

**Ocean View**

**Cardroom**

**Rule Book**

## Texas Hold'em

### Game description:

Hold'em (also known as Texas Hold'em) is a variation of 7-Card Stud. Instead of Seven individual cards, each player is dealt two hole cards. Five community cards are then turned up on the table. As in Stud, Hold'em has structured betting. Spread limit games may be offered.

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 simulate action and initiate play. 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 (called the big blind) clockwise from the button. On all subsequent betting rounds the action is begun by the first active player clockwise from the button.

In Texas Hold'em, a player receives two down cards as his initial hand. There is a round of betting after these cards are delivered. Three board cards are turned up simultaneously (which is called "the flop"). They are community cards available to all players. Another round of betting occurs. 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 (two from his hand or one from his hand and four from the board) to determine his best hand. Players may use all of the board cards which are termed "playing the board", and each must announce he is playing the board before mucking his hand.

The **Ranking of hands** is the same as in Draw Poker except there is no Joker. A new player entering any Hold'em game has three options: He may be dealt right in, he may take the big blind in position, or he may post the amount of the big blind if he is directly in front of the button. If he posts the blind in front of the button, it will jump him the next hand.

If a player leaves the table for any reason and the blind(s) passes his position, he may resume play by posting the total amount of the blinds, or wait for the big blind. If he chooses to post, the small blind is dead money and is moved to the center of the pot while the big blind is live.

The dealer button always moves forward, and the blinds are adjusted accordingly.

Players who have not taken the big blind may move away from the blind and have two options: post the big blind; it is live, or wait and be dealt back in on the same position.

Players who are dealt less cards than called for receive a card from the top of the deck after the deal is complete. If a player is dealt an additional card, one card at random is retrieved by the floor person, turned face up and used as the first burn card. If it is discovered after substantial action, all monies, antes, and blinds are forfeited by that player, and his hand is declared dead.

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

If cards are flopped by the dealer before all 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 action is completed, the card does not play. After completion of the action, the next card is burned and the fifth card is put in the fourth cards place. After action is completed, the dealer will reshuffle the deck, including the card that was taken out of play but not the burn card or discards. The dealer will then turn the fifth card, with no additional burn card.

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

A card exposed by the dealer on the initial deal will be replaced after all other cards are dealt, and the exposed card will be used as the burn card.

A card dealt off the table is **treated** as an exposed card.

If a card is exposed because it came in contact with the player it was intended for, the player must keep the card.

## **Texas Hold'em High-Low Split**

### **Game description:**

Played the same as Hold'em and high-low split with a 8 or better qualifier for low.

**Ranking of hands** are the same as in Texas Hold'em for high, and Lowball for low.

## **Omaha**

### **Game description:**

Omaha is a form of Texas Hold'em, except the players are dealt four down cards (hole cards) as their initial starting hands. A round of betting occurs. There are three additional betting rounds: after the flop, turn, and river cards. The five board cards are community cards which belong to all active players. A player must use exactly two cards from his hole hand and three cards from the board to produce his best five card hand.

**Ranking of hands** is the same as Texas Hold'em.

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

## **Omaha High-Low Split**

### **Game description:**

Played the same as Omaha. Players may interchange hole cards being played and board cards being played, as long as they only use two hole cards for each high hand and each low hand. The best high hand and best low hand split the pot. An eight or better is needed to qualify for low. If there is no low hand, the best high hand wins the entire pot.

**Ranking of hands** are the same as in Hold'em for high, and Lowball for low.

## **Crazy Pineapple**

### **Game description:**

Crazy Pineapple is a form of Texas Hold'em except the players are dealt three down cards (hole cards) as their initial starting hands. A round of betting occurs. Three board cards are turned up simultaneously (the flop), followed by a round of betting. Players remaining in the hand must then discard (muck) one of their three hole cards so that each player has only two hole cards. The rest of the hand is played as Texas Hold'em. The dealer will announce "all hands clear" before burning and turning. If a player has failed to clear his hand, the hand is ruled dead.

**Ranking of hands** is the same as in Texas Hold'em.

All general House and Hold'em rules apply to Crazy Pineapple games.

## **Crazy Pineapple High-Low Split**

### **Game description:**

Crazy Pineapple High-Low Split is played the same as Crazy Pineapple. After the remaining players have discarded and the fourth card is dealt, it is played the same as Hold'em High-Low Split, with an 8 or better qualifier for low.

**Ranking of hands** are the same as Hold'em for high, and Lowball for low.

## **Draw Poker**

*House rules applicable to all draw-type poker games.*

Five cards constitute a playing hand; more or less than five cards after the draw constitutes a foul hand. Before the draw, players having less than five cards in their hands may receive additional cards providing no action has been taken by the first player to act, unless that action takes place before the deal is completed. However, the dealer-position player may still receive his fifth card even if action has taken place. If action has been taken, the player may draw the number of cards necessary to complete a five-card hand.

Any player may draw up to five cards.

If asked how many cards you drew by another active player, you are obligated to respond until there has been action after the draw.

A knock in turn constitutes a pass, but a knock in turn may also mean the declaration of a pat hand. A player indicating a pat hand, not knowing the pot has been raised, may still play the hand.

You may change the number of cards you want to draw providing: no cards have been dealt off the deck in response to your request and no players have acted on their hands based on the number of cards you have requested.

Cards exposed face up by the dealer before the draw must be kept.

Cards exposed by the dealer on the draw cannot be kept. If the card is exposed on the draw, the player will receive a replacement card at the end of the draw.

### **Ranking of hands:**

Five Aces is the best possible hand (four aces and a joker). These are the general categories of hands in descending order of strength.

1. **Five Aces**
2. **Royal Flush**
3. **Straight Flush**
4. **Four of a Kind**
5. **Full House**
6. **Flush**
7. **Straight**
8. **Three of a Kind**
9. **Two Pair**
10. **One Pair**
11. **High Card**

The Joker may be used as an ace, to complete a straight, or as the highest unmatched card in a flush.

There is no such thing as a double ace flush, even when it includes an ace and a joker. The joker would then represent the highest card not present in the hand.

## **Lowball**

### **Game description:**

In California Lowball, the lowest or "worst" poker hand wins. The game is played with a 53-card deck which includes the Joker. The Joker must be used as the lowest card not already present in the player's hand. Most five-card draw lowball games feature structured betting. There are two betting rounds, one before the draw and one after the draw. A player may look at two cards and kill the pot (double the big blind).

**Check-raise** is not allowed.

Before the draw, exposed cards of five and under must be taken. An exposed card higher than a five must be replaced after the deal has been completed.

After the draw, an exposed card(s) cannot be taken. The draw will be completed and the card(s) will be replaced. All cards dealt off the table are treated as exposed cards.

After the draw, you must bet a hand of seven or better in order to be eligible to win after draw action. If a seven or less is checked, provided it is the best hand, all action after the draw is void. If you check any hand of seven or better after the draw, you cannot win any subsequent bets although you are still eligible to win whatever existed in the pot before the draw. However, if you check a seven or better, and are beaten by a better hand, you will lose the entire pot including any additional calls you made.

In the event of an all-in bet, a seven may call a short all-in bet after the draw and win. If players over call the short bet from behind, they will receive their bets back. If the seven fulfills his obligation by making a full bet, all subsequent action will stand.

A new player or a missed blind player has two options: wait for the big blind or kill the pot in any position.

### **Ranking of Hands:**

The best lowball hand is 5-4-3-2-A, second is 6-4-3-2-A, third is 6-5-3-2-A, etc. A 7-6-4-3-2 is better than a 7-6-5-2-A.

Straights and flushes do not count against the player's hand.

## **7-Card Stud**

### **Game Description:**

7-Card Stud is played with two down cards and one up card, then a betting round, then three more up cards (with betting after each), then a final down card and a final round of betting. The best 5-card poker hand wins the pot. There is no joker in this game. Most 7-card stud games have structured betting. In a structured game such as \$3-\$6, the smaller bet is made on the first two betting rounds, and the larger bet is made after the 5<sup>th</sup>, 6<sup>th</sup>, and 7<sup>th</sup> cards. If there is an open pair on the fourth card, the players have the option of making the smaller or larger bet. In all 7-Card Stud games, a bet and three raises are allowed. Spread limit games may be offered.

**Ranking** of hands are the same as Texas Hold'em.

In order to play all-in at the start of a hand, a player must have at least the ante.

If a player's first or second hole card is accidentally turned up, the third card will be dealt face down. In the case of an exposed hole card, the hand cannot be forced low.

If a dealer burns two cards, or fails to burn a card, he should, if possible, move the cards 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.

If any player receives the last card face up, **all** other players will receive the last card face down. The player whose down card was exposed has two options: he can declare himself all-in for the portion of the pot already played and any subsequent betting will be on the side, or he may continue to be active in any further action in the pot on the final round. The player who was high on sixth street will initiate the action.

On all structured limit games, if a player makes an open pair on the fourth card, the player has the option of betting either \$3 or \$6. If he bets \$3, then the next player(s) may bet in increments of \$3 or \$6. If a \$6 bet is made, then raises must be made in increments of \$6.

If there are not enough cards left in the deck for each player, the dealer is to deal all cards except the last card. The dealer then scrambles the last card and the four burn cards, cuts the deck, burns a card, and delivers 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 cannot give any of the players a down card. Instead, it will be announced to the table that there are not enough cards to go around, and a community card will be used. The dealer will then burn a card and turn a card up in the center of the table. The card plays in everyone's hand. The player who was high on 6<sup>th</sup> street will initiate action.

A player must have seven cards in order to win. Any other number of cards constitutes a foul hand. Players must protect their own hands.

A card accidentally dealt off the table must play. If it is the last card, it is treated as an exposed river card.

## **7-Card Stud High-Low Split**

### **Game description:**

This is another variation of 7-Card Stud where there can be two winners. The player with the best high hand splits the pot with the best low hand. A qualifier of eight or better for low will be in force for a high-low split game unless a specific posting to the contrary is made. This is said to be a "qualifier" or "High-Low split, 8 or better". If there is a qualifier, then betting rules are like 7-Card Stud. In an "8 or Better" game, if there is no low, the high hand wins the entire pot. The low card by suit (clubs are the lowest, diamonds, hearts, finally spades) initiates betting action on the first round, with an ace counting as a high card for this purpose. On subsequent rounds, the high hand initiates action. If there is a tie, the player to the left of the dealer acts first. Structured limit games use the lower limit on the 3<sup>rd</sup> and 4<sup>th</sup> street and larger limit thereafter, with an open pair not affecting the limits. Aces may be used for high or low and straights or flushes do not impair the value of a hand for low.

A player may use any five **cards** to make his **high** hand and any other grouping of cards, whether the same **as** the **high** hand or not, to make his best low hand.

### **Razz (7 - CardLow)**

#### **Game description:**

The rules for Razz are exactly the same **as** 7-Card Stud, except Razz is a Lowball game. Since pairs **are** of no value in Razz, the bet on the fourth card in a structured game is always for the lower amount. In Stud, the low card initiates the action and the **high** hand is first in each subsequent round, while in Razz, the **high** card has the forced opening and the low hand is first to act thereafter.

**Ranking** of hands are the same **as** in Lowball.

## **FEE COLLECTION**

The fee collection will be taken by the dealer immediately prior to the flop. After the collection is taken, the dealer will convert it to a drop chip from his tray. The drop chip is then placed on the drop box slot, to be dropped at the end of the hand.

All fee collection rates **are** posted at each gaming table.

## Collection Rate Schedule

### Limit

Betting Limits	Number of Players	Table Fee
\$2 - \$4	1 - 6	\$2
	7 - 9	\$3
\$3 - \$6	1 - 6	\$4
	7 - 9	\$5
\$4 - \$8	1 - 6	\$4
	7 - 9	\$5
\$5 - \$10	1 - 6	\$4
	7 - 9	\$5
\$6 - \$12	1 - 6	\$4
	7 - 9	\$5
\$8 - \$16	1 - 6	\$4
	7 - 9	\$5
\$10 - \$20	1 - 6	\$5
	7 - 9	\$6
\$15 - \$30	1 - 6	\$5
	7 - 9	\$6
\$20 - \$40	1 - 6	\$5
	7 - 9	\$6
\$30 - \$60	1 - 6	\$5
	7 - 9	\$6
\$40 - \$80	1 - 6	\$5
	7 - 9	\$6
\$50 - \$100	1 - 6	\$5
	7 - 9	\$6



## Collection Rate Schedule

### Spread Limit

Spread Limits	Number of Players	Table Fee
\$1 - \$6	1 - 6	\$3
	7 - 9	\$4
\$2 - \$6	1 - 6	\$3
	7 - 9	\$4
\$2 - \$10	1 - 6	\$4
	7 - 9	\$5
\$3 - \$100	1 - 6	\$4
	7 - 9	\$5
\$3 - \$200	1 - 6	\$4
	7 - 9	\$5
\$4 - \$20	1 - 6	\$4
	7 - 9	\$5
\$5 - \$100	1 - 6	\$5
	7 - 9	\$5
\$5 - \$200	1 - 6	\$4
	7 - 9	\$5

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## *Buster Blackjack*



# PURE 21.5 BLACKJACK

## 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 (Example King Bonus Card below). This hand pays 6 to 5.



- Get as close to 21.5 as possible, without going over.
- Draw additional cards if needed.

## VALUE OF THE CARDS

The game uses a modified 52-card deck with aces through nines (the standard spades, hearts, clubs and diamonds) and 16 cards specially marked with the word "Bonus" (four of each "king", "queen", "jack", and "ten" card). The game is played with a minimum of six decks to a maximum of eight decks.

- 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

## ROUND OF PLAY

1. Pure 21.5 Blackjack is played on a raised gaming table. The table seats eight players who face the house dealer in a 180-degree seating arrangement. The tables are the standard blackjack tables commonly used in the casino industry. The house dealer stands opposite the players, and in the center of the table. The house dealer's chip tray is set in front of the dealer.
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.

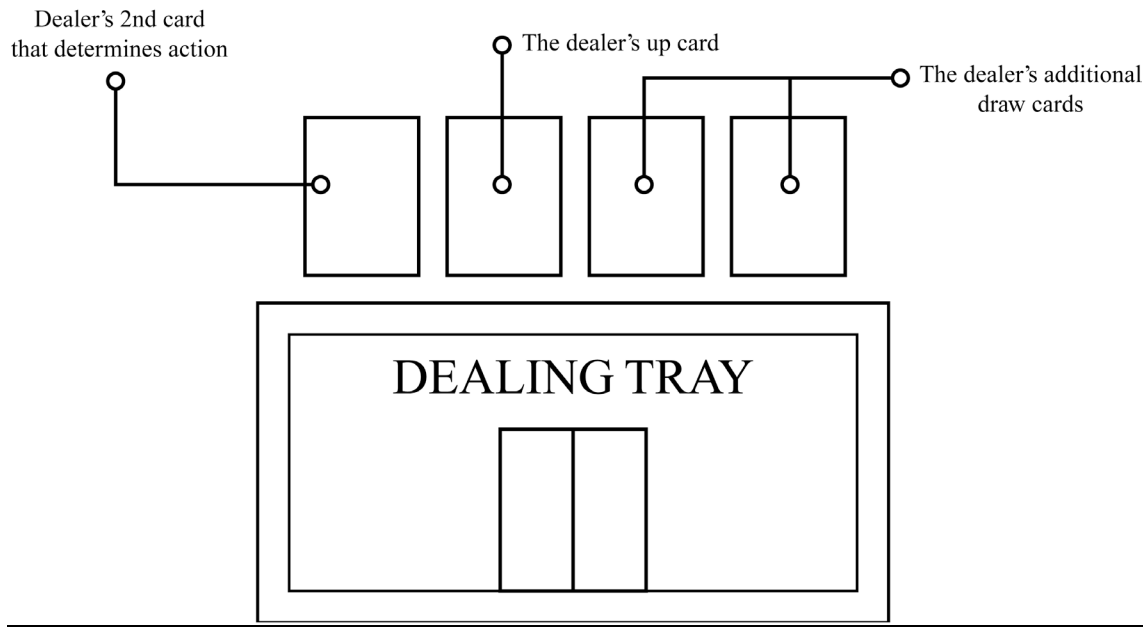
# PURE 21.5 BLACKJACK

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. Prior to the start of play the house dealer will take collection fees and drop them into a locked collection box affixed to the gaming table.
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 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 house dealer deals the first card to the player seated to the left of the player-dealer, and continues 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 left 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 **Chart 1A** in deciding whether to hit or stand on a particular hand.
8. After all players have acted on their hands and indicated to the house 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. Both the deal and settling of wagers will start with the player to the left of the player-dealer and continue in a clockwise manner.
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. Player-dealers are never required to cover all opposing players' wagers. Payoffs of wagers are limited to the amount of the player-dealer wager. The house shall not participate as the player-dealer. The house shall not take a percentage of wagers placed in the game. There is no maximum on the player-dealer's wager.

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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. 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 player-dealer position shall be offered systematically and continuously in a clockwise manner around the table after every two hands. The player-dealer shall collect all losing wagers, pay all winning wagers, and may not win or lose more than the original amount wagered. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players. The gambling establishment does not participate in the actual play of the game and has no interest in the outcome of the play.

**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

A "Soft" hand is achieved when a hand contains an Ace with a combination of two or more cards and the Ace is counted as 11, not 1.

A "Hard" hand is achieved when a hand does not contain an Ace, or when it does contain an Ace, the Ace is counted as 1, not 11.

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## **CHART 1B**

<b>PLAYER-DEALER Options</b>		
<b>Must Stand on</b>	<b>Must Hit on</b>	<b>Have Option on</b>
Hard 17 or more	Soft 17 or less	No Options

A "Soft" hand is achieved when a hand contains an Ace with a combination of two or more cards that add up to 17, and the Ace may be counted as either 1 or 11.

A "Hard" hand is achieved when a hand contains any combination of three or more cards adding up to 17. In the event that the hand includes an Ace, the Ace is counted as 1, not 11.

### **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 face-down card will be checked by the house dealer, for a Pure 21.5 Blackjack, when the player-dealer's face-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.
  - b. If the player-dealer's hand is not 888 (three eights) all players whose total is more than 21.5 lose.
9. All collection rates and wagering limits will be posted at the table. They will not be based on any percentage.
10. Backline betting is not permitted.

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13. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code, are permitted to play.

## **DOUBLE-DOWN, SPLIT, AND SURRENDER**

1. Players can double-down on 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. The cardroom will take no extra collection fee on double downs or splits from the player or player-dealer.
6. All payoffs are to the extent that the player-dealer's money covers the action on the table. A Player /Dealer cannot win or lose more than the entire amount of money placed on the table before the start of the hand.

## **BUSTER BLACKJACK BONUS BET**

The Buster Blackjack wager allows the player to bet that the player-dealer will bust. The greater the number of cards in the player-dealer's busted hand, the higher the payoff. There will be a distinctive marked circle on the table in which the player will place the optional wager.

### **Rules of Play**

1. The Buster Blackjack Bonus Bet is an optional wager offered to all players who placed a game wager. Players may place a Buster Blackjack Bonus Bet wager for each game wager placed.
2. A player must participate in the game in order to make the Buster Blackjack Bonus Bet wager.
3. Buster Blackjack Bonus Bet wagers must be placed prior to the initial deal.
4. Back-line betting is not permitted on the Buster Blackjack wager.
5. See the collection rate schedule for restrictions on the amount that may be wagered on the Buster Blackjack Bonus Bet.
6. If the player-dealer does not or cannot have a Pure 21.5 Blackjack and the player has a Pure 21.5 Blackjack, the game wager is paid and the player's cards are put away. The Buster Blackjack Bonus Bet remains in action whether or not the player busts or is dealt a Pure 21.5 Blackjack.
7. Once all players have made the decisions concerning their hands according to the rules for game, the player-dealer will reveal his or her hole card and play out his hand. The payoff odds vary with the number of cards in the player-dealer's busted hand. The more cards in his busted hand, the higher the payoff.
  - a. If the player-dealer's hand busts, all Buster Blackjack Bonus Bets will be paid according to the posted Buster Blackjack pay table.

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- b. If the player-dealer's hand does not bust, all Buster Blackjack Bonus Bets will be collected in rotation to the extent of the money in action.
8. The player-dealer will pay all winning Buster Blackjack Bonus Bets and will collect all losing Buster Blackjack Bonus Bets.
9. In the event that the player/dealer's wager does not cover the amount wagered by the players, an action button will be used to designate where the action will begin. Additionally, each player's wager receives action in the following order from seat to seat: base game wager, Buster Blackjack Bonus Bet wager. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.

**Note:** If there are no game wagers remaining simply because all players have received a Pure 21.5 Blackjack, as long as there are Buster Blackjack Bonus Bet(s), the player-dealer must complete his or her hand, if it is not 17 or greater.

**Buster Blackjack Bonus Bet Pay Table**

<b>Number of Cards in Dealer's Busted Hand</b>	<b>Payout Option 3</b>
3	2 to 1
4	2 to 1
5	4 to 1
6	15 to 1
7	50 to 1
8 or more	250 to 1



# PURE 21.5 BLACKJACK

## Wagering Limits and Collection Fees

Although the Bureau has approved these collection rates, games offering a zero collection are currently under Bureau review. The Bureau reserves the right to: (1) review the lawfulness of Pure 21.5 Blackjack; (2) notify all law enforcement agencies and gambling establishments if further review determines Pure 21.5 Blackjack to be unlawful; (3) require gambling establishments to cease and desist offering Pure 21.5 Blackjack if found to be unlawful; and (4) take action against those gambling establishments that decline to abide by the Bureau's cease and desist notification.

For Schedule Options 1 through 5, a collection fee will be taken per hand from the player-dealer position based on the total monetary value of all game wagers and Buster Bet Bonus wagers that are placed by players prior to cards being dealt, referred to as total action on the table. A buster Bet Bonus wager can be equal to, or less than a game wager, but can not be more than a base game wager. The total action on the table does not count any additional wagers placed by players after cards are dealt, such as when a player doubles down, splits cards, surrenders, or places an insurance wager. For all Schedule Options 1-5, there will be no collection fee required from a player when placing a game wager. For all Schedule Options, the minimum wager for a Buster Bonus bet is \$1.00 and the maximum wager for a Buster Bonus bet is \$25.00. In addition, for Schedule Options 1-5, there will be no collection taken for placing a Buster Bet Bonus wager, doubling down, splitting cards, surrendering, or placing an insurance wager. The collection fee shall be collected from the player-dealer and dropped by the house dealer after each player has placed their wagers but prior to cards being dealt or any round of play being conducted. Only one collection schedule, 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. Furthermore, the collection rates may not be calculated as a portion of wagers made or winnings earned. The approved collection fees and schedules for the game of Pure 21.5 Blackjack are as shown below:

Schedule Option	Table Limit	Total Table Action	Player-Dealer Fee	Player Fee
1	\$5- No Limit	\$5-\$50	\$0.50	\$0.00
		\$51-\$100	\$1.00	
		\$101-\$200	\$2.00	
		\$201-\$300	\$3.00	
		\$301+	\$5.00	
2	\$5- No Limit	\$5-\$100	\$1.00	\$0.00
		\$101-\$300	\$2.00	
		\$301-\$500	\$4.00	
		\$501-\$800	\$6.00	
		\$801+	\$10.00	
3	\$25- No Limit	\$25-\$100	\$1.00	\$0.00
		\$101-\$300	\$2.00	
		\$301-\$600	\$4.00	
		\$601-\$1000	\$8.00	
		\$1001+	\$12.00	
4	\$50- No Limit	\$50-\$100	\$1.00	\$0.00
		\$101-\$300	\$2.00	
		\$301-\$600	\$4.00	
		\$601-\$1000	\$8.00	
		\$1001+	\$12.00	

# PURE 21.5 BLACKJACK

5	\$100- No Limit	\$100-\$300	\$2.00	\$0.00
		\$301-\$1000	\$5.00	
		\$1001-\$2500	\$10.00	
		\$2501+	\$25.00	