

HOLD'EM

Hold'em is a poker game played with a standard 52 card deck where each player receives two cards as their initial hand, **dealt face down, in turn. These cards are each player's hole or personal cards.** There is a round of betting after these cards have been dealt. Three board cards are turned simultaneously (which is called "the flop") and are community cards available to all players. Another round of betting takes place. The next two board cards are turned one at a time with a round of betting after each one. 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 referred to as "playing the board". **The best high five-card poker hand wins the pot and in the event of a tie the pot is split equally.**

Hold'em uses a flat disc called a Dealer Button to indicate the player who, in theory, deals the cards for that hand. 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 a player looks at her/his cards. Blinds count as part of the 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 a player's bet and are taken into the center of the pot.

Players post blinds 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 first active player starts the action clockwise from the Button.

HOLD'EM HI-LOW "8 or Better"

In high-low games there is an "8 or Better" qualifier. **The best possible low hand is Ace, 2, 3, 4, 5. The best high and qualifying low hands split the pot and in the event of a tie, that portion of the pot will be split equally among the qualifying winning hands.** If no player can make a low hand of "8 or Better", the high hand wins the entire pot.

Players may use one combination of cards to make a high hand and the same or any other combination to make a low hand.

RULES

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 players responsibility to protect their hand at all times. The player

instigating the action, either by betting or checking, must turn her/his hand over first upon completion of all action.

Although verbal declaration with regard to the content of a player's hand is not binding, a player miscalling a hand with intent to cause another player to discard her/his hand may, at the discretion of management, risk forfeiting the pot and/or be expelled from the game.

Buy-in for Hold'em games is generally 10 times the minimum bet.

Check and raise is permitted.

A bet and three raises are allowed.

There is no limit on raises with only two players having bet during a betting round.

String bets or raises are not allowed. A player must put in the full amount of monies at one time or announce her/his intention to bet or raise.

A player who puts a single chip into the pot that is larger than the bet to her/him is assumed to have called the bet unless she/he announces 'raise'.

At the showdown, the winning hand must show both cards face up on the table. One card up and the other card face down is not a valid hand. All losing hands should be killed and the winning hand should remain face up on the table until the pot has been awarded.

A card placed face up in the deck (boxed card) shall be treated as a "scrap of paper". A card being treated as a scrap of paper is replaced by the next card below it in the deck, except when it is dealt to a player as a down card. In this situation, it will be replaced after that round of cards have been dealt.

If a player's card is exposed due to a dealer error, she/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 first burn card after all action before the flop is completed. If two or more cards are exposed on the deal, it is a misdeal.

If a player is dealt more or less cards than the game she/he is playing in calls for and it is discovered before two players act on their hands, it is a misdeal. If it is discovered after two players have acted, then that player forfeits all monies, antes and blinds.

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

If cards are flopped by the dealer before all the betting is completed, the entire flop is taken back and reshuffled. The burn card will remain and no additional burn card will be used for this flop.

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 the completion of the betting, the next card is burned and the fifth card is put in the fourth 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 card without burning a card.

If the fifth card is turned up before betting is complete, it will be reshuffled in the same manner as the previous rule.

Playing the Board: A player may play the board by throwing their hand away only if: (1) the hand has been checked around, or (2) there has been a bet and a call and the best hand is on the board. A verbal declaration is not necessary.

A new player may not play a hand in between the blinds. The Button must pass before entering the game.

New players entering a Hold'em game have several options: (1) wait for the big blind, (2) wait until the Button passes and then post the big blind or (3) post the big blind and be dealt in immediately. If a player chooses the second or third option, the blind bet acts as her/his opening bet and she/he may either call or make the prescribed raise in turn.

If a player leaves the table for any reason and blinds pass her/his position, she/he may resume play by posting the total amount of the blinds and be dealt in immediately or wait for the big blind. If she/he chooses to post the total amount of the blinds, only the big blind is live. All other monies are put into the center of the pot.

The Dealer Button always moves forward and the blinds are adjusted accordingly.

Only a full bet constitutes a bet. Anything less than a full bet is considered to be action only. Example: In a \$1 to \$4 game, on the last card the first player bets \$4. The next player goes all-in for \$6. The next player may call the initial bet of \$4 and \$2 action (a total of \$6) or may raise the initial bet of \$4 to \$8.

OMAHA

Omaha is a poker game played with a standard 52 card deck where each player receives four cards as their initial hand, **dealt face down, in turn. These cards are each player's hole or personal cards.** There is a round of betting after these cards have been dealt. Three board cards are turned simultaneously (which is called "the flop") and are community cards available to all players. Another round of betting takes place. The next two board cards are turned one at a time with a round of betting after each one. After the final round of betting has been completed, a player must use a combination of two cards in her/his hand and three cards from the board to determine her/his best hand. **The best high and qualifying low hands split the pot and in the event of a tie, that portion of the pot will be split equally among the qualifying winning hands.**

Omaha uses a flat disc called a Dealer Button to indicate the player who, in theory, deals the cards for that hand. 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 a player looks at her/his cards. Blinds count as part of the 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 a player's bet and are taken into the center of the pot.

Players post blinds 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 first active player starts the action clockwise from the Button.

OMAHA HI-LOW "8 or Better"

In high-low games there is an "8 or Better" qualifier. **The best possible low hand is Ace, 2, 3, 4, 5. The best high and qualifying low hands split the pot and in the event of a tie, that portion of the pot will be split equally among the qualifying winning hands.** If no player can make a low hand of "8 or Better", the high hand wins the entire pot.

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 so long as two cards from the player's hand are used.

RULES

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 players responsibility to protect their hand at all times. The player

instigating the action, either by betting or checking, must turn her/his hand over first upon completion of all action.

Although verbal declaration with regard to the content of a player's hand is not binding, a player miscalling a hand with intent to cause another player to discard her/his hand may, at the discretion of management, risk forfeiting the pot and/or be expelled from the game.

Buy-in for Omaha games is generally 10 times the minimum bet.

Check and raise is permitted.

A bet and three raises are allowed.

There is no limit on raises with only two players having bet during a betting round.

String bets or raises are not allowed. A player must put in the full amount of monies at one time or announce her/his intention to bet or raise.

A player who puts a single chip into the pot that is larger than the bet to her/him is assumed to have called the bet unless she/he announces 'raise'.

At the showdown, the winning hand must show both cards face up on the table. One card up and the other card face down is not a valid hand. All losing hands should be killed and the winning hand should remain face up on the table until the pot has been awarded.

A card placed face up in the deck (boxed card) shall be treated as a "scrap of paper". A card being treated as a scrap of paper is replaced by the next card below it in the deck, except when it is dealt to a player as a down card. In this situation, it will be replaced after that round of cards have been dealt.

If a player's card is exposed due to a dealer error, she/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 first burn card after all action before the flop is completed. If two or more cards are exposed on the deal, it is a misdeal.

If a player is dealt more or less cards than the game she/he is playing in calls for and it is discovered before two players act on their hands, it is a misdeal. If it is discovered after two players have acted, then that player forfeits all monies, antes and blinds.

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

If cards are flopped by the dealer before all the betting is completed, the entire flop is taken back and reshuffled. The burn card will remain and no additional burn card will be used for this flop.

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 the completion of the betting, the next card is burned and the fifth card is put in the fourth 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 card without burning a card.

If the fifth card is turned up before betting is complete, it will be reshuffled in the same manner as the previous rule.

A new player may not play a hand in between the blinds. The Button must pass before entering the game.

New players entering a Omaha game have several options: (1) wait for the big blind, (2) wait until the Button passes and then post the big blind or (3) post the big blind and be dealt in immediately. If a player chooses the second or third option, the blind bet acts as her/his opening bet and she/he may either call or make the prescribed raise in turn.

If a player leaves the table for any reason and blinds pass her/his position, she/he may resume play by posting the total amount of the blinds and be dealt in immediately or wait for the big blind. If she/he chooses to post the total amount of the blinds, only the big blind is live. All other monies are put into the center of the pot.

The Dealer Button always moves forward and the blinds are adjusted accordingly.

Only a full bet constitutes a bet. Anything less than a full bet is considered to be action only. Example: In a \$1 to \$4 game, on the last card the first player bets \$4. The next player goes all-in for \$6. The next player may call the initial bet of \$4 and \$2 action (a total of \$6) or may raise the initial bet of \$4 to \$8.

DRAW POKER HI-LO

Draw Poker Hi-Lo is a poker game played with a standard 52 card deck. Two Jokers are added for Aces, Straights and Flushes.

Each player receives a total of five cards, **dealt face down, in turn**. They have the option of calling the bet, raising or folding on the first five cards. If the player decides to play, they may discard and draw cards after the first betting round. A player may draw 0-5 cards. There would be one more final betting round. **The best high and qualifying low hands split the pot and in the event of a tie, that portion of the pot will be split equally among the qualifying winning hands.**

A flat disc called a Dealer Button is used to indicate the player who, in theory, deals the cards for that hand. 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 a player looks at their cards. Blinds count as part of the 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 a player's bet and are taken into the center of the pot.

Players post blinds 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 the second and final betting round, the first active player starts the action clockwise from the Button.

Each player using their original five cards, or the cards that they received after the draw, tries to make their best high or low poker hand. There is an "8 or Better" qualifier for a low poker hand. **The best possible low hand is Ace, 2, 3, 4, 5.** If no player can make a low hand of "8 or Better", the high hand wins the entire pot.

If one player makes the best high and low hand using their five cards, then they would be awarded the entire pot. If not, the pot would be split between the best high and low hands.

RULES

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 players responsibility to protect their hand at all times. The player instigating the action, either by betting or checking, must turn their hand over first upon completion of all action.

Although verbal declaration with regard to the content of a player's hand is not 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 pot and/or be expelled from the game.

Buy-in for Draw Poker Hi-Lo games is generally between \$10-\$30 with available rebuys.

Check and raise is permitted.

A bet and three raises are allowed.

There is no limit on raises with only two players having bet during a betting round.

String bets or raises are not allowed. A player must put in the full amount of monies at one time or announce their intention to bet or raise.

A player who puts a single chip into the pot that is larger than the bet to them is assumed to have called the bet unless they announce 'raise'.

At the showdown, the winning hand must show all five cards face up on the table. All losing hands should be killed and the winning hand should remain face up on the table until the pot has been awarded.

A card placed face up in the deck (boxed card) shall be treated as a "scrap of paper". A card being treated as a scrap of paper is replaced by the next card below it in the deck, except when it is dealt to a player as a down card. In this situation, it will be replaced after that round of cards have been dealt.

If a player's card is exposed due to a dealer error, they 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 in the first round of betting is completed. If two or more cards are exposed on the deal, it is a misdeal.

If a player is dealt more or less cards than the game they are playing in calls for and it is discovered before two players act on their hands, it is a misdeal. If it is discovered after two players have acted, then that player forfeits all monies, antes and blinds.

The Dealer Button always moves forward and the blinds are adjusted accordingly.

Only a full bet constitutes a bet. Anything less than a full bet is considered to be action only. Example: In a \$1 to \$4 game, on the last card the first player bets \$4. The next player goes all-in for \$6. The next player may call the initial bet of \$4 and \$2 action (a total of \$6) or may raise the initial bet of \$4 to \$8.

Fees

Fees taken:

The little blind of \$1 and the big blind of \$3 posted by the players to the immediate left of the Dealer Button, respectively, will be taken as the house fees before any cards are dealt.

Game betting structure:

Sunday, Tuesday, Wednesday & Friday

\$3, \$6 games

1st round of betting \$3

2nd round of betting \$3

3rd round of betting \$6

4th round of betting \$6

During any round of betting, three raises in the amount of the initial bet are allowed. During a \$3 betting round, \$12 is the maximum bet. During a \$6 betting round, \$24 is the maximum bet. If there are only two active players at the end of any round of betting, then during the next round of betting there is unlimited number of raises.

Monday, Thursday & Saturday

\$3, \$6, \$12 game

1st round of betting \$3

2nd round of betting \$3

3rd round of betting \$6

4th round of betting \$12

During any round of betting, three raises in the amount of the initial bet are allowed. During a \$3 betting round, \$12 is the maximum bet. During a \$6 betting round, \$24 is the maximum bet. During a \$12 betting round, \$48 is the maximum bet. If there are only two active players at the end of any round of betting, then during the next round of betting there is unlimited number of raises.



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 a King, Queen, Jack, or Ten 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.

**Even Money option is removed

PURE 21.5 BLACKJACK

VALUE OF THE CARDS

The game uses a standard 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" card). The game is played with a minimum of a single deck, totaling 52 cards and to a maximum of eight decks totaling 424 cards.

- A King, Queen, Jack or Ten "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 "King, Queen, Jack, or Ten 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.
- King, Queen, Jack, or Ten "BONUS" cards have a value of 10 unless dealt with an Ace on the initial deal, and then they have a value of 10.5.

Ranking Chart	
Card	Value
*(K, Q, J, 10 bonus card)	10 or 10.5 when dealt w/ an Ace
Ace	1 or 11
2 – 9	Hold their face value

* A King, Queen, Jack, or Ten 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 is 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. 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 five collection rates is allowed in compliance with the California Penal Code.
3. A standard round of play begins when a player/dealer is designated. The player/dealer will place a wager in a betting circle in front of their seat. That wager 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 designates whether it is the first or second turn for the player/dealer in the banking position. The player/dealer will place the appropriate collection fee in front of his/her betting circle.
4. 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 appropriate collection fee based on the posted schedule for the cardroom.
5. After the fees have been collected, the house 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 house dealer is the only person on the table allowed to touch the cards. The players will signal the dealer with hand gestures that indicate

PURE 21.5 BLACKJACK

whether they 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 right of the designated player/dealer, in a clock- wise manner. Each player will be dealt one card face up with the player/dealer receiving the last card. The player/dealer's cards will be placed in front of the house dealer.

6. The house dealer will deal a second card to the players in the same order noted above and the last card will go to the player/dealer and will be dealt face down. The players are given an opportunity, starting with the player seated to the right of the player/dealer, to be dealt additional cards to make the best possible hand. (Rules and procedures for splitting, doubling down and surrender will be outlined later).
7. Players must follow the below listed **Charts 1A and 1B** in deciding whether to hit or stand on a particular hand.
8. 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.
9. 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. The ACE is counted as a one and is the first seat to the right of the player/dealer. The counting is consecutive and clockwise with the player/dealer position NOT being counted.
10. 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.
11. 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 cardroom or the player/dealer.
12. The player/dealer's cards will always be dealt and placed in front of the house dealer's tray. The placement of the player/dealer's cards is standard in all games and is depicted below. See **Diagram #1**
13. 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.
14. The next round of play begins when the house dealer collects all the cards from the table and places them in the discard tray. The house 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.

PURE 21.5 BLACKJACK

DIAGRAM #1

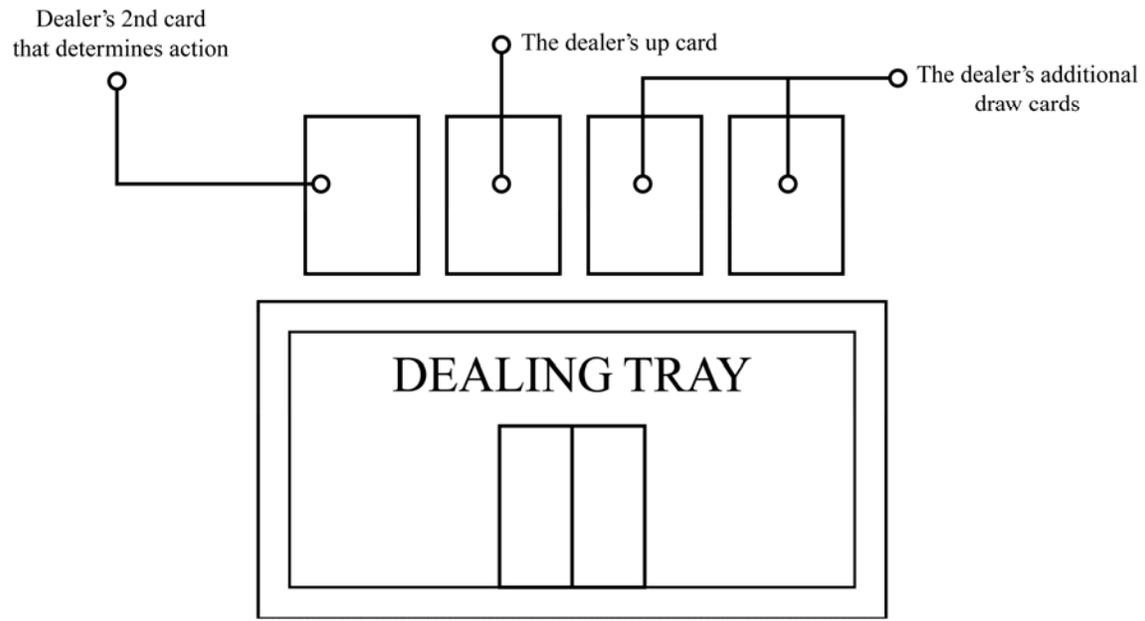


CHART 1A

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	No Options

PURE 21.5 BLACKJACK

GAME RULES

1. A PURE 21.5 BLACKJACK (an Ace and a King, Queen, Jack, or Ten 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 house dealer, for a "Pure 21.5 Blackjack," when the player/dealer's first or up card is an Ace or King, Queen, Jack or Ten Bonus Card. This will happen prior to any additional cards being given to players. If the player/dealer has Pure 21.5 Blackjack, no additional action will take place and all players' hands that do not have a Pure 21.5 Blackjack will lose.
3. After all players have been given a chance to act on their hands, the player/dealer's hand will be completed in accordance with Chart 1B.
4. If a player's total is less than a "Pure 21.5 Blackjack" and the player/dealer's total is more than a "Pure 21.5 Blackjack", the player wins the hand.
5. If a player's total is more than a "Pure 21.5 Blackjack" and the player/dealer's total is less than a "Pure 21.5 Blackjack", the player loses the hand.
6. If a player and the player/dealer have the same total and it is less than a "Pure 21.5 Blackjack", the hand is a push or tie. No action is taken on the wager.
7. If a player's total and the player/dealer's total are less than a "Pure 21.5 Blackjack", the hand closest to a "Pure 21.5 Blackjack" will win.
8. If a player's total and the player/dealer's total 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.
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 house dealer. Collection fees will be determined by the cardroom and can be up to five separate rates per table.
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.

PURE 21.5 BLACKJACK

DOUBLE-DOWN, SPLIT, SURRENDER, INSURANCE & EVEN MONEY

1. Players can double-down on the first two cards dealt to them. The player must place a second wager which may be equal to or less than the player's original wager. The player will only receive one additional card, regardless of the total.
2. Players can split any pair or two (King, Queen, Jack, or Ten 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, giving a player up to 4 hands. Doubling-down is permitted after splitting.
4. Players can surrender after the 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. If the player/dealer's upcard is an ace, all players will have the option to place a separate "insurance" wager. They are wagering that the player/dealer's undercard is a King, Queen, Jack or Ten Bonus card, giving the player/dealer a Pure 21.5 Blackjack. Winning insurance wagers will pay 2 to 1. Insurance wagers may be equal to no more than one-half of a player's original wager.
6. The cardroom will take no extra collection fee on double downs or splits from the player or player/dealer.
7. 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.

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 on person cannot 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 141 6 (the Wesson Bill) which added section 330.1 1 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.

PROPERTY OF TXB INDUSTRIES Inc.
PATENT PENDING
ALL RIGHTS RESERVED

PURE 21.5 BLACKJACK

Collection Fees

Table Limit	Total Action	Player/Dealer Fee Per Hand	Player Fee Per betting square
\$5 - \$50	\$5 - \$50	\$0.50	\$0.50
	\$51 - \$200	\$1.00	
	\$201 or more	\$2.00	
\$25 - \$100	\$25 - \$100	\$1.00	\$1.00
	\$101 - \$500	\$2.00	
	\$501 or more	\$3.00	
\$100 - \$200	\$100 - \$300	\$2.00	\$2.00
	\$301 - \$500	\$3.00	
	\$501 or more	\$5.00	