

LOW BALL RULES

LO-BALL is a form of five card draw poker, in which low hands are the objective. Aces count as low, with straights and flushes ignored. The BEST hand is 1,2,3,4,5, with the joker being wild and counting as the lowest missing card in the hand.

1. No splitting blinds.
2. Any player, excluding the dealer, may draw five cards. At the discretion of the floorperson, where there has been bonafide action and a hand is fouled by another player, the player fouled may draw five cards or have the number of cards replaced. The dealer can only draw four cards.
3. Before the draw, exposed cards of five and under must be taken. After the draw, exposed cards cannot be taken. The player will receive a substitute card after the deal is completed. When the pot in play is heads-up between the dealer and another player, the player may accept or reject an exposed card on the draw.
4. After the draw, a player cannot check and raise.
5. If a seven or less has been checked, the player checking same loses all action thereafter.
6. A player who bets a pair after the draw and is called must verbally declare the pair before spreading the hand.
7. Before the draw a player going "all in" with a short bet may not be raised. After the draw a short bet may be called, or called and raised a full bet. Before the draw a player must have a full bet to raise (unless it is heads-up). After the

draw a player can get full action on his money, though a short bet does not constitute a raise.

8. Only one short buy is permitted after each full buy-in. Any thing less than half the buy-in is a short buy-in.

PAN RULES

Pan or Panquingue is a rummy-type game played with eight decks of regular cards with 8's, 9's, and 10's taken out.

there is NO joker. The sequence of cards is A, 2, 3, 4, 5, 6, 7, J, Q, K. Each player is dealt 10 cards. The object is to make enough melds or spreads to win or "pan" the hand.

- The buy-in for each game is 20 chips of equal denominations.
- We play straight condition PAN. The house does not bank the games.
- Protect your hand at all times.
- Count your cards after each deal.
- Splitting is allowed (dividing of the Tops without playing for them).
- A player may not continue to play for the Tops when out of chips
- A knock in turn means play. A player may change his declaration until the next player has acted. The last player may not change his declaration after the second card has been drawn and exposed.

1. No decision can be rendered by the floorperson once the hand is out of play. The hand is out of play when all players have paid the outs and thrown their hands in.
2. When players are waiting, the player who has panned the previous hand may play ONE more hand in that seat before changing seats.
3. The dealer is never permitted to assist or advise a player in action. The dealer will speak up only when asked by a player in action to identify cards, say how much a spread is worth, or call the outs. The dealer will call the outs as the hand lays. He may not rearrange cards so as to accrue greater value on the outs.
4. The dealer is responsible for directing action at a reasonable pace. The players' cooperation is expected.
5. No player shall touch another player's chips (fooling or otherwise). Players shall not criticize another's play.
6. Floorperson's decision is final in all cases.

FOUL HANDS AND CARDS

A foul hand is one which has been successfully called foul by an active player as a result of one or more violations.

1. The penalty for a foul hand shall be as follows:

A. Player must throw his hand into the discards and repay all active hands any collections he has received, commensurate with chips on the table (see Pays and Collections).

B. Player is **not** liable for pay earned during the remainder of the hand by active players, **AND** must pay the winner the value of the hand as it lies, plus 2 chips. Player with a foul hand will pay a "bust-out".

2. No player may call his own hand foul. Any player doing so and discarding his hand must pay all collections during the remainder of play, including "bust-outs".

3. A hand may be declared foul by any active player whenever:

A. A player is found to have more or less than ten cards after touching the deck in the normal rotation of the draw.

B. A player is caught either discarding two cards or failing to discard, in order to correct the preceding situation.

C. A player is caught throwing a card on the floor in order to correct the number of cards in his hand.

D. A player has spread an invalid meld as follows:

a. "Primary Meld" (one which uses a card from the deck) may still be corrected as it lays after the player has discarded.

b. "Secondary Meld" (one which came from the hand, without using a card from the deck) - player may correct the situation by replacing the meld in his hand until he has touched the deck for his next draw. There is no penalty except the return of pay which may have been collected.

E. A player puts a card from the deck in his hand. The exception to this rule is when the player is going out (No discards).

F. A player incorrectly declares himself to be out, causing another player's hand to be fouled. The player making the incorrect declaration must repay his collections, other players fouling their hands do not. Both must pay the outs. A player who has gathered his cards in anticipation of throwing in his hand (as a result of the above) may, when action resumes, rearrange his hand into melds, keeping the non-melded cards in his hand.

4. Any active player may call a hand foul for cause, without regard for the source of his information.

5. Whenever there is only one player left in the hand as a result of one or more fouled hands, that player has two options:

A. He may negotiate a mutually satisfactory settlement with the players whose hands are foul.

- B. He may opt to play the hand to completion. If so, he must play the hand face up, under the supervision of the dealer, using any and all cards which may be used in the quickest way to put the hand out.
6. If one player causes all other active players to foul their hands, the Tops remain and the hand is redealt
 7. Cards or hands may be declared "foul" under extraordinary circumstances by the floorperson.
 8. Before a player takes action (example - touches the deck):
 - A. Eight or less and twelve or more cards is a dead hand. The ante will be returned.
 - B. Nine cards will have one card added from the top of the deck. The player may not change his declaration. A card will be added from the middle of the deck only if the total number of cards dealt out is correct. Ex: One player has eleven cards, another player has nine cards, and all the others have ten cards.
 - C. Eleven cards will be corrected by the dealer. The hand will be spread face down on the table and the dealer will select one card at random. Should the player discover eleven cards before picking up his second five cards, the dealer may remove one card from them. The player may change his declaration. If a spread for pay has been put down by a player drawing in front of him, he does not have to pay that collection, but may still change his declaration after the dealer draws a card from his hand. If his declaration is to play, he must pay the collection.

9. Players are required to declare play or pass in order. Players should request "time" to study the hand. Players who continually act out of turn or create disturbances will be denied playing privileges.
10. Any card drawn off the deck will be turned face up. Any player in action has the right to ask for identification of all cards drawn.
11. A drawn card is discarded when it is released in the direction of the discards. Offering and reclaiming a card is not considered good sportsmanship. Once the player discards a card that fits on the next person's board spread, he has lost his right to force the card.
12. A player overlooking or ignoring a usable card on a board spread, who touches the deck to draw may, at the option of any active player, either be forced to use the card, or be forced to continue to draw. Once the player has touched the deck, he has lost his right to the "option card" and should not call attention to it. It is up to the other players to force it back.
13. A card off the deck that can be used on an exposed spread may be forced back by any active player until two players have drawn behind. A player drawing a card has lost his right to force back a board play. A card discarded from the hand which may be used on one of that player's melds may be forced back by any active player at any time until the player who discarded it has touched the deck.

14. An "out card" may be forced back in only three cases:
 - A. When a player is discarding in an attempt to "pyramid chips" - gambling that another card will put him out for more chips than he could receive at the moment. In that case, any active player may choose to end the hand for the lower pay rate.
 - B. If the same card puts two players out, the card may be forced back if the player on whom it is forced will go out for a lower pay rate than the other player.
 - C. When the hand is head up.
15. A player removing or discarding a card from a board spread has a foul hand. The dealer will enforce this rule.
16. No player may deliberately foul his own hand in order to prevent a player from going out. In this situation the card drawn shall be a live card. Repeated violations of this rule will result in denial of playing privileges.
17. A player may not give an out card to a player with ten cards spread on the board if the card can be used in the first hand. Any player in action may see the hand and may force back a card that can be used in any way. The dealer will enforce this rule.

PAYS AND COLLECTIONS

1. All collections must be called for before discarding.
2. Two players remaining in action may agree at any time to split the Tops. If one player refuses, regardless of precedent, action continues. When a doubles and singles player split, only the single Tops are split. Two doubles players

may split the entire Tops.

3. The house does not allow players to save "outs" or to ante other players.
4. Any active player may ask the dealer the value of a spread.
5. We play table stakes at all times. This means:
 - A. No playing behind. (NO exceptions!)
 - B. No one is allowed to ask for pay in excess of chips he has on the table. When a player unknowingly runs out of chips the dealer will to the best of his ability request that the hand be thrown in.
 - C. "Pyramiding" of chips is not allowed - Tops may not be used to build up a player's chips so as to justify higher pay on the outs.
 - D. If a player is "owed" chips because of insufficient stakes, he may ask for the balance (commensurate with chips in front of him at the time) each time his hand is hit
 - E. All players' chips in action must be left on the table in front of them.

DOUBLE CONDITION PLAY

- * Players desiring to play double condition must have twice the minimum buy-in.
- * All doubles players must ante double. Double antes will be kept separate and awarded to winning doubles players only.

- * A doubles player may collect a single unit condition (if down to one chip), then build up to doubles again on subsequent hits to the hand, in a mixed condition game.
- * If all players are playing doubles, at the discretion of the floorperson, the game may be changed to the next higher condition.
- * No Progressive Tops.
- * No condition bigger than Double condition is allowed.

GAME RULES

Limit Texas Hold'em

1. No FLOP, No DROP. If all players in the hand fold pre-flop with the exception of one player, no collection fee will be taken for that hand. The remaining player will win the blinds and any other bets placed in the pot, the button will advance and a new hand is dealt.
2. The winning hand must show all cards face up, on the table, in order to win the pot, unless it is the only remaining live hand. The best five card ranking poker hand wins. The dealer will assist reading the hand, although the player is responsible for his/her hand at all times. On the final betting round after all betting is completed, the player initiating the action will show his hand first. In the event of a tie, the pot will be split.
3. Blinds are considered to be live if there are no raises, blinds may raise themselves when the action comes to them.
4. In all Hold'em games all players must meet their blind obligations every round of play. The button always advances forward and the blinds adjust accordingly.
5. Check and raise is permitted.
6. In "Limit" Hold'em games, the lower limit will be the initial bet amount on the "pre-Flop" betting round. The higher limit amount is the bet amount for the 4th and 5th card or ("Turn" and "River"). (e.g. "Limit \$3/\$6 the "Pre-Flop" and "Flop" bet amount is \$3, the "Turn" and "River" bet amount is \$6.").
7. Any wager must be at least the size of the previous bet or raise in that round, unless a player is going "all-in". When a player goes "all-in", that player must put all chips that player into the pot.
8. A bet and three raises are allowed for each betting round. Completing an opening "all-in" bet does not count as a raise.
9. In heads-up play there is no maximum number of raises. (This applies any time the action becomes heads-up, before the raises have been capped.) Once the raises have been capped, it cannot be uncapped on that betting round.
10. In limit play, an "all-in" wager of less than half a bet does not re-open the betting for any player who has already acted and is in the pot for all previous bets. A player facing less than half a bet may fold, call, or complete the wager. An "all-in" wager of half a bet or more is treated as a full bet, and a player may fold, call, or make a full raise. (Example of "all-in" raise more than half a bet. Playing 3/6 Limit Hold'em, on the "Turn" the bet is \$6, player A bets \$6, player B goes "all-in for \$10", player C's options are (fold, call, raise). Player B's all-in is greater than half a bet, and is treated as a full bet. If C wants to raise his bet is now \$16.)
11. Any hand that remains intact is NOT dead until it has been killed by the dealer. A hand that has been discarded but has not touched the muck may be retrieved and ruled a live hand, even if the dealer has touched the hand, provided the act of throwing away has not induced another player to muck his hand. To have the hand considered live, the cards must be opened face-up only by that player. A hand

thrown away and turned face up by another player or requests the dealer to turn the hand face-up is NOT a live hand, and may be used for informational purposes only.

12. If the flop has too many cards, the flop will be taken back and reshuffled. The original burn card will remain. The new flop will be delivered without burning a new card. If substantial action has already occurred (two or more players putting money in the pot) before the error is noticed, the flop will play as is; the stuck together cards being treated as one, The dealer will not burn before dealing the next card.
13. If cards are flopped before all betting is complete, the flop does not play. After action is completed, the flop will be reshuffled. The original burn card will remain. The new flop will be delivered without burning another card.
14. If the fourth card (the Turn) is dealt before all betting action is completed, that card is taken out of play. When action is complete, the next card is burned and the fifth card is dealt as the fourth card. When new betting action is complete; the out of play card is reshuffled but not the burn card. The dealer then cuts the deck and turns the last card without burning.
15. If the fifth card (the River) is dealt before betting action is completed, that card is taken out of play. When betting action is complete, the out of play card is reshuffle but not the burn card. The dealer then cuts the deck and turns the last card without burning.
16. Kill Pots (1/2 Kill and Full Kill) for Limit Hold'em games. (See Blind & Structure Table *below*) To kill a pot means to post an over-blind that increases the betting limit. A full kill is double the amount of the big blind, and doubles the betting limits. A half kill generally is one-and-a-half times the big blind, and increases the betting limits by that amount. A player who wins two consecutive pots must kill the next pot. In this type of kill game, a marker called a "kill button" indicates which player has won the two pots, one side of marker say "KILL", indicating the hand is a kill pot. The winner keeps this marker until the next hand is completed. The winner of the Kill button must post the required overblind amount for the next hand (called "Forced Kill"). The Killer now has last action on the initial preflop betting round of a Kill pot.

A Kill or 1/2 Kill Hold'em game is voluntary, a regular Hold'em game can only be converted to a Kill game when there is a majority of players requesting to play a Kill game. If two or more players object the game will not be changed.

The kill button is neutral (belonging to no player) if:

- (a) It is the first hand of a new game.
 - (b) The winner of the previous pot has quit the game.
 - (c) The previous pot was split and neither player had the kill button.
- There is no pot-size requirement for the first pot or "leg" of a kill. For the second "leg" to qualify for a kill, a player must win at least one full bet for the limit game he/she is playing, and it cannot be any part of the blind structure.
 - If a player with one "leg up" splits the next pot, that player will be considered to have won the 2nd pot and receive the Kill button, the next hand will be a Kill pot. If the player who split the pot was the kill in the previous hand, then that player must also kill the next pot.

- A player who is required to post a kill must do so that same hand, even if wishing to quit or be dealt out. A player who fails to post a required kill blind will not be allowed to participate in any game until the kill money is posted.
- Kill blinds are considered part of the pot. If a player with a required kill wins again, then that player must kill it again (for the same amount as the previous hand).
- The player with the kill button will have last action pre-flop. (Continued)
- If a player is unaware that the pot has been killed and bets the lesser amount, but it is a required kill pot with the kill button face-up, the player must put in the correct amount. If not, the player may withdraw the chips and reconsider his action.
- Kill games must be noted on the Waiting List board.
- Kill games will have a table collection plate that indicates the game is a Kill game.

SEVEN CARD STUD

7-CARD STUD HIGH

The highest ranking hand wins the pot. The game is normally played with an ante of 10% to 25% of the initial bet, though certain games may have no ante at all. To start the hand each player is dealt two downcards and one upcard. The low card determined by suit in alphabetical order (club, diamond, heart, spade), begins the action on the first betting round with a forced bet. On all subsequent rounds the high card acts first. If there are two hands of equal high value, the player to the left of the dealer position will act first. All active players will receive three more upcards and a final card face down, with a betting round after each card. At the completion of each hand all active players will have 7 cards - three cards face down and four cards face up. A player may use any combination of 5 cards to make his best high hand.

Seven card stud is normally contested at limit poker. Usually the limit is fixed and a player must bet that amount, except on the initial forced bet, completing a bet or going all-in. Most fixed-limit games have a double limit, with the lower limit used on the early rounds and the higher limit (which is usually double the lower limit) on the later rounds. The lower limit is used initially, and the upper limit after the fifth card or an open pair. On the showdown a player uses his best five-card poker hand selected from the seven cards he possesses.

7-CARD STUD LOW (RAZZ)

The lowest hand wins the pot. Aces are low in all cases. Straights or flushes do not impair the low card value of a hand, so the best possible hand is 5-4-3-2-Ace. The format is similar to 7-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. The lower betting limit will be used on the third and fourth cards and the higher limit thereafter. The presence of an open pair does not effect the betting limit on the fourth card. All Seven Card Stud Rules apply equally to RAZZ, unless otherwise noted.

SEVEN CARD STUD RULES

1. The winning hand must show all cards prior to the pot being awarded. 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 must turn his hand over first upon completion of all action and the best hand wins.
2. When a bettor miscalls his hand causing another player to discard a possible winning hand, he forfeits his rights to the pot. In RAZZ, a bettor must verbally declare a pair before spreading the hand.
3. No rabbit hunting. No one other than the dealer is allowed to touch the discards.
4. Check and raise is permitted.
5. A bet and three raises are allowed for each betting round. Completing an opening forced bet does not count as a raise. There is no limit of raises with only two players remaining. The player who puts in the forced bet may open for the full limit if he chooses.

6. String bets or raises are not allowed. A player must put in the full amount of chips at one time or verbally declare the raise.
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. A player may get full action on his money, though only a full bet constitutes a bet or raise. Anything less than a full bet is considered to be action only.

Example: In a \$5 and \$10 game, on the last card, the first player bets \$10. The next player goes All-in for \$18. The next player may call the initial bet of \$10 and \$8 action (a total of \$18) or may raise the initial bet of \$10 to \$20. The \$8 is action only, not a raise.

9. Suits do not count in the ranking of hands to determine the winning hand. The ranking of suits is used only to determine the lowest card for a forced bet.
10. A card placed face up in the deck (a boxed card) shall be treated as if it were not there. It will be replaced by the next card below it in the deck. The joker shall be treated as a boxed card. If it is dealt to a player as a down card it will be replaced after that round of cards has been dealt. If a player does not call attention to the joker among his down cards before acting on his hand, he has a foul hand and forfeits all rights to the pot.
11. A player must be at the table to receive a hand. If a player antes or asks to be dealt in, but is unable to make it back to the table in time to act in his hand, he forfeits his ante and has a dead hand. The forced bet will be put in for the player, if that obligation applies.

The fee collections were as follows:

PAN

5 or more players - \$ 1.25 per hand

4 or less players - 50¢ per hand

Fri nights from 4:00pm til game breaks Saturday:

5 or more players — \$ 1.50 per hand

4 or less players — 50¢ per hand

LOWBALL

The one night it was spread it was 6-limit.

\$ 3.00 per player every 1/2 hr. no matter how many players.

Sincerely Yours,

Thomas C. Williams
Designated Agent

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 with 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

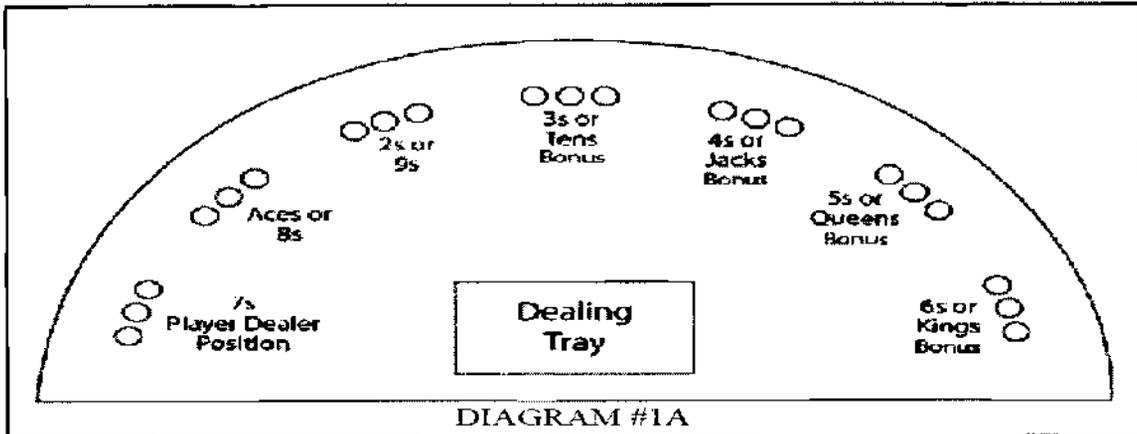
The Lighthouse Card Room – Pure Blackjack

2/20/07

whether the wish to hit or stand. The hand signals will be consistent with the industry standard signals of a sweeping motion towards a player's 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 clockwise 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/Dealer's 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
Seven Handed Table



Eight Handed Table

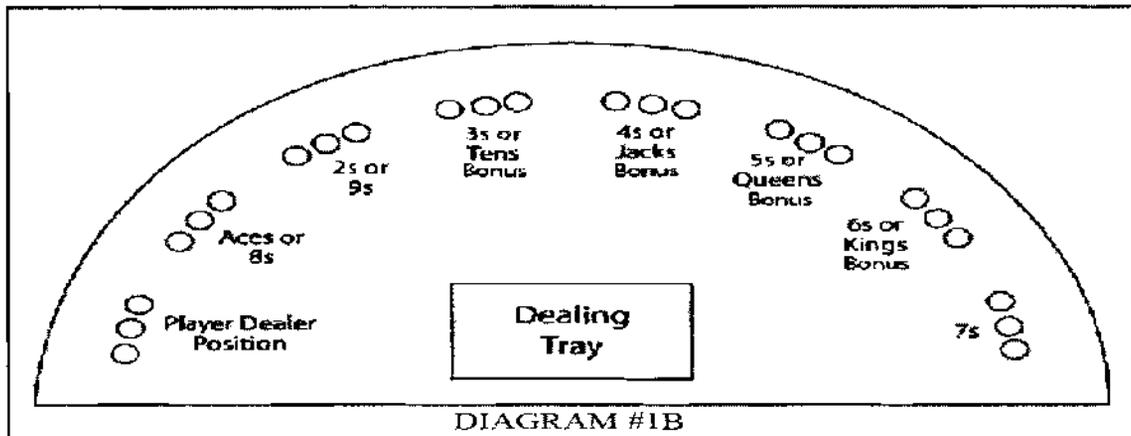
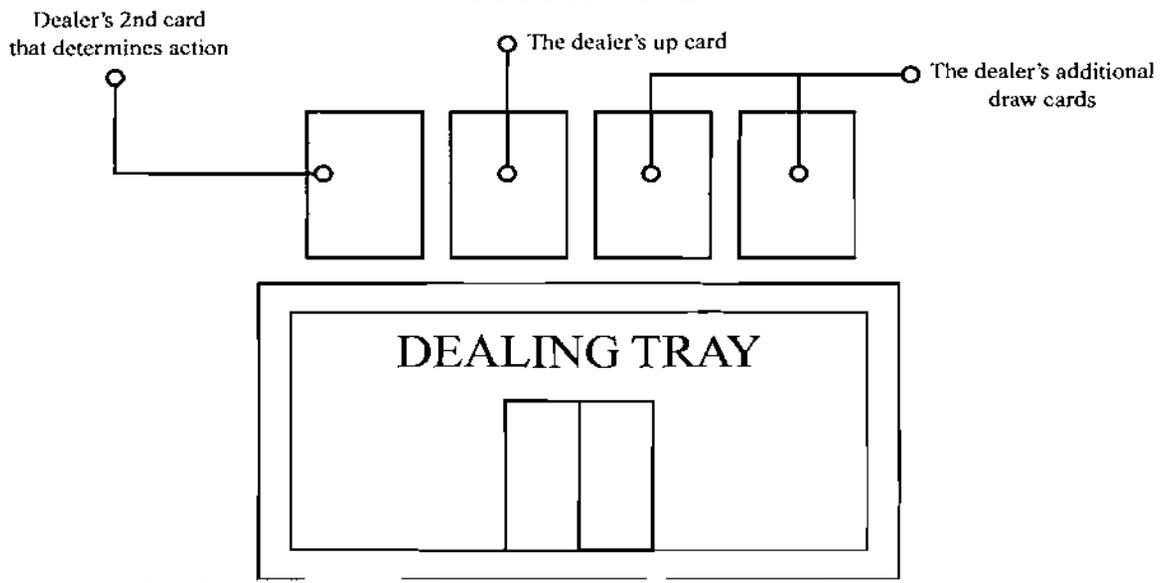


DIAGRAM #2



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	Must Hit on	Have Option on
Hard 19 or more	Hard 11 or less	All other counts

CHART 1B PLAYER/DEALER OPTIONS		
Must Stand on	Must Hit on	Have Option on
Hard 17 or more	Soft 17 or less	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.

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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 are 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.

OPTIONS

The following options are available for individual casinos to cater to the needs of their customers:

Pure 21.5 Blackjack Payoff Options

3 to 2 Option – Pure 21.5 Blackjack pays 3 to 2 when dealt to a Player. A Pure 21.5 Blackjack consists of an Ace and a Bonus card on the initial two cards dealt to a Player.

7 to 5 Option – Pure 21.5 Blackjack pays 7 to 5 when dealt to a Player. A Pure 21.5 Blackjack consists of an Ace and a Bonus card on the initial two cards dealt to a Player.

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 ½ of a Player's original wager. Insurance may not be offered in casinos where Pure 21.5 Blackjacks pay 6/5 or 7/5.

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 ½ 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 ½ 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).

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Player/Dealer 888 Option- If the Player/Dealer's hand is 888 (three eights), all Players who have a total exceeding 21.5 **win**. (The option currently being offered is the same as this one, except all Players exceeding 21.5 **push**).

Player/Dealer 888 Bonus or Jackpot- Casinos could offer a Bonus or Jackpot to be paid when the Player/Dealer's hand is 888 (three eights). Each individual casino will decide collection fees, distribution percentages, and funding methods.

Player/Dealer Same Color 888 Bonus or Jackpot- Casinos could offer a Bonus or Jackpot to be paid when the Player/Dealer's hand is 888 of one color (three eights of one color). Each individual casino will decide collection fees, distribution percentages, and funding methods.

Player/Dealer Suited 888 Bonus or Jackpot- Casinos could offer a Bonus or Jackpot to be paid when the Player/Dealer's hand is a suited 888 (three eights all the same suit). Each individual casino will decide collection fees, distribution percentages, and funding methods.

Suited 777, Suited 678, and Unsuited 777- Casinos could offer Bonuses to Players that have hands that consist of three suited sevens, three unsuited sevens, and a six, seven, and eight of the same suit. Each individual casino will decide collection fees, distribution percentages, and funding methods.

Same color 777 and same color 678- Casinos could offer Bonuses to Players that have hands that consist of three sevens of the same color and also a six, seven, and eight of the same color. Each individual casino will decide collection fees, distribution percentages, and funding methods.

Seven Card Charlies- Casinos could offer Bonuses to Players that have hands that contain seven or more cards that total less than 21.5. Each individual casino will decide collection fees, distribution percentages, and funding methods.

Bonuses or Jackpots for Two, Three, Four, Five, or more Pure 21.5 Blackjacks in a row- Casinos could offer Bonuses or Jackpots to Players that have a Pure 21.5 Blackjack on consecutive hands. Payoffs could increase as the number of consecutive hands increases. Each individual casino will decide collection fees, distribution percentages, and funding methods.

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 no person can continually occupy the position and the “bank” hand within the meaning of *OLIVER V. COUNTY OF LOS ANGELES* (1988) 66 Cal. App. 4th1397, 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.

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TEXAS HOLD'EM (detailed description)

In Texas Hold'em (a.k.a. Hold'em) each player receives two cards dealt face down as their personal hand. There is a round of betting after these cards have been dealt. Three board cards (called "the Flop"), are now dealt and turned simultaneously up in the center of the table, another round of betting occurs. The next card is dealt (called "the Turn"), followed by a round of betting. The final card is dealt (called "the River"), followed by a final round of betting. The cards "the Flop", "the Turn", "the River" are community cards shared by all active players at the table. At the completion of each hand each active player will have 7 cards, two personal cards, and five community cards that are face-up in the center of the table. A player may use any combination of five cards (i.e. one in their hand, four from the board, etc.), to determine his/her best high hand. A player may even use all the community cards and none of his personal cards, to form his best hand (called "playing the board"). The pot is won by the player having the highest ranking hand, using the best 5 cards out of the 7 cards.

Hold'em uses a dealer button to indicate the player who is in the dealer position for that hand, (the cards are dealt by a non-playing Limelight Card Room employee). The player with the dealer button is the last to receive cards on the initial deal, and has the right of last-action on all betting rounds except the first. Two blind bets (called "Small Blind" and "Big Blind") are used to start the action and initiate play. The "Small Blind" is posted by the player immediately clockwise from the button, the "Big Blind" is posted by the player two positions clockwise from the dealer button. Action is initiated on the first betting round by the first player left of the last blind (Big Blind). On all subsequent betting rounds the action is begun by the first active player clockwise from the button. All blinds are considered to be live, and if there are no raises, blinds may raise themselves when the action comes to them. The deck is a standard deck of 52 cards with no joker(s) used.

RULES

No-Limit Hold-em

All the rules and game description for Limelight limit hold-em games and Limelight house rules apply to no-limit games, except as noted below.

The term No-Limit Texas Hold'em (a.k.a. No-Limit Hold-em), will be used to differentiate between the current Limit Texas Hold'em (a.k.a. Limit Hold-em) games. Limit games that have a set *limited* betting amount and a set *limited* number of raises allowed. versus A No-limit game with spread betting amounts from the minimum bet to the maximum bet of \$1000 with discretionary number of bets and raises allowed, a bet not to exceed \$1000.

1. In "No-Limit" Hold'em games, the minimum bet allowed will be the amount of the "Big Blind", during all rounds of betting. However once the minimum bet is raised the new amount is then the minimum allowed bet for that round.
2. In "No-Limit" Hold'em games, the maximum bet will be \$1000 with discretionary number of bets and raises allowed, a bet not to exceed \$1000. All raises must be equal to or greater than the size of the previous bet or raise on that betting round. Except for an "all-in" wager. A player who has already checked, called, or raised may not subsequently raise or re-raise an "all-in" bet that is less than the

The Limelight Card Room (No Limit Hold'em)
Application for Controlled Game Review Section II & II, REVISION.

amount of the previous bet or raise. For example: Player A bets \$100. Player B raises \$100 more, making the total bet \$200. If Player C goes "all-in" for less than \$300 total (not a full \$100 raise) and Player A calls, then Player B has no option to re-raise again, because he wasn't fully raised. However, Player A can raise after Player C goes "all-in" because he was fully raised by Player B. If Player A does raise, the betting is reopened and Player B can now re-raise again.

3. Verbal declarations in turn are binding. If there is a discrepancy between a player's verbal statement and the amount put into the pot, the bet will be corrected to the verbal declaration.
4. The Limelight uses a betting line on the table, a bet is binding if a player brings chips across the line. If the player made no declaration and brings chips across the line it is a bet or call; however, if the player brings more than double the previous bet across the line, this action will be interpreted as a "raise" and the player is required to leave that amount of chips in the pot. The player can go back to his stack for more chips ONLY if the player declares "raise" before crossing the line with any chips in hand. A player who verbally declares a raise is allowed to return to his stack in a continuous motion until the wager is complete
5. A bet of a single chip without a declaration or indication is considered to be the full denomination of the chip allowed. However, a player acting on a previous bet with a larger denomination chip is considered to be calling the previous bet, unless that player makes a verbal declaration to "raise".
6. Players must keep their highest denomination chips visible at all times. Chips not on the table are not allowed in play, unless the player called or notified the dealer to purchase a specified amount of chips prior to the dealing the hand.
7. The Limelight reserves the right to place a maximum time limit for taking action on a hand. The floor person will instruct the dealer to "put the clock" on someone who is taking in-appropriate amount of time. The player now has one minute to act, and will receive a ten-second warning, after which that player's hand is dead if he has not acted.
8. In No-Limit game one optional live straddle is allowed. The player who posts a straddle must be on the immediate left of the big blind, and has last action of the first round of betting. The straddle amount must be at least twice the size of the big blind.
9. Forced-Bet for No-Limit Hold'em games (a.k.a. No-Limit Texas Hold'em). (See Blind & Structure table *below*.) A Forced-Bet is a mandatory minimum OPEN Pre-Flop bet greater than the standard Big Blind minimum bet for No-Limit Hold'em, and is used to stimulate action because the pot is larger than just the blinds. Example for \$1-\$3 No-Limit, the Small Blind is \$1 the Big Blind is \$3 whoever opens the betting Pre-Flop must open (Force-Bet) for a minimum bet of \$5 (See Blind & Structure table *below*).

A Forced-Bet No-Limit Hold'em game is voluntary, a regular No-Limit Hold'em game can only be converted to a Force-Bet game when there are a majority of players requesting to play a Forced-Bet game. If two or more players object the game will remain a standard No-Limit game.

The Limelight Card Room

Omaha, “Omaha Hi” and “Omaha Hi-Low” (Eight or Better)

The game is dealt by a non-playing Limelight employee (called the dealer).

1. The dealer shuffles and deals four cards face down to each player starting clockwise from the first blind position. There is a round of betting after the initial four cards are dealt.
2. The dealer burns one card and exposes three cards face up in the center of the table “the Flop”, another round of betting occurs.
3. The Dealer burns one card and exposes one card face up in the center of the table “the Turn”, and then another round of betting occurs.
4. The dealer burns another card and exposes the final card face up in the center of the table “the River” and a final round of betting occurs.
5. Players may fold in turn prior to or during any round of betting.
6. Players that have not folded, expose their hands and the dealer awards the pot to the winning hand or hands.

“Omaha” is played with 2 to 10 players. The Limelight tables are designed to comfortably sit 9 players for cash games, for tournament games 10 player

The betting scheme

All Omaha and Omaha Hi-Low games have a fixed-limit betting or flex-limit betting (Limit or Pot Limit). In fixed limit Omaha the betting limit after the fourth board card (turn card) is exposed is twice the amount of the betting limit before, check-and-raise is permitted, and a bet and three raisers are allowed in all multi-handed pots. In Pot Limit, minimum bet is the amount of the big blind, the next player is allowed to raise up to the amount in the pot. The maximum bet will be \$1000 with discretionary number of bets and raises allowed a bet not to exceed \$1000 even if the pot is great than \$1000. Check and Raise is permitted, an unlimited number of raises are allowed.

Limelight Omaha games will be offered with Kill Pots. (see glossary below)

Determining the Winner

- In “Omaha”, no Jokers are used.
- Winner for Omaha variation Omaha Hi:

The player with the best five-card combination is the winner. The following are the general categories of hand rank in descending order of value (best to worst):

1. Royal Flush
2. Straight Flush
3. Four of a Kind
4. Full House
5. Flush
6. Straight (ace, 2, 3, 4 and 5 is the smallest straight)
7. Three of a Kind
8. Two Pairs
9. One Pair
10. No Pair (Highest single card)

After the winner has been determined, the winning hand is left face up on the table so all players can see it, the dealer then awards the pot to the winner. In case there are two or more players that have the same winning hand, the pot is split equally among the winners. If there is an odd chip it will be awarded to the first winning hand left of the dealer button.

The Limelight Card Room

- Winner for Omaha variation Omaha Hi-Low (8 or Better):

The winner for high hand portion of the pot is the same as above. To win the low half, the player must have an eight or better to qualify, or the high hand wins the entire pot. The hole cards and the board cards are interchangeable for High and Low. The rank for low hands is:

RANK OF LOW HANDS:

The best low hand is 5-4-3-2-A, and 7-6-4-3-2 is better than a 7-6-5-3-2. Straight and flushes do not count against the player's hand.

All General House and Hold'em rules apply to Omaha games.

Glossary of terms

Most of the terms used in this game are industry standard words such as blinds, kill, bet, open, hand, all-in, etc.

- Kill or Kill Pots, an oversized blind (twice the amount of the big blind) A kill is required from a player who wins both high and low ends of pot, the pot size must be at least 5 times the upper limit of the game. I.E. if the limit is 3/6 the pot must be 5x6 or \$30. The kill amount will be twice the big blind amount or \$6 in the above example. Kill will only be allowed in Limit games
- Live straddle: The player immediately to the left of the big blind ("under the gun") may place a live straddle blind bet. The straddle must be the size of a normal raise over the big blind (limit play). In spread limit (no-limit or pot-limit play) the Live straddle must at least double the big blind up to half the value of the Live straddle player's chips. A straddle is a live bet; the player placing the straddle effectively becomes the "bigger blind". Action begins with the player to the left of the straddle. If action returns to the straddle without a raise, the straddle has the option to raise. Re-straddle by other players is not allowed.

Rules

The Limelight's Texas Hold'em rules (On file DOJ), will apply with the following exceptions.

Omaha is similar to Hold'em with two exceptions. First each player is dealt four down cards instead of two, and second, a player must use precisely two hole cards with any combination of three board cards to make a five-card poker hand. Omaha is also played high-low split (8-or-better). The betting structure is the same as in Hold'em.

Omaha Rules

1. You must use two of the four hole cards in your hand and three cards on the board to make a valid five-card hand.
2. All the rules of Hold'em apply to Omaha, except the rule on playing the board, which is not possible in Omaha.
3. All the rules of Omaha Hi apply to Omaha Hi-low split (8 or better).
4. Omaha Hi-Low, a qualifier of eight or better for low is required in all high-low split games.
5. Omaha Hi-Low, if there is no low hand, the high hand wins the entire pot.
6. Omaha Hi-Low, a player may use one combination of cards to make a high hand and the same or any other combination to make a low hand, as long as each hand consists of exactly two hole cards with three board cards.

LIMELIGHT CARDROOM

CRAZY PINEAPPLE/CRAZY PINEAPPLE HI/LOW

Rules of Play

Crazy Pineapple and Crazy Pineapple High/Low (8s or better) state that the games are played with a standard 52-card deck. Standard poker rankings apply and the ace may be used high or low. No jokers are used in Crazy Pineapple or Crazy Pineapple High/Low (8s or better). The dealer button positioned for the initial deal is based on a random draw. The player who draws the highest card receives the dealer button. The first player posts the small blind immediately clockwise from the dealer button. The player posts the big blind two positions clockwise from the dealer button. The player to the left of the blinds initiates action on the first round. On subsequent betting rounds, the action begins with the first active player to the left of the dealer button. After each hand the dealer button will advance clockwise to the next active player.

On the first round (pre-flop) all players will receive three hole cards face down followed by a round of betting. Three community cards (the flop) are then dealt and turned faced up in the center of the table. The Limelight Card Room dealer then takes the collection fee, and the players complete a round a betting. Once this round of betting is completed, the remaining players discard one of the three hole cards in their hand. The next two community cards (the turn, the river) are turned up one at a time and placed face up in the center of the table, each followed by a round of betting. After the final round of betting, a showdown follows and depending on which version of Crazy Pineapple is being played, players can make their best high hand for Crazy Pineapple, or they make their best high and/or low hand for Crazy Pineapple High/Low (8s or better).

Crazy Pineapple:

The player with the best five card hand is the winner. Standard hand rankings apply:

- | | |
|-------------------|-----------------------------------|
| 1. Royal Flush | 6. Straight |
| 2. Straight Flush | 7. Three of a Kind |
| 3. Four of a Kind | 8. Two Pairs |
| 4. Full House | 9. One Pair |
| 5. Flush | 10. No Pair (Highest single card) |

After the winner has been determined, the winning hand is left face up on the table so all players can see it, and the card room dealer awards the pot to the highest hand. In a case where there are two or more players that have the same winning hand, the pot is split equally among the winners. If there is an odd chip, it will be awarded to the first winning hand left of the dealer button.

Crazy Pineapple High/Low (8s or better):

After the final round of betting has been completed, each player may use the same combination, or any other combination of the two (2) hole cards and three (3) community cards to make the highest and/or lowest five card poker hand. To qualify for a low poker hand, a player must have an 8 high or better (lower). The lowest possible five card poker hand is 5-4-3-2-A. Straights and flushes do not count against the player's hand. The best five card high poker hand and qualifying low poker hand split the pot. If no player has a qualifying low hand, the player with the highest ranking five card poker hand wins the entire pot. In the event of a tie, the pot (or portion of the pot if the tie is for the high or low hand only) is split equally amongst the winners. If there is an odd chip, it will be awarded to the first winning hand left of the dealer button.

Kill Pots – A kill is required from a player who wins both high and low ends of the pot. The pot size must be at least 5 times the upper limit of the game. The kill will be twice the big blind. Kill pots will only be allowed in limit games.

Example: If the limit is a \$3/\$6 game, the pot must be 5 x the big blind (\$6) which equals \$30, so the kill amount would be \$12.

Live Straddle – The player immediately to the left of the big blind may place a live straddle bet. The straddle must be the size of a normal raise over the big blind (limit games). In spread limit (no limit or pot-limit games) the live straddle must be at least double the big blind, up to half the value of the live straddle player's chips. A straddle is a live bet; the player placing the straddle effectively becomes the 'bigger blind'. Action begins with the player to the left of the straddle. If action returns to the straddle without a raise, the straddle has the option to raise. Re-straddle by other players is not allowed.

Limelight Cardroom

Collection Schedule

Poker Collection Rates

Limit Texas Hold'em

Betting Limit	Minimum Buy-In	Blinds	Collection 6 or more players	Collection 5 or less players
\$1/\$2	\$10	\$1/\$1	\$2	\$1
\$2/\$4	\$20	\$1/\$2	\$3	\$2
\$3/\$6	\$30	\$1/\$3	\$4	\$3
\$4/\$8	\$40	\$2/\$4	\$4	\$3
\$5/\$10	\$50	\$3/\$5	\$4	\$3
\$6/\$12	\$60	\$3/\$6	\$4	\$3
\$8/\$16	\$80	\$4/\$8	\$4	\$3
\$9/\$18	\$90	\$3/\$9	\$4	\$3
\$10/\$20	\$100	\$5/\$10	\$4	\$3
\$12/\$24	\$120	\$6/\$12	\$5	\$4
\$15/\$30	\$150	\$5/\$15	\$5	\$4
\$20/\$40	\$200	\$10/\$20	\$5	\$4

*Half Kill and Full Kill applies only to designated Kill games

No Limit Texas Hold'em

Minimum Buy-In	Maximum Buy-In	Blinds	Minimum Bet	Forced Bet Min. Open Bet	Collection 6 or more players	Collection 5 or less players
\$40	\$100	\$1/\$2	\$2	\$4	\$4	\$3
\$100	\$100	\$1/\$2	\$2	\$4	\$4	\$3
\$100	\$200	\$1/\$3	\$3	\$5	\$4	\$3
\$100	\$200	\$2/\$3	\$3	\$5	\$4	\$3
\$100	\$200	\$2/\$4	\$4	\$8	\$4	\$3
\$100	\$200	\$2/\$5	\$5	\$10	\$4	\$3
\$100	\$300	\$1/\$3	\$3	\$5	\$4	\$3
\$200	\$400	\$2/\$4	\$4	\$8	\$4	\$3
\$200	\$500	\$3/\$5	\$5	\$10	\$4	\$3
\$500	\$1000	\$5/\$10	\$10	\$20	\$5	\$4

*Forced Bet only applies to designated Forced Bet games

Limit Omaha

Betting Limit	Minimum Buy-In	Blinds	Collection 6 or more players	Collection 5 or less players
\$1/\$2	\$10	\$1/\$1	\$4	\$3
\$2/\$4	\$20	\$1/\$2	\$4	\$3
\$3/\$6	\$30	\$1/\$3	\$4	\$3
\$4/\$8	\$40	\$2/\$4	\$4	\$3
\$5/\$10	\$50	\$2/\$5	\$4	\$3
\$6/\$12	\$60	\$3/\$6	\$5	\$4
\$8/\$16	\$80	\$4/\$8	\$5	\$4
\$20/\$40	\$200	\$10/\$20	\$5	\$4

Pot Limit Omaha

Minimum Buy-In	Maximum Buy-In	Blinds	Collection 6 or more players	Collection 5 or less players
\$40	\$200	\$1/\$1	\$4	\$3
\$100	\$300	\$1/\$2	\$4	\$3
\$100	\$100	\$1/\$2	\$4	\$3
\$100	\$200	\$1/\$3	\$4	\$3
\$100	\$200	\$2/\$3	\$4	\$3
\$100	\$200	\$2/\$4	\$4	\$3
\$100	\$500	\$2/\$4	\$4	\$3
\$100	\$200	\$2/\$5	\$4	\$3
\$200	\$500	\$3/\$5	\$5	\$4
\$200	\$1000	\$5/\$5	\$5	\$4
\$500	\$1000	\$5/\$10	\$5	\$4
\$1000	\$1000	\$10/\$20	\$5	\$4

Limit Crazy Pineapple and Limit Crazy Pineapple High/Low (8 or better)

Betting Limit	Minimum Buy-In	Blinds	Collection 6 or more players	Collection 5 or less players
\$1/\$2	\$10	\$1/\$1	\$4	\$3
\$2/\$4	\$20	\$1/\$2	\$4	\$3
\$3/\$6	\$30	\$1/\$3	\$4	\$3
\$4/\$8	\$40	\$2/\$4	\$4	\$3
\$5/\$10	\$50	\$2/\$5	\$4	\$3
\$6/\$12	\$60	\$3/\$6	\$4	\$3
\$8/\$16	\$80	\$4/\$8	\$5	\$4
\$9/\$18	\$90	\$3/\$9	\$5	\$4

Pot Limit Crazy Pineapple and Pot Limit Crazy Pineapple High/Low (8 or better)

Minimum Buy-In	Maximum Buy-In	Blinds	Collection 6 or more players	Collection 5 or less players
\$40	\$200	\$1/\$1	\$4	\$3
\$100	\$300	\$1/\$2	\$4	\$3
\$100	\$100	\$1/\$2	\$4	\$3
\$100	\$200	\$1/\$3	\$4	\$3
\$100	\$200	\$2/\$3	\$4	\$3
\$100	\$200	\$2/\$4	\$4	\$3
\$100	\$500	\$2/\$4	\$4	\$3
\$100	\$200	\$2/\$5	\$4	\$3
\$200	\$500	\$3/\$5	\$5	\$4
\$500	\$1000	\$5/\$10	\$5	\$4
\$1000	\$1000	\$10/\$20	\$5	\$4

The Limelight Card Room

California / Asian Games

Pure 21.5 Blackjack Collection Rates

Table Minimum	Total Action on Table	Player/Dealer Collection	Player Collection
\$5	\$5 - \$50	\$.50	No Player Collection
	\$51 - \$100	\$1	
	\$101 - \$300	\$2	
	\$301 - \$500	\$3	
	\$501 or More	\$5	
\$10	\$10 - \$100	\$1	No Player Collection
	\$101 - \$300	\$2	
	\$301 - \$500	\$3	
	\$501 - \$1,000	\$5	
	\$1,001 or More	\$7	
\$25	\$25 - \$100	\$1	No Player Collection
	\$101 - \$500	\$3	
	\$501 - \$1,000	\$5	
	\$1,001 - \$2,000	\$7	
	\$2,001 or More	\$10	
\$40	\$40 - \$75	\$1	No Player Collection
	\$76 - \$150	\$2	
	\$151 - \$400	\$4	
	\$401 - \$700	\$7	
	\$701 or More	\$10	
\$50	\$50 - \$100	\$1	No Player Collection
	\$101 - \$200	\$2	
	\$201 - \$600	\$4	
	\$601 - \$1,200	\$7	
	\$1,201 or More	\$10	
\$100	\$100 - \$300	\$3	No Player Collection
	\$301 - \$500	\$5	
	\$501 - \$800	\$8	
	\$801 - \$1,000	\$10	
	\$1,001 or More	\$15	
\$500	\$500 - \$1,000	\$10	No Player Collection
	\$1,001 - \$2,000	\$15	
	\$2,001 - \$3,000	\$20	
	\$3,001 - \$4,000	\$25	
	\$4,001 or More	\$30	