



## LIVERMORE CASINO – EZ BACCARAT GAME RULES

### OBJECT OF THE GAME

To achieve a hand with a point value of “9”. EZ Baccarat plays the same way as regular baccarat except that it eliminates the odds differential between Player Line and Dealer Line wagers and replaces it by “barring” one specific winning Bank hand (the winning Bank hand consisting of three cards and totaling seven points will push). The appearance of this hand is the “Dragon 7”. Customers can make an insurance bet—the Dragon 7 bet, which pays 40 to 1 when the three card winning Bank hand totaling 7 points occurs. Customers can also wager on the “Panda 8”, which pays 25 to 1 when a three card winning “Player” hand totaling 8 points occurs.

### STRUCTURE OF THE GAME

1. The game is dealt on a “blackjack” style gaming table or “batwing” table with eight seats.
2. Player's hands are dealt on the PLAYER position and the BANKER position.
3. The value of each hand is determined by the sum of the combined cards: Ace has a value of “1”, numbers 2 through 9 have face value, the number 10, Jack, Queen, and King have a value of “0”.
4. When combined cards have a total sum more than ten, the last digit of the total sum is deemed the value of the hand, i.e.  $8+7=15=5$ .
5. A “Natural” is two cards with a point value of 8 or 9.
6. A “Natural” is an automatic winner unless both PLAYER and BANKER have the same “Natural” value (tie). A “Natural” 9 would beat a “Natural” 8.
7. Players have options to place their bet for:
  - a) PLAYER and BANKER line pays 1 to 1
  - b) TIE bet pays 8 to 1
  - c) DRAGON 7 bet pays 40 to 1
  - d) PANDA 8 bet pays 25 to 1

### HOW TO PLAY

1. Each participant in the game must place a wager on either “BANKER” or the “PLAYER” position.
2. Participants may also make an optional wager on the “TIE” or “DRAGON 7” position.
3. Two hands of two cards each are dealt from the shoe. The two cards dealt on the House Dealer's right hand side is the PLAYER'S hand, and the two cards dealt on the House Dealer's left side is the BANKER'S hand.
4. A third card may be required later for either hand.
5. Cards for both the Player and Dealer hands are dealt face up.
6. Collections are collected and determined prior to the start of each round of play based on the table limits of the game.
7. The hand with the highest point value wins.

## PLAYER HAND

1. If the PLAYER and / or BANKER positions have a 8 or 9 on the first two cards, no further cards are drawn.
2. PLAYER must hit on 0, 1, 2, 3, 4, 5 and stand on 6, 7, 8, and 9.

## BANKER HAND

1. A winning three card hand with a 7 point value will push instead of win.
2. When the PLAYER hand does not draw a third card, BANKER hand must hit on 0, 1, 2, 3, 4, 5 and must stand on 6, 7, 8, and 9.
3. When the PLAYER hand draws a third card, the following table will be used to determine if the BANKER hand draws a third card (hit or stand):

Player/dealer's Score	0	1	2	3	4	5	6	7	8	9
7	S	S	S	S	S	S	S	S	S	S
6	S	S	S	S	S	S	H	H	S	S
5	S	S	S	S	H	H	H	H	S	S
4	S	S	H	H	H	H	H	H	S	S
3	H	H	H	H	H	H	H	H	S	H
2	H	H	H	H	H	H	H	H	H	H
1	H	H	H	H	H	H	H	H	H	H
0	H	H	H	H	H	H	H	H	H	H

## TIE BETS

1. TIE bets must be made prior to any cards being dealt.
2. A player must make a PLAYER or BANKER wager in order to make a TIE bet.
3. The TIE wager will be paid on the sum total of the PLAYER hand and BANKER hand.
4. When the PLAYER hand and BANKER hand have the same point value, TIE bets will be paid 8 to 1.

## DRAGON 7

1. Dragon 7 wagers must be made prior to any cards being dealt.
2. A player must make a PLAYER or BANKER wager in order to make a Dragon 7 wager.
3. When the BANKER hand has a three-card total of seven (7) and beats the PLAYER hand, Dragon 7 wagers will be paid 40 to 1.

## PANDA 8

1. Panda 8 wagers must be made prior to any cards being dealt.
2. A player must make a PLAYER or BANKER wager in order to make a Panda 8 wager.
3. When the PLAYER hand has a three-card total of eight (8) and beats the BANKER hand, Panda 8 wagers will be paid 25 to 1.

## COLLECTIONS

1. Collections are as posted on the table.

2. The Player-Dealer position rotates every two hands.
3. Player must play the previous hand before being eligible to assume the Player-Dealer position.

### **GAME RULES**

1. No player is allowed to place a bet on top of another player's wager.
2. Player's may not add, subtract or manipulate their bets after the first card is dealt from the shoe.
3. Players must not touch their wagers once the first card comes out of the shoe.

### **CASINO RULES**

1. Collections are taken in advance.
2. Players must wager at least the minimum bet of the table limit.
3. All cash must be changed to chips (Exception: 50-cent pieces)
4. Players removing their wager prior to completion of the pay-off may lose the maximum bet or win the minimum bet amount.
5. Players are responsible for the protection of their own wagers and chips placed on the table.
6. Players may assume the Player-Dealer position two hands per round.
7. The house does not recognize "kum-kum" bets.
8. There is no "kum-kum" banking.
9. Any player wagering on a spot the previous hand has the option of being the Player-Dealer there on the next hand (in turn). If there was no wager on the previous hand, no one may be the Player-Dealer on that spot.
10. Management reserves the right to make decisions that are in the best interest of the game. Therefore, under special circumstances a decision may be rendered that is contrary to the strict and technical interpretation of these rules.

### **Wagering Limits**

Refer to the current posted Wagering Limits and Collection Schedule.