

Oceana Cardroom

SEVEN CARD STUD HIGH/LOW SPLIT

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

Collection Fees

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

Oceana Cardroom

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

Oceana Cardroom

SEVEN CARD STUD LOW (RAZZ)

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

Rules for Seven Card Stud (Razz)

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

Collection Fees

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

Oceana Cardroom

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

Oceana Cardroom

SEVEN CARD STUD

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

Oceana Cardroom

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

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

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

Oceana Cardroom

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

Collection Fees

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

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

Oceana Cardroom

CRAZY PINEAPPLE

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

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

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

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

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

Oceana Cardroom

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

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

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

Collection Fees

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

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

Oceana Cardroom

FIVE CARD DRAW

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

Rules for Five Card Draw

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

Oceana Cardroom

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

Collection Fees

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

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

Oceana Cardroom

LAZY PINEAPPLE

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

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

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

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

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

Oceana Cardroom

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

Oceana Cardroom

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

Collection Fees

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

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

Oceana Cardroom

LOWBALL

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

Rules of Lowball

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

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

Oceana Cardroom

The draw is completed to each player, in order, and then the exposed card is replaced. A flashed card before the draw is not treated as an exposed card. After the draw, all flashed cards are considered exposed cards and replaced.

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

Collection Fees

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

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

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

Oceana Cardroom

OMAHA HIGH/LOW SPLIT “8 OR BETTER”

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

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

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

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

Oceana Cardroom

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

Collection Fees

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

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

Oceana Cardroom

OMAHA

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

Rules of Omaha

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

Oceana Cardroom

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

Collection Fees

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

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

Oceana Cardroom

TEXAS HOLD'EM

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

Oceana Cardroom

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

Oceana Cardroom

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

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

Collection Fees

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

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

Big O High/Low Split

Type of Game

The players of Big O High/Low Split play against each other for “the pot” of money on the table. The game does not utilize a player-dealer position, it is a Poker game. The gambling establishment does not participate in the actual play of the game and has no interest in the outcome of the play.

Object of the Game

The object of the game is for players to form a five-card poker hand that ranks higher than the other players five-card poker hand. Each player must use two out of the five cards initially dealt to them at the beginning of the game, referred to as “hole” cards, and three out of the five cards dealt on the table throughout the course of the game, referred to as “community” cards or “the board” cards, to make the highest and lowest ranking five-card poker hand, according to the rankings as shown below. When making a 5-card low poker hand and a 5-card high poker hand, a player is not required to use the same hole cards and/or community cards to complete each hand.

Description of the Deck and Number of Decks Used

The game shall be played using one standard 52-card deck and no Joker.

Card Values and Hand Rankings

Five-Card High Card Values

The rank of each card used in Big O High/Low Split when forming a five-card high poker hand, in order of highest to lowest rank, shall be: Ace, King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4, 3, and then 2. All suits shall be considered equal in rank.

Five-Card Low Card Values

The rank of each card used in Big O High/Low Split when forming a five-card low poker hand, in order of highest to lowest rank, shall be: King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4, 3, 2 and then Ace. All suits shall be considered equal in rank.

In order to make a qualifying five-card low poker hand, a player must have an 8 high or better (lower), meaning that the two hole cards used from the player's hand and the three community cards used by the player cannot contain a card with a value of 9 or higher. Additionally, when determining if a player has a qualifying five-card low poker hand, straights and flushes do not disqualify the player's hand if all other requirements are met. However, if the player has a pair or higher in their low hand, the hand does not qualify, even if the cards have a value of 8 or lower. The lowest possible five-card poker hand is 5, 4, 3, 2, and an Ace. If multiple players have qualifying five-card low poker hands, the lowest hand is determined by comparing the highest card of each players' five-card poker hand, with the lowest high card being the winning low hand.

For example: A hand of 7, 6, 4, 3, and a 2 is lower than an 8, 6, 5, 3, and an Ace, even though the second hand has the lowest card.

The ranking of hands for Big O High/Low Split, in order from highest to lowest rank, shall be:

Hand Dealt	Hand Requirements
Royal Flush	A hand that consists of an Ace, King, Queen, Jack and 10 of the same suit.

Big O High/Low Split

Straight Flush	A hand that consists of five cards of the same suit in consecutive ranking. A King, Queen, Jack, 10 and 9 is the highest ranked Straight Flush and a 5, 4, 3, 2 and Ace is the lowest ranked Straight Flush.
Four of a Kind	A hand that consists of four cards of the same rank. Four Aces is the highest ranked Four of a Kind and four 2's is the lowest ranked Four of a Kind.
Full House	A hand that consists of a Three of a Kind and a Pair. Three Aces and two Kings is the highest ranked Full House and three 2's and two 3's is the lowest ranked Full House.
Flush	A hand that consists of five cards of the same suit, but that are not in consecutive ranking. An Ace, King, Queen, Jack and 9 is the highest ranked Flush and a 7, 5, 4, 3 and 2 is the lowest ranked Flush.
Straight	A hand that consists of five cards that are in consecutive ranking, but that are not the same suit. An Ace, King, Queen, Jack and 10 is the highest ranked Straight and a 5, 4, 3, 2 and Ace is the lowest ranked Straight.
Three of a Kind	A hand that consists of three cards of the same rank. Three Aces is the highest ranked Three of a Kind and three 2's is the lowest ranked Three of a Kind.
Two Pairs	A hand that consists of two pairs. Two Aces and two Kings is the highest ranked Two Pairs and two 3's and two 2's is the lowest ranked Two Pairs.
One Pair	A hand that consists of two cards of the same rank. Two Aces is the highest ranked Pair and two 2's is the lowest ranked Pair.
High Card	A hand that consists of five cards that do not make any of the hands listed above. An Ace, King, Queen, Jack and 9 is the highest ranked High Card hand and 7, 5, 4, 3 and 2 the lowest ranked High Card hand.

Description of Table Used and Total Number of Seated Positions

The game shall be played on a standard poker table which shall accommodate up to eight seated positions for patrons. Within each betting area for each seated position, there shall be a single betting space specifically designated for players to place a wager. Each seated position at the table shall have the same minimum and maximum wagering limits during each betting round, as specified by the table limits.

Action and Distribution of Cards

The game shall utilize a flat white disk with the words "dealer button" on it to visually designate which player is in the dealer position (in theory) for that hand. The dealer button shall rotate from player to player around the table clockwise after each round of play. The player with the dealer button is the last to receive cards when they are initially dealt at the beginning of the round of play and has the right of last action on all betting rounds (second, third, and fourth) except the first betting round, in which the "big blind" shall have the right to act last.

The game also utilizes two separate disks, one with the words "small blind" and the other with the words "big blind" on them, to visually designate which player is in the "small blind" position and which player is in the "big blind" position. The small blind and the big blind, which are used to initiate action, are made from the positions immediately to the left of the dealer button and posted before the house dealer deals cards. On all subsequent betting rounds (second,

Big O High/Low Split

third, and fourth), the action is started by the first active player to the left of the dealer button. The small blind and big blind buttons shall rotate from player to player around the table clockwise after each round of play.

Dealing Procedures and Round of Play

The 52-card deck shall be manually shuffled, cut, and dealt by the house dealer.

When first opening a game, all players shall be dealt one card face-up, starting with the player to the immediate left of the house dealer and continuing clockwise around the table. The player with the highest ranked card, by suit, shall receive the dealer button.

Once the dealer button has been distributed by the house dealer, the player to the immediate left of the player with the dealer button shall receive the small blind button and shall be required to place the small blind. Additionally, the player to the immediate left of the player that received the small blind button shall receive the big blind button and shall be required to place the big blind. Both blinds are pre-determined based on the posted table limit, mandatory for the players with the small blind and big blind buttons, and are used to initiate action. Both blind bets shall be placed in the center of the table, which is referred to as "the pot." Once the blinds have been placed in the pot, the house dealer shall deal one card face-down to each player, starting with the player to the left of the dealer button, which is the player that received the small blind button, and continuing clockwise around the table until all players have five cards face-down. These initial five cards are referred to as "hole cards." Once each player has received their five hole cards, the first round of betting will occur. Players are given the following options, starting with the player to the left of the player that received the big blind button and continuing clockwise around the table:

- Place their five hole cards face-down into the center of the table, referred to as a "fold." The hand shall be kept face-down and shall be collected by the house dealer, who shall then place them in the discard pile. A player that chooses to fold their hand will no longer participate during that round of play;
- Place a wager that is equal to the amount of the big blind, referred to as a "call." However, when a raise or re-raise occurs, calling is not permitted;
- Place a wager that is equal to the amount of the big blind as well as an additional amount within the posted table limit, referred to as a "raise." If a player raises the pot, all other players will have the option to call the raise, re-raise the pot by placing a wager larger than the raise within the posted table limit, or fold their hand. There is a maximum of three raises per round of betting, unless there are only two players participating during a round of betting, in which case there is no limit to the number of raises. When a raise or re-raise occurs, checking is not permitted;
- Place no additional wager at this time, referred to as a "check." This is only permitted for the player in the big blind position when all other players have called the big blind and there have been no raises, or if a player raises the pot and all other players call the raise, in which case the player that originally raised the pot would be permitted to check.

After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot. The house dealer shall then take the top card of the deck and place it in the discard pile without exposing it, referred to as a "burn." The house

Big O High/Low Split

dealer shall then take the next three cards from the top of the deck and place them face-up on the table simultaneously, which is referred to as “the flop.” These are community cards and are available to all players. Once the first three community cards have been placed face-up on the table, the second round of betting will occur. All active players, which are players that called all wagers and did not fold their hand, shall be given the following options, starting with the first active player to the left of the dealer button:

- Fold their hand according to the rules and guidelines used in the previous betting round;
- Check their hand according to the rules and guidelines used in the previous betting round;
- Raise the pot according to the rules and guidelines used in the previous betting round;
- Call a raise according to the rules and guidelines used in the previous betting round.

After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot. The house dealer shall then take the top card of the deck and place it in the discard pile without exposing it, referred to as a burn. The house dealer shall then take one card from the top of the deck and place it face-up on the table so that there are now a total of four community cards face-up on the table. This is referred to as “the turn card.” This card shall also become a community card and is available to all players. Once the fourth community card has been placed face-up on the table, the third round of betting will occur. All active players shall be given the following options, starting with the first active player to the left of the dealer button:

- Fold their hand according to the rules and guidelines used in the previous betting round;
- Check their hand according to the rules and guidelines used in the previous betting round;
- Raise the pot according to the rules and guidelines used in the previous betting round;
- Call a raise according to the rules and guidelines used in the previous betting round.

After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot. The house dealer shall then take the top card of the deck and place it in the discard pile without exposing it, referred to as a burn. The house dealer shall then take one card from the top of the deck and place it face-up on the table so that there are now a total of five community cards face-up on the table. This is referred to as “the river card.” This card shall also become a community card and is available to all players. Once the fifth community card has been placed face-up on the table, which is the final community card, the fourth and final round of betting will occur. All active players shall be given the following options, starting with the first active player to the left of the dealer button:

- Fold their hand according to the rules and guidelines used in the previous betting round;
- Check their hand according to the rules and guidelines used in the previous betting round;
- Raise the pot according to the rules and guidelines used in the previous betting round;
- Call a raise according to the rules and guidelines used in the previous betting round.

Big O High/Low Split

How The Pot Is Awarded

After the fourth and final round of betting has been completed, the house dealer shall move all player bets into the pot. All active players shall then enter into a showdown with each other and compare their hands. Players must use two of the five hole cards initially dealt to them at the beginning of the game and three of the five community cards turned over throughout the round of play to make the highest ranking five-card poker hand and lowest ranking five-card poker hand, according to the rules above. However, players are not required to use the same hole cards and community cards when making their five-card high poker hand and their five-card low poker hand. The following shall apply for determining which player wins the pot:

- If there is no qualifying five-card low poker hand, as described above, the entire pot shall be awarded to the player with the highest ranked five-card poker hand, according to the hand and card rankings shown above. All other players shall lose.
- If there is one or more qualifying five-card low poker hands, as described above, the pot shall be divided equally in half, with half of the pot being awarded to the player with the highest ranked five-card poker hand and the other half of the pot being awarded to the player with the lowest qualifying five-card poker hand. Furthermore, a player is eligible to win both the high hand portion of the pot as well as the low hand portion of the pot if they have the highest ranked five-card poker hand and the lowest qualifying five-card poker hand.
- In the event that more than one player has the highest ranking hand and there is not a qualifying five-card low poker hand, the pot shall be split equally among all players with the highest ranked five-card poker hand. In the instance that there are an odd number of chips, the odd chips shall be awarded to the player closest to the left of the dealer button.
- In the event that more than one player has the highest ranking hand and there is a qualifying five-card low poker hand, the pot shall be divided equally in half, with half of the pot being split equally among all players with the highest ranked five-card poker hand and the other half of the pot being split equally among all players with the qualifying five-card low poker hand. In the instance that there are an odd number of chips, the odd chips shall be awarded to the player closest to the left of the dealer button.

Big O High/Low Split

Collection Fee Schedule

For **schedule options 1 through 6**, the regular table fees shall be taken from the pot in all hands that proceed past the flop. In hands that conclude prior to the flop, a collection fee shall not be taken. The collection fees shall be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing. Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed below, shall be used at a table at any one time. Rates may not be calculated as a fraction or percentage of wagers made or winnings earned. Flat fees on wagers may be assessed at different collection rates; however, no more than five collection rates may be established per table limit. The approved collection fees and schedules for the game of Big O High-Low Split are as shown below:

Limit

Collection Schedule	Table Limit	Number of Players	Collection Fee
1	\$3-\$6	7+	\$4
		4-6	\$3
		1-3	\$1
2	\$4-\$8	7+	\$4
		4-6	\$3
		1-3	\$1
3	\$6-\$12	7+	\$5
		4-6	\$4
		1-3	\$1
4	\$10-\$20	7+	\$5
		4-6	\$4
		1-3	\$1
5	\$15-\$30	7+	\$5
		4-6	\$4
		1-3	\$1
6	\$20-\$40	7+	\$5
		4-6	\$4
		1-3	\$1

All Limit Button Games (Hold Em, Omaha, Pineapple)
Collection Rates Per Hand

LIMIT	BLIND	JACKPOT	7+ PLAYERS	4-6 PLAYERS	3 PLAYERS OR LESS
3-6	1-3	1.00	3.00	2.00	1.00
4-8	2-4	1.00	3.00	2.00	1.00
6-12	2-6	1.00	4.00	3.00	1.00
10-20	5-10	1.00	5.00	4.00	1.00
15-30	10-15	1.00	5.00	4.00	1.00
20-40	10-20	1.00	5.00	4.00	1.00

No Limit / Pot Limit Poker
Collection Rates Per Hand

BUY-IN	BLIND	JACKPOT	7+ PLAYERS	4-6 PLAYERS	3 PLAYERS OR LESS
20.00	1-1	1.00	3.00	2.00	1.00
60.00	1-2	1.00	3.00	2.00	1.00
100.00	2-3	1.00	4.00	3.00	2.00
300.00	3-5	1.00	5.00	4.00	3.00
500.00	5-10	1.00	5.00	4.00	3.00

No Limit / Pot Limit Poker Time Collection Rates

Buy - In	BLIND	COLLECTION
300.00	3-5	7.00 per player per ½ hour
500.00	5-10	7.00 per player per ½ hour

Seven Card Stud / Razz / Draw Poker
Collection Rates per Hand

LIMIT	ANTE	6+ PLAYERS	4-5 PLAYERS	3 PLAYERS OR LESS
3-6	0.50	3.00	2.00	1.00
4-8	0.50	3.00	2.00	1.00
6-12	1.00	3.00	2.00	1.00
10-20	2.00	4.00	2.00	1.00
15-30	3.00	4.00	2.00	1.00
20-40	3.00	4.00	2.00	1.00

BlackJack 22 Collection Rates:

Table Maximum Limit	Player Wager	Player Collection (taken per circle)	P/D Collection (taken per hand)
\$2 - \$100	\$2 - \$50	\$.50	\$2.00
	\$52 - \$100	\$1.00	
\$5 - \$500	\$10 - \$100	\$1.00	\$3.00
	\$105 - \$200	\$2.00	
	\$205 - \$500	\$3.00	
\$50 - \$1,000	\$50 - \$200	\$2.00	\$10.00
	\$250 - \$500	\$3.00	
	\$550 - \$1000	\$5.00	

Pai Gow Poker Collection Rates:

Table Maximum Limit	Player Wager	Player Collection (taken per circle)	P/D Collection (taken per hand)
\$2 - \$100	\$2 - \$50	\$.50	\$2.00
	\$52 - \$100	\$1.00	
\$5 - \$500	\$10 - \$100	\$1.00	\$3.00
	\$105 - \$200	\$2.00	
	\$205 - \$500	\$3.00	
\$50 - \$1,000	\$50 - \$200	\$2.00	\$10.00
	\$250 - \$500	\$3.00	
	\$550 - \$1000	\$5.00	