

Oceana Cardroom

SEVEN CARD STUD HIGH/LOW SPLIT

1. A qualifier of eight or better for Seven Card Stud High/Low Split will be in force for all high/low split games. The low card initiates the action on the first round, with an ace counting as a high card for this purpose. On subsequent rounds, the high hand initiates the action. If the high hand is tied, the first player clockwise from the dealer acts first. Fixed-limit games use the lower limit on third and fourth streets and the upper limit on subsequent rounds, and an open pair does not affect the limit. Aces may be used for high or low. Straights and flushes do not affect the low value of a hand. A player may use any five cards to make the best high hand, and the same or any other grouping of five cards to make the best low hand.
2. To qualify for a low poker hand, a player must have an eight (8) or better (lower) with any combination of five cards of different ranks below nine (9). The ace plays as the lowest card in the hand. Pairs, straights and flushes are not considered when determining low hands. The lowest possible five card poker hand is A-2-3-4-5. The best five card high poker hand and qualifying low poker hand split the pot. If no player has a low qualifying hand, the player with the highest ranking five card poker hand wins the entire pot.
3. All rules for Seven Card Stud apply to Seven Card Stud High/Low Split except as otherwise noted above.

Collection Fees

Table Limit	Number of Players	Collection Fee
\$3 - \$6 ; \$4 - \$8 ; \$6 - \$12	6 or more	\$3.00
	4 thru 5	\$2.00
	3 or less	\$1.00
\$10 - \$20 ; \$15 - \$30 ; \$20 - \$40	6 or more	\$4.00
	4 thru 5	\$2.00
	3 or less	\$1.00

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Buy-In Amount	Number of Players	Collection Fee
\$20 Minimum ; \$60 Minimum	7 or more	\$3.00
	4 thru 6	\$2.00
	3 or less	\$1.00
\$100 Minimum	7 or more	\$4.00
	4 thru 6	\$3.00
	3 or less	\$2.00
\$300 Minimum ; \$500 Minimum	7 or more	\$5.00
	4 thru 6	\$4.00
	3 or less	\$3.00
\$300 Minimum	\$7.00 per player per 30 minutes	
\$500 Minimum	\$7.00 per player per 30 minutes	

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SEVEN CARD STUD LOW (RAZZ)

Seven Card Stud (Razz) is played with a standard 52 card deck, and is played on a industry standard poker-style table with a minimum of two and maximum of eight players. The lowest hand wins the pot. The format is similar to seven-card stud high, except the high card (aces are low) is required to make the forced bet on the first round, and the low hand acts first on all subsequent rounds. Straights and flushes have no ranking, so the best possible hand is 5-4-3-2-A (a wheel). An open pair does not affect the betting limit.

Rules for Seven Card Stud (Razz)

1. The lowest hand wins the pot. The ace plays as the lowest card in the hand. Pairs, straights and flushes are not considered when determining low hands. The lowest possible five card poker hand is A-2-3-4-5.
2. The highest card starts the action with a forced bet. If the high card is tied, the forced bet is determined by suit from the highest to the lowest; that is, spades, hearts, diamonds, and clubs. The low hand acts first on all subsequent rounds. If the low hand is tied, the first player clockwise from the dealer starts the action.
3. Fixed-limit games use the lower limit on third and fourth streets and the upper limit on subsequent streets. An open pair does not affect the limit.
4. Dealers announce all pairs, the first time they occur, except pairs of face cards, which are never announced.
5. All rules for Seven Card Stud apply to Seven Card Low (Razz) except as otherwise noted above.

Collection Fees

Table Limit	Number of Players	Collection Fee
\$3 - \$6 ; \$4 - \$8 ; \$6 - \$12	6 or more	\$3.00
	4 thru 5	\$2.00
	3 or less	\$1.00
\$10 - \$20 ; \$15 - \$30 ; \$20 - \$40	6 or more	\$4.00
	4 thru 5	\$2.00
	3 or less	\$1.00

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Buy-In Amount	Number of Players	Collection Fee
\$20 Minimum ; \$60 Minimum	7 or more	\$3.00
	4 thru 6	\$2.00
	3 or less	\$1.00
\$100 Minimum	7 or more	\$4.00
	4 thru 6	\$3.00
	3 or less	\$2.00
\$300 Minimum ; \$500 Minimum	7 or more	\$5.00
	4 thru 6	\$4.00
	3 or less	\$3.00
\$300 Minimum	\$7.00 per player per 30 minutes	
\$500 Minimum	\$7.00 per player per 30 minutes	

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SEVEN CARD STUD

1. The winning hand must show all cards prior to the pot being awarded. Cards read for themselves. Dealers will assist in reading hands to the best of their ability although it is the player's responsibility to protect their hand at all times. The player instituting the action, (either by betting or checking) must turn their hand first upon completion of all action.
2. Check and raise is permitted.
3. A bet and three raises are allowed for each betting round however, completing an opening forced bet does not count as a raise. There is no limit of raises with only two players remaining. If a third goes "all in" prior to the third raise it will be considered heads up,
4. The ranking of suits is used only to determine the lowest card for a forced bet, drawing for seats in games, etc. Suits are ranked from (highest to lowest) Spades, Hearts, Diamonds, and Clubs.
5. Boxed cards will be treated as a scrap of paper. A Joker in a non-joker game will be treated the same way. Such a card is replaced by the next card except when it is dealt as a down card. In this situation it will be replaced last. If a player does not call attention the joker before acting, their hand is forfeited.
6. A player receives his or her ante back and is out of the hand if he or she does not have the correct number of cards on the deal. If it is not discovered immediately, and the player takes action, the player has a fouled hand and the money in the pot is forfeited.
7. If a player folds after making a forced bet or on a round of checking, the player's seat will continue to receive a card until there is a wager.
8. If a player's first or second hole card is accidentally exposed, the third card is dealt down. If both hole cards are dealt up the player has a dead hand and receives his or her ante back.
9. If a Dealer deals a seat an incorrect first or second down card and the error cannot be corrected, it is a misdeal. If it occurs on an up card, it will be corrected by moving the cards to proper order. If it occurs on the final down card and it cannot be corrected, the hands will play.

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10. If a Dealer bums and deals a card before a round of betting has been completed, that card or cards must be eliminated from the play along with an additional card for each remaining player in the hand. After that round of betting has concluded, play then resumes in a normal fashion.
11. If a Dealer bums two cards or fails to bum a card, the cards are to be moved, if possible, to the right position to rectify the error. If it happens on a down card and there is no way to tell which card was received then the player must accept the card.
12. If a Dealer turns the last card face up to the first player, all remaining players will receive their last card face up. The player who was high on the sixth card remains high and betting continues as normal. If players have already received down cards before a card is accidentally turned up, any remaining players will continue to receive their final cards down. The player whose final down card was exposed has the option, before any action takes place, to declare himself all in.
13. On all fixed limit games, ie. 3-6, 5-10, etc., if a player makes an open pair on the fourth card that player has the option of betting either \$5 or \$10 (5-10 limit) if he bets \$5, the next player(s) may raise in increments of \$5 or \$10. If a \$10 bet or raise is made, the next raise must be in increments of \$10. (ie player "A" bets \$5, player "B" raises to \$15., player "C" has the option of calling the \$15 bet, or raising to \$25. He may not make it \$20). If that player checks all other players in turn have the option to bet \$5 or \$10.

If there are not enough cards left in the deck for each player, the Dealer is to deal all the cards except the last card. The Dealer is to then scramble the last card and the four bum cards, cut the deck, burn a card and deliver the remaining down cards using the last card if necessary. If there are five players remaining without a card, the Dealer will not burn so that each player may receive a fresh card. If the Dealer determines that by using this procedure there will not be enough cards for all players he is not to give any of the players a down card. Instead, the cards to go around and a community card will be used. The Dealer will then burn a card and turn up a card in the center of the table. The card plays in everyone's hand. The player who falls high on board, using the community card, initiates the action.

15. A player who calls when he or she is beaten by his or her opponent's card is not entitled to a refund.

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16. A player must have seven cards in order to win. Any other number of cards constitutes a dead hand. Players must protect their own hands.
17. The splitting of pots among players will not be allowed under any circumstances in any games. All hands must be played to completion.
18. When a player turns any of his or her up cards over after a bet has been made, he or she risks losing the pot. Action behind a player turning up cards over will kill the hand.
19. Player dealt in by mistake is a dead hand. Player dealt out by mistake is a misdeal.

Collection Fees

Table Limit	Number of Players	Collection Fee
\$3 - \$6 ; \$4 - \$8 ; \$6 - \$12	6 or more	\$3.00
	4 thru 5	\$2.00
	3 or less	\$1.00
\$10 - \$20 ; \$15 - \$30 ; \$20 - \$40	6 or more	\$4.00
	4 thru 5	\$2.00
	3 or less	\$1.00

Buy-In Amount	Number of Players	Collection Fee
\$20 Minimum ; \$60 Minimum	7 or more	\$3.00
	4 thru 6	\$2.00
	3 or less	\$1.00
\$100 Minimum	7 or more	\$4.00
	4 thru 6	\$3.00
	3 or less	\$2.00
\$300 Minimum ; \$500 Minimum	7 or more	\$5.00
	4 thru 6	\$4.00
	3 or less	\$3.00
\$300 Minimum	\$7.00 per player per 30 minutes	
\$500 Minimum	\$7.00 per player per 30 minutes	

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CRAZY PINEAPPLE

In Crazy Pineapple each player receives three cards down as their initial hand. There is a round of betting after these cards have been dealt. Three board-cards are turned simultaneously (which is called "the flop") and another round of betting occurs. Then each player decides to go either high or low and discards one card. If a player forgets to discard a card after the flop and before the turn card is turned, they will have a foul hand and lose all and any rights to the pot or any portion thereof. The next two board cards are turned one at a time with a round of betting after each one. These board-cards are community cards and after the final round of betting has been completed a player may use any combination of five cards (one in their hand, four from the board ,etc.) to determine their best hand, a player may use all of the board cards which is termed playing the board. In order to have a low hand there must be at least three cards which are eight or lower on the board. A player may use one-two-or no cards in his hand for low or high. A player may use one card to high and one card for low if board permits. A player may use his pocket cards for low and the board for high or visa-versa.

Crazy Pineapple uses a flat disc called a dealer button to indicate the player who in theory dealt the cards for that pot. The button (player with the dealer button) is last to receive cards on the initial deal and has the right of last action on all betting rounds except the first. One or more blind bets are used to stimulate action and initiate play. Blinds are posted before the player looks at his cards. Blinds count as part of that player's bet unless the structure for a specific game or situation requires part or all of a particular blind to be "dead". Dead chips are not part of player's bet and are taken into the center of the pot.

Blinds are posted by players who sit in consecutive clockwise order from the button. Action is initiated on the first betting round by the player on the immediate left of the person who posted the furthest blind clockwise from the button. On all subsequent betting rounds the action is begun by the first active player clockwise from the button.

1. CARDS SPEAK. Winning hand must show all cards prior to pot being awarded. Cards read for themselves. Dealers will assist in reading hands to the best of their ability, although it is the player's responsibility to protect his or her hand at all times. The player instituting the action, (either by betting or checking) must turn their hand over first upon completion of all action and best hand wins.

Although verbal declarations with regard to the content of a players hand are no longer binding a player miscalcing a hand with intent to cause another player to

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discard their hand may, at the discretion of management, risk forfeiting the pot and/or expulsion from the club.

2. Buy-in for all Crazy Pineapple games is ten times the minimum bet.
3. Checks and raises are permitted.
4. A bet and three raises are allowed.
5. No limit of raises with only two players remaining.
6. String bets or raises are not allowed. A player must put in the full amount of monies at one time or announce his action.
7. A player who puts a single chip into the pot that is larger than the bet to him is assumed to have called the bet, unless he announces "raise".
8. No pot may be awarded until all losing hands have been killed. The winning hand should remain face up until the pot is awarded.
9. A card placed face up in the deck (boxed card) shall be treated as a scrap of paper. A Joker, when playing in a game that does not use a Joker, is also a scrap of paper. A card being treated as a scrap of paper is replaced by the next card below it in the deck, except when it is dealt to a player as a down card. In this situation, it will be replaced after that round of cards have been dealt. If a player does not call attention to the Joker among his done cards before acting on his hand then he has a foul hand and forfeits all rights to the pot and all the monies involved.
10. If a player's hole card is exposed due to a dealer error, he may not keep the exposed card. After completing the deal, the dealer will exchange the exposed card with the top card on the deck and place the exposed card face UP on top of the deck. The exposed card will be used as the burn card after all action, before the flop is completed. If two or more cards are exposed on the deal, it is a misdeal.
11. If a player is dealt more or less cards than the game he is playing in calls for, and it is discovered before two (2) players act on their hands, it is a misdeal. If it is discovered after two (2) players have *acted*, all monies ante and blinds are forfeited by that player.

12. If the flop has too many cards, it will be taken back and reshuffled except the burn card which will remain burned. No new burn card will be used.
13. If cards are flopped by the dealer before all betting is completed, the entire flop is taken back and reshuffled.

Collection Fees

Table Limit	Number of Players	Collection Fee	Jackpot Fee
\$3 - \$6 ; \$4 - \$8	7 or more	\$3.00	\$1.00
	4 thru 6	\$2.00	
	3 or less	\$1.00	
\$6 - \$12	7 or more	\$4.00	\$1.00
	4 thru 6	\$3.00	
	3 or less	\$1.00	
\$10 - \$20 ; \$15 - \$30 ; \$20 - \$40	7 or more	\$5.00	\$1.00
	4 thru 6	\$4.00	
	3 or less	\$1.00	

Buy-In Amount	Number of Players	Collection Fee
\$20 Minimum ; \$60 Minimum	7 or more	\$3.00
	4 thru 6	\$2.00
	3 or less	\$1.00
\$100 Minimum	7 or more	\$4.00
	4 thru 6	\$3.00
	3 or less	\$2.00
\$300 Minimum ; \$500 Minimum	7 or more	\$5.00
	4 thru 6	\$4.00
	3 or less	\$3.00
\$300 Minimum	\$7.00 per player per 30 minutes	
\$500 Minimum	\$7.00 per player per 30 minutes	

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FIVE CARD DRAW

Five Card Draw is played with a standard 52 card deck including one or two jokers. The game is played on an industry standard poker-style table with a minimum of two and maximum of seven players.

Rules for Five Card Draw

1. The Joker may be used for Aces, Straights, and Flushes only.
2. Exposed cards before the draw play.
3. Cards exposed on the draw do not play. Cards will be replaced at the end of the draw.
4. Players may check and raise.
5. Jacks or better are required to open. If the pot is opened falsely and it is discovered before the draw, opener's money remains in the pot and the hand is dead. If another player has openers and has not passed the same requirement, the pot will play.
6. During Tournament play, there are no requirements for opening the pot. Any hand opens the pot.
7. If the pot is opened falsely or the opener discarded, the pot will play if the pot was raised, has two or more calls or cards have been drawn before it was discovered. In any event the opener's hand is dead and all money forfeited.
8. The opener must show all cards face-up on the table to win the pot.
9. When splitting openers, player must declare same and protect split card(s) by turning it (them) face-up under a chip. After splitting openers, opener cannot retain openers in his or her hand. If the showdown indicates otherwise, the hand may be declared dead.
10. If requested to do so by any other player, the opener must retain the opening hand and show it after the winner of the pot has been determined.
11. A player who call the opener and cannot beat openers will not get his/her money back.

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12. If you have only a full ante and no other chips or money on the table, you may play for just the antes. If subsequently, nobody opens and there is another ante, you may still play for that part of the antes.
13. Five cards constitute a playing hand. More or less than five cards after the draw constitutes a foul hand. Before the draw, a player having less than five cards may receive additional cards provided there has been action and the stub of the deck is correct. If action has taken, the player may draw the number of cards needed to complete the hand on the draw.

Collection Fees

Table Limit	Number of Players	Collection Fee
\$3 - \$6 ; \$4 - \$8 ; \$6 - \$12	6 or more	\$3.00
	4 thru 5	\$2.00
	3 or less	\$1.00
\$10 - \$20 ; \$15 - \$30 ; \$20 - \$40	6 or more	\$4.00
	4 thru 5	\$2.00
	3 or less	\$1.00

Buy-In Amount	Number of Players	Collection Fee
\$20 Minimum ; \$60 Minimum	7 or more	\$3.00
	4 thru 6	\$2.00
	3 or less	\$1.00
\$100 Minimum	7 or more	\$4.00
	4 thru 6	\$3.00
	3 or less	\$2.00
\$300 Minimum ; \$500 Minimum	7 or more	\$5.00
	4 thru 6	\$4.00
	3 or less	\$3.00
\$300 Minimum	\$7.00 per player per 30 minutes	
\$500 Minimum	\$7.00 per player per 30 minutes	

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LAZY PINEAPPLE

In Lazy Pineapple each player receives three cards down as their initial hand. There is a round of betting after these cards have been dealt. Three board-cards are turned simultaneously (which is called "The flop") and another round of betting occurs. The next two cards are turned one at a time with a round of betting after each one. These board-cards are community cards and after the final round of betting has been completed a player may use any combination of five cards (one in their hand, four from the board, etc) to determine their best hand, a player may use all of the board cards which is termed playing the board. In order to have a low hand there must be at least three cards which are eight or lower on the board. A player may use one-two- or no cards in his hand for low or high. A player may use one card to high and one card for low if board permits, A player may use only 0,1, or 2 of his pocket cards for low or high and the board for high or low or visa-versa.

Lazy Pineapple uses a flat disc called a dealer button to indicate the player who in theory dealt the cards for the pot. The button (player with the dealer button) is last to receive cards on the initial deal and has the right of last action on all betting rounds except the first. One or more blind bets are used to stimulate action and initiate play. Blinds count as part of that player's bet, unless the structure for a specific game or situation requires part or all of a particular blind to be "dead". Dead chips are not part of player's bet and are taken into the center of the pot.

Blinds are posted by players who sit in consecutive clockwise order from the button. Action initiated on the first betting round by the player on the immediate left of the person who posted the furthest blind clockwise from the button. On all subsequent betting rounds the action is begun by the first active player clockwise from the button.

1. **CARDS SPEAK.** Winning hand must show all cards prior to pot being awarded. Cards read for themselves. Dealer will assist in reading hands to the best of their ability, although it is the player's responsibility to protect his or her hand at all times. The player instituting the action, (either by betting or checking) must turn their hand over first upon completion of all action and best hand wins.

Although verbal declarations with regard to the content of a players hand are no longer binding a player miscalling a hand with intent to cause another play to discard their hand may, at the discretion of management, risk forfeiting the pot and/or expulsion from the club,

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2. Buy-in for all Lazy Pineapple games is ten times the minimum bet.
3. Checks and raises are permitted.
4. A bet and three raises are allowed.
5. No limit of raises with only two players remaining.
6. String bets or raises are not allowed. A player must put in the full amount of monies at one time or announce his action.
8. No pot may be awarded until all losing hands have been killed. The winning hand should remain face up until the pot is awarded.
9. A card placed face up in the deck (boxed card) shall be treated as a scrap of paper. A Joker when playing in game that does not use a Joker, is also a scrap of paper. A card being treated as a scrap of paper is replaced by the next card below it in the deck, except when it is dealt to a player as a down card. In this situation, it will be replaced after the round of cards has been dealt. If a player does not call attention to the Joker among his live cards before cards acting on his hand, then he has a foul and forfeits all rights to the pot and all monies involved.
10. If a player's hole card is exposed due to a dealer error, he may not keep the exposed card. After completing the deal, the dealer will exchange the exposed card with the top card on the deck and place the exposed card face up on the top of the deck. The exposed card will be used as the burn card after all action, before the flop is completed. If two or more cards are exposed on the deal, it is a misdeal.
11. If a player is dealt more or less cards than the game he is playing in calls for, and it is discovered before two (2) players act on their hands, it is a misdeal. If it is discovered after two (2) players have acted, all monies ante and blinds are forfeited by the player.
12. If the flop has too many cards, it will be taken back and reshuffled except the burn card which will remain burned. No new burn card will be used.

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13. If cards are flopped by dealer before all betting is complete; the entire flop is taken back and reshuffled.

Collection Fees

Table Limit	Number of Players	Collection Fee	Jackpot Fee
\$3 - \$6 ; \$4 - \$8	7 or more	\$3.00	\$1.00
	4 thru 6	\$2.00	
	3 or less	\$1.00	
\$6 - \$12	7 or more	\$4.00	\$1.00
	4 thru 6	\$3.00	
	3 or less	\$1.00	
\$10 - \$20 ; \$15 - \$30 ; \$20 - \$40	7 or more	\$5.00	\$1.00
	4 thru 6	\$4.00	
	3 or less	\$1.00	

Buy-In Amount	Number of Players	Collection Fee
\$20 Minimum ; \$60 Minimum	7 or more	\$3.00
	4 thru 6	\$2.00
	3 or less	\$1.00
\$100 Minimum	7 or more	\$4.00
	4 thru 6	\$3.00
	3 or less	\$2.00
\$300 Minimum ; \$500 Minimum	7 or more	\$5.00
	4 thru 6	\$4.00
	3 or less	\$3.00
\$300 Minimum	\$7.00 per player per 30 minutes	
\$500 Minimum	\$7.00 per player per 30 minutes	

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LOWBALL

Lowball is draw poker with the lowest hand winning the pot. Lowball is played with a standard 52 card deck including one Joker or multiple Jokers, and is played on a industry standard poker-style table with a minimum of two and maximum of seven players. The Joker is used as the lowest possible card to make a hand. Each player is dealt five cards facedown, after which there is a betting round. Players are required to bet or fold. The players who remain in the pot now have an option to improve their hand by replacing cards in their hand with new cards. This is known as the draw. The best hand is 5-4-3-2-A.

Rules of Lowball

All rules governing “Kill Pots” are listed in the kill pots section.

1. Check and raise is not permitted.
2. Straights and flushes do not count against your hand. However, pairs do count against your hand.
3. The Joker is considered to be the lowest card not present in your hand.
4. As a new player, you have two options:
 - a. To wait for the big blind.
 - b. To kill the pot (double the limit for that hand by posting double the amount of the blind).
5. In a single-blind game, a player who has less than half a blind or more constitutes a full blind. However, the next player is obligated to take the blind. In the event that the all-in player wins the pot or buys in again, the player will then be obligated to take the blind.
6. In a multiple blind game, a player must meet the total amount of their blind obligation every round.
7. In limit ace-to-five lowball, before the draw, an exposed card of seven or under must be taken, and an exposed card higher than a seven must be replaced after the deal has been completed. This first exposed card is used as the burn card. After the draw, an exposed card cannot be taken.

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- The draw is completed to each player, in order, and then the exposed card is replaced. A flashed card before the draw is not treated as an exposed card. After the draw, all flashed cards are considered exposed cards and replaced.
8. Any player may draw up to five consecutive cards.
 9. Five cards constitute a playing hand; more or less than five cards after the draw constitutes a fouled hand. Before the draw, if you have less than five cards in your hand, you may receive additional cards, providing no action has been taken by the first player to act, unless that action occurs before the deal is completed. However, the dealer position may still receive a missing fifth card even if action has taken place. If action has been taken, you are entitled on the draw to receive the number of cards necessary to complete a five-card hand.
 10. If a seven or better and it is the best hand, all action after the draw is void, and you cannot win any money on any subsequent bets. You are still eligible to win whatever existed in the pot before the draw if you have the best hand. If you check a seven or better and the hand is beaten by a better hand, you lose the pot and any additional calls you make.

Collection Fees

Table Limit	Number of Players	Collection Fee
\$3 - \$6 ; \$4 - \$8 ; \$6 - \$12	6 or more	\$3.00
	4 thru 5	\$2.00
	3 or less	\$1.00
\$10 - \$20 ; \$15 - \$30 ; \$20 - \$40	6 or more	\$4.00
	4 thru 5	\$2.00
	3 or less	\$1.00

Buy-In Amount	Number of Players	Collection Fee
\$20 Minimum ; \$60 Minimum	7 or more	\$3.00
	4 thru 6	\$2.00
	3 or less	\$1.00
\$100 Minimum	7 or more	\$4.00
	4 thru 6	\$3.00
	3 or less	\$2.00

Buy-In Amount	Number of Players	Collection Fee
\$300 Minimum ; \$500 Minimum	7 or more	\$5.00
	4 thru 6	\$4.00
	3 or less	\$3.00
\$300 Minimum	\$7.00 per player per 30 minutes	
\$500 Minimum	\$7.00 per player per 30 minutes	

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OMAHA HIGH/LOW SPLIT “8 OR BETTER”

Omaha High/Low Split “8 or Better” is similar to Hold’em, except each player is dealt four down cards instead to two. In order to make a hand, a player must use precisely two hole cards with any combination of exactly three board cards. The betting is the same as in Hold’em and also uses a standard 52 card deck.

Omaha High/Low Split “8 or Better” is played on an industry standard poker-style table with a minimum of two and maximum of nine players.

Rules of Omaha High/Low Split “8 or Better”

1. In Omaha High/Low Split “8 or Better,” each player receives four down cards as the initial hand. There is a round of betting after these cards have been delivered. Three board-cards are turned simultaneously which is called “the flop” and another round of betting occurs. The next two board-cards are turned one at a time with a round of betting after each one. These board-cards are community cards and after the final round of betting has been completed a player may use any combination of five cards (two in their hand, three from the board, etc.) to determine their best hand. A player must use exactly two of the four hole cards in their hand and three cards on the board to make a valid hand.
2. Omaha High/Low Split “8 or Better” uses a flat disc called a Dealer button to indicate the player who in theory dealt the cards for that pot. The button (player with the Dealer button) is last to receive cards on the initial deal and has the right of last action on all betting rounds except the first. One or more blind bets are used to stimulate action and initiate play. Blinds are posted before the player looks at his cards.
3. Blinds are posted by players who sit in consecutive clockwise order from the button. Action is initiated on the first betting round by the player on the immediate left of the person who posted the furthest blind clockwise from the button. On all subsequent rounds the action is begun by the first active player from the button.
4. Check and raise is permitted.
5. A bet and three raises are allowed. There is no limit of raises with only two players remaining.
6. The winning hand must show both cards face up on the table.

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7. In High/Low games, there is an “8 or better” qualifier. If no player can make a low hand of 8 or better, the high hand wins the entire pot.
8. All other rules for the game of Texas Hold'em apply to Omaha High/Low Split “8 or Better”, except as otherwise stated above.

Collection Fees

Table Limit	Number of Players	Collection Fee	Jackpot Fee
\$3 - \$6 ; \$4 - \$8	7 or more	\$3.00	\$1.00
	4 thru 6	\$2.00	
	3 or less	\$1.00	
\$6 - \$12	7 or more	\$4.00	\$1.00
	4 thru 6	\$3.00	
	3 or less	\$1.00	
\$10 - \$20 ; \$15 - \$30 ; \$20 - \$40	7 or more	\$5.00	\$1.00
	4 thru 6	\$4.00	
	3 or less	\$1.00	

Buy-In Amount	Number of Players	Collection Fee
\$20 Minimum ; \$60 Minimum	7 or more	\$3.00
	4 thru 6	\$2.00
	3 or less	\$1.00
\$100 Minimum	7 or more	\$4.00
	4 thru 6	\$3.00
	3 or less	\$2.00
\$300 Minimum ; \$500 Minimum	7 or more	\$5.00
	4 thru 6	\$4.00
	3 or less	\$3.00
\$300 Minimum	\$7.00 per player per 30 minutes	
\$500 Minimum	\$7.00 per player per 30 minutes	

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OMAHA

Omaha is similar to Hold'em, except each player is dealt four down cards instead to two. In order to make a hand, a player must use precisely two hole cards with any combination of exactly three board cards. The betting is the same as in Hold'em and also uses a standard 52 card deck. Omaha is played on an industry standard poker-style table with a minimum of two and maximum of nine players.

Rules of Omaha

1. In Omaha each player receives four down cards as the initial hand. There is a round of betting after these cards have been delivered. Three board-cards are turned simultaneously which is called "the flop" and another round of betting occurs. The next two board-cards are turned one at a time with a round of betting after each one. These board-cards are community cards and after the final round of betting has been completed a player may use any combination of five cards (two in their hand, three from the board, etc.) to determine their best hand. A player must use exactly two of the four hole cards in their hand and three cards on the board to make a valid hand.
2. Omaha uses a flat disc called a Dealer button to indicate the player who in theory dealt the cards for that pot. The button (player with the Dealer button) is last to receive cards on the initial deal and has the right of last action on all betting rounds except the first. One or more blind bets are used to stimulate action and initiate play. Blinds are posted before the player looks at his cards.
3. Blinds are posted by players who sit in consecutive clockwise order from the button. Action is initiated on the first betting round by the player on the immediate left of the person who posted the furthest blind clockwise from the button. On all subsequent rounds the action is begun by the first active player from the button.
4. Check and raise is permitted.
5. A bet and three raises are allowed. There is no limit of raises with only two players remaining.
6. The winning hand must show both cards face up on the table.

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7. All other rules for the game of Texas Hold'em apply to Omaha, except as otherwise stated above.

Collection Fees

Table Limit	Number of Players	Collection Fee	Jackpot Fee
\$3 - \$6 ; \$4 - \$8	7 or more	\$3.00	\$1.00
	4 thru 6	\$2.00	
	3 or less	\$1.00	
\$6 - \$12	7 or more	\$4.00	\$1.00
	4 thru 6	\$3.00	
	3 or less	\$1.00	
\$10 - \$20 ; \$15 - \$30 ; \$20 - \$40	7 or more	\$5.00	\$1.00
	4 thru 6	\$4.00	
	3 or less	\$1.00	

Buy-In Amount	Number of Players	Collection Fee
\$20 Minimum ; \$60 Minimum	7 or more	\$3.00
	4 thru 6	\$2.00
	3 or less	\$1.00
\$100 Minimum	7 or more	\$4.00
	4 thru 6	\$3.00
	3 or less	\$2.00
\$300 Minimum ; \$500 Minimum	7 or more	\$5.00
	4 thru 6	\$4.00
	3 or less	\$3.00
\$300 Minimum	\$7.00 per player per 30 minutes	
\$500 Minimum	\$7.00 per player per 30 minutes	

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PAI-GOW POKER

Pai Gow Poker is played with a standard fifty-two (52) card deck or with 53 cards when played with a joker, 54 cards when played with two jokers, etc. The game is played on a table with seven seated-positions. All players are competing against the player/dealer. The object of the game, as a player, is to make two hands which are both superior to the player/dealer's. The object of the game, as the player/dealer, is to make two hands which are the same or superior to each player's two hands. The player/dealer wins all hands that copy (are ties).

Rules for Pai Gow Poker

- 1) Players and the player/dealer put up any bets they wish to place for the next hand.
- 2) There is no maximum on banker wagers.
- 3) The Joker is completely wild.
- 4) A maximum of two (2) backline bets are allowed on each spot. A third backline bet will receive No action.
- 2) The player/dealer selects a specific pile of seven cards to be given out first on the deal (the action pile).
- 3) The player/dealer shakes the dice cup to determine which player will receive the action pile (chosen by the player/dealer in the previous step) and which player will have his/her bet settled first.
- 4) Each seated-position (with at least one bet on it) receives a pile of seven cards. The player who is seated controls the seat and is the only "active" player for that position. Only the "active" player is allowed to handle the cards. However, the backline bettor may participate in the final decisions as to how the hand will be played. If the "active" player and the backline player(s) disagree over the play of the hand, the player with the largest wager in action makes the final decision. If two or more players have equal bets on a spot, and disagree on the play of the hand, "active" player will have the final say.
- 5) Players arrange their cards into a two card high hand and a five card high hand. A player's five card hand must rank higher than his/her two card hand.

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- 6) Once all players have set their hands, the player/dealer's cards are exposed and set into a two card hand and a five card hand. A player/dealer's five card hand must rank higher than his/her two card hand.
- 7) Once the player/dealer's hands are set, each player's hand is exposed, in turn, to decide the winners and the losers.
- 8) The winner is determined by comparing a player's two card hand against the player/dealer's two card hand and a player's five card hand against the player/dealer's five card hand. A player wins if his/her two card hand is superior to the player/dealer's two card hand and his/her five card hand is superior to the player/dealer's five card hand. The player/dealer wins if his/her two card hand is superior to or "copies" a player's two card hand and the player/dealer's five card hand is superior to or "copies" the player's five card hand.
- 9) If a player has one hand that ranks higher than the player/dealer and one hand that ranks lower or "copies", it is a push and no one wins.
- 10) The player/dealer position will be rotated or offered to all positions after every two hands.
- 11) Players and the player/dealer may only win or lose, on any given hand, an amount equal to the chips bet when the dice cup was opened. Bets are collected and paid only to the extent that the player/dealer's bet is in action.

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Glossary of Terms for Double Hand Poker

Action Pile	The pile chosen by the player/dealer, before the hand begins, which will be given out to the seated-position determined by the shake of the dice cup.
Action Button	A token used to designate where the settling of bets will begin (the action).
Action	The player position where the settling of bets begins.
Player/dealer	Seated-position that, for any given hand of play, all other players at the table are playing against. The player in that position taking the player/dealer position is also referred to as the player/dealer.
Backline Wagering	The practice of allowing players, other than the seated player, to bet on a seated player's position.
Seated-positions	The seven designated positions on the table (often designated with a number) where players may place bets and receive a hand.
House Way	A predetermined strategy for setting a hand into two and five card hands which may vary from house to house.
Copy	When a player's hand is ranked equally to the player/dealer's hand.
Push	When a player wins either the high or the low hand and the player/dealer wins the other.
Joker	Either the joker counts as an ace or it can be used to complete a straight, a flush, or a straight flush or it is wild.
Wild	A card that can be a duplicate of any card in the deck of a standard 52 card deck of playing cards. It will take on the value of any card that will give the hand its highest overall ranking.

Collection Fees

Table Limit	Player Wager	Player Collection Fee (per betting spot)	Player/Dealer Collection Fee (per hand)
\$2 - \$100	\$2 - \$50	\$0.50	\$2.00
	\$51 - \$100	\$1.00	
\$5 - \$500	\$5 - \$100	\$1.00	\$3.00
	\$101 - \$200	\$2.00	
	\$201 - \$300	\$3.00	
\$50 - \$1,000	\$50 - \$200	\$2.00	\$10.00
	\$201 - \$500	\$3.00	
	\$500 - \$1,000	\$5.00	

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TEXAS HOLD'EM

1. In Texas Hold'em each player receives two down cards as the initial hand. There is a round of betting after these cards have been delivered. Three board-cards are turned simultaneously which is called "the flop" and another round of betting occurs. The next two board-cards are turned one at a time with a round of betting after each one. These board-cards are community cards and after the final round of betting has been completed a player may use any combination of five cards (one in their hand, four from the board, etc.) to determine their best hand. A player may use all of the board cards, which is termed "playing the board"
2. Hold'em uses a flat disc called a Dealer button to indicate the player who in theory dealt the cards for that pot. The button (player with the Dealer button) is last to receive cards on the initial deal and has the right of last action on all betting rounds except the first. One or more blind bets are used to stimulate action and initiate play. Blinds are posted before the player looks at his cards. Blinds count as part of that player's bet, unless the structure of a specific game or situation requires part or all of a particular blind to be "dead". Dead chips are not part of a player's bet and are taken into the center of the pot.
3. Blinds are posted by players who sit in consecutive clockwise order from the button. Action is initiated on the first betting round by the player on the immediate left of the person who posted the furthest blind clockwise from the button. On all subsequent rounds the action is begun by the first active player from the button.
4. Check and raise is permitted.
5. A bet and three raises are allowed. There is no limit of raises with only two players remaining.
6. A player who puts a single chip into the pot that is larger than the bet to him or her is assumed to have called the bet, unless he or she announced "raise".
7. A card placed face-up in the deck (boxed card) shall be treated as a scrap of paper. A joker that appears in a game that does not use a Joker, is also a scrap of paper. A card being treated as a scrap of paper is replaced by the next card below it in the deck, except when it is dealt to player as down card. In this situation, it will be replaced after that round of cards has

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- been dealt. If a player does not call attention to the Joker among his or her cards before acting on his or her hand, then his or her hand is foul.
8. If a player's hole card is exposed due to a Dealer error, the player may not keep the exposed card. After completing the deal, the Dealer will exchange the exposed card face up on the top of the deck. The exposed card will be used as the burn card after all action, before the flop, is completed. If two or more cards are exposed on the deal it is a misdeal.
 9. If a player is dealt more or less cards than the games call for, and it is discovered before two (2) players act on their hands, it is a misdeal. If it is discovered after two (2) players have acted, all money is forfeited by that player.
 11. If cards are flopped by the Dealer before all the betting is complete, the entire flop is taken and re-shuffled. No burn on re-flop.
 12. If the Dealer turns up the fourth card on the board before the round of betting is completed the card is not in play. After completion of the betting, the next card is burned and fifth card is put in the fourth card's place. After betting is completed, the Dealer will re-shuffle the deck, including the card that was taken out of play but not the burn card or discards. The Dealer will then deal the fifth card minus the burn.
 13. If the fifth card is turned up before betting is complete, it shall be re-shuffled in the same manner as the previous rule.
 14. A player may only play the board by throwing his hand away if: (1) The hand has been checked around, or (2) if there was a bet and a call and the called bettor has clearly announced that he or she is playing the board before throwing his or her hand away.
 15. The winning hand must show both cards face up on the table.
 16. The new player may not sit down in the middle of blinds, but must wait until the button passes.
 17. A new player entering any Hold'em game has two options: (1) He may choose to wait for his big blind, or (2) He may post the largest blind for the game. If he or she chooses the latter, the blind does act as his or her opening bet and the player may either call by rapping the table or make the prescribed raise. If a player leaves the table for any reason and the

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blinds pass his or her position, the player may resume play by posting the total amount of blinds for the game or wait for the big blind. If the player chooses to post the total amount of blinds, the small blind goes to the center of the pot while the big blind is live. If it is a new game, and in the first round of play, the new player is entitled to play without posting blinds.

18. The Dealer button always moves forward and the blinds are adjusted accordingly.
19. Player dealt out by mistake is a misdeal.
20. Player dealt in by mistake is a dead hand.

Collection Fees

Table Limit	Number of Players	Collection Fee	Jackpot Fee
\$3 - \$6 ; \$4 - \$8	7 or more	\$3.00	\$1.00
	4 thru 6	\$2.00	
	3 or less	\$1.00	
\$6 - \$12	7 or more	\$4.00	\$1.00
	4 thru 6	\$3.00	
	3 or less	\$1.00	
\$10 - \$20 ; \$15 - \$30 ; \$20 - \$40	7 or more	\$5.00	\$1.00
	4 thru 6	\$4.00	
	3 or less	\$1.00	

Buy-In Amount	Number of Players	Collection Fee
\$20 Minimum ; \$60 Minimum	7 or more	\$3.00
	4 thru 6	\$2.00
	3 or less	\$1.00
\$100 Minimum	7 or more	\$4.00
	4 thru 6	\$3.00
	3 or less	\$2.00
\$300 Minimum ; \$500 Minimum	7 or more	\$5.00
	4 thru 6	\$4.00
	3 or less	\$3.00
\$300 Minimum	\$7.00 per player per 30 minutes	
\$500 Minimum	\$7.00 per player per 30 minutes	

OBJECT OF THE GAME

The object of Pure 21.5 Blackjack is for the players and the Player/Dealer to add the numerical value of their cards and:

- Achieve the best possible point total of 21.5 by getting Bonus Card and an Ace on the initial two cards dealt. This hand pays 6 to 5.
- Get as close to 21.5 as possible, without going over.
- Draw additional cards if needed.

VALUE OF THE CARDS

A fifty-two card deck with aces through nines (the standard spades, hearts, clubs, and diamonds) and sixteen “Bonus” cards (four “King” bonus cards, four “Queen” bonus cards, four “Jack” bonus cards, and four “10” bonus cards) is used in the play of the game. The games can be played with a minimum of one (1) and a maximum of eight (8) decks.

- A “BONUS” card and an Ace, on the initial deal, is the best possible hand. It is known as a PURE 21.5 BLACKJACK and pays 6 to 5.
- A “BONUS” card dealt with any other card is worth 10 and is added to the other card(s) point total.
- An Ace has a value of either 1 or 11.
- All cards from 2-9 have their face value.
- "BONUS" cards have a value of 10 unless dealt with an ace on the initial deal.

RANKING CHART

CARD	VALUE
BONUS*	10 or 10.5 when dealt w/an ace
Ace	1 or 11
Two	2
Three	3
Four	4
Five	5
Six	6
Seven	7

Eight	8
Nine	9

* Bonus card is worth 10, except when dealt with an Ace on the first two cards of the initial deal, whereupon, it will be worth 10.5 and the hand a Pure 21.5 Blackjack.

ROUND OF PLAY

1. Pure 21.5 Blackjack is played on a raised gaming table. The table seats eight players who face the dealer in a 180-degree seating arrangement. The tables are the standard blackjack tables commonly used in the casino industry. The casino dealer stands opposite the players, and in the center of the table. The casino dealer's chip tray is set in front of the dealer. The play starts from the right of the dealer and proceeds in a clockwise fashion.
2. The game uses a 52-card deck with aces through nines (the standard spades, hearts, clubs and diamonds) and 16 bonus cards (four of each "king", "queen", "jack" and "ten"). The game is played with a minimum of a single deck, totaling 52 cards and to a maximum of eight decks totaling 424 cards.
3. All tables will have some type of signage where the name of the game is displayed, along with the minimum and maximum wager allowed the collection fee for the players and Player/Dealer will also be displayed. A maximum of three collection rates is allowed in compliance with the California Penal Code.
4. A standard round of play begins when a Player/Dealer is designated. The Player/Dealer will place an amount of money (casino chips) in a betting circle in front of their seat. That money will be used to pay the winners and will set the amount that he/she can collect for the losers. The casino will place a button in front of the Player/Dealer, which designates that they are taking the "bank position and further designate whether it is the first or second turn for the Player/Dealer in the banking position. The Player/Dealer will place the collection fee in front of his/her betting circle.
5. Players at a table then place their wagers in designated betting circles. The players may place a wager at his/her seat along with other

unoccupied betting circles. Each player must pay the posted collection for the wager they placed in any betting circle where they have money or “action”.

6. Once the Player/Dealer has posted the amount of money, he/she will wager against the other players, and once the players have placed their wagers, the casino dealer will collect all of the fees. This will always be accomplished before the start of the game in accordance with the California Penal Code. The casino dealer will take the collection fees and drop them into a locked collection box affixed to the gaming table.
7. After the fees have been collected, the dealer will deal the cards to the players and the Player/Dealer. All cards dealt throughout the game are face up, with the exception of the Player/Dealer’s second card, which will remain “face down” until all players have acted on their hands. The casino dealer is the only person on the table allowed to touch the cards. The players will signal the dealer with hand gestures that indicate whether the wish to hit or stand. The hand signals will be consistent with the industry standard signals of a sweeping motion towards a players body, indicating a hit, or a side to side hand motion, indicating the desire to stand. The casino dealer deals the first card to the player seated to the left of the designated Player/Dealer, in a clock-wise manner. Each player will be dealt one card face up with the Player/Dealer receiving the last card. The Player/Dealer’s cards will be placed in front of the casino dealer.
8. The casino dealer will deal a second card to the players in the same order noted above. The players are given an opportunity, starting with the player seated to the left of the Player/Dealer, to be dealt additional cards to make the best possible hand. (Rules and procedures for splitting, doubling down, and surrendering will be outlined later)
9. Players must follow the below listed **Charts 1A and 1B** in deciding whether to hit or stand on a particular hand.
10. After all players have acted on their hands and indicated to the casino dealer that they do not want or cannot receive additional cards, the Player/Dealers down card will be turned up. This down card will determine where the “action button” is placed.

11. The “action button” determines where the action starts and who will be first to be paid for their winning hand or lose their wager. The action button is placed based on the numerical value of the Player/Dealer’s down card. A chart (**Diagram #1**) outlining the placement of the action button follows.
12. The Player/Dealer’s hand will then be completed according to the rules listed on **Chart 1B**. Once the Player/Dealer’s hand is completed, the payoff and/or collection of wagers will begin in the seat designated by the action button and continue in a clockwise manner until all wagers have been acted on.
13. In the event that the Player/Dealer does not have enough money on the table to cover all the wagers on the table, there will be no free collection button, refund, or other conciliatory action given to the affected players by the casino or the Player/Dealer.
14. The Player/Dealer’s cards will always be dealt and placed in front of the casino dealer’s tray. The placement of the Player/Dealer’s cards is standard in all games and is depicted below. See **Diagram #2**

DIAGRAM #1

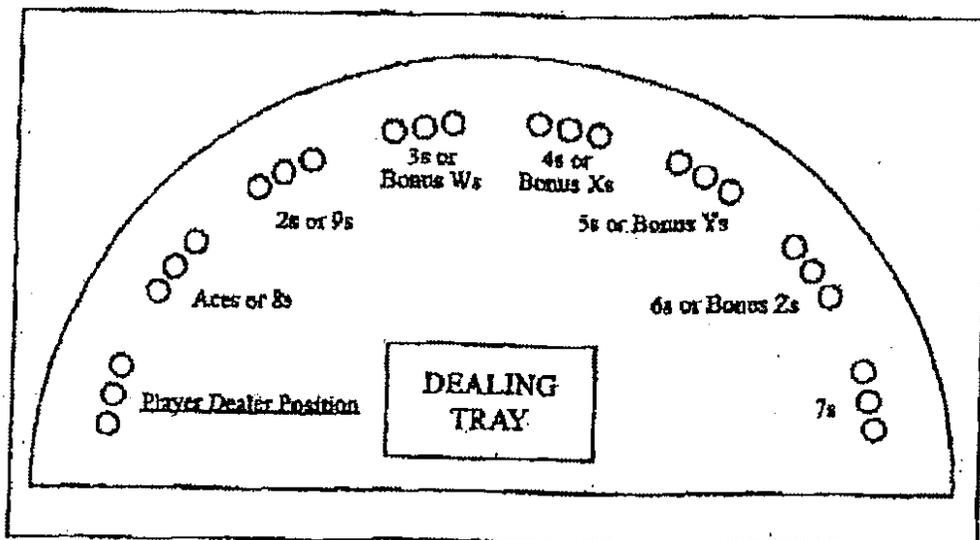
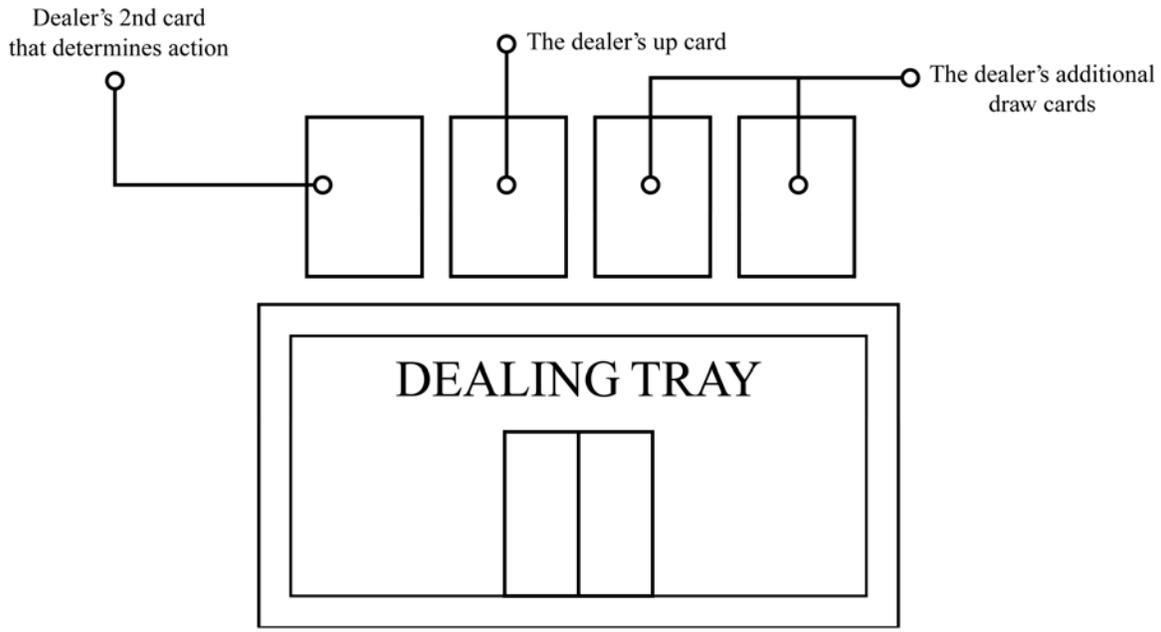


DIAGRAM #2



15. After all wagers are settled, the cards are collected and discarded. The bank button is changed from 1st Bank to 2nd Bank and after every two hands, the Player/Dealer position is rotated in a clockwise fashion around the table.

16. The next round of play begins when the casino dealer collects all the cards from the table and places them in the discard tray. The casino dealer will also change the bank button, and if necessary (if the same person has already held the Player/Dealer position twice) rotate the Player/Dealer position clockwise to the next position on the table. If there is no person that intervenes on the Player/Dealer's position, the game will be "broken" or stopped, as required by the California Penal Code.

CHART 1A PLAYER OPTIONS

Must Stand on

Hard 19 or more

Must Hit on

Hard 11 or less

Have Option on

All other counts

CHART 1B PLAYER/DEALER OPTIONS

Must Stand on

Hard 17 or more

Must Hit on

Soft 17 or less

Have Option on

None

GAME RULES

1. A PURE 21.5 BLACKJACK (an Ace and a Bonus card) is the best possible hand. If the player and the Player/Dealer's hand are both PURE 21.5 BLACKJACK the hand is a push or tie, and no action is taken on the wager.
2. If the Player/Dealer does not have a Pure 21.5 Blackjack, the Players will be given the option to draw to improve their hands, in accordance with Chart 1A above. The Player/Dealer's down card will be checked, by the casino dealer for a "Pure 21.5 Blackjack" when the Player/Dealer's first or up card is an Ace or Bonus Card.
3. After all Players have been given a chance to act on their hands, the Player/Dealers hand will be completed in accordance with Chart 1B.
4. If a Player's total is less than a "Pure 21.5 Blackjack" and the Player/Dealer's total is more than a "Pure 21.5 Blackjack", the Player wins the hand.
5. If a Player's total is more than a "Pure 21.5 Blackjack" and the Player/Dealer's total is less than a "Pure 21.5 Blackjack", the Player loses the hand.
6. If a Player and the Player/Dealer have the same total and it is less than a "Pure 21.5 Blackjack", the hand is a push or tie. No action is taken on the wager.
7. If a Player's total and the Player/Dealer's total are less than a "Pure 21.5 Blackjack", the hand closest to a "Pure 21.5 Blackjack" will win.
8. If a Player's total and the Player/Dealer's total and more than a "Pure 21.5 Blackjack", the following will apply:

- a) If the Player/Dealer's hand is 888 (three eights) all Players whose total is more than 21.5 Push
 - b) If the Player/Dealer's hand is not 888 (three eights) all Players whose total is more than 21.5 Lose
9. The game is played on an industry standard Blackjack table where up to eight primary players can be seated.
10. All collection fees will be collected by the casino dealer, prior to the start of play. Collection fees will be determined by the casino and can be up to three separate rates per game.
11. All collection rates and wagering limits will be posted at the table. They will not be based on any percentage.
12. Backline betting is allowed; subject to local ordinance or code.
13. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code, are permitted to play.

DOUBLE-DOWN, SPLIT, AND SURRENDER

1. Players can double-down on their first two cards dealt to them. The player must place a second wager equal to the player's original wager. The player will only receive one additional card, regardless of the total. Doubling down for less is allowed.
2. Players can split any pair or two BONUS cards. The player must place a second wager equal to the original wager. The player may draw as many cards as desired per split card. When splitting two Aces, the player only receives one additional card per ace. There is no splitting for less.
3. A maximum of three splits is allowed per hand.
4. Players can surrender after their first two cards are dealt to them. If they choose to surrender, half of their wager will be forfeited. The player must indicate their desire to surrender before the Player/Dealer's down card is exposed. Their play for the hand will then cease.

5. The casino will take no extra collection fee on double downs or splits from the player or Player/Dealer.
6. All payoffs are to the extent that the Player/Dealer's money covers the action on the table. A Player/Dealer cannot win or lose more than the entire amount of money placed on the table before the start of the hand.

Insurance- If the Player/Dealer's upcard is an Ace, all Players will have the option to place separate "insurance" wager. They are wagering that the Player/Dealer's undercard is a Bonus card giving the Player/Dealer a Pure 21.5 Blackjack. Winning Insurance wagers pay 2 to 1. Insurance wagers may be equal to no more than $\frac{1}{2}$ of a Player's original wager.

Even Money- In conjunction with offering insurance, when the Player/Dealer's upcard is an Ace, Players that have a Pure 21.5 Blackjack (an Ace and a Bonus Card) may opt to take even money on their wagers before the Player/Dealer's undercard is checked for a Bonus Card. The Player is actually making an insurance wager equal to $\frac{1}{2}$ of the original wager. If the Player/Dealer has a Bonus card as the undercard (a Pure 21.5 Blackjack), the Player wins the insurance bet (a wager equal to $\frac{1}{2}$ of the original wager that pays 2 to 1) and pushes on the original wager. If the Player/Dealer does not have a Bonus Card as the undercard, the Player will lose the insurance bet and is paid 6 to 5 (for the Pure 21.5 Blackjack) on the original wager. The result in each case is the same as the Player wins an amount equal to the original wager (even money).

COLLECTION RATES

There are two fee collection rates in this game, which are pre-determined based on the table limits.

- 1.) A fee collection will be taken per betting square of every player, prior to the start of any play of hand or round.
- 2.) The player/dealer pays a per hand fee collection.

Option A: Both Player and Player/Dealer pay a collection fee.

Table Limit	Total Action on Table	Player/Dealer (per hand)	Player (per square)
\$3 - \$25	\$3 - \$25	\$0.25	\$0.25
	\$26 - \$50	\$0.50	
	\$51 - \$200	\$1.00	
	\$201+	\$2.00	
\$5 - \$50	\$5 - \$50	\$0.50	\$0.50
	\$51 - \$200	\$1.00	
	\$201+	\$2.00	
\$25 - \$100	\$25 - \$100	\$1.00	\$1.00
	\$101 - \$500	\$2.00	
	\$501+	\$3.00	
\$100 - \$200	\$100 - \$300	\$2.00	\$1.00
	\$301 - \$500	\$3.00	
	\$501+	\$5.00	

Option B: Player/Dealer collection fee only.

Table Limit	Total Action on Table	Player/Dealer (per hand)
\$3 - \$200	\$3 - \$100	\$0.50
	\$101 - \$200	\$1.00
	\$201 - \$300	\$2.00
	\$301 - \$500	\$3.00
	\$501 +	\$5.00
\$4 - \$50	\$4 - \$50	\$1.00
	\$51 - \$100	\$2.00
	\$101 - \$300	\$3.00
	\$301 - \$500	\$4.00
	\$501 +	\$5.00
\$5 - \$200	\$5 - \$50	\$1.00
	\$51 - \$200	\$2.00
	\$201 - \$300	\$3.00
	\$301 - \$500	\$4.00
	\$501 +	\$5.00
\$10 - \$200	\$10 - \$50	\$1.00
	\$51 - \$100	\$2.00

	\$101 - \$300	\$3.00
	\$301 - \$500	\$4.00
	\$501 +	\$5.00
\$25 - \$200	\$25 - \$50	\$1.00
	\$51 - \$100	\$2.00
	\$101 - \$300	\$4.00
	\$301 - \$500	\$5.00
	\$501 +	\$7.00
\$100 - \$200	\$100 - \$300	\$2.00
	\$301 - \$500	\$3.00
	\$501 - \$1,000	\$5.00
	\$1,001 - \$1,500	\$10.00
	\$1,501 +	\$15.00

LEGAL

The Player/Dealer position must rotate in a continuous and systematic fashion, and cannot be occupied by one person for more than two consecutive hands. There must be an intervening Player/Dealer so one person cannot continually occupy the position and the “bank” hand within the meaning of ***OLIVER V. COUNTY OF LOS ANGELES*** (1988) 66 Cal. App. 4th 1397, 1408-1409. And in addition to the meaning of AB 1416 (the Wesson Bill) which added section 330.11 to the California Penal Code relating to the California licensed gambling establishments and any future regulatory guidelines from the California Department of Justice, Division of Gambling Control, with respect to the operation of a controlled game featuring a Player/Dealer position.