OCEANA CARDROOM

OMAHA HI-LOW "8 OR BETTER"

1. Each player will be dealt four cards instead of the customary two cards.

2. Players make five card hand by using exactly two cards from their hands and three of the five cards on the board.

3. 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. In high only high hand wins the entire pot.

4. Players may use one combination of cards to make a high hand and the same of any other combination to make a low hand as each hand uses exactly two hole cards.

5. All other Texas Hold'em rules apply.

6. In the 4-8 Omaha Kill, a player must win the entire pot to qualify as a kill.

7. This may also be played with 5 cards in each hand. All other rules are the same

PAY STRUCTURE FOR OMAHA:

The 1st. person in front of dealer button posts small blind $1, $2 or $3 depending on the size of the game.

The 2nd person in front of dealer button large blind posts $2, $4 or $6 depending on the size of the game.

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 intitial 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 clokwise 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 players 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 descard their hand may, at the decretion of management, risk forfieting the pot and/or expulsion from the club.

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 mones 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 annouces "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 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 have been dealt. If a player does not call attention to the Joker among his live cards before cards acting on his hand, than he has a foul and forfeits all rights to the pot and all monies involved.

10. If a players 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 <u>face up</u> 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 that the game he is playing in calls for, and it is discoverd 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 may 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 dealer before all betting is completed, the entire flop is taken back and reshuffled.

PAY STRUCTURE FOR LAZY PINEAPPLE

The 1st. person in front of dealer button posts small blind $1, $2 or $3 depending on the size of the game.

The 2nd person in front of dealer button large blind posts $2, $4 or $6 depending on the size of the game.

OCEANA CARDROOM

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 simutaneously (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. Refer to rule #3 in Stud.

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 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.

10. If the flop has too many cards, it will be taken back and reshuffled except the burn card will remain burned. No new burn will be used.

11. If cards are flopped by the Dealer before all the bettin is completed,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 cards 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 inthe 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 blinds pass his or hers position, the player may resume play by posing 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

RULES FOR "PAI-GOW POKER"

1. Each table has a "spread" limit defining the minimum and maximum amounts that may be wagered.

2. There is no maximum on banker wagers.

3. All action goes clockwise, starting with action button.

4. The Joker is wild.

5 Time collection is taken in advance for each hand.

6. A maximum of two (2) backline bets are allowed on each spot..
A third backline bet will receive No action.

7. The "active" banker may designate any person to shake the cup. EXCEPT EMPLOYEES.

8. The player-dealer's hand will not be looked at until all hands have been seened.

9. Once the cup is opened, no one can add or subtract any portion of their wager.
PENALTY: Possible forfeiture of wager to the extent that money covers.

10. Once you have received your cards, any attempt to add or subtract from your wager will cause your hand to be declared foul, and your wager will be forfeited to the extent that money covers. You will also be barred from playing and may be subject to prosecution.

11. The player who controls the seat is the only "active" player for that position.

12. 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.

13. 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.

14. "Kum-Kum", or partnership bets, will not be permitted except by the "Banker" in that event, "Kum-Kum" bets will be paid off and/or collected as one bet.

15., Players who choose to be "Kum-Kum" (on banker dealer's spot) must each wage at least the minimum bet permitted at the table.

16. Players who bet "Kum-Kum" do so at their own risk. The house will not hold up action or be responsible for settling disputes that arise- from "Kum-Kum" bets.

17. All players including the banker, are required to put the entire amount of their wager in the circle before the cup is opened, only money in circle plays.

18. Any amount over the maximum limit permitted at the table will receive "no action".

19. After the announcement "all hands set", players may not touch their card or their wager.

20. A player who removes a winning wager from the betting circle may be paid the minimum bet (to the extent that money covers) at the floor person's discretion, if the correct amount of the wager cannot be determined.

21. All players (including the dealer) are responsible for protecting their own hands. If a player fouls his hand through carelessness with other cards, the wager is forfeited (to the extent that money covers)

22. Any player having the wrong number of cards has a fouled hand. A fouled hand may be used to pay off winning players (to the extent that money covers).

23. There will be no hands "conceded." All hands will be exposed and read by the house- dealer to the extent that money covers.

24. Any attempts to switch, pass and/or hold out cards will cause a hand to be foul and the forfeiture of your wager to the extent that money covers any player(s) found guilty of such actions will be barred and may be subject to prosecution.

25. Any player removing a losing bet will be subject to such penalty as deemed appropriate by the floor supervisor.

26. Statements regarding the value of a player's hand are not binding. The cards speak for themselves.

27. All players are forbidden to show or discuss their hand with any other players.

28, No side bets or proposition bets of any kind will be allowed.

29. A player may see only one hand regardless of the number of hands on which he has wagered. A player can only be the "Active" player on one spot and only look at one hand, regardless of the number of hands which he has wagered.

30. If an active player chooses not to wager on his or her spot (for whatever reason) he or she may not prohibit any other player from wagering on that spot. Once any player has wagered on this spot, that player will automatically be allowed to wager or backline on that spot until the dealer button has been moved to the next player.

31. A misdeal will be declared if : (1) A joker or ace is boxed or exposed, or (2) if two or more cards are boxed or exposed on the deal.

32. Players are responsible for the final setting of their hands. The house-dealer may assist and/or offer advice upon request, but is not responsible for the final decision. Exception: If a player leaves the table for any reason and instructs the house-dealer to sets the hand foul, it will be set most logical by thefloor man and play will continue.

33. If as player sets his hand with the highest hand in the two-card hand (the five-card hand does not rank higher than the two-card hand), the hand is foul and the wager is forfeited to the extent that money covers.

34. If a player puts three cards in one hand and four cards in the other hand, or one card in one hand and six cards in the other hand, the hand is foul and th wager is forfeited to the extent that money covers.

35. If a house-dealer mistakenly sets a players hand foul, it will be set the most logical way be management and play will continue.

36. The house-dealer cannot allow the player-dealer(banker) to set his hand foul. If the house-dealer mistakenly allows a foul hand to be played , it will be reset the most logical way be management and play will continue.

37. The player-dealer's (banker) hand is not set until he has signified his final decision in an obvious manner to the house-dealer.

38. A hand that has been misread by the house-dealer will be a true value if can be retrieved intact.

39. A player may request a change of deck only after the dealer has had both deals or when the dealer's button is moved to the next spot.

40. Only three (3) active players are allowed to be dealer at the same time.

41. MANAGEMENT RSERVES THE RIGHT TO MAKE DECISIONS WHICH ARE IN THE BEST INTEREST OF THE GAME. THEREFORE, UNDER SPECIAL CIRCUMSTANCES, A DECISION MAY BE RENDERED THAT IS CONTRARY TO THE STRICT AND TECHNICAL INTERPRETATION OF THESE RULES.

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 accurs. 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 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 responsibilituy 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 player to discard their hand may, at the discretion of management, risk forfeiting the post 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 annouces "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 when it is dealt to a player as a down card. In this situation, it will be repaced after that round of cards have been dealt. If a player does not call attention 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 blings are forfeited by that player.

12. If the flop has too may 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.

14. If the dealer turns up the fourth (4th.) card on the board before the round of betting is completed, the card is not in play if a player wishes to call. After completion of the betting, the next card is burned and the fifth (5th.) card is put up in the fourth (4th) card's place. After betting is completed, the dealer will reshuffle the deck, including the card that was taken out of play but not the burn cards or discards. The dealer will then deal the fifth (5th) card.

15. If the fifth (5th) card is turned up before betting is complete, it shall be reshuffled in the same manner as the previous rule.

16. The winning hand must show both cards face up on the table, one (1 card up and the other face down) is not a valid hand.

17. A new player may not sit down in the middle of the blinds, he must wait until the button passes.

18. If a player leaves the table for any reason and the blinds pass his position, he may resume play by posting the total amount of blinds for the game or wait for the big blind. If he chooses to post the total amount of blinds the small blind goes to the center of the pot while the big blind is live.

19. Only a full bet constitutes a bet. Anything less than a full bet is considered to be action only. Example: In a $5 & $10 game, on the last card, the first player bets $10.00. The next player gos all-in for $18.00. The next player may call the initial bet of $10.00 and $8.00 action (a total of $18.00) or may raise the initial bet of $10.00 to $20.00.

RULES FOR 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 same, the pot is will play.

6. If the pot is opened falsely or the opener discarded, the pot will play if the pot was raised, has two or more callers or cards have been drawn before it was discovered. In any event the opener's hand is dead and all money forfeited.

7. The opener must show all cards face-up on the table to win the pot.

8. 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.

9. 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.

10. A player who call the opener and cannot beat openers will <u>not</u> get his-her money back.

11. 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.

12. 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.

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 over 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 player 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 lowest in 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.

10. If a Dealer burns 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 burns two cards or fails to burn 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, i.e. 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. (i.e. 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 burn 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 still 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 opponents card is not entitled to a refund.

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, would kill the hand.

19. Player dealt in by mistake is a dead hand.

20. Player dealt out by mistake is a misdeal.

OCEANA CARD ROOM

BLACK JACK "22"

THE OBJECT OF THE GAME IS TO GET 22 OR THE CLOSEST TO 22 AS POSSIBLE.

All players must bet circle "1". Side bets are optional.
(table minimums are posted)

HOW TO PLAY BLACK JACK "22"

1. **The deal rotates clockwise.**

2. **Two cards will be dealt face down to each player.**

3. **The dealer will then ask the players if there are any "Naturals"**

   "NATURAL" examples:
   Two Aces ---Two Jokers ---One Ace & One Joker

4. **If you receive a natural in your first two cards, turn your hand over immediately and get paid instantly.**

5. **If no "Naturals" are dealt, players will hit their hands in turn until each player has made a hand total of 22 or closests to 22 as possible.**

6. **There is no "Busting" in The Ocean Aces. However, if your hand total has exceeded 22 you may not accept any additional hit cards.**

7. **Once all players have hit their hands, the dealer will open all the hands to determine the winner.**

8. **In the event of a tie, winnings will be divided equally according to their total bets.**

KEY POINTS:

1. **A standard 52 deck of cards is used, with four jokers added for a deck total of 56 cards.**
   Jokers and aces have the exact same value, one or eleven. All face cards have have a value of ten. All remaining cards are taken at face value.

2. **All players are playing against each other for the best hand total of 22 or closest**

3. There i s no "Busting" in the Ocean Aces, the hand is closest to 22 wins.

ACES HAND RATINGS:

NATURAL 22:

Two Aces -- Two Jokers -- One Ace & One Joker

Hand Rank	Hand Count	Example Player
1.	"22" after the hit or hits	One King, One Queen, One Duce
2.	"21"	One Ace, One King
3.	"23"	One King, One Queen,One Tre
4.	"24"	One King, One Queen, One Four
5.	"19"	One King, One Nine

The hand closest to 22 wins. Two hands that are equal distance away from 22, as in the example of 21 against a 23, the lower hand is the better hand.

Each player may place 1-2- or 3 bets on each hand.