

Rules For Texas Holdem

Each player is dealt 2 cards face-down which the player may handle. In the center of the table, 5 cards will also be dealt face down. These 5 cards may be used by any player to complete a hand. The player may use ANY combination of his 2 cards and the 5 table cards to make a final hand of 5 cards.

After the ante, and a round of betting, 3 of the table cards will be turned over so that every player may see them. Another round of betting, and then 1 more card will be turned over. This will repeat once more and then a final round of betting will occur before the players show their hands. Texas Holdem is a high game only cards speak for themselves.

The player with the High hand will be awarded the pot. In the event 2 people have the same hand, they will split the pot.

Fees are collected from the blind position, before any cards are dealt. Wagering amounts are \$5.00 to \$10.00. Fee collection is \$3.00 per hand. A standard 52 deck of cards is used without any joker. The blind position will move in a clockwise direction around the table, until every player has had the blind position and dealer button. This is then repeated.

TEXAS HOLD'EM

EACH PLAYER IS DEALT (2) CARDS FACE DOWN.

IN THE CENTER OF THE TABLE; EVENTUALLY, THERE WILL BE (5) CARDS DEALT FACE UP. THESE (5) CARDS MAY BE USED BY ANY PLAYER TO COMPLETE A HAND.

THE PLAYER MAY USE ANY COMBINATION OF HIS (2) CARDS AND THE (5) TABLE CARDS TO MAKE A FINAL HAND OF (5) CARDS.

A MAXIMUM OF (3) RAISES PER BETTING PERIOD.

IF THE BEST HAND IS ON THE BOARD, THEN SAME APPLIES TO EACH PLAYER.

THE ORDER OF PLAY:

1. BLINDS ARE POSTED;
2. DEALER DEALS EACH PLAYER (2) CARDS –
BETTING PERIOD;
3. DEALER TURNS UP (3) CARDS IN CENTER OF TABLE
(AFTER "BURNING" (1) CARD) –
2ND BETTING PERIOD;
4. DEALER TURNS UP (1) CARD IN CENTER OF TABLE
(AFTER "BURNING" (1) CARD) –
3RD BETTING PERIOD;
5. DEALER TURNS UP (1) CARD IN CENTER OF TABLE
(AFTER "BURNING" (1) CARD) –
4TH FINAL BETTING PERIOD.

HOLD'EM CAN ALSO BE PLAYED HI-LOW SPLIT. THE RULES ARE THE SAME. PLAYERS' CARDS MAY BE USED FOR BOTH HIGH AND LOW. PLAYER MUST MAKE AN (8) OR BETTER TO QUALIFY FOR LOW.

Rules For Omaha Hi-Low 8 or Better For Low

Omaha is very similiar to Texas Holdem, but each player is dealt 4 cards each. He or she is required to use 2, and only 2 of these 4 cards to complete the hand along with using only 3 of the table cards to make a final hand of 5 cards. The game is played Hi-Low cards speak for themselves. Straight and flushes do not qualify a low hand. The betting scheme is identical to Texas Holdem.

Omaha Hi-Low uses a standard 52 card deck with no jokers. Fees are collected in the blind position. Collections are made prior to any cards being dealt. Wagering amounts are \$2.00 to \$6.00, with a collection of \$2.00 per hand. Blind position and dealer button will go in a clockwise position, until all players have had the blind button and dealer button.

At showdown time, the low hand, providing it is an "eight or better", will split the pot with the high hand. Should there be no player holding an "8 or better to qualify", the entire pot is awarded to the best exposed High hand. In the event of tie hands, either hi or low, the pot will be split with those who have the tied hands. Players must use 2 of their personal 4 cards along with 3 of the common five to form a traditional poker hand, hi or low. They may use a different set of 2 cards to form each hand

PAN

1. EACH PLAYER ANTES (1) CHIP.
2. EACH PLAYER IS DEALT (10) CARDS.
3. EACH PLAYER "DECLARES" WHETHER HE WILL "PLAY" HIS HAND OR "PASS". PLAYERS THAT PASS; LOSE THEIR ANTE. DEALER THEN "COLLECTS" ALL THE ANTES AND TAKES THE HOUSE RATE:
(3) CHIPS FOR (6) OR (7) PLAYERS;
(2) CHIPS FOR (5) PLAYERS;
(1) CHIP FOR (4) OR FEWER.
4. EACH PLAYER IN TURN "DRAWS" A CARD. IF THE DRAWN CARD CAN BE USED TO MELD A CONDITION, THE PLAYER "PLACES" THE MELD FACE UP ON THE TABLE. HE THEN "DISCARDS" FROM THE CARDS REMAINING IN HIS HAND. IF HE CANNOT USE THE CARD HE HAS DRAWN, HE *MUST DISCARD IT*. THE FOLLOWING PLAYER *MAY USE* A CARD DRAWN AND NOT PLAYED BY THE PRIOR PLAYER, BUT HE *MAY NOT USE* A CARD DISCARDED FROM THE PRIOR PLAYER'S HAND.
5. WHEN A PLAYER HAS MELED (11) CARDS, HE HAS "WON" THE HAND. HE IS "OUT", AND COLLECTS (2) CHIPS FROM EACH PLAYER IN THE HAND AS WELL AS THE ANTES RESERVED BY THE DEALER.

DEFINITIONS:

VALID CONDITION:

A VALID CONDITION IS A "SET" OF (3) OR MORE CARDS OF THE SAME RANK ("A RUN"), OR (3) CARDS IN SEQUENCE SUCH AS 3-4-5 OF HEARTS ("A ROPE"), OF THE SAME SUIT.

- (a) SETS: (3) OR MORE CARDS OF THE SAME RANK. THEY MUST BE EITHER IN (3) OR MORE SUITS: (4) OF DIAMONDS, (4) OF HEARTS, (4) OF SPADES IS A VALID SET, OR (3) OR MORE IN THE SAME SUIT; THREE 4'S OF HEARTS IS A VALID SPREAD.
- (b) RUNS/ROPES: (3) OR MORE CARDS IN SEQUENCE OF THE SAME SUIT: 3-4-5 OF HEARTS IS A VALID RUN OR ROPE. SINCE THERE ARE NO (8's), (9's), OR (10's) IN THE PAN DECK; 7JQ IN THE SAME SUIT IS A VALID RUN.

FOUL HANDS:

IF AT ANY TIME A PLAYER DURING THE PLAY OF THE HAND IS FOUND TO HAVE *MORE OR LESS THAN (10) CARDS TOTAL* (UNLESS HE HAS MELED (11) CARDS TO WIN THE HAND), HIS HAND IS "FOULED". HE MUST *SURRENDER HIS CARDS TO THE DEALER*, AND PAY THE PLAYER WHO WINS THE HAND.

IF AT ANY TIME A PLAYER DRAWS A CARD AND PLACES IT IN HIS HAND, HE HAS A "FOUL" HAND AGAIN HE MUST *SURRENDER HIS HAND* AND PAY THE

PAN

1. Each player antes one chip.
2. Each player is dealt ten cards.
3. Each player declares whether he will play his hand or pass. Players who pass lose their ante. Dealer then collects all the antes and takes the house rate (2 chips for 5, 6, or 7 handed game, 1 chip for fewer players).
4. Each player in turn draws a card. If the drawn card can be used to meld a condition, the player places the meld face up on the table. He then discards from the cards remaining in his hand. If he cannot use the card he has drawn, he must discard it. The following player may use a card drawn and not played by the prior player, but he may not use a card discarded from the prior player's hand.
5. When a player has melded 11 cards, he has won the hand. He is "out", and collects 2 chips from each player in the hand, as well as the antes reserved by the dealer.

Definitions:

Valid Condition: A valid condition is a set of 3 or more cards of the same rank, or a "run" or "rope" of 3 cards in sequence (such as 3-4-5 of hearts), of the same suit.

(a) SETS - 3 or more cards of the same rank. They must be either in 3 or more suits (4 of diamond, 4 of hearts, 4 of spades is a valid set), or 3 or more in the same suit (three 4's of hearts is a valid spread).

(b) RUNS (ROPES) - 3 or more cards in sequence, of the same suit (3 - 4 - 5 of hearts is a valid run or rope). Since there are no 8's, 9's, or 10's in the pan deck, 7JQ in the same suit is a valid run.

Foul Hands: If at any time a player during the play of the hand is found to have more or less than 10 cards total (unless he has melded 11 cards to win the hand), his hand is fouled. He must surrender his cards to the dealer, and pay the player who wins the hand.

If at any time a player draws a card and places it in his hand, he has a foul hand. Again, he must surrender his hand and pay the winner.

The S & K Cardroom in Eureka, Ca would like to start offering Pai-Gow Poker. I've enclosed a description of the game, how it is played, and how the house is compensated below. We will not need additional tables to operate this game.

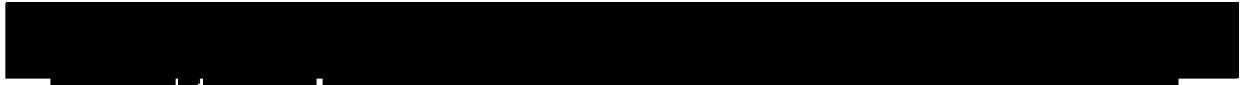
PAI-GOW POKER

Pai-Gow poker is a combination of the Ancient Chinese game of Pai-Gow and the American style of poker. The game is played with the traditional 52 card deck and one joker, the joker is used as a wild card and may be used to complete a flush, straight flush, a straight, or an ace. Example: A player has a 2 of spades, a 4 of spades, a jack of spades, queen of spades and a joker. The joker will then be used to complete the flush. Or if a player has a 4 of hearts, 5 of spades, 6 of diamonds, 7 of hearts, the joker will be used to complete the straight.

The game of Pai-Gow is very interesting because it is banked by the players, rotating counter clockwise and each player is limited to being the banker for 2 hands per round. The Banker plays against all other players. If most players do not wish to bank the game, then any one player can be the banker at all times. The House cannot be the banker of the game. The game will not be played if there is no player acting as the bank.

Each player is dealt seven cards after the order sequence is determined by the dealer. The player then creates 2 different hands from their cards, one 2 card hand and a 5 card hand. The 2 card hand is the low hand, and the 5 card hand is the high hand. The 2 card hand must be lower than the 5 card hand.

Example: 2 of diamonds, 2 of hearts, 3 of diamonds, 6 of diamonds, 7 of diamonds, 8 of diamonds, and a 10 of diamonds, is the cards dealt to an individual player. Player will set the hand by using the 3, 6, 7, 8, 10 of diamonds for their high hand, and a pair of 2's for their low hand. Both players hands must be higher than both of the bankers hand for the player to win. If one of the players hands is higher than bankers hand, and one of his hands is lower than the bankers hand, then it is a push. If both of the players hands are lower than the bankers hand, the player loses. Any hand that is set incorrectly is a automatic losing hand.



Enclosed is the overall summary of the game of Push-Nine.

Push-Nine is played with a standard deck of 52 cards with no joker. There can be 10 players at each individual table. The anties are determined by the size of the game. For example, if the players are playing \$1.00 condition, each player anties \$1.00, if the players are playing \$2.00 condition, then their anties are \$2.00. Each table in Push-Nine is played with one condition, and one condition only.

The proper amount for the anties will automatically be posted in the bet position in front of each player. The dealer shuffles the cards, then deals hands of three cards for each player face down. The player who sits to the left of the dealer button starts the action. There is betting or checking at this point. A player can either call the bet, or fold his or hers hand. If the best hands or hand are tied, there will be a push pot. The players with the losing hands from the previous pot have the option to get into the push pot if they agree to buy half the amount of the push pot. For example, if the pot is \$20.00, the amount of the buy-in is ten dollars. The ranking of the best hands in Push-Nine is enclosed.

The house collects its fee from the antie from the person who has the dealer button, which moves in a clockwise order around the table. There is wagering after anties have been made, and the house collection has been taken. For example, if the players are playing \$2.00 condition, the player after the dealer button can either bet \$2.00 or check. The sequence continues in a clockwise manner and the players can either call the bet or fold their hands. There is a limit of 3 raises.

Aces in the game of Push-Nine are used in both a low and high capacity. When a player has 3 aces in his hand, aces are considered high, with 3 aces being the best hand you can have. When using an ace for a straight, for example, AKQ, then aces are considered high. In all other instances, Aces are considered low, for example if a player has a 5,2, and a ace, the ace would be considered one, and the player would have a hand equaling 8.

PUSH-9:

THE BEST HAND IN PUSH-9 GAME

RANKINGS:

- | | |
|-------------|---|
| 1. AAA | 14. AKQ |
| 2. KKK | 15. KQJ |
| 3. QQQ | 16. QJ10 |
| 4. JJJ | 17. J109 |
| 5. 10 10 10 | 18. 10 9 8 |
| 6. 999 | 19. 9 8 7 |
| 7. 888 | 20. 8 7 6 |
| 8. 777 | 21. 7 6 5 |
| 9. 666 | 22. 6 5 4 |
| 10. 555 | 23. 5 4 3 |
| 11. 444 | 24. 4 3 2 |
| 12. 333 | 25. 3 2 1 |
| 13. 222 | 26. THREE FACE CARDS(KKQ, KKJ, KQQ, QQJ, JJK, JJQ) |
| | 27. 9 (TWENTY-NINE, NINETEEN AND NINE COUNT AS 9 POINTS) * |
| | 28. 8 (TWENTY-EIGHT, EIGHTEEN AND EIGHT COUNT AS 8 POINTS) |
| | 29. 7 (TWENTY-SEVEN, SEVENTEEN AND SEVEN COUNT AS 7 POINTS) |
| | 30. 6 (TWENTY-SIX, SIXTEEN AND SIX COUNT AS 6 POINTS) |
| | 31. 5 (TWENTY-FIVE, FIFTEEN AND FIVE COUNT AS 5 POINTS) |
| | 32. 4 (TWENTY-FOUR, FOURTEEN AND FOUR COUNT AS 4 POINTS) |
| | 33. 3 (TWENTY-THREE, THIRTEEN AND THREE COUNT AS 3 POINTS) |
| | 34. 2 (TWENTY-TWO, TWELVE AND TWO COUNT AS 2 POINTS) |
| | 35. 1 (TWENTY-ONE, ELEVEN AND ONE COUNT AS 1 POINT) |
| | 36. 0 (THIRTY, TWENTY AND TEN COUNT AS ZERO POINT) |

EXAMPLE FOR ZERO POINT: KK10, KQ10, KJ10, QQ10, JJ10.

AK9, A109, KB2, Q73, 992, J55, Q64, 532, 875,

*** ALL FACE CARDS COUNT AS TEN ***

POKER GAMES

Texas Hold-em Hi-Lo Split

Texas Hold-em is a community card poker game that is played with a standard 52-card deck. The game starts to the left of the dealer button. The blind bet(s) are made from the position(s) left of the dealer button and are forced bets which must be made before the cards are dealt.

Two cards (hole cards) are dealt to each player, one at a time, face down, in rotation. This is followed by the first round of betting. A player may check, bet, call, raise or fold. Three cards (the flop) are then dealt face up in the middle of the table as community cards (board cards) and the second round of betting occurs. The fourth community card is dealt face up (the turn), followed by the third round of betting. The final community card (the river) is dealt face up and followed by the fourth (final) round of betting.

At showdown, a player must use a combination of exactly two hole cards in their hand and three of the five community cards from the board to determine their best five-card high and five-card low poker hand. The highest and qualifying lowest (8 or better) five-card poker hands split the pot. If no low hand qualifies with an 8 or better, the highest five-card poker hand wins the entire pot. In the event of a tie, the portion of the pot that was tied will be equally split.

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POKER GAMES

Pineapple

Pineapple is played with a standard 52-card deck. All players receive three cards dealt face down (hole cards) as their personal hand. The first round of betting occurs. Three cards are turned face up in the middle of the board simultaneously (flop). The second round of betting occurs. One more card is dealt face up on the board (turn). A third round of betting occurs. The last card is dealt face up on the board (river card). The fourth round of betting occurs. Board cards are community cards for all players to use. A player may use any combination of five cards among the board cards and hole cards to form a poker hand. A player may choose to use all the board cards (playing the board) and no hole cards to form a poker hand. The highest five card poker hand wins the pot. In the event of a tie, the pot is split equally among the tied winning hands.

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POKER GAMES

Omaha (High)

Omaha is a community card poker game that is played with a standard 52-card deck. The game starts to the left of the dealer button. The blind bet(s) are made from the position(s) left of the dealer button and are forced bets which must be made before the cards are dealt.

Each player is dealt four cards, one at a time, in turn and face down (hole cards) as their initial hand. A round of betting occurs for players who are continuing to contend for the pot. Three board cards are turned face up (flop) in the middle of the table (community cards). The community cards are available for all players to use. The second round of betting occurs. The fourth community card is turned face up (the turn), followed by a third round of betting. A final community card (the river) is turned up and a fourth and final round of betting occurs. After the final round of betting has been completed, a player must use a combination of two hole cards and three community cards to make their highest ranking five-card poker hand. The highest five card poker hand wins the pot. In the event of a tie, the pot will be equally split.

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LO-BALL

EACH PLAYER IS DEALT (5) CARDS.

THEN, THERE IS A ROUND OF BETTING. A **MAXIMUM** OF (3) RAISES IS ALLOWED (UNLESS ONLY TWO PLAYERS ARE PLAYING THE HAND. THERE IS **NO LIMIT** TO THE RAISES WHEN (2) PLAYERS ARE "HEADS-UP".

EACH PLAYER IS THEN ALLOWED TO DISCARD CARDS FROM THEIR HAND AND DRAW ADDITIONAL CARDS, IF DESIRED.

THEN, AN ADDITIONAL ROUND OF BETTING IS ALLOWED.

AFTER ALL BETS HAVE BEEN MADE, EACH PLAYER WILL SHOW THEIR CARDS.

THE LOWEST POSSIBLE HAND IS THE WINNER
(ACE - 2 - 3 - 4 - 5).

STRAIGHTS AND FLUSHES DO NOT DISQUALIFY A HAND FOR LOW.

THE GAME IS PLAYED WITH (1) JOKER. IT FITS IN THE HAND AS THE LOWEST CARD POSSIBLE.



OBJECT OF THE GAME

The object of Pure 21.5 Blackjack is for the players and the player/dealer to add the numerical value of their cards and:

- Achieve the best possible point total of 21.5 by getting a King, Queen, Jack, or Ten Bonus Card and an Ace on the initial two cards dealt. This hand pays 6 to 5.
- Get as close to 21.5 as possible, without going over.
- Draw additional cards if needed.

PURE 21.5 BLACKJACK

VALUE OF THE CARDS

The game uses a standard 52-card deck with aces through nines (the standard spades, hearts, clubs and diamonds) and 16 bonus cards (four of each "king", "queen", "jack" and "ten" card). The game is played with a minimum of a single deck, totaling 52 cards and to a maximum of eight decks totaling 424 cards.

- A King, Queen, Jack or Ten "BONUS" card and an Ace, on the initial deal, is the best possible hand. It is known as a PURE 21.5 BLACKJACK and pays 6 to 5.
- A "King, Queen, Jack, or Ten BONUS" card dealt with any other card is worth 10 and is added to the other card(s) point total.
- An Ace has a value of either 1 or 11.
- All cards from 2-9 have their face value.
- King, Queen, Jack, or Ten "BONUS" cards have a value of 10 unless dealt with an Ace on the initial deal, and then they have a value of 10.5.

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

* A King, Queen, Jack, or Ten bonus card is worth 10, except when dealt with an Ace on the first two cards of the initial deal, whereupon, it will be worth 10.5 and the hand is a Pure 21.5 Blackjack.

ROUND OF PLAY

1. Pure 21.5 Blackjack is played on a raised gaming table. The table seats eight players who face the dealer in a 180-degree seating arrangement. The tables are the standard blackjack tables commonly used in the casino industry. The casino dealer stands opposite the players, and in the center of the table. The casino dealer's chip tray is set in front of the dealer. The play starts from the right of the dealer and proceeds in a clockwise fashion.
2. All tables will have some type of signage where the name of the game is displayed, along with the minimum and maximum wager allowed. The collection fee for the players and player/dealer will also be displayed. A maximum of five collection rates is allowed in compliance with the California Penal Code.
3. A standard round of play begins when a player/dealer is designated. The player/dealer will place a wager in a betting circle in front of their seat. That wager will be used to pay the winners and will set the amount that he/she can collect for the losers. The casino will place a button in front of the player/dealer, which designates that they are taking the "bank" position and further designates whether it is the first or second turn for the player/dealer in the banking position. The player/dealer will place the appropriate collection fee in front of his/her betting circle.
4. Players at a table then place their wagers in designated betting circles. The players may place a wager at his/her seat along with other unoccupied betting circles. Each player must pay the appropriate collection fee based on the posted schedule for the cardroom.
5. After the fees have been collected, the house dealer will deal the cards to the players and the player/dealer. All cards dealt throughout the game are face up, with the exception of the player/dealer's second card, which will remain "face down" until all players have acted on their hands. The house dealer is the only person on the table allowed to touch the cards. The players will signal the dealer with hand gestures that indicate

PURE 21.5 BLACKJACK

whether they wish to hit or stand. The hand signals will be consistent with the industry standard signals of a sweeping motion towards a player's body, indicating a hit, or a side to side hand motion, indicating the desire to stand. The casino dealer deals the first card to the player seated to the right of the designated player/dealer, in a clock- wise manner. Each player will be dealt one card face up with the player/dealer receiving the last card. The player/dealer's cards will be placed in front of the house dealer.

6. The house dealer will deal a second card to the players in the same order noted above and the last card will go to the player/dealer and will be dealt face down. The players are given an opportunity, starting with the player seated to the right of the player/dealer, to be dealt additional cards to make the best possible hand. (Rules and procedures for splitting, doubling down and surrender will be outlined later).
7. Players must follow the below listed **Charts 1A and 1B** in deciding whether to hit or stand on a particular hand.
8. After all players have acted on their hands and indicated to the casino dealer that they do not want or cannot receive additional cards, the player/dealer's down card will be turned up. This down card will determine where the "action button" is placed.
9. The "action button" determines where the action starts and who will be first to be paid for their winning hand or lose their wager. The action button is placed based on the numerical value of the player/dealer's down card. The ACE is counted as a one and is the first seat to the right of the player/dealer. The counting is consecutive and clockwise with the player/dealer position NOT being counted.
10. The player/dealer's hand will then be completed according to the rules listed on **Chart 1B**. Once the player/dealer's hand is completed, the payoff and/or collection of wagers will begin in the seat designated by the action button and continue in a clockwise manner until all wagers have been acted on.
11. In the event that the player/dealer does not have enough money on the table to cover all the wagers on the table, there will be no free collection button, refund, or other conciliatory action given to the affected players by the cardroom or the player/dealer.
12. The player/dealer's cards will always be dealt and placed in front of the house dealer's tray. The placement of the player/dealer's cards is standard in all games and is depicted below. See **Diagram #1**
13. After all wagers are settled, the cards are collected and discarded. The bank button is changed from 1st Bank to 2nd Bank and after every two hands, the player/dealer position is rotated in a clockwise fashion around the table.
14. The next round of play begins when the house dealer collects all the cards from the table and places them in the discard tray. The house dealer will also change the bank button, and if necessary (if the same person has already held the player/dealer position twice) rotate the player/dealer position clockwise to the next position on the table. If there is no person that intervenes on the player/dealer's position, the game will be "broken" or stopped, as required by the California Penal Code.

PURE 21.5 BLACKJACK

DIAGRAM #1

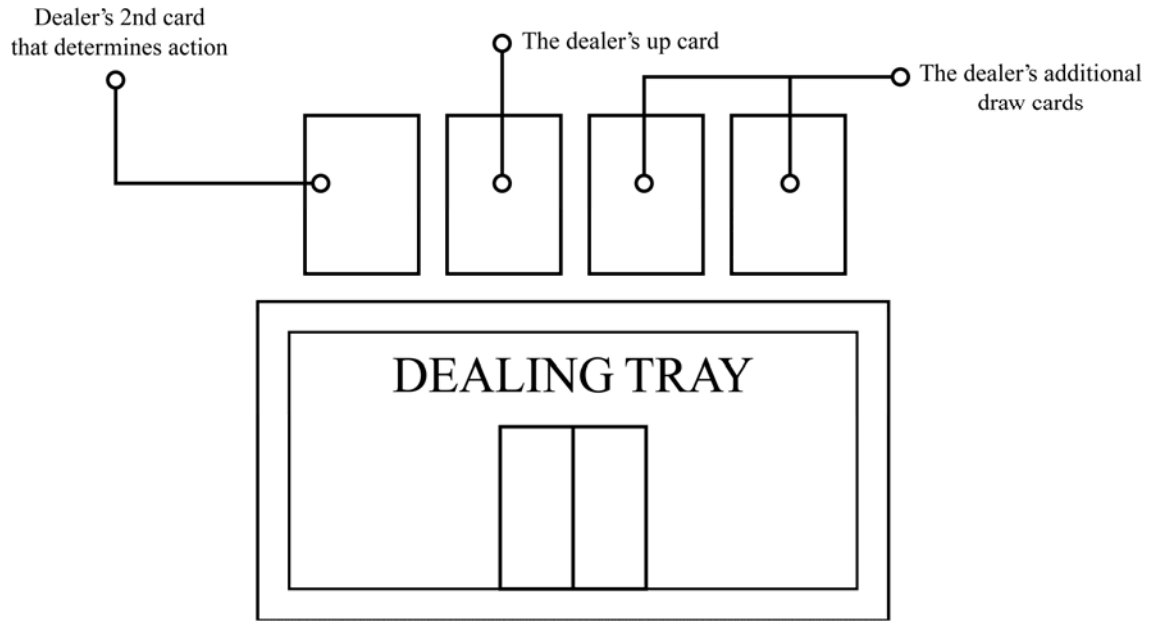


CHART 1A

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

CHART 1B

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

PURE 21.5 BLACKJACK

GAME RULES

1. A PURE 21.5 BLACKJACK (an Ace and a King, Queen, Jack, or Ten Bonus card) is the best possible hand. If the player and the player/dealer's hand are both PURE 21.5 BLACKJACK the hand is a push or tie, and no action is taken on the wager.
2. If the player/dealer does not have a Pure 21.5 Blackjack, the players will be given the option to draw to improve their hands, in accordance with Chart 1A above. The player/dealer's down-card will be checked by the house dealer, for a "Pure 21.5 Blackjack," when the player/dealer's first or up card is an Ace or King, Queen, Jack or Ten Bonus Card. This will happen prior to any additional cards being given to players. If the player/dealer has Pure 21.5 Blackjack, no additional action will take place and all players' hands that do not have a Pure 21.5 Blackjack will lose.
3. After all players have been given a chance to act on their hands, the player/dealer's hand will be completed in accordance with Chart 1B.
4. If a player's total is less than a "Pure 21.5 Blackjack" and the player/dealer's total is more than a "Pure 21.5 Blackjack", the player wins the hand.
5. If a player's total is more than a "Pure 21.5 Blackjack" and the player/dealer's total is less than a "Pure 21.5 Blackjack", the player loses the hand.
6. If a player and the player/dealer have the same total and it is less than a "Pure 21.5 Blackjack", the hand is a push or tie. No action is taken on the wager.
7. If a player's total and the player/dealer's total are less than a "Pure 21.5 Blackjack", the hand closest to a "Pure 21.5 Blackjack" will win.
8. If a player's total and the player/dealer's total are more than a "Pure 21.5 Blackjack", the following will apply:
 - a. If the player/dealer's hand is 888 (three eights) all players whose total is more than 21.5 push.
 - b. If the player/dealer's hand is not 888 (three eights) all players whose total is more than 21.5 lose.
9. The game is played on an industry standard Blackjack table where up to eight primary players can be seated.
10. All collection fees will be collected by the house dealer. Collection fees will be determined by the cardroom and can be up to five separate rates per table.
11. All collection rates and wagering limits will be posted at the table. They will not be based on any percentage.
12. Backline betting is allowed; subject to local ordinance or code.
13. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code, are permitted to play.

PURE 21.5 BLACKJACK

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

1. Players can double-down on the first two cards dealt to them. The player must place a second wager which may be equal to or less than the player's original wager. The player will only receive one additional card, regardless of the total.
2. Players can split any pair or two (King, Queen, Jack, or Ten Bonus) cards. The player must place a second wager equal to the original wager. The player may draw as many cards as desired per split card. When splitting two Aces, the player only receives one additional card per ace. There is no splitting for less.
3. A maximum of three splits is allowed per hand, giving a player up to 4 hands. Doubling-down is permitted after splitting.
4. Players can surrender after the first two cards are dealt to them. If they choose to surrender, half of their wager will be forfeited. The player must indicate their desire to surrender before the player/dealer's down card is exposed. Their play for the hand will then cease.
5. If the player/dealer's upcard is an ace, all players will have the option to place a separate "insurance" wager. They are wagering that the player/dealer's undercard is a King, Queen, Jack or Ten Bonus card, giving the player/dealer a Pure 21.5 Blackjack. Winning insurance wagers will pay 2 to 1. Insurance wagers may be equal to no more than one-half of a player's original wager.
6. In conjunction with offering insurance, when the player/dealer's upcard is an Ace, players that have a Pure 21.5 Blackjack (an Ace and a King, Queen, Jack, or Ten Bonus Card) may opt to take even money on their wagers before the player/dealer's undercard is checked for a King, Queen, Jack, or Ten Bonus Card. The player is actually making an insurance wager equal to one-half of the original wager. If the player/dealer has a Bonus card as the undercard (a Pure 21.5 Blackjack), the player wins the insurance bet (a wager equal to one-half of the original wager that pays 2 to 1) and pushes on the original wager. If the player/dealer does not have a King, Queen, Jack, or Ten Bonus Card as the undercard, the player will lose the insurance bet and is paid, in accordance with the Pure 21.5 Blackjack payoff, on the original wager. The result in each case is the same as the player wins an amount equal to the original wager (even money).
7. The cardroom will take no extra collection fee on double downs or splits from the player or player/dealer.
8. All payoffs are to the extent that the Player/Dealer's money covers the action on the table. A Player /Dealer cannot win or lose more than the entire amount of money placed on the table before the start of the hand.

LEGAL

The player/dealer position must rotate in a continuous and systematic fashion, and cannot be occupied by one person for more than two consecutive hands. There must be an -intervening player/dealer so on person cannot continually occupy the position and the "bank hand within the meaning of OLIVER V. COUNTY OF LOS ANGELES (1988) 66 Cal. App. 4th1397, 1408-1409. And in addition to the meaning of AB 141 6 (the Wesson Bill) which added section 330.1 1 to the California Penal Code relating to the California licensed gambling establishments and any future regulatory guidelines from the California Department of Justice, Division of Gambling Control, with respect to the operation of a controlled game featuring a player/dealer position.

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S & K Cardroom

California/Asian Games

COLLECTION RATES

Effective March 1, 2010

PAI GOW POKER

Table Limit	Player Fee (per square)	Player/Dealer Fee (per game)
\$5 - \$100	\$1.00	\$2.00
\$101 or More	\$2.00	

PURE 21.5 BLACKJACK

No Player Collection Fees

Table Limit Minimum	Total Table Action	Player/Dealer Fee Per Hand	Player Fee Per betting square
\$2 or \$5	\$2 - \$50	\$0.50	\$0
	\$51 - \$100	\$1.00	
	\$101 - \$300	\$2.00	
	\$301 or more	\$5.00	
\$10, \$25 or \$100	\$10 - \$50	\$0.50	\$0
	\$51 - \$100	\$1.00	
	\$101 - \$300	\$2.00	
	\$301 or more	\$5.00	
\$100	\$100	\$1.00	\$0
	\$101 - \$300	\$2.00	
	\$301 or more	\$5.00	