

Lo-Ball

\$4-\$20 Limit

Buy-in \$40

Collection-\$5 per half hour

- A standard 52-card deck, and one joker **are** used to play this **game**. The joker is used as a wild card that represents the lowest card not in the hand.
- Cards are drawn to determine which player will be dealer. Player who draws the lowest, Ace and/or Joker is the lowest card (both represent one), will receive the dealer button.
Blinds are \$ 1 on the dealer button, \$1 **left** of the dealer button, and \$2 to the second left of the dealerbutton (Big Blind).
The dollar on the dealer button is taken for the Bonus fee collection.
The player left of the dealer button receives the first card dealt. Each player is dealt one card; face down, clockwise around the table. After a second card is dealt to each player, the dealer will pause to **give** the players **an** opportunity to straddle the pot, or make it something "to go". The players will then be dealt three additional cards, giving each player a total of five.
The player left of the big blind is the first to act. This player can fold, or open the pot for the "to go" amount (\$4-\$20). Each player, in turn, has **an** option to fold, call the bet, or raise the pot. After each player has acted, the first round of betting is complete.
Afterall action is complete, the dealer will bum one c ar dface down. The first player left of the dealer button is first to discard and draw. This player can throw one to five cards away, and draw the same amount. Each player has the same option. If a player requires no draw cards, this means their hand is "pat".
The second round of betting starts with the first player left of the dealer button. **This** player has the option to check or bet \$4-\$20. The action moves clockwise around the table, when all players have acted, the second round of betting **is** complete.
Starting with the first player **left**of the dealer button, players must now turn all five cards face up.
The dealer will determine which player has made the best five card low hand (A (1) 2345 is the best low hand, known as a wheel). The losing hands are turned face down and pushed into the muck. The winning hand is leftface up until the pot is awarded.
- In event of a tie, the pot will be split evenly **between** the winning hands, The extra chip (if any) will be given to the winner closest to the left of the dealer button.
- The cards are collected, the dealer button is moves, and the cards are shuffled for the next **hand**.

Bonuses

Double Joker Progressive Bonus

This bonus is awarded when a player or the bank banker/dealer) is dealt **two** jokers. The double joker hand is paid 50% of total prize amount, and 50% is paid to the other players or bankers at the table. The house funds this bonus; there is no collection fee. The minimum prize amount is \$50 and is increased \$50 at 11am daily until the bonus is hit. It is only awarded once daily to the first double joker hand of the day. The winner(s) of the bonus is paid immediately.

The amount of the **bonus** and the table split are posted at the table, as is "no purchase necessary, see floor person for details", and "bonus *is* awarded daily to first double joker hand dealt".

A floor person will provide a dealer to persons who would like **an** opportunity to win the bonus without having to place a live wager or pay table fees. This person(s) **can** play anytime during regular business hours.

Lo-Ball Bonus

This bonus is given when a natural 6-4321 is beat by a natural 12345(wheel) without using the joker. The 6-4321 hand will be awarded 60% of the bonus and 40% is split between the other players at the table. The minimum bonus amount is \$100. A bonus collection fee funds the bonus, \$1 from **the** dealer button every hand. The house does not retain an administration fee for the operation of the bonus.

The bonus is paid immediately, and is refunded after the payout. The bonus is increased at 11am every Monday. The bonus prize amount is posted for all players.

A second bonus is also offered for a 6-4321 beat by a 12345 using **a** joker in one of the qualifying hands. **This** bonus has a minimum amount of \$100 and increases every Monday at 11am. A collection fee also funds this bonus. This bonus is paid in the same fashion as the first bonus, 60% awarded to the 6-4321 and 40% table split.

Persons who wish to play to win the bonus without placing live wagers or paying table fees may do so only when there is a live Lo-Ball **game** in action. The floor person will provide a dealer to deal to that person(s) at a private table. If there is only one player, the dealer will deal dummy hands for that person to compete **with**.

7-Card Stud Hi-Low Split

\$3-\$6 Limit

Buy-in \$30

- A standard 52-card deck is used to play **this** game. **Cards** have face value; there are no wild cards. Ace has the value of one or Ace (standard poker ranking).
- **Cards** are drawn to determine which player will be dealer. Player who draws the highest card, Ace is the highest **card**, receives the dealer button.
- Blinds are \$3 on the dealer button, \$1 left of the dealer button, and \$3 to the second left of the dealer button (Big Blind).
- The \$3 on the dealer button is taken for the fee collection. The fee collection is dropped; even in event there is no action.
- The player left of the dealer button receives the first card dealt. Each player is dealt one card, face down, clockwise around the table. A second card is dealt face down to each player, and a third card is dealt face up to each player, giving each player a total of three cards.
- The player left of the Big Blind starts **the** action. This player can fold, call \$3, or raise the bet to \$6. Each player, in turn, has the same option (to fold, call, or raise).
- When all action is complete, the dealer will deal another card face up to each player, starting with the first person left of the dealer button. Each player now has a total of four cards (two up, two down).
- The action starts with the player who has **the** highest cards showing. This player has the option to check, or bet \$3. Each player, going clockwise from the action, must act (check, call the bet, or raise the pot). After all players have acted, the second round of betting is complete.
- The dealer deals another card, face up, to each player, starting with the first person left of the dealer button. All players have **a** total of five cards (two down, three up).
- The action starts with the player who has the highest cards showing. This player has the option to check, or bet \$6. The action moves clockwise around the table. When each player has acted, the third round of betting is complete.
- The dealer will deal another card, face up, to each player, starting with the first player left of the dealer button. Players now have a total of six cards (two down, four up).
- The action starts with the player who has the highest cards showing. This player has the option to check, or bet \$6. The action moves clockwise around the table. When each player has acted, the fourth round of betting is complete.
- The dealer will now deal another card, face down, to each player (clockwise around the table, starting with the player **left** of the dealer button). Each player now has a total of seven cards (three down, four up).
- The action starts with player who has the highest cards showing. This player has the option to check, or bet \$6. The action moves clockwise around the table. When each player has acted, the **fifth** and final round of betting **is** complete.

- Players now show their hole cards, starting with the first player left of the dealer button. Players can use five of their seven cards to form the best qualifying high and/or low hands. Players must have a pair to qualify for high, and five cards eight and below to qualify for a low hand (A2345 is the best low hand).
- The dealer will determine which player(s) has made the best five card high and/or low hand(s). The losing hands are turned face down and pushed into the muck. The winning hands are left face up until the pot is awarded.
- If there is a qualifying high hand and no low hand, the high hand takes the pot. If there is a low hand but no qualifying high hand, the low hand will take the pot. If there is no qualifying high or low hand, the player with the highest card in their hand takes the pot.
- The pot is split, half is awarded to the best high hand, and the other half is awarded to the best low hand.
- In event of a tie for high or low hands, that portion of the pot will be split equally among qualifying hands.
- In event there is an extra chip, it will be awarded **to** the high hand. If there is more than one high hand, it is awarded to the player closest to the left of the dealer button. If there is no qualifying high hand, it will be awarded to the **best** qualifying low hand. If there is more than one qualifying low hand, **the** chip will go to the best low hand closest to **the** left of the dealer button.
- Cards are collected, the dealer button is moved and the cards are shuffled for the next hand.

Omaha Hi/Low Split

\$3-\$6 Limit

Buy-in **\$30**

A standard 52-card deck is **used** to play this game. Cards have face value; there are no wild cards. Ace has the value **of** one or Ace (standard poker ranking).

- Cards are drawn to determine which player will be dealer. Player who draws the highest card, Ace is the highest card, receives the dealer button.
- Blinds are \$3 on the dealer button, \$1 left **of** the dealer button, and \$3 to the second left of the dealer button (Big Blind).
- The \$3 on the dealer button is taken for the fee collection. The fee collection **is** dropped; even in event there is no action.
- The player left of the dealer button receives the first card dealt. Each player is dealt one card; face down, clockwise around the table. Then a second, third, and fourth card is dealt in the same fashion, giving each player a total of four cards.

The player left of the big blind starts the action, This player has the option to fold, call \$3, or raise the bet to \$6. Each player, in turn, clockwise around the table has the option to fold, call or raise the bet.

The dealer, after all action is complete, will burn one card face down, and flop the next three consecutive cards face up on the board.

- The second round of betting starts with the first player left of the dealer button that has called the bet. That player has the option to check, or bet \$3. After each player **has** acted, the second round of betting is complete.

The dealer will now burn one card face down, and turn one card face up **on** the board. There are now four common cards on the board.

The first player left of the dealer button is first to act. This player has the option to check, or bet \$6. After each player has acted, the third round of betting is complete.

- **The** dealer then burns one card face down, totaling three burn cards, and turns the fifth card up on the board, known as the river card.

The last round of betting starts with the first player left of the dealer button. This player has the option to check, or bet \$6. The action moves clockwise around the table until each player has acted. The fourth round of betting is now complete.

Players now show all **four** hole cards. starting with the first player left of the dealer button.

Each player must use two cards from their hand **and** three cards from the board to make a five card high, and/or low hand. Players must have a pair to qualify for a high hand, and five cards eight and below to qualify for a low hand (A2345 is the best low hand).

The dealer will now determine which **player(s) have made** the best high, and the best low **hand(s)**.

Texas Hold'em

\$3-\$6 Limit

Buy in \$30

- A standard 52-card deck is used to play this game.
- Cards are drawn to determine which player will be dealer. Player who draws the highest card, Ace is the highest card, receives the dealer button.
- Blinds are \$3 on the dealer button, \$1 to the left of the dealer button, and \$3 to the second left of the dealer button (Big Blind).
- The \$3 on the dealer button is taken for the fee collection. The fee collection is dropped; even in event there is no action.
- The player left of the dealer receives the first card dealt. Each player is dealt one card; face down, clockwise around the table. Then a second card is dealt to each player, giving each player a total of two cards.
- The player left of the big blind starts the action. This player can fold, call \$3, or raise the bet to \$6. Each player, in turn (clockwise around the table), has the same option (to fold, call, or raise).
- The dealer then, after all action is complete, will burn one card face down, and flop he next three consecutive cards up on the board.
The second round of betting starts with the first player, left of the dealer button, that has called the bet. That player has the option to check, or bet \$3. After each player has acted, the second round of betting is complete.
- The dealer will burn another card, and turn one card face up on the board, There are now four common cards up on the board.
- The first player left of the dealer button is first to act. This player has the option to check or bet \$6. This action moves clockwise around the table to each player. When all players have acted, the third round of betting is complete.
- The dealer burns another card (for a total of three burn cards), and puts up the **fifth** card on the board, **known** as the river card.
- The last round of betting starts with the first person remaining left of the dealer button. This player has the option to check or bet \$6. The action moves clockwise around the table until each player has acted and this completes the fourth round of betting.
- Players now show both cards, face up, starting with the first player left of the dealer button.
The dealer will determine which player(s) has made the best five-card hand, using one, both or none of their hole cards, and the common cards on the board. The losing hands are turned face down and pushed into the muck. The winning hand(s) is left face up until the pot is awarded.
- In event of a tie, the **pot** will be split evenly between the qualifying winning hands. The extra chip, if any, will be given to the winning hand closest to the left of the dealer button.
- The cards are collected, the dealer button moves one spot to the left, and the cards are shuffled for **the next** hand.

Glossary

Action -- to check, bet or r a i s e

Big Blind – last position on the table to act in the first round.

Blinds – chips a player puts into the pot before the cards are dealt, blinds rotate

Board – five common cards

Burn -- a card the dealer puts face down before **dealing** the flop, turn, or river

Call – put amount of bet into the pot

Check – if you do not wish to bet, you can check, and have an option to call

Dealer Button – shows which player the dealer is dealing for

Flop – first three cards on the board

Fold – **return** cards face down to the dealer

Muck – discard pile

Pat – a hand that does not require draw cards

Pot – a collection of all of the chips bet by players

Raise -- to increase the bet by twice what the previous bet was

River -- Fifth card on the board

Straddle -- raise the opening limit of the pot before seeing all cards

Turn – fourth card on the board

21st Century No Bust Blackjack

\$5-\$300 Table Limit

Per **Hand** Collection: \$5-\$20 = \$0.50

\$21-\$100 = \$1.00

\$101-\$300 = **\$2.00**

- There are eight spots on the **table**, The bankers occupy two of them and **six** are available to the player/banker.
- There is one player per spot, and one collection per spot per hand.
- The banker and/or player banker must pay collection each **hand**.
- The deal is given to the **1st** bank for two consecutive deals **and** then the deal is offered to each player at the table. If a player chooses to bank, they must have a minimum of \$100, pay \$1 per **hand** and can only bank two consecutive hands. If the player(s) choose not to bank the deal goes to the **2nd bank** for two consecutive deals.
- If the player banker does not cover all bets, the bank (1st or **2nd**, depending on what bank **has** banked **the** previous two hands) will cover all bets.

HOW TO PLAY

1. The value of the hand is determined by the sum of the cards: All cards have face value; Aces are 1 or 11; Picture cards are counted as 10; Jokers are wild. Any card and a Joker is 21.

2. A single or multiple deck of standard cards is used. If multiple decks are used, one Joker is added to each deck.

3. When play begins, all players receive two cards face up; the player dealer's hand will receive one card face up. After the completion of the draw the player dealer will receive a second card.

4. Players have the option to draw additional cards after the completion of the initial deal. Players may receive additional (hit) cards, starting from the first clockwise position from the player dealer. Players may draw as many cards as permitted. See chart "Hit/Stand Rules for Players."

5. After all players have exercised their right to draw additional cards, the player dealer may receive his/her draw cards. The player dealer may draw as many cards as permitted. See chart "Hit/Stand Rules for Player Dealer."

6. If the player dealer's up card is a Joker, there is no draw.

OBJECT OF THE GAME

The object of the game is to form a hand that totals as close to a Natural as possible, without exceeding it. A Natural hand beats all other hands. A Natural consists of two Jokers.

GAME RULES

1. If a player's total is more than a "Natural", and the player dealer's total is a "Natural" or less, player dealer wins.

2. If a player's total is a "Natural" or less, and the player dealer's total is more than a "Natural", player wins.

3. If a player's total is more than a "Natural" and the player dealer's total is more than a "Natural", and:

- player dealer is closer to a "Natural", then player dealer wins.
- player is closer to a "Natural", it results in a push.

4. Player dealer wins all ties over a "Natural."

5. If the player's total and the player dealer's total are both below a "Natural", the hand closest to a "Natural" wins.

6. If the player and the player dealer have the same total equaling a "Natural" or less, it is a push.

ADVANTAGE CHART FOR HIT CARDS

Two Card Total	Advantage	Disadvantage
11	100%	0%
12	70%	30%
13	62%	38%
14	55%	45%
15	47%	53%
16	40%	60%
17	32%	68%
18	25%	75%
19	17%	83%

DOUBLE-DOWN AND SURRENDER

1. Players may double-down on any two cards and receive one draw card.

2. Players cannot split, double-down or surrender any hand with a Joker.

3. Players splitting:

- Aces will receive one draw card for each Ace only.
- any other pair or any two cards of 10-point value will receive multiple draw cards.

4. Players may double-down after each split.
5. Multiple splitting is permitted (up to 2 times).

6. Players can surrender on their first 2 cards, and forfeit half of their wager.

7. If the player dealer's second card is a Joker, double-down and split wager receives no action.

8. All pay-offs are to the extent that the player dealer money covers.

9. Additional rules may apply.