the positions – dealer, small blind and big blind is changed with one player after the end of each and clockwise. The dealer shuffle the cards in way fixed by the casino rules, split them and distributes to each player two cards face down / these two cards are called "hole cards" or "face down"/

Dealing cards and placing bets always starts with the player on position "Small blind". Each hand consists of 4 rounds.

FIRST ROUND :

After all players have seen their cards they have the right to choose the following ways of game :

1. To hold and return back to the dealer the two cards –"FOLD"
2. To make "CALL"

a/ to place a bet on the pot /this is the sum, in the middle of the table when the players are placing their bets/ equal to the "Big blind"

b/ If the player is in the position of "small blind" to add an amount equal to the "Big blind".

c/ In case a player before him has raised the bet of "Big blind" to a certain amount to respond to that amount

3. To make "RAISE"

a/ To raise with bigger amount the "Big blind"

b/ To place a bet bigger than the player before him, who has already raised the "big blind" – "RE-RAISE"

The procedure "RAISE" might be done by each customer.

After collecting the cards of the players who refused and qualifying to equal bets of the rest of players, the dealer burns one card of the deck and lays out three cards "Face up". This is called the "the Flop". With this the first round of betting is complete.

SECOND ROUND

In this round as well as in the next two the players may choose to :

1.To make "CHECK" – to continue playing in the hand without placing a bet, but if only no one before him had placed a bet.

2.To make "BET" – to place a bet with amount equal to the "BIG BLIND"

3.To make "CALL" – to respond to the bet made by the player before him and place the same amount.

4. To make "RAISE" according to the rules

5. To make "RE-RAISE" according to the rules.

6.To make "FOLD" – to quit playing in the hand by not responding to a bet placed by another player

When the betting round after the flop is completed, the dealer turns a fourth card face up in the middle of the table. This fourth card is called "the Turn".

THIRD ROUND

In the Third round the players keep the same play rules. At the end of this round, after bets are equalized with the pot, the dealer burns again one card then turns face up the final community card. This is called "the River"

FOURTH ROUND

The round concludes with equalization and collecting of the bets by the pot.

After all of the betting has concluded follows the stage of determination of the winner with a best combination of cards. The players' goal is to determine the best hand using any combination of 5 cards from their two pocket cards and the five community cards. In the order of the Showdown the player who made the initial bet or the player who made the last Raise shows their hand first.

When there is not a winning hand, the player with the highest card wins – Ace, King, Queen etc.

If two or more hands are the same ranking, the winner is the one having the higher cards. If the poker hands remain tied, then the highest card - "the kicker" - determines the winner. In case of these cards are the same, the Main Pot is divided between them "Split". If a Player wishes to call a bet but does not have sufficient chips, he/she may go "All in". This means that they call the bet using all of their chips. A side pot is created only for this player and it is collected from particular

HAND RANKING

Royal Flush

Straight Flush

Four of Kind

Full House

Flush

Straight

Three of Kind

Two Pairs

One Pair

RULES FOR CASINO STUD POKER

You play against the dealer.
Player must be seated to play and must first place a bet in the „Ante“ box. This must be for the table minimum limit or higher (up to the table maximum limit). You may play one hand only.
5 cards are dealt face down, in turn to each player and the dealer. The dealer's fifth card will be dealt face up.
Players then have the option to either „Bet“ or „Fold“.If you fold then you lose your „Ante“. Players have the option also to change up to 2 cards. They must to pay for the first card additional bet equal to „Ante“ and for the second card – equal twice to „Ante“. If the players decide to change 2 cards, the Casino pays the combinations up to Four of a kind.
If you „Bet“ then you must make an additional bet EXACTLY TWICE YOUR „ANTE“ in the „Bet“ box.
Players are not permitted to handle their cards once they have made their decision.

When all players have made their decisions, then the dealer will examine his hand.
The dealer only qualifies to place if he has an Ace - King or better hand. If the dealer does not qualify, then all players remaining in the game will win 1 : 1 on the „Ante“ bet. There is no payout on the „Raise“ bet which is returned to you.
If the dealer does qualifies, then players whose hand outranks the dealers hand are paid 1 : 1 on the „Ante“ and the following odds on the „Raise“ as follows:



		BONUS
Royal Flush	100 : 1	2'500 $



		BONUS
Straight Flush	50 : 1	1'000 $



		BONUS
Four of a Kind	20 : 1	300 $



		BONUS
Full House	7 : 1	200 $



		BONUS
Flush	5 : 1	100 $



Straight 4 : 1



Three of Kind 3 : 1



Two Pairs 2 : 1



One pair 1 : 1

BONUS

In order to play for Bonus the player has to place the chips at the Bonus box following the Casino limits.Bonus is paid in accordance with the Casino Ranking Table written on a plate and placed at each game table. Bonus is paid for the combinations from Flush, of no account the dealer qualifies or not and if the player did not buy a card.

The ranking of hands will be in accordance with the above table – a Royal Flush being highest ranked hand.
Hands of similar ranking will be decided with reference of the following relative values cards:



A - K - Q - J - 10 - 9 - 8 - 7 - 6 - 5 - 4 - 3 - 2

For example:

Combinations Ace – King for the dealer and Ace – King for the player a third card should be dealt and the bank pays it like a pair.
A pair of 10s outranks a pair of 3s.
A Full House will be determined by the highest value card therein.
A Straight or Straight Flush must be comprised of 5 cards of consecutive relative values. (However an Ace may be used to complete a Straight or Straight Flush comprising A – 2 – 3 – 4 – 5)
This would be the lowest ranked hand of its type.
Hands which are similar ranked are determined by reference to the next highest value card(s).
Example: A – A – 8 – 6 – 3 outranks A – A – 8 – 6 – 2
Royal Flush is a combination consist of five cards sequence, from 10 to Ace in the same suit.
Players will be requested to play the box, which corresponds, to their seated positions. This will avoid any confusion.
Players may examine their hands as soon as the dealer has completed dealing the hand.
Players are not permitted to communicate any information regarding their hand to another person. Variation from this rule may result in the hand being declared void.
If there are on the table free boxes, the player might play on more than one boxes. He must to decide in advance which of the boxes will play open. The other boxes must to play closed.
A „misdeal“ will be called if an incorrect number of cards is dealt to any player or the dealer, or if there is ambiguity as to which card belongs to which hand.
Players are not permitted to play on another player's box.
Cards will not be dealt if there is bet on the table, but the player does not present. It is not allowed to take or to touch other player's cards.
The players are not allowed to keep a box by leaving chips in it for more than three hands. After the third hand the chips will be taken out of the box.

PLAYERS MUST AT ALL TIMES KEEP THEIR CARDS ABOVE THE TABLE – IN FULL VIEW OF THE DEALER.

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