

### Third card rules:

If either the player or the banker draw a natural 8 or 9 no more cards will be drawn.

#### Player Rules

When First two cards total:	Player will
0-1-2-3-4-5 0 to 5	Draw
6 or 7	Stand
8 or 9 Called Natural	Stand

#### Dealer 3<sup>rd</sup> card Rules

First 2 cards Total:	Draws when player 3 <sup>rd</sup> card is:	Stands when players 3 card is:
0-1-2	Always Draws*	Always Draws*
3	0-1-2-3-4-5-6-7-9	8 (38 special)
4	2-3-4-5-6-7 / 2 to 7 / 27	0-1-8-9
5	4-5-6-7 / 4 to 7 / 47	0-1-2-3-8-9
6	6 or 7	0-1-2-3-4-5-8-9
7	Stand	Stand
8 or 9	Stand (called Natural)	Stand (called Natural)

If the player does not take a third card banker must draw on a 0-5

#### Calling notes:

Player always "Shows" I.E. players shows 2

Banker always "Has" I.E Banker has 2 unless Banker has a 1 then the call is "shows 1"

There are no zeros in the game 0 is referred to as "nothing"

**NOTHING not zero**

Always push the base two cards of the winning hand forward unless tie then base cards of both hand

#### Pushing the game along (Calls for moving the game):

First Call: "Place Your Bets" Third Call: "Last Call"

Second Call: "Anymore Bets" Fourth Call: "No more bets"

Many players will wait till "no more bets" is called to place bets; bets are ok till the first card is out.

### Baccarat Game Variations and side bets:

#### Mini and Midi Baccarat (noted by MB-x on table)

**Mini baccarat** has the Standard rules for baccarat. However, unlike Midi the dealer turns over all the cards, making for a much faster game. Mini baccarat is dealt from an eight-deck shoe. And a 5% commission is taken on the banker win. In the way of side bets the mini table will have the dragon bonus as explained below. With the dragon bonus all losing bets are taken then the bonus is paid out at the same time as the player and banker wins.

**Midi Baccarat** midi is the highest stakes. The main difference from mini is that there is a lammers tray built into the table so that multiple hands can be played and commission can be held until the end of the shoe or until the player leaves the table. More rules to be covered later. Such as the players being able to touch the cards even bend and rip them.

**General Rule:**

Player **must** have seat to play so over the shoulder betting is not allowed.

On Mini and Midi Baccarat if the table is dead the dealer **must** stand

Remember this is high stake action, make it as fun as possible let the player run the motion of the game. Stay in control of your game but make sure they have fun with it.

**Cards:**

In Midi Baccarat the cards can be handled by the players. The player can do whatever they want to the cards (tear them, bite them, bend them Etc.)

The player with the highest player or banker bet controls the cards for that bet however if two player have the same bet the person sitting at the lower number seat gets control of the cards.

If everyone is betting on banker or everyone is betting player the highest better has control let that player decide how cards are turned etc.

If both banker and player have to draw a third card let the player decide the flip order

**Cut Card rule:**

If the cut card shows in the middle of the hand announce to the player there will be one more hand before shuffle.

If the cut card arrives at the beginning of a hand announce to the player there will be two more hands before shuffle.

**Lammers:**

**Marker Lammers:** A marker lamer is used when a player wants to get credit from the casino the floor person is called; the floor approves the marker and a lamer for the amount is placed on the line of the seat number of that player. Cheques to the amount of the lamer are then given to the player and the game continues. When the floor has the paperwork for the marker. The player signs it, the dealer signs it (always check table number, date, time and amount before signing) and the floor signs it. Then the marker is dropped in the lock box and the lamer is removed from the table.

**Commission Lammers:**

Color up or change is done on the line of the player number in the lamer rack

After color up is complete the lammers are moved in

Money goes out then lammer comes in

**Full pay of commission is required at the end of the shoe or when the player leaves the table.**

**Paying commission:**

Checks go on the left, lammers on the right, change to the right of the lammers.

Change goes out / money is locked up / lamer is removed

When paying down the commission the call is "**Commission reduced seat #**"

When paying off commission the call is "**Commission Down seat #**"

### **EZ Baccarat (noted by EB-x on table)**

In EZ Baccarat everything is the same except no commission is charged on winning bank hands.

When the bank hand wins with a three card total of seven all bank wagers PUSH.

A Player may place a side bet wager alone, so long as it meets the table min.

The tie bet can be from \$1.00 to 15% of the tables' maximum bet

Over-the-shoulder betting is allowed.

#### **Dragon 7 (Banker) (pays 40 to one) (Only on EZ)**

If the banker hand wins with a three card 7, the dragon 7 bonus bet wins. The dragon 7 loses on all other outcomes.

Most common bets are \$5 and \$25; Paying \$5 and \$25 are done as follows:

\$5 or one red: pays \$200 paid as 7 green breaking down the 25 to 5 red.

\$25 or on green: pays \$1000 Paid 5 black (\$500) 19 green (\$475) 5 red (\$25)

#### **Panda 8 (Player) (pays 25 to 1)(Only on EZ)**

If the Player hand wins with a three card 8, the panda bonus bet wins. The panda 8 loses on all other outcomes.

Most common bets are \$5 and \$25; Paying \$5 and \$25 are done as follows:

\$5 or one red: pays \$125 paid as 4 green breaking down the last 25 to 5 red.

\$25 or on green: pays \$625 Paid 3 black (\$300) 8 green (\$200) 5 red (\$25)

#### **Dragon Bonus (Played on mini and midi)**

Wins if their wagered hand for dragon bonus wager is a natural winner

Wins with non-natural winner that wins by four or more points if they have a bet on that side.

Losing bets are taken then bonus is paid with the player and banker wins.

<b>Dragon Bonus (Player or banker)</b>	
Points won by	Pays
9	30 to 1
8	10 to 1
7	6 to 1
6	4 to 1
5	2 to 1
4	1 to 1
Natural winner	1 to 1
Natural tie	Push
Non-Natural Tie	loss

#### **Things To remember:**

**Must be a four point difference to pay**

**Natural Tie Pushes**

**Non Natural Tie Loses**

**Take all losing bets then pay winners**

**Bonus paid at the same time as other winners**

**5% Commission the easy way.**

**(Not required but much faster way with no math)**

5 Denomination you must know:	
On Purple unit	= one green unit
One Black unit	= one red unit
One Green unit	= \$1.25
4 red units	= \$1.00
\$5.00	= \$0.25

Steps:

First break down the bet to the even \$100's or \$1000's

Then break down the amount under \$100

Pay the amount under \$100 (should be able to memorize under \$100 payouts)

Pay the amount over \$100 using unit chart above.

Example: \$2750

Would break down to 2700 and 50

In your mind you would know the 50 is 2.50 easy

Now looking at the rest of the broken down bet it would look something like:

4 purple 5 black and say 8 green

Looking at that bet as the highest totals we would see 5 purple 2 black

So in our minds we would remove 5 green and 2 red then match the rest

That is the payout without needing to do any math and it is always right.

Example: \$4875

Would break down to 4800 and 75

In your mind you would know the 75 is 3.75 easy or look at the chart

Now looking at the rest of the broken down bet it would look something like:

9 purple 2 black and say 4 green

Looking at that bet as the highest totals we would see 9 purple 3 black

So in our minds we would remove 9 green and 3 red then match the rest

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