

Exhibit A

Spanish 21 with Super 21 bonus and Match the Dealer side bet.

Game of Chance Procedures

Object of the Game: The object of the game is to have a hand closer to 21 than the dealer without going over.

Rules of the Game: The values of the cards are as follows; an Ace may count as either 1 or 11. A hand that contains an ace is called a soft total if the ace and count as 1 or 11 without going over 21. If the ace must be counted as a 1 to prevent going over 21, the hand is called a hard total. Cards 2 through 9 count at face value, while King Queen and Jack are all valued at 10.

Players may as many hands as space on the table permits. The house retains the right to decide whether a player may play multiple hands. Players are not permitted to touch the cards. Play starts to the dealers left and moves one spot at a time to the right. Players must wait their turns to act on their hands.

The dealer must stand on all hard 17's and hit everything up to a soft 17. A tie with the dealer results in a push. All player blackjacks and 21's are guaranteed winners. If a player achieves blackjack by having the first two cards dealt equal 21, the player is paid 3:2. If the player achieves 21 in more than 2 cards they will be paid 1:1. The Super 21 bonus requires no special or bonus wager. Bonuses are not paid on split or doubled hands. Players holding the hands listed in the 'Wagers and odds' section totaling 21 who have not doubled down are paid a Bonus.

Equipment Used:

6 standard 52 card playing card decks with the 10s removed.

A blackjack shoe.

A starting bank of chips.

Method of Play: Upon opening a table, a Dealer will spread each deck to ensure all cards are present. After all decks are verified, the dealer will wash all six decks and form one pile. The dealer will the cut the deck in half and place each half of cards to the left and right. The dealer will the cut about half a deck from each pile and shuffle them together, placing them in a new pile in the center. The dealer will then alternate taking a half deck from each side pile and a half deck from the center pile and shuffling them together, placing them in the center until only the center pile remains. The dealer will split the pile into two piles. The dealer will take a half deck from each pile, riffle them together forming a third pile in the center, repeating until one pile in

the center remains. Once the pile has been shuffled again, the dealer will ask the player to cut the pile. A player must cut at least one deck from the front or back of the pile. Once the cut card has been placed, the dealer will cut the remaining cards from the back of the pile to the front. After that is done, the dealer will place a second cut card approximately one deck from the bottom card. Once the cut card is dealt, it signals the last hand of the shoe, and a new shuffle will commence.

Once bets are placed after the new shuffle, the dealer will burn the first card and deal two cards, one at a time, face up to each player, and face down to the dealer. Once the dealer deals themselves their last card, they will expose their first card by placing it face up on top of their second card. As soon as this card is exposed, the dealer will satisfy the match the dealer and o/u 13 bets.

Each player who gets exactly 21 in their first two cards will be paid 3:2 for their blackjack.

When the dealer has an Ace showing, players will be offered an insurance bet, and the dealer will check for Blackjack before the hand commences. If a face card is showing, insurance will not be offered, but the dealer will check for blackjack.

After cards have been dealt, play proceeds around the table, starting at the first seat to the dealers left. If the player wants another card they will indicate by tapping the felt and or saying "hit". The player doesn't wish to have another card they will wave their hand over their cards and or verbalize "stay". Hand motions overrule voice commands. If a player wants to double down or split, they will put up an extra bet, and the dealer will confirm their action with either one finger for a double down, or two fingers splayed out indicating a split. When the hand is over, players will have their bets resolved from right to left.

Types of wagers for the card game:

Ante- Chips are placed in the designated wager circle to indicate the desire to play a hand.

Splitting- If the value of a players first two cards is equal, a player may choose to split their cards, creating a second hand. An additional ante, matching their original bet, is required for the second hand when splitting. After a split, a hand is not eligible for a blackjack payout, and only counts as 21. A player may split up to 3 times, except with Aces, which may only be split once.

Double down- The player may double down on two or more cards totaling 21 or less, even after splitting and/ or hitting, including Aces. The player may double down up to two times.

Insurance- When a dealer's up card is an Ace, a player may place an insurance bet for half their original wager. If the dealer has blackjack, Insurance will pay 2:1, effectively creating a push for the player with their original bet. When the dealer does not have blackjack, the Insurance bet is collected, and the hand proceeds as normal.

Match the Dealer- The player wagers that one or both of their cards will match the dealers up card.

Over/Under 13- The player bets that their two up cards will add up to over or under 13, with an ace being worth '1'. Exactly 13 is a loss for either wager.

Players can wager anywhere from \$1-\$10 dollars per hand, and per bonus bet. The house reserves the right to alter the betting amounts allowed, but shall not exceed \$10 for any bet.

Payouts and odds for wagers:

House edge- .42%

Beat the dealer- 1:1

Blackjack 3:2

Bonus 21 payouts:

- 5 card 21 pays 3:2
- 6 card 21 pays 2:1
- 7 card 21 pays 3:1
- 6-7-8 of mixed suits pays 3:2
- 6-7-8 of the same suit pays 2:1
- 6-7-8 of spades pays 3:1
- 7-7-7 of mixed suits pays 3:2
- 7-7-7 of same suit pays 2:1
- 7-7-7 of spades pays 3:1

Match the Dealer Probability and odds:

Matches	Probability	Pays	Return
Two suited Matches	.000244	18	.004386
One suited and one non	.002193	13	.028508
Two non suited	.003728	8	.029824
One suited	.032163	9	.289467
One non	.115787	4	.463147
No matches	.845886	-1	-.845886
Total	1	n/a	-.030555