



LEGENDARY FUN!

TABLE GAME GUIDE

Welcome to the Fun!

Use this as your guide to all of Mount Airy Casino Resort's gaming. Try your hand at Blackjack, Craps, Roulette, Midi and Mini Baccarat, Poker, Pai Gow Poker, Pai Gow Tiles, Let it Ride Poker, Three Card Poker, Spanish 21, Texas Hold'em Bonus Poker, Crazy 4 Poker, Mississippi Stud, Big 6, Double Back Jack, Criss Cross Poker or any one of a myriad of fascinating Slot Machines and dive into all of the thrills Mount Airy has to offer.

With gourmet dining, luxurious accommodations, world-class entertainment, and consummate customer service, at Mount Airy Casino Resort, the only thing more fun is more fun!

Non-smoking Gaming Tables and Slot Machines are designated in the casino for our customers' benefit. Our gaming amenities are exclusively for the enjoyment of persons over the age of 21.

Click any Game to see how to play

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Craps

What's more fun than winning? In this lively and fast-paced game, there are many ways to bet and even more ways to win. Place a bet on the Pass Line or Don't Pass Line and let the fun begin!

Come Out Roll: The first roll of the dice at the opening of the game or the next roll of the dice after a decision with respect to Pass Line Bets and Don't Pass Line Bets.

Come Out Point: Shall mean a total of 4, 5, 6, 8, 9, or 10 thrown by the shooter on a Come Out Roll.

Pass Line Bet: A Pass Line wager is placed immediately prior to the Come Out Roll. You win on 7 and 11 and lose on 2, 3, or 12 on the Come Out Roll. If any other number rolls, it's your point. If your number rolls before 7, you win. If 7 rolls before your point, you lose and the dice move to the next shooter. The bet pays even money.

Don't Pass Line Bet: A bet on this line plays the game in reverse of the Pass Line. You lose on the 7 and 11 and win on 2 and 3 on the Come Out Roll. When 12 is rolled, it is a "Stand-Off" which means the bet neither wins nor loses. When 4, 5, 6, 8, 9, or 10 rolls, it is the point. You are betting that 7 will be rolled before the point. This bet must be placed before the Come Out Roll, but may be removed or decreased after a point is established. However, it may not be replaced or increased after such removal or reduction. This bet pays even money.

Come Bet: You can bet on Come at any time after the Come Out Roll. You can try for a new point at any time. You win on 7 and 11 and lose on 2, 3, or 12 on the roll immediately following placement of the bet. If any other number rolls, it's your point, and your bet will be moved to that number. If your point rolls before 7, you win. If 7 rolls before your point, you lose. A Come Bet cannot be reduced or removed after a number is established for such a bet. This bet pays even money.

Don't Come Bet: A bet on Don't Come plays the game in reverse of the Come Line Bet. You lose on the 7 and 11 and win on 2 and 3 on the roll immediately following placement of the bet. When 12 rolls, it is a Stand-Off. When 4, 5, 6, 8, 9, or 10 rolls, it is your point. You are betting that 7 will be rolled before the point. When a point is established, the bet will be placed

behind that number. Don't Come Bets cannot be increased, but may be removed or decreased after a point is established. However, they may not be replaced or increased after such removal or reduction. This bet pays even money.

Hard Ways: There are four Hard Ways combinations: Hard Four (Two 2s), Hard Six (Two 3s), Hard Eight (Two 4s), and Hard Ten (Two 5s). You can bet the combination you want at any time. Hard Ways wagers shall win if the selected Hard Ways is rolled before a 7 and lose if a 7 is rolled or the selected number is rolled in any other way prior to the selected Hard Way being rolled. For instance, if you bet the Hard Six you win when that rolls before 7 or an Easy Six (5 and 1 or 4 and 2). Hard Ways pay off odds as listed in the Payout Chart. Hard ways are inactive on the Come Out Roll unless the player calls, "On."

HARDWAYS:

6 & 8	9 to 1
4 & 10	7 to 1

Odds: An additional wager in support of a Pass Line Bet or Come Line Bet may be made. Also, an additional wager in support of a Don't Pass Line Bet or Don't Come Bet may be made. These additional wagers in support of a Pass Line Bet, Come Bet, Don't Pass Line Bet, or Don't Come Bet may be made any time after the Come Out Roll and the point is established. Odds are listed in the payout chart. Come odds are inactive on the Come Out Roll unless the player calls, "On." Don't Come odds always work. In addition, 3, 4, or 5 odds will be offered, where 3 times odds are allowed on the 4 and 10, 4 times on the 5 and 9, and 5 times on the 6 and 8.

TRUE ODDS:

Pass Line Odds, Come Bet Odds and Buy Bets

6 & 8	6 to 5
5 & 9	3 to 2
4 & 10	2 to 1

Don't Pass Line Lay Odds, Don't Come Lay Odds and Lay Bets

6 & 8	5 to 6
5 & 9	2 to 3
4 & 10	1 to 2

Field: You can bet on every roll of the dice. If 2, 3, 4, 9, 10, 11, or 12 rolls, you win. All numbers pay even money except 2 and 12, which pay double. If 5, 6, 7, or 8 rolls, you lose. The Field is a one roll bet.

Place Bets to Win: On a Place Bet, you can bet on 4, 5, 6, 8, 9, and 10 at any time. If your number rolls before 7, you win according to the odds payouts chart. If 7 rolls before your number, you lose. Place Bets are inactive on the Come Out Roll unless the player calls, "On."

Place Bet Odds:

6 & 8	7 to 6
5 & 9	7 to 5
4 & 10	9 to 5

Buy Bets: Buy Bets are exactly the same as Place Bets except by paying a 5% commission at the time the wager is placed; you receive the true odds as shown on the chart. Buy Bets are inactive on the Come Out Roll unless the player calls, "On." A "Buy" button denotes this bet.

Lay Bet: You may Lay a bet against 4, 5, 6, 8, 9, or 10 at any time. The Lay bet wins if a 7 rolls before the point number that has been made and loses if the point number is rolled before a 7. In order to place a Lay Bet, you must pay a 5% commission at the time the wager is placed based on the amount you could win. Lay Bets always work. Check the chart for the payoffs. A "Lay" button denotes this bet.

Proposition Bets: These are one roll bets, except for Hard Ways. The Dealer will place all

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Proposition Bets in the center of the Craps table. The Dealer will take or pay all Proposition Bets on the next roll of the dice again, except for Hard Ways. Unless you request otherwise, your winning bet remains in action.

Horn Bet: Here you wager on a combination of four numbers: 2, 3, 11, and 12 (Horn). If any of these numbers are rolled, you win. If any other number is rolled, you lose. One Fourth (1/4) of the Horn Bet is on each of the individual numbers (2, 3, 11, and 12). If any of these numbers roll, you win and are paid at the odds as listed in the payout charts. If any other number is rolled, you lose. This is a one roll bet.

Horn High Bets: There are four Horn High combinations: Horn High 2 (Aces), Horn High 3 (Ace, Deuce), Horn High 11, and Horn High 12 (2 sixes). If 2, 3, 11, or 12 rolls, you win. If any other number is rolled, you lose. How this differs from a Horn Bet is that one-fifth (1/5) of the Horn High is bet on each of the individual Horn numbers (2, 3, 11, and 12), with an additional one-fifth (1/5) of the bet on the designated Horn High number. For example, Horn High 11: two-fifths (2/5) of the bet on 11, one-fifth (1/5) on 2, one-fifth (1/5) on 3, one-fifth (1/5) on 12. This is a one roll bet.

Whirl Bets: (A Whirl Bet is a Horn Bet along with an Any 7. It is a 1 roll bet, 20% of the wager is on Any 7 and 80% is on The Horn. The bet wins if 2, 3, 11 or 12 is rolled. If 7 is rolled no money is won or lost.

Proposition Bets

Any seven	4 to 1
Any craps	7 to 1
2 or 12	30 to 1
3 or 11	15 to 1

Any 7: You can bet Any 7 on any roll of the dice. When 7 rolls, you win and are paid 4 to 1; if any other number rolls, you lose. This is a one roll bet.

Any Craps: You can bet on any roll of the dice. If 2, 3, or 12 rolls, you win and are paid 7 to

1. If any other number is rolled, you lose. This is a one roll bet.

2, 3, 11, or 12: You can bet on 2, 3, 11, or 12 individually. They are one roll bets. The winning payoff on 2 or 12 is 30 to 1. The winning payout on 3 or 11 is 15 to 1. If any number other than that number bet rolls, you lose.

C&E Split: C&E bet is 50% of your bet on the Any Crap and the other 50% of your bet on the 11. If any of the Crap numbers roll 2, 3, or 12 on the next roll of the dice your bet will win 3 times the total amount bet and your bet stays up for the next roll. If the 11 rolls on the next roll of the dice your bet will win 7 times the total amount bet and your bet stays up for the next roll.

Hop Bets

Hop Bets are one roll bets which offer our casino guests an opportunity to experience a new level of excitement on the established game of Craps. As with the one roll bets which are currently available these may be played at any time and shall either win or lose upon the next roll of the dice.

How to Play

Any Dice combination can be wagered upon with a corresponding location for the bet to be placed within the Proposition area. The player calls out the combination desired for the next roll of the dice, example, "Ace-Four on the Hop." Once taken, the bet is set up by the dealer in the corresponding area. If the wagered combination appears on the next roll, it is declared a win and paid. Should any other combination appear the bet shall be declared a loser and collected by the dealer.

Hop Bets with Payout Schedule

6, and 2	stated as	"six-deuce on the hop"	pays 15 to 1
5, and 3	stated as	"five-trey on the hop"	pays 15 to 1
4, and 2	stated as	"four-deuce on the hop"	pays 15 to 1

5, and 1	stated as	“five-ace on the hop”	pays 15 to 1
6, and 3	stated as	“six-trey on the hop”	pays 15 to 1
5, and 4	stated as	“five-four on the hop”	pays 15 to 1
3, and 2	stated as	“trey-deuce on the hop”	pays 15 to 1
4, and 1	stated as	“four-ace on the hop”	pays 15 to 1
6, and 4	stated as	“six-four on the hop”	pays 15 to 1
3, and 1	stated as	“trey-ace on the hop”	pays 15 to 1
2, and 2	stated as	“four the hardway on the hop”	pays 30 to 1
3, and 3	stated as	“six the hardway on the hop”	pays 30 to 1
4, and 4	stated as	“eight the hardway on the hop”	pays 30 to 1
5, and 5	stated as	“ten the hardway on the hop”	pays 30 to 1

BLACKJACK

In this game, the player's object is to draw cards that total 21 or come closer to 21 than the Dealer. All cards are equal to their face value, except for a King, Queen, or Jack which each count as 10. An Ace has the value of 11 unless that would give a player or the Dealer a score in excess of 21, in which case, it will have a value of 1.

The Dealer starts the game. Every player gets two cards, face up.

The Dealer gets two cards, but one card is face up and one face down—the Hole Card. Only after all players' hands are played does the Dealer expose the Hole Card and play the Dealer's hand. All cards are dealt from a shoe.

Once you have your two cards in front of you, you can choose to Stand (draw no more cards), or take a Hit (draw one more card) until you reach 21 or come as close as possible. However, if you go over 21, you Break and automatically lose. A winning hand pays even money.

Now the Dealer turns over the Hole Card and acts on the hand according to the rules of the game. The Dealer must draw to 16 and Stand when 17 or more is reached. At the end of the game, if your count is the same as the Dealer's it is a Stand-Off (nobody wins). If the player's count is greater than the Dealer's count and both have not exceeded 21, or the Dealer's count exceeds 21 and the player's count does not, the player wins.

What if you get Blackjack right away?

In the event your first two cards are an Ace and any ten-value card, the Dealer announces your hand as Blackjack. You will be paid at this time unless the Dealer has an Ace or a ten-value card as a face up card. In that case, you will not be paid until the Dealer's Hole Card is checked. If the Dealer's hand is Blackjack, it is a Stand-Off and the bet neither wins nor loses. A player winning Blackjack is paid off at odds 3 of 2. In the event the player has Blackjack, and the Dealer draws 21 with more than 2 cards, the Blackjack is the winning hand and will be paid at odds of 3 to 2. In the event the player draws 21 with more than 2 cards, the Dealer's Blackjack is the winning hand.

Even Money: A player who has Blackjack has the option to be paid even money on the Blackjack Wager instead of making an Insurance Wager. This option can be used at the

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same time the dealer offers insurance to the players (before the dealer checks to see if he/she has Blackjack). If the player elects the even money option instead of insurance, and the dealer has Blackjack, the player will be paid 1 to 1. The hand is over for that player.

Side Bets: We will offer side bets in Blackjack, specifically “Lucky Ladies”, “Match the Dealer” and “Perfect Pairs”. These bets in no way change the game of Blackjack but rather give the player the opportunity to make an additional wager which will pay odds depending on the player’s and dealer’s hand.

Lucky Ladies: The Lucky Ladies wager is a bet that the player’s first two cards will add up to 20. In order to play the Lucky Ladies wager, the player must make a regular blackjack wager. If the player’s first two cards are both Queens of Hearts (Lucky Ladies), the player will be paid at 200 to 1 unless the dealer has a Blackjack. In that case, the player will be paid at 1,000 to 1. If the player’s first two cards are a matched 20, that is, a pair of 10s, Jacks, Queens of any other suit or Kings, he/she will be paid at 25 to 1. If the player’s first two cards are a suited 20, that is, the cards are of the same suit and add up to 20; he/she will be paid at 10 to 1. If the player’s first and second cards total 20 in any combination of cards and suits, the bet will be paid at 4 to 1.

Match the Dealer: The Match the Dealer wager is a wager that one or both of player’s original two cards of the hand will exactly match the dealer’s up card in rank. There are two payoff amounts for each wager, a suited rank match and an unsuited rank match. In order to play the Match the Dealer wager, the player must make a regular blackjack wager. When playing on a game which uses 8 decks, the player will be paid 3 to 1 for each unsuited match and 14 to 1 for each suited match. When playing on a game which uses 6 decks, the player will be paid 4 to 1 for each unsuited match and 11 to 1 for each suited match.

Perfect Pairs: The Perfect Pairs side bet wins if the first two cards in the patron’s hand are a pair and loses if the cards are not paired. The bet must be placed prior to the first two cards being dealt and may only be played in addition to the patron’s blackjack wager. There are three different types of pairs:

1. Perfect Pair – The two cards are identical. Pays 25 to 1
2. Colored Pair – The pair contains two cards of different suits with both cards being either red or black. Pays 12 to 1
3. Mixed Pair – The pair is made of one red card and one black card. Pays 6 to 1

Blazing 7's

Blazing 7's is a progressive side bet for blackjack. By placing a \$5 wager on the Blazing 7's sensor you have the opportunity to win all or part of the progressive jackpot listed on the display screen. Once the dealer collects all Blazing 7's wagers the round is dealt as in regular blackjack. Your first two cards and the dealer's up card are used to settle the Blazing 7's wager. The payoff structure for the side bet is as follows:

Three 7's of Diamonds-----	100% of meter
Three 7's of Clubs, Spades, or Hearts -----	10% of meter
Three 7's same color-----	500 for 1
Three 7's-----	200 for 1
First 2 cards (two 7's)-----	25 for 1
Either of first 2 cards (one 7)-----	2 for 1

Blackjack Terms

Splitting Pairs: If your first two cards are a pair with the same numeric value, you may split them into two hands. You must bet the same amount as your original wager on each hand formed by splitting a pair. If the Dealer gets Blackjack, only the original wager is collected.

You must complete play on your first hand before playing your second hand. However, you may double down on each hand. If the split pairs are Aces, you will receive only one card on each for a total of two hands. For all other split pairs, a player may split one more pair if the second card dealt is identical in value to a card of the split pair, for a total of three hands. Aces may only be split once for a total of two hands.

Surrender: Surrender is an option that allows players to relinquish half of the wager provided the Dealer does not have Blackjack. If the dealer's face up card is an Ace, 10, Jack, Queen or King, the Dealer will check to see if they have Blackjack. If they do not have Blackjack, the player will then have the opportunity to surrender half of their wager when it is their turn to act on their hand. This is done through a verbal command by the player indicating they wish to surrender their hand.

Doubling Down: After you get your first two cards, or on the first two cards of any split pair,

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you may make an additional wager up to the original amount except when your first two cards total 21. When Doubling Down, you draw only one additional card. If the Dealer gets Blackjack after you've Doubled Down, only the amount of the original wager is collected.

Insurance: If the Dealer's face up card is an Ace, and prior to anyone receiving additional cards, you may take insurance. To do this, you place a bet of no more than one-half of your original bet on the insurance line. If the Dealer's Hole Card is a 10, Jack, Queen, or King, you win your insurance bet at odds of 2 to 1. If the Dealer's Hole Card is any other card, you lose your insurance bet. The Dealer collects all losing insurance wagers before continuing the hand. If the correct amount of insurance cannot be bet due to the limitation of the value of chip denomination (i.e., a \$7.50 bet allowing a \$3.75 insurance bet), the player may bet up to the closest chip denomination (i.e., \$4). A player may choose to be paid even money on blackjack in lieu of making an insurance wager.

Handling of Cards: Players are not allowed to touch the cards.

Value of the Player's Hand: The player is responsible for the correct count of his or her hand.

Hand Signals: The player is responsible for the proper use of hand signals to indicate Hit or Stand. Other decisions may be made verbally.

SPANISH 21

Spanish 21 is a fast-paced variation of Blackjack. The game is played on a standard Blackjack table. The main difference between Spanish 21 and Blackjack is that in Spanish 21, all the 10s have been removed from the decks. Jacks, Queens and Kings remain, but no natural 10s are used. In Spanish 21, a player's blackjack always beats a Dealer's blackjack and is paid 3 to 2. In addition, a player's total of 21 always beats a Dealer's total of 21 unless the Dealer has blackjack and the player has 21 with more than 2 cards.

Bonus Payouts

There are different payout odds for the player's 21 depending on how many cards there are in the player's final hand that add up to 21.

- Five cards totaling 21 are paid at 3 to 2
- Six cards totaling 21 are paid at 2 to 1
- Seven or more cards totaling 21 are paid at 3 to 1

Additionally, a player's hand that consists of a 6, 7 and 8 will be paid as follows:

- If the cards are of mixed suits, the payout is 3 to 2
- If the cards are all the same suit, the payout is 2 to 1
- If the cards are all spades, the payout is 3 to 1

If a player has three (3) 7s, the payouts are as follows:

- If the 7s are of mixed suits, the payout is 3 to 2
- If the 7s are of the same suit, the payout is 2 to 1
- If the 7s are all spades, the payout is 3 to 1

If the player is holding a winning hand that consists of three 7s of the same suit when the dealer's exposed card is also a 7 of any suit, the player will be paid an additional fixed payout of \$1,000 if the player's original wager was at least \$5 but less than \$25, or \$5,000 if the player's original wager was \$25 or more. All other players at the table who placed a wager during that round of play will also be paid an additional fixed payout of \$50. If the player had doubled down, this does not apply.

Bonus payoffs do not apply after splitting or doubling.

Additionally players may choose to play an optional side wager called “Match the Dealer”. If one or both of their initial two cards match the dealer’s up card, the wager will be paid as follows:

- One non-suited match pays 3 to 1
- One suited match pays 12 to 1
- Two non-suited matches pays 6 to 1
- Two suited matches pays 24 to 1
- One suited and one non-suited match pays 15 to 1

Surrender: Surrender is an option that allows players to relinquish half of the wager provided the Dealer does not have Blackjack. If the dealer’s face up card is an Ace, Jack, Queen or King, the Dealer will check to see if they have Blackjack. If they do not have Blackjack, the player will then have the opportunity to surrender half of their wager when it is their turn to act on their hand and before they have acted on their hand. This is done through a verbal command by the player indicating they wish to surrender their hand.

Doubling Down: Players may Double Down on two or more cards, on any total including after splitting. No payouts are permitted over 1 to 1 on double hands. When Doubling Down, you draw only one additional card. If the Dealer gets Blackjack after you’ve Doubled Down, only the amount of the original wager is collected.

DoubleDown Rescue:After a player has elected to make a Double Down wager and an additional card has been delivered to the hand the player may elect to forfeit the original wager and retrieve the “Double Down” wager unless the total has exceeded a point total of “21”. This option is available on all Double Downs including after splitting pairs, by announcing to the Dealer “Rescue” .

Splitting Pairs: If your first two cards are a pair with the same numeric value, you may split them into two hands. You must bet the same amount as your original wager on each hand formed by splitting a pair. If the Dealer gets Blackjack, only the original wager is collected.

You must complete play on your first hand before playing your second hand. However, you may double down on each hand. If the split pairs are Aces, you will receive only one card on

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each for a total of two hands. For all other split pairs, a player may split one more pair if the second card dealt is identical in value to a card of the split pair, for a total of three hands. Aces may only be split once for a total of two hands.

MIDI AND MINI BACCARAT

Midi and Mini Baccarat are variants of Baccarat in which the object of the game is to get a point count closest to 9 on whichever hand the player wagers. Midi and Mini Baccarat involve just a few decisions, how much you want to bet and whether to bet on the Banker, the Player or the Tie bet. When betting on the Banker, the casino will collect 5% commission on money won. In both variations of Midi Baccarat and Mini Baccarat, the commission is collected at the time each winning Banker wager is paid. Winning Banker and Player wagers pay even money. A winning Tie bet pays 8 to 1.

In Midi and Mini Baccarat, eight decks of cards are used, which are shuffled and placed in the shoe. The Dealer deals all cards in Midi and Mini Baccarat.

Mini Baccarat variation: The game starts with four cards dealt from the shoe, forming two hands, one called the Player's hand, the other the Banker's hand. The first and third cards are dealt and placed face down in the appropriate spot for the Player's hand then turned face up. The second and fourth cards are placed face down in the appropriate spot for the Banker's hand until the Player's hand is called then the Banker's hand will be turned face up. Any additional cards needed to complete the hand will be drawn and exposed by the Dealer.

Midi Baccarat variation: The game starts with four cards dealt from the shoe, forming two hands, one called the Player's hand, the other the Banker's hand. The first and third cards are dealt to and "faced" by the player with the largest "Player" wager at the table unless there isn't a "Player" wager, then the cards will be "faced" by the dealer along with any additional cards needed to complete the "Player" hand. The second and fourth cards are dealt to and "faced" by the player with the largest "Banker" wager at the table unless there isn't a "Banker" wager, then the cards will be "faced" by the dealer along with any additional cards needed to complete the "Banker" hand.

If the point count of either hand is 8 or 9, it is called a Natural and no additional cards are

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drawn. The cards are dealt according to fixed rules. There are no options regarding drawing the third card for either the Player's or Banker's hands and the Dealer draws additional cards, if appropriate. All bets must be placed before the Dealer calls "no more bets" and the cards are dealt. The hand closest to nine wins and shall be paid at odds of 1 to 1. If both the

Player's and the Banker's hand result in identical totals, the Tie bet wins, but the Player's hand and the Banker's hand neither wins nor loses.

Any card from 2 to 9 is equal to its face value. Ace equals 1 and Deuce is 2. All tens and face cards, or any combination of them has no value. When the total of the cards exceeds 9, the first digit of the total is dropped, because in the games of Mini and Midi Baccarat all hands must be a single-digit number from 0 to 9. So: $9 + 5 = 4$, Jack + Ace = 1.

Dragon Bonus: Is a side wager which can be placed in conjunction with the Player or Banker wager. In order to place the bet, you must first have a wager on either the Player or Banker. The Dragon Bonus payout rules are as follows:

Naturals:

Natural winners pay 1 to 1

Natural ties Push

Non-Naturals:

Win by 9 points 30 to 1

Win by 8 points 10 to 1

Win by 7 points 6 to 1

Win by 6 points 4 to 1

Win by 5 points 2 to 1

Win by 4 points 1 to 1

Below is a description of the fixed rules governing the drawing of additional cards. No more than one additional card will be drawn to each hand.

Rules: Player

- When the first two cards total:

1, 2, 3, 4, 5, 0	Draws
6, 7	Stands
8, 9	Natural-Stands

Rules: Banker

- When the Player stands on 6 or 7, the Banker will always draw on totals of 0, 1, 2, 3, 4, or 5, and stand on 6, 7, 8, and 9.
- The Banker shall always draw on the totals of 0, 1 or 2, and then observe the following rules:
- If the Banker's first two cards total 3 the Banker will draw a third card if the Player's third card is 0, 1, 2, 3, 4, 5, 6, 7, or 9. If the Player's third card is 8 the Banker will stand.
- If the Banker's first two cards total 4 the Banker will draw a third card when the Player's third card is 2, 3, 4, 5, 6, and 7. If the Player's third card is 0, 1, 8, or 9 the Banker will stand.
- If the Banker's first two cards total 5 the Banker will draw a third card when the Player's third card is 4, 5, 6, or 7. If the Player's third card is 0, 1, 2, 3, 8, or 9 the Banker will stand.
- If the Banker's first two cards total 6 the Banker will draw a third card when the Player's third card is 6 or 7. If the Player's third card is 0, 1, 2, 3, 4, 5, 8, or 9 the Banker will stand.
- If the Banker's first two cards total 7, the Banker will always stand.
- If the Banker's first two cards total 8 or 9, (Natural) the Banker will stand and the Player cannot draw.

ROULETTE

In Roulette, you can be straight up, which means your bet is on any of the 38 single numbers, which include 0 and 00. Also, you can place combination bets—bets divided over a combination of adjoining numbers.

Where you place your chip or chips on the Roulette table is very important because this determines your bet. It is the player's responsibility for proper placement.

The Dealer spins the Roulette Wheel in one direction and a small white ball in the opposite direction. Bets may be placed on the Roulette table until the Dealer announces, "No more bets."

When the ball comes to rest, the Dealer calls out the winning number and places a marker on it. First the table is cleared of losing wagers and then all winners are paid.

During this time, players should not touch the table. Wait until the Dealer announces, "Place your bets," to put the chips down.

Each player's bet is kept separate from everyone else's because different color chips are used. The value of a stack of colored chips is determined by the player when purchasing the stack or stacks of chips. The value of a stack of colored chips is indicated by a numerical marker button placed on top of a chip of that color. (20 indicates \$20 per stack, 100 indicates \$100 per stack, etc.) These chips must be redeemed before you leave the particular table. Mount Airy Casino Resort also offers a European style single "0" Roulette wheel.

- A** Straight up 35:1
- bet is placed on a single number
- B** Split 17:1
- bet splits 2 numbers
- C** Street 11:1
- bet covers 3 numbers in a row
- D** Corner 8:1
- bet covers 4 numbers
- E** Basket 6:1
- bet covers 1, 2, 3 and both zeros
- F** Line 5:1
- bet covers 6 numbers in two rows
- G** Column 2:1
- bet covers 12 numbers
- H** Dozen 2:1
- bet covers 12 numbers
- I** Low number 1:1
- bet covers numbers between 1-18
- J** High number 1:1
- bet covers numbers between 19-36
- K** Red / Black 1:1
- bet covers red or black numbers
- L** Odd / Even number 1:1
- bet covers odd or even numbers
- M** Zero Split 17:1
- bet splits both zeros



STRAIGHT UP BETS (these are based on the image in example)

<u>Bet</u>	<u>Odds</u>	<u>Bet Position on Layout</u>
Straight Up	35 to 1	Any one number including 0 or 00
Column	2 to 1	Any of the 12 numbers in the Corresponding winning vertical column
Any Dozen	2 to 1	Any number in the corresponding winning dozen, 1-12, 13-24 or 25-36
Red or Black	1 to 1	Any number in the corresponding winning color
1-18 or 19-36	1 to 1	Any number in the corresponding winning section
Even or Odd	1 to 1	Corresponding winning even or odd number

COMBINATION BETS

Two Numbers	17 to 1
Three Numbers	11 to 1
Four numbers	8 to 1
Five Numbers	6 to 1
Six Numbers	5 to 1

TEXAS HOLD'EM BONUS POKER

Texas Hold'em Bonus Poker features head-to-head play against the Dealer and an optional Bonus wager that pays odds if the player's initial two cards are a pair of 2s or better.

To begin each round, players make an Ante bet and may also make the Bonus side bet. Once players receive their two hole cards, they must either place a bet equal to twice their Ante in the "Flop" betting area or fold. The Dealer then reveals the three card flop and players can check or place a bet equal to their Ante in the "Turn" betting area. The dealer then reveals the Turn card, and players can check or place a bet equal to their Ante in the "River" betting area. The Dealer then reveals the final community card, the River.

Next, the Dealer reveals his two hole cards and announces his hand. If the Dealer's hand beats the player's hand, the player's Ante, Flop, Turn and River bets lose. If the player and Dealer tie, all bets push with the exception of the Bonus wager. This bet either wins or loses. If the player's hand beats the Dealer's, his Flop, Turn and River bets win even money. The player also wins even money on the Ante bet if his winning hand is a straight or better. The Ante bet is returned if the player's winning hand is less than a straight. Lastly, the optional Bonus bet pays out based on the pay table below, even if the player loses to the Dealer's hand.

Odds for Bonus Wager

<u>Player's Two Cards</u>	<u>Odds</u>
Ace-Ace	30 to 1
Ace-King (same suit)	25 to 1
Ace-Queen or Ace-Jack (same suit)	20 to 1
Ace-King (different suits)	15 to 1
King-King, Queen-Queen or Jack-Jack	10 to 1
Ace-Queen or Ace-Jack (different suits)	5 to 1
A pair of 10-10 through Two-Two	3 to 1

Progressive Wager

Texas Hold'em Bonus, Let It Ride, Mississippi Stud, and Crazy 4 Poker are linked together. By placing a \$5 wager on the progressive sensor you have the opportunity to win all or part of the progressive jackpot listed on the display screen. The payoff structure for the wager is as follows:

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Royal flush	100% of meter
Straight flush	10% of meter
Four-of-a-kind	300 for 1
Full house	50 for 1
Flush	40 for 1
Straight	30 for 1
Three-of-a-kind	9 for 1

PAI GOW POKER

Pai Gow Poker, sometimes called Asia Poker or Double Handed Poker, was first introduced in California in 1986. It was immediately popular upon introduction and was added to the floor of every card room in the State of California. Before long, it was on the casino floor of the gambling halls of Nevada. Its popularity has grown by leaps and bounds and its appeal is widespread.

The object of the game is to beat the Banker. The Banker can be any player or the Dealer. Any player who wishes to Bank must accept responsibility for all wagers made during that round of play. The Banking option will be offered to each player, in turn, rotating in a counterclockwise direction. The Banking player must have chips enough to cover all wagers placed in that round and must have wagered in the previous round that the Dealer acted as Banker. No player will be required to accept the Bank and the Dealer will act as Banker when all players decline.

All players and the Dealer will receive seven cards, which they will use to construct two separate hands, one consisting of two cards and one of five. These hands will be set or ranked using standard Poker rankings. Seven cards will be dealt to each betting area, including the Dealer, regardless of whether a player is present.

The two-card hand is called the Second Highest, the Low Hand, or the Front Hand. The highest ranked two-card hand would be a pair of Aces. Since only two cards are used, a straight or a flush is impossible. The five-card hand must always be equal to or higher in rank

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than the two-card hand. If the two-card hand is set higher than the five-card hand, the hand is considered a foul and that player is an automatic loser.

The five-card hand is called the High or Highest hand, or the Back Hand. The five-card hand will contain normal poker hands, i.e., straights, flushes, four of a kind, etc. The highest possible five-card hand is Five Aces, which is formed by using the 53rd card in the deck, the Joker. In addition the second highest Straight in Pai Gow Poker is A, 2, 3, 4, 5.

The Joker can be used as an Ace, as the missing card in a straight, straight flush, royal flush, or as the highest card absent from a flush. It will assume the rank of the card it replaces, or it will be ranked as an Ace. The Joker cannot be used to form pairs, three-, four- or five-of-a-kind with any cards other than Aces.

In order for the player to win, his two-card hand and his five-card hand must be higher in rank than the corresponding two-card hand and five-card hand of the Bank. If both of the player's hands are higher than the Banker's hands, the player will be paid the same amount as he wagered, less a 5% commission. The Dealer will collect the commission when the winning wager is paid. If either hand of the player is higher than either hand of the Banker and the other is not, the hand will be considered a tie or a push and no money is won or lost. No commission will be charged on pushes and the player will be allowed to change or remove his bet before the start of the next hand.

If neither of the player's hands is higher than the Banker's hands, the player will lose. The player will only lose the amount wagered. No commission will be charged on losing hands. Sometimes, when comparing the Banker's hand to the player's hand, the cards of the two-card hand will be identical. This is called a Copy Hand. The Bank will automatically win all Copy Hands. This is one advantage of being the Banker.

Each player at the table shall be responsible for setting his or her hand and no other person except the Dealer may touch the cards of that player. Each player shall be required to keep the seven cards in full view of the Dealer at all times. Once each player has set a High and Low Hand and placed the two hands down on the appropriate area of the layout, the player shall not touch the cards again. The Dealer must set his or her hand by using a set of rules known as the House Ways. Players may request assistance from the Dealer in setting their hands according to House Ways.

Also, any player wishing to join a partnership with the house may do so by requesting Co-

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Banking. Co-Banking occurs when the requesting player and Dealer act as the Banker on a fifty-fifty basis. When Co-Banking is in effect, the Dealer will handle the Bank hand and set according to the House Ways.

Three dice contained in a shaker will be used to determine where the first card will be dealt. The Dealer, when the house is Banking, or the Banking player will be counted as 1, 8, or 15. After the cards have been shuffled and cut, the Dealer or Banker will shake the dice. The dice are uncovered and totaled by the Dealer. The count will begin with the Dealer or Banking player and continue in a counterclockwise direction until it matches the total on the dice. That position will be marked as the starting point for the dealing procedure.

All bets must be placed prior to the Dealer's announcement of, "No more bets."

PAI GOW TILES

Pai Gow is an ancient Chinese betting game played with Chinese dominoes also called tiles.

The object of the game is to beat the Banker. The Banker can be any player or the Dealer. Any player who wishes to Bank must accept responsibility for all wagers made during that round of play. The Banking option will be offered to each player, in turn, rotating in a counterclockwise direction. The Banking player must have enough chips to cover all wagers placed in that round and must have wagered in the previous round that the Dealer acted as Banker. No player will be required to accept the Bank and the Dealer will act as Banker when all players decline.

Pai Gow is played with a set of 32 Chinese tiles, which form 16 permissible pairs.

A hand with any permissible pair is ranked higher than a hand that does not contain a pair.

The highest-ranking hand is the Supreme Pair, followed by Matched Pairs, and Unmatched or Mixed Pairs. The next highest-ranking hands are special combinations known as Wongs and Gongs. Hands consisting of Wongs or Gongs are ranked lower than Pairs.

Wongs are formed with the highest-ranking single tile, 12, and either 9 (Teen Wong) or the second-highest tile, 2, and either 9. Please refer to the Single Tile Ranking Chart.

Gongs are formed with the highest-ranking single tile, 12, and any 8 (Teen Gong) or the second-highest tile, 2, and any 8 (Day Gong).

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The next highest-ranking hands are numeric value hands, the highest of which is 9. Hands that do not contain pairs have numeric values.

Each tile has a numeric value and a symbolic ranking.

To find the numeric value, add the spots on each tile. The total will never be higher than 9 because only the last digit in the total number of spots is used.

To find the ranking of each tile and each permissible pair, refer to the ranking charts.

Two tiles will combine to form a hand. Add the total number of spots contained on the two tiles. If the numeric total of the spots is a two-digit number, the left digit is discarded and the right digit is the value of the hand.

When two hands have the same numeric value, the ranking will determine the winner. To determine which hand is higher, find 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 Bank wins all Copy hands.

When two hands have the same numeric value of zero, they are considered equally bad, regardless of the high tile and the Bank will win all zero tiles. When the two tiles that form the highest-ranking hand (the Supreme Pair) are used separately, the numeric value is interchangeable. The 3 can be counted as 6 and the 6 can be counted as 3. They lose their highest pair rank and become low-ranking tiles (fifteenth and seventeenth on the Single Tile Ranking chart).

To begin the game, the players will place their wagers before the Dealer announces, "No more bets." The Dealer will shuffle or "wash" the tiles and stack them into eight stacks of four tiles each. Three dice, contained inside the Pai Gow shaker, will be used to determine the starting position for dealing the tiles. The Dealer or Banker will shake the Pai Gow shaker at least three times. The Dealer will uncover the dice and announce the total. The count will begin with the Dealer or the Banking player and continue with each betting position in a counterclockwise direction until it matches the total on the dice. That position will receive the first stack of tiles.

After the tiles have been delivered, each player will "set" their tiles into two hands of two tiles each; a High Hand and a Low Hand. The players will place their hands face down behind the betting area, separated into two distinct hands. Once the player has set his tiles face down on

the layout he or she will not be permitted to touch the tiles again.

Each player at the table is responsible for setting his or her own hands and no other person except the Dealer may touch the tiles of that player. Each player is required to keep the four tiles in full view of the Dealer at all times.

After the players have set their hands, the Dealer will arrange his or her tiles into a High and Low Hand. The Dealer must set his or her hand by using a set of rules known as "the House Way." A copy of these rules is available at the Security Podium. Players may request assistance from the Dealer in setting their hands according to House Ways.

The Dealer will compare the Low Hand of the Bank (Dealer/Bank or player/Bank) to the Low Hand of the players and the High Hand of the Bank to the High Hand of the players and announce if the wager of that player wins, loses, or is a tie which is known as a Push.

In order for the player to win, his Low Hand and High Hand must be higher in rank than the Low Hand and High Hand of the Bank. In the case of zero tiles, the Bank wins. The winning wagers will be paid at even money less a 5% commission. The Dealer will collect the commission when the winning wager is paid.

If either hand of the player is higher than either hand of the Bank and the other is not, the hand will be considered a Push and no money is won or lost. No commission will be charged on Pushes and the player will be allowed to change or remove his bet before the start of the next hand.

If neither of the player's hands is higher than the Bank's hands, the player will lose. The player will lose the amount wagered and no commission will be charged on losing hands.

Any player wishing to join in a partnership with the house may do so by requesting Co-Banking. Co-Banking occurs when the requesting player and the Dealer act as the Banker on a fifty-fifty basis. When Co-Banking is in effect, the Dealer handles the Bank hand, setting it according to House Ways.

All wagers at Pai Gow shall be made by placing gaming chips or matchplay coupons on the appropriate betting area of the layout, before the Dealer has announced, "No more bets." At which time no wager may be increased or withdrawn.

No verbal wagers accompanied by cash are accepted.

Only players who are seated at the Pai Gow table may place a wager at the game. Once a player has placed a wager and received tiles, he must remain seated until the completion of the round of play.

Pai Gow Tile Rankings

When comparing high hands or low hands to determine the higher ranking hand, the determination is first based upon the rank of any permissible pair of tiles which are contained in the hands. A hand with a permissible pair of tiles rank higher than a hand which does not contain any permissible pair. The permissible pairs of tiles and their rank, with the Supreme Pair being the highest or first ranking pair, are as follows:

<u>Ranking</u>	<u>Pairing</u>
	<u>Supreme Pair</u>
First	Six (2-4) and Three (1-2)
	<u>Matched Pairs</u>
Second	Twelve (6-6) and Twelve (6-6)
Third	Two (1-1) and Two (1-1)
Fourth	Eight (4-4) and Eight (4-4)
Fifth	Four (1-3) and Four (1-3)
Sixth	Ten (5-5) and Ten (5-5)
Seventh	Six (3-3) and Six (3-3)
Eighth	Four (2-2) and Four (2-2)
Ninth	Eleven (5-6) and Eleven (5-6)
Tenth	Ten (4-6) and Ten (4-6)
Eleventh	Seven (1-6) and Seven (1-6)
Twelfth	Six (1-5) and Six (1-5)
	<u>Mixed or Unmatched Pairs</u>
Thirteenth	Mixed Nines (3-6 and 4-5)
Fourteenth	Mixed Eights (3-5 and 2-6)

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Fifteenth Mixed Sevens (3-4 and 2-5)
Sixteenth Mixed Fives (1-4 and 2-3)

Wongs

Seventeenth Twelve (6-6) and Nine (4-5)
Twelve (6-6) and Nine (3-6)
Eighteenth Two (1-1) and Nine (4-5)
Two (1-1) and Nine (3-6)

Gongs

Nineteenth Twelve (6-6) and Eight (2-6)
Twelve (6-6) and Eight (3-5)
Twelve (6-6) and Eight (4-4)
Twentieth Two (1-1) and Eight (2-6)
Two (1-1) and Eight (3-5)
Two (1-1) and Eight (4-4)

<u>Ranking</u>	<u>Tile</u>	<u>Number of Tiles in Set</u>
First	Twelve (6-6)	2
Second	Two (1-1)	2
Third	Eight (4-4)	2
Fourth	Four (1-3)	2
Fifth	Ten (5-5)	2
Sixth	Six (3-3)	2
Seventh	Four (2-2)	2
Eighth	Eleven (5-6)	2
Ninth	Ten (4-6)	2
Tenth	Seven (1-6)	2
Eleventh	Six (1-5)	2
Twelfth	Nine (3-6)	1
Twelfth	Nine (4-5)	1
Thirteenth	Eight (2-6)	1
Thirteenth	Eight (3-5)	1
Fourteenth	Seven (2-5)	1
Fourteenth	Seven (3-4)	1
Fifteenth	Six (2-4)	1
Sixteenth	Five (1-4)	1

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Sixteenth	Five (2-3)	1
Seventeenth	Three (1-2)	1

If the highest ranking tile in each hand being compared is of identical rank, the hand is considered a copy hand, and the hand of the dealer is considered the higher ranking hand.

LET IT RIDE POKER

This easy to learn game offers guests the opportunity to control two of their three bets wagered. It is based on Five-Card Stud Poker; however, the players do not play against the Dealer or any other player.

How to Play

Bets

All bets must be placed prior to the Dealer announcing, "No More Bets." Each player places three (3) equal bets in the spaces indicated 1, 2, and \$.

The Deal

The Dealer deals three (3) cards to each player face down. He also deals three "Community" cards face down on a designated area on the layout. The community card on the Dealer's left is removed and placed in the discard rack without exposing the card, leaving two community cards.

The Play

You are not playing against the Dealer or the other players. You are simply trying to get the best possible Poker hand by using your three cards and two community cards, which are exposed one at a time by the Dealer. If your five-card hand contains a pair of 10's or better, you win.

Each player will be required to keep their three cards in full view of the Dealer at all times.

The winners are paid according to the payout schedule below.

After looking at their first three cards, the player may ask for their first bet back or they may

“Let It Ride.”

The Dealer turns up one community card. The player may then ask for their second bet back or “Let It Ride.” After each player has made a decision regarding bet number two, each player’s cards will be placed face down on the designated area of the layout. At this time, cards may not be touched again.

The Dealer then turns up the second community card and in a counterclockwise direction, turns the three cards of each player face up. After collecting all losing wagers, the Dealer pays all winning hands according to the payout schedule.

Regardless of the decision made concerning the first or second bet, a player may not take back the third bet, which is denoted on the layout by a dollar sign (\$).

Players cannot show their hands to other players. There is a \$50,000 maximum payout per player per hand (only applies to the basic payable).

Let-It-Ride Payout Schedule

Royal Flush	1,000 to 1
Straight Flush	200 to 1
4 of a Kind	50 to 1
Full House	11 to 1
Flush	8 to 1
Straight	5 to 1
3 of a Kind	3 to 1
Two Pair	2 to 1
Pair of 10s or better	1 to 1

\$1 optional Let-It-Ride 5 Card Bonus wager will be paid if a player’s hand consists of any of the below hands and will be a total payoff for the \$1 bet starting with a Three of a Kind.

\$1 Let-It-Ride 5 Card Bonus Wager is as follows:

Royal Flush	\$25,000
Straight Flush	\$2,500
Four of a Kind	\$400
Full House	\$200
Flush	\$50
Straight	\$25
Three of a Kind	\$5

3 Card Bonus Wager:

A Player may place an optional "3 Card Bonus" wager to begin a new round of play along with the Let-It-Ride wagers. A "3 Card Bonus" wager is independent of the Let-It-Ride hand and will be paid on its own merit. In other words, if the 3 Card Bonus hand contains a Pair or better, that Player will be paid for his/her 3 Card Bonus wager. This wager must be paid regardless of whether the Let-It-Ride hand wins or not.

3 Card Bonus Payout Schedule

Straight Flush 40 to 1
Three of a Kind 30 to 1
Straight 6 to 1
Flush 3 to 1
Pair 1 to 1

The \$50,000 maximum does not apply to the Bonus payout.

Progressive Wager

Texas Hold'Em Bonus, Let It Ride, Mississippi Stud, and Crazy 4 Poker are linked together. By placing a \$5 wager on the progressive sensor you have the opportunity to win all or part of the progressive jackpot listed on the display screen. The payoff structure for the wager is as follows:

Royal flush	100% of meter
Straight flush	10% of meter
Four-of-a-kind	300 for 1
Full house	50 for 1
Flush	40 for 1
Straight	30 for 1
Three-of-a-kind	9 for 1

THREE CARD POKER

Three Card Poker is a new and exciting variation to Poker in which each player and the Dealer receive three cards.

Ranks of Hands (Highest to Lowest)

Straight Flush	3 cards of the same suit in consecutive rank
Three-of-a-Kind	3 cards of the same rank, regardless of suit
Straight	3 cards of consecutive rank, regardless of suit
Flush	3 cards of same suit, regardless of rank
Pair	2 cards of same rank, regardless of suit

When comparing two hands of identical rank, the hand that contains the highest-ranking card shall be considered the highest-ranking hand. If the hands are identical after this application, the hand shall be considered a draw.

Wagers

Before the first hand is dealt, a player may compete solely against the Dealer by placing an Ante wager in an amount within the minimum and maximum wagers posted at the table and then placing a Play Wager in an equal amount.

A player may compete solely against a posted payout table by placing a Pair Plus Wager, which may be in any amount within the minimum and maximum wagers posted at the table.

A player may compete against both the Dealer and the posted payout table by placing both an Ante and Pair Plus Wager. All bets must be made prior to the dealer announcing "no more bets."

Place a Six Card Bonus wager. This wager combines your three card hand with the Dealer's three card hand to make your best five card poker hand. You win with a three of a kind or better. The player is eligible to win this wager even if he folds his Ante/Play wager. If the five card poker hand contains a Three-of-a-Kind or Better, this Bet wins. See Six Card Bonus payable for odds.

How to Play

To play against the Dealer, you must make an Ante wager. After viewing your three cards, you have the option to either place a Play wager equal to the Ante wager or forfeit your Ante and if applicable, your Pair Plus wager. The Dealer must have Queen High or Better to play. If

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the Dealer's hand does not contain a Queen High or Better, your Ante wager wins 1 to 1, and your Play wager is returned. If the Dealer's hand does contain a Queen High or Better and the Player's hand beats the Dealer's hand, the Play wager is paid 1 to 1 and the Ante wager is paid 1 to 1. In the event of a Tie, then it is a Push and wagers are returned.

The Pair Plus wager allows you to bet the ranked value of the hand against the posted payout and is not in competition against the Dealer's hand.

The payout for the Pair Plus wager shall be as follows:

Pair	1 to 1
Flush	3 to 1
Straight	6 to 1
Three-of-a-Kind	30 to 1
Straight Flush	40 to 1

A player placing an Ante wager and a Play wager shall be paid an Ante Bonus if the player's hand consists of the following:

Straight	1 to 1
Three-of-a-Kind	4 to 1
Straight Flush	5 to 1

If the player makes an Ante wager and a Pair Plus wager but fails to make a Play wager, the player shall forfeit both the Ante wager and the Pair Plus wager.

The payout odds for the Six Card Bonus bet are as follows:

Royal Flush	1,000 to 1
Straight Flush	200 to 1
Four-of-a-Kind	50 to 1
Full House	25 to 1
Flush	15 to 1
Straight	10 to 1
Three-of-a-Kind	5 to 1

POKER PARLOR

Mount Airy Casino Resort's Poker Parlor has a very wide selection of games. Sign up to play at the front podium at the Poker Parlor entrance. Our friendly staff is available to answer your questions and show you to the first available seat.

Buy-Ins

The Buy-In for all games is five (5) times the maximum bet unless otherwise posted on the plaque on the poker table. Of course, you may Buy-In for any amount over the posted minimum. Example: The minimum Buy-In for \$1–3 limit is \$15. The minimum Buy-In for \$15–30 limit is \$150.

Seven Card Stud

This is the most widely played poker game. A total of seven cards are dealt to a player, two down and one up at the beginning, with the low card by suit (Clubs, Diamonds, Hearts, and Spades ranked from the lowest to the highest) initiating the action. On subsequent rounds, the High Hand on board initiates the betting action. The last card is dealt face down.

Seven Card Stud High-Low 8 or Better

An eight (8) qualifier is needed to make a Low Hand. This means you must have a five-card hand with no pairs and no card higher than an eight to win the low. Aces are low. The low card by suit initiates betting on the first round. An Ace counts as a high card for this purpose.

Hold 'em

This is a form of Seven Card Stud where each player is dealt two cards to begin. After the first round of betting, three cards are turned up in the center of the table for all to share followed by another round of betting. Then the fourth community card is exposed. Another round of betting takes place. The fifth card is exposed and a final round of betting takes place. The best five cards play.

Omaha

This is a version of Hold 'em in which each player receives four down cards. Five community cards are shared and each player must play exactly two cards from his hand and three from the board.

Omaha High-Low Split Eight or Better

Split-pot games use a qualifier of eight or better for low. A player may use any two cards from his hand for high and the same or any other combination of two cards for low. This game is played with a "Full Kill" meaning when 1 player wins 2 consecutive hands or both High and Low hand within the same hand a "Full Kill will go into effect and the Blinds will double for the next hand.

Poker Rankings

The rank of the cards used in all types of Poker other than Low-hand Poker, for determining winning hands, listed in order of highest to lowest rank, are: Ace, King, Queen, Jack, 10, Nine, Eight, Seven, Six, Five, Four, Three and Two. All suits are equal in rank. However, an Ace may be used to complete a Straight Flush or a Straight formed with a Two, Three, Four and Five.

The permissible High Poker hands in Poker games that result in a full five-card hand, in order of highest to lowest rank, will be:

- A Royal Flush, which is a hand consisting of an Ace, King, Queen, Jack and 10 of the same suit.
- A Straight Flush, which is a hand consisting of five cards of the same suit in consecutive ranking, with King, Queen, Jack, 10 and Nine being the highest ranking Straight Flush and Ace, Two, Three, Four and Five being the lowest ranking Straight Flush
- A Four-of-a-Kind, which is a hand containing four cards of the same rank regardless of suit, with four Aces being the highest ranking Four-of-a-Kind and four Twos being the lowest ranking Four-of-a-Kind.
- A Full House, which is a hand consisting of a Three-of-a-Kind and a Pair, with three Aces and two Kings being the highest ranking Full House and three Twos and two Threes being the lowest ranking Full House.
- A Flush, which is a hand consisting of five cards of the same suit.
- A Straight, which is a hand consisting of five cards of consecutive rank, regardless of suit, with an Ace, King, Queen, Jack and 10 being the highest ranking Straight and an Ace, Two, Three, Four and Five being the lowest ranking Straight. However, an Ace may not be combined with any other sequence of cards for purposes of determining a winning hand (for example, Queen, King, Ace, Two and Three).
- A Three-of-a-Kind, which is a hand containing 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.
- Two Pairs, which is a hand containing two cards of the same rank together with another two cards of the same rank, with two Aces and two Kings being the highest ranking two Pairs and two Threes and two Twos being the lowest ranking two Pairs.
- One Pair, which is a hand containing 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.

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- High Card, which is a hand containing no Pair. The five highest cards will be considered the poker hand

PokerRake

Mount Airy Casino Resort will extract up to 10% of the total pot not exceeding \$5 on all games offered, known as the “Rake”. On higher limit games starting with 10/20 “Limit” and up and 5/10 “No Limit” and up Mount Airy will not extract money from the pot but will charge a \$6 per player per half hour fee known as a “Time game”.

Bad Beat Jackpot Rules

The jackpot will be funded by all cash Texas Hold'em games. A maximum of one dollar will be removed from each pot when it reaches ten dollars. If the pot does not reach ten dollars that round is not eligible for the Bad Beat Jackpot.

The jackpot will be paid out when a bad beat hand occurs. This consists of a minimum of one player with Full House of AAA, KK and the other player with Four of a Kind or better.

Both hole cards must be used in making the best five card poker hand and a minimum of four players must be dealt into the hand for the bad beat to be valid.

CRAZY 4 POKER

Crazy 4 Poker is a volatile and exciting game that features head-to-head play against the Dealer and two bonus bets.

To begin, players must make equal Ante and Super Bonus wagers. An optional Queens Up wager is also available. Players and the Dealer each receive five cards to make their best four card poker hands. After seeing their cards, players may fold or stay in the game by making the Play wager, which must match their Ante unless they have a pair of Aces or better. With a pair of Aces or better, players may bet up to three times their Ante ("Triple Down"). Players who fold forfeit all wagers.

Players win when the Dealer does not qualify, or when their hand beats the Dealer's qualifying hand of at least a King-high. When the Dealer fails to qualify, players win even money on their Play wagers, and their Ante wagers push. When the player's hand beats the Dealer's qualifying hand, players win even money on the Play and Ante wagers. Players lose both wagers when their hand loses to the Dealer's hand. Players win the Queens Up bet with a pair of Queens or better, and win the Super Bonus with a straight or better. Crazy 4 also pays a premium for the top hand in the game – four Aces. The player's Super Bonus Wager is returned if the player beats the Dealer with a hand that is not a straight or better.

Hands are ranked from highest to lowest as follows:

- Four of a Kind
- Straight Flush
- Three of a Kind
- Flush
- Straight
- Two Pair
- Pair
- High Card

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Super Bonus Pay Table

<u>Hand</u>	<u>Odds</u>
Four Aces	200 to 1
Four-of-a-Kind	30 to 1
Straight Flush	15 to 1
Three-of-a-Kind	2 to 1
Flush	3 to 2
Straight	1 to 1

Queens Up Pay Table

<u>Hand</u>	<u>Odds</u>
Four-of-a-kind	50 to 1
Straight Flush	40 to 1
Three-of-a-kind	7 to 1
Flush	4 to 1
Straight	3 to 1
Two Pair	2 to 1
Pair of Queens or Better	1 to 1

Progressive Wager

Texas Hold'Em Bonus, Let It Ride, Mississippi Stud, and Crazy 4 Poker are linked together. By placing a \$5 wager on the progressive sensor you have the opportunity to win all or part of the progressive jackpot listed on the display screen. The payoff structure for the wager is as follows:

Royal flush	100% of meter
Straight flush	10% of meter
Four-of-a-kind	300 for 1
Full house	50 for 1
Flush	40 for 1
Straight	30 for 1
Three-of-a-kind	9 for 1

MISSISSIPPI STUD

Mississippi Stud is a poker-based game where the player just needs a pair of Jacks or higher

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to win. Any pair of 6s through 10s will be a push.

To play, players make an Ante bet to receive their first two cards. The Dealer will place three community cards face down in the middle of the layout. Once they receive their cards, players may either fold or make the 3rd Street bet of one to three times their Ante. The dealer will then reveal the first community card and players may either fold or make the 4th Street bet of one to three times their Ante. The dealer will then reveal the second community card and players can either fold or make the 5th Street bet of one to three times their Ante.

After the Dealer turns over the final community card, he resolves all bets left in action. Players win if their five card hand contains a pair of Jacks or better. Note: When a player folds, he forfeits all bets left in action.

3rd Street Wager – An additional wager made by a player, in an amount equal to one, two or three times the player's Ante Wager, after the player has been dealt the initial two cards.

4th Street Wager – An additional wager made by a player, in an amount equal to one, two or three times the player's Ante Wager, after the first community card is revealed by the Dealer.

5th Street Wager – An additional wager made by a player, in an amount equal to one, two or three times the player's Ante Wager, after the second community card is revealed by the Dealer.

Mississippi Stud Pay Table

Hand	Odds
Royal Flush	500 to 1
Straight Flush	100 to 1
Four-of-a-kind	40 to 1
Full House	10 to 1
Flush	6 to 1
Straight	4 to 1
Three-of-a-kind	3 to 1
Two Pair	2 to 1
Pair of Jacks or Better	1 to 1
Pair of 6s thru 10s	Push
All other	Loss

A Player may place an optional "3 Card Bonus" wager to begin a new round of play along with the Mississippi Stud wagers. The "3 Card Bonus" side bet is based on the three community cards only. A "3 Card Bonus" wager is independent of the

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Mississippi Stud hand and will be paid on its own merit. In other words, if the 3 Card Bonus hand contains a Pair or better, that Player will be paid for his/her 3 Card Bonus wager. This wager must be paid regardless of whether the Mississippi Stud hand wins loses or folds.

3 Card Bonus Pay Table

Mini-Royal	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

Progressive Wager

Texas Hold'Em Bonus, Let It Ride, Mississippi Stud, and Crazy 4 Poker are linked together. By placing a \$5 wager on the progressive sensor you have the opportunity to win all or part of the progressive jackpot listed on the display screen. The payoff structure for the wager is as follows:

Royal flush	100% of meter
Straight flush	10% of meter
Four-of-a-kind	300 for 1
Full house	50 for 1
Flush	40 for 1
Straight	30 for 1
Three-of-a-kind	9 for 1

BIG SIX

The player will place his/her bet in one of the boxes on the layout matching a symbol on the

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wheel. The wheel contains 52 spaces that are marked with five(5) different symbols plus one (1) joker and one (1) casino spot for a total of 54spaces. The breakdown of the wheel is:

<u>Number of Spaces</u>	<u>Payoff Rate</u>	<u>Symbol</u>
23	1 to 1	Fox
15	2 to 1	Squirrel
8	5 to 1	Rabbit
4	10 to 1	Deer
2	20 to 1	Wolf
1	45 to 1	“Joker” with Bear
1	45 to 1	Mount Airy logo

The player can place a bet until the Dealer calls “no more bets”. At that time the Dealer spins the wheel. The wheel must complete at least three (3) rotations for the spin to be valid. If there is a malfunction and the clapper does not stop inside one of the spaces, the spin is void, and the Dealer must spin again.

If a player has bet on the symbol on which the wheel stops, he/she wins. All other bets lose.

DOUBLE BACK JACK

This game is similar to conventional blackjack with some variations. Blackjack pays 2 to 1 and is paid immediately. Player blackjack always beats dealer blackjack. A player's hand totaling 21 in three or more cards always wins and is paid immediately. If a player's hand exceeds 21, they may buy back into the game by placing a Second Chance Wager equal to their current bet. The dealer would deal the player one card sideways. The value of that card is subtracted from the player's point total. Aces count as one after a player places a Second Chance Wager. If the new value is 22 or more, the player loses both bets. If the new value of the player's hand is 21, the dealer pays the player's Second Chance Wager and returns the player's Blackjack Wager. If the new value is less than 21, the player waits for the dealer to finish all other hands and regular blackjack rules apply. If the total point count of the dealer's hand is 22, the dealer returns all the remaining player's Blackjack Wagers and Second Chance Wagers. If the total point count of the dealer's hand is 21 or less, the dealer shall, starting with the player farthest to the dealer's right and continuing around the table in a counterclockwise direction, settle the remaining player's hands. Players may split their initial two cards including Aces once for a total of two hands. Players may double down on any two card total other than 21 including after splitting. Players who decide to place a Second

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Chance Wager after doubling down, must place a wager equal to the sum of their original bet and double down wager. If the dealer has an Ace showing, the player may take insurance and possibly win 2 to 1 on both bets.

CRISS CROSS POKER

Criss Cross Poker is a poker-based game where the player just needs a pair of Jacks or higher to win. Any pair of 6s through 10s is a push.

Players are required to make two wagers of equal value – an Ante Across Wager and an Ante Down Wager – to receive their first two cards. They may also place a 5 Card Bonus Wager which is paid at the odds defined in the 5 Card Bonus payable below. Five community cards are placed on the table face down to form a cross. After dealing the five community cards starting with the player farthest to the dealer's left and continuing around the table in a clockwise manner, the dealer delivers a stack of two cards face down to each player who placed the required Ante Wagers. If the player chooses to participate in the hand, they are required to make an Across Bet, which must be 1 to 3 times their Ante Across Wager. If not, their initial Ante Across and Ante Down Wagers are forfeited. However, players who placed a 5 Card Bonus Wager still have an opportunity to win. Once all Across Wagers are placed, the two outside community cards in the horizontal row are revealed. If the player chooses to continue to participate in the hand, they must make a Down Bet, which may range from 1 to 3 times their Ante Down Wager. If not, their initial Ante Across, Ante Down, and Across bets are forfeited. However, players who placed a 5 Card Bonus Wager still have an opportunity to win. Once all Across Wagers are placed, the two outside community cards in the vertical row are revealed. If the player chooses to continue to participate in the hand, they must place a Middle Bet, which must be 1 to 3 times their Ante Across Wager or Ante Down Wager. If not, their initial Ante Across Wager, Ante Down Wager, Across Bet, and Down Bet are forfeited. However, if they made a 5 Card Bonus Wager, they still have an opportunity to win. Once all Middle Bets are placed, the middle community card will be revealed. The 5 Card Bonus Bet consists of the 5 card poker hand made from the 5 community cards. The 5 Card Bonus Bet loses if the 5 community card hand has a poker rank lower than a pair of sixes. The 5 Card Bonus Wager wins if the 5 community card hand has a poker rank equal to or higher than a pair of sixes. The Ante Across Wager and Across Bet lose if the player's across hand has a rank lower than a pair of sixes. The Ante Down Wager and Down Bet lose if the player's down hand has a rank lower than a pair of sixes. If both hands have a rank lower than a pair of sixes, the Middle Bet loses. The Ante Across Wager and Across Bet push if the player's across hand is a pair of sixes through tens. The Ante Down Wager and Down Bet push if the

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player's down hand is a pair of sixes through tens. The Middle Bet pushes if either hand is a pair of sixes through tens. The Ante Across Wager and Across Bet win if the player's across hand has a rank equal to or higher than a pair of Jacks. The Ante Down Wager and Down Bet win if the player's down hand has a rank equal to or higher than a pair of Jacks. If one hand or both hands have a rank equal to or higher than a pair of Jacks, the Middle Bet wins. The Middle Bet payout is based on the higher ranking hand and is paid only once. All winning Ante Across and Ante Down Wagers are paid in accordance with the ante bet payable below. All winning Across Bets, Down Bets, and Middle Bets are paid in accordance with the Criss Cross payable below.

5 CARD BONUS PAY TABLE

Royal Flush	250 to 1
Straight Flush	100 to 1
Four of a Kind	40 to 1
Full House	15 to 1
Flush	10 to 1
Straight	6 to 1
Three of a Kind	4 to 1
Two Pair	3 to 1
Pair of 6's or Better	1 to 1

CRISS CROSS PAY TABLE

Royal Flush	500 to 1
Straight Flush	100 to 1
Four of a Kind	40 to 1
Full House	12 to 1
Flush	8 to 1
Straight	5 to 1
Three of a Kind	3 to 1
Two Pair	2 to 1
Pair of Jack's or Better	1 to 1
Pair of 6's through 10's	PUSH

ANTE BETS PAY TABLE

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Pair of Jacks or Better

1 to 1

Pair of 6's through 10's

PUSH

ALL BETS MUST BE 1x to 3x THE ANTE BET

LUNAR POKER

Lunar Poker is a 5 card draw poker game against the house. To play the game a player must place an "Ante" wager. The player may also place an optional "Super" wager. The Super wager must be equal to or greater than the Ante wager. If a player elects to place a "Super" wager on another player's hand or the dealer's hand, it must at least meet the table minimum. The player is dealt five cards. The player will check their initial five cards and if they have won a "Super" wager, they must declare the hand to the dealer before play continues. The Super wager will be paid according to the pay table below. If the player's first five cards are a Royal Flush or a Straight Flush, that player qualifies for the "Super" bonus instant payout and their hand is over for that round of play. The player will then decide whether to fold, play, or draw. To draw, the player pays 1 times their Ante bet to buy a 6th card or exchange 2 – 5 cards. Once the draw option has been taken, the player decides to fold or play. To play, the player places a Bet wager which is 2 times their Ante bet. The dealer then reveals their cards. At this time any player that made a "Super" bonus wager on the dealer's hand will either be paid according to the pay table below or that bet will lose. The dealer will arrange their cards to make the best possible 5 card poker hand as possible. The dealer must qualify with an Ace – King or higher to play against the player. If the dealer qualifies with an Ace – King or higher, for players who beat the dealer with a higher 5 card poker hand, their Ante wager is a push and their Bet wager is paid according to the standard pay table odds below. If a player's winning hand also contains a second Poker combination where at least one card in the second combination was not included in the first or original winning combination, the dealer shall pay the winning Bet Wager according to the pay table below for the second Poker combination. If a player purchased a sixth card, all six cards may be considered for purposes of the second payout. Players who lose to the dealer will lose their Ante and Bet wagers. If the dealer does not qualify with at least an Ace – King or better, the player's Ante wager is paid 4-1.

Standard payout

Royal flush 100 to 1

Straight flush 50 to 1

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Four-of-a-kind	20 to 1
Full house	7 to 1
Flush	5 to 1
Straight	4 to 1
Three-of-a-kind	3 to 1
Two pair	2 to 1
One pair	1 to 1
Ace-king	1 to 1

Super wager payout

Four-of-a-kind	200 to 1
Five picture cards	150 to 1
Full house	100 to 1
Flush	60 to 1
Straight	30 to 1

Three-of-a-kind	8 to 1
Ace-king-queen	5 to 1
Same colored five	2 to 1

Instant payout on ante for first five cards

Royal flush	1,000 to 1
Straight flush	200 to 1