

Rogelio's Fee Schedule

Limit Games Fee Schedule:

<u>Limit</u>	<u>Jackpot Fee</u>	<u>Collection Fee</u>	<u># of Players</u>
\$2/\$4, \$3/\$6, \$4/\$8, \$5/\$10, \$6/\$12, \$10/\$20	\$1	\$3 per hand	6 or more 4-5 3 or less
\$15/\$30, \$20/\$40, \$30/\$60, \$40/\$80, \$50/\$100, \$200/\$400	None	\$6 per ½ hour per player \$4 per ½ hour per player \$2 per ½ hour per player	6 or more 4-5 3 or less

Spread Limit Fee Schedule:

<u>Spread Limit</u>	<u>Jackpot Fee</u>	<u>Collection Fee</u>	<u># of Players</u>
\$2/\$4, \$2/\$10, \$2/\$20, \$3/\$6, \$3/\$9, \$4/\$8, \$4/\$16, \$5/\$10, \$5/\$20	\$1 \$1 None	\$3 per hand \$2 per hand \$2 per hand	6 or more 4-5 3 or less

No-Limit Games:

<u>Blinds</u>	<u>Jackpot Fee</u>	<u>Collection Fee</u>	<u># of Players</u>
\$1/\$2, \$1/\$3, \$2/\$4, \$2/\$5, \$3/\$6, \$4/\$8	\$1	\$3 per hand	6 or more 4-5 3 or less
\$5/\$10, \$6/\$12, \$10/\$20, \$15/\$30, \$25/\$50, \$50/\$100, \$100/\$200, \$200/\$400, \$300/\$600, \$400/\$800, \$500/\$1,000	None	\$6 per ½ hour per player \$4 per ½ hour per player \$2 per ½ hour per player	6 or more 4-5 3 or less

Rogelio's Game Descriptions And Specific Rules 7 Card Stud

A **\$3.00** fee is collected from dealer position, and it is collected before the cards are dealt. Wagering is **\$3.00- \$6.00** any time with **3** raise limit. We are using a one standard 52-card deck with no joker at all time.

General: After shuffling and cutting the deck, the dealer will deal 2 cards face down, one at a time, starting with the first active player to his immediate left, and continuing with each active player in sequence in a clockwise direction. After all players have received two down cards, the dealer will deal one card face up to each player. After all players have received their first up card the dealer stops dealing until all betting has been completed. Betting begins with the player with the lowest value up card.

The lowest up card must open the betting (the "forced" bet or opener). If two or more cards of the same value are exposed then the card with the lowest suit value must make the first bet which is a forced bet of the table opening bet. Suites are ranked from high to low in this sequence: spades, hearts diamonds, clubs. After the betting for the first card is complete, the dealer will "burn" the top card from the deck and deal all active players the initiation the action by either checking (not betting) or betting. A total of four up cards are dealt each hand in the manner described. Betting follows each. The last card (the seventh) is dealt face down and a last round of betting then proceeds.

After the dealing of the first three cards (starting cards) a card is "burned" prior to each round of dealing and kept separate from the discards. Discards of players are collected by the dealer and kept in a discard pile (the "muck") in front of and to the side of the money tray in a disorderly manner. Absolute security of the discard pile is to be maintained at all times.

RULES SPECIFIC TO 7 CARD STUD:

1. If a player's first or second hole card is accidentally turned up during the initial dealing of a 7 card stud hand, the third cards is dealt down. If two cards are dealt up, a "misdeal" is declared, the cards are collected and the hand is dealt over.
2. Any card or cards exposed (delivered by the dealer) prematurely to the completion of the proper action for the round of betting will be taken back by the dealer along with the burn card for the round. The deck will be shuffled, and when the action for the round is correct and complete, the dealer will deliver a new burn card and deal the cards for the next betting round.
3. If a dealer burns two cards or fails to burn a card he will, 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, or if substantial action takes place (three players action on their hand or two players acting if one of them raises) on an up card, then the players MUST accept the cards.

4. If any player receives their last card face up, all other players will receive their last card face down. The player(s) whose down card was exposed has two options: 1) declaring "all-in" for the portion of the pot already played and any subsequent betting will be on the side or (2) at the player's option, continue to be active in any further action in the pot on the **final round**. The player with the highest hand showing on 6th street (the sixth up card) will initiate the betting.
5. Most of our 7 stud games at ROGELIO'S are "spread limit". For instance, \$1 to \$5 limit means a player can legally bet any amount between one and five dollars. On all fixed limit games (meaning either a "check" or bet of a "fixed" amount is made, i.e. 3-6, 4-8) if a player makes an open pair on the fourth card, that player has the option of betting either the first limit or the top limit. If the player elects to bet the first limit, the next players still have the option to bet the top limit. If the player with the open pair on 4th street (fourth card) checks, all other players, in **turn**, have the option to bet the limit of the game at the time or the top limit. This option does not apply in Hi-Lo Split 7 card stud games.
6. when, after having dealt the sixth card, the dealer realizes that there are not enough cards left in the deck to finish the last round and deliver a card to each player, the dealer will form a new deck by taking the burn cards and shuffle them with what remaining cards are left in the "stub" of the deck. A card will then be burned, and the remaining players will receive their down cards. The last card in the deck will never be used.
7. A player who calls when his hand is beaten by his opponent's up cards is not entitled to a refund.
8. A player must have seven cards in order to win the pot (7 stud). Any other number of cards constitutes a dead hand.
9. Players must protect their own hand.
10. A card accidentally dealt off of the playing table by the dealer MUST play. If it is the seventh card, it is treated as an exposed card.
11. **All** bets and raises must be even dollar amounts. A player "going all-in" may only bet chips in increments equal to the minimum legal bet for the game being played.
12. On the forced opening bet, if the player that was forced to open does not want to play the hand and wants to fold, the hand can be discarded after making the forced opening bet and the seat position will receive a card until there is action (a bet).
13. A player folding a hand on a checked round of betting will have a situation handled in the following manner:
 - A The player (or seat position) will receive a card or cards until there is a round of betting with action.
 - B The delivered card will be dealt face down, and then placed in the "muck". No player has the rights to see the card(s) because the hand was not played, and this

rule is only intended to keep the cards in their proper order as dictated by the action of the pot.

14. If a player has ASKED to be dealt in, and then fails to make it back in time to play the hand AND HAS FALLEN LOW, the forced entry bet will be placed into the pot from the players table stakes.
15. Should a player with the highest hand showing go "all in", the action for the following rounds of betting will fall to the next highest hand showing, and that hand will lead the betting in the side pot.
16. In 7 card stud, placing exposed (up cards) into a "closed" hand (the hand held cards or down cards) CONSTITUTES a dead hand at the discretion of the Casino Supervisor. The dealer will call the Supervisor to decide the situation should this happen to an innocent player that was not aware of the rule. This rule is intended to stop a "move" from being made. The "move" would be for a player to pick up his cards with the hope that the winning hand would be prematurely (before the pot was awarded), and then the player with the "closed" hand would lay his cards back on the table and claim the pot.
17. If a player shows five (5) cards at the showdown, and they do not represent the best hand showing, the dealer will ask the player **IF THOSE ARE THE FIVE CARDS THAT ARE BEING PLAYED IN THE SHOWDOWN.** If the player says that they are, and does not turn over his other two cards, the dealer will take the five cards that represent a losing hand and turn them face down with the other two cards. The hand will then be placed into a "muck".
18. The poker dealer **WILL NEVER** turn over a player's hole cards. If the hole cards are to play in a hand at the showdown they **MUST** be turned over by the player. If another player at the table turns over another player's hole cards **THEY WILL PLAY** in the showdown.

STUDHI-LO RULES

A \$3.00 fee is collected from dealer position, and it is collected before the cards are dealt. Wagering is \$3.00 - \$6.00 any time with 3 raise limit. All games are table stakes. We are using a one standard 52 card deck with no joker at all time.

This is a Hi-Lo split game, and in order to win, the low hand must qualify by having 5 cards 9 or lower. The lowest possible hand is 5 4 3 2 1. Ace can be used as the lowest card, meaning 1 or the highest card.

This variation of 7 Card Stud follows the same dealing techniques, rules, and irregularities as regular 7 Card Stud. There are two winners of the pot. The low hand, and the high hand split the pot equally. If there is an extra chip it goes to the high hand. Cards declare whether the hand is being played high or low, or both ways (high or low). A player may use any five cards to make the best high hand and any five cards to make the best low hand, they may be the same cards or not. The low hand winner must have a qualifier of a hand that is nine or better meaning no card in the hand can be higher than a nine. Split-limit games (3-6, 4-8, 5-10) use the lower limit through the first four cards and the higher limit thereafter, with an open pair not affecting the betting limits. Aces may be used for low, and straights and flushes do not impair the value of a hand for low. A "joker" (bug) may be

inserted for use as aces, straights, and flushes, or lowest card on hand without pairing up with the approval of the players and the Casino Supervisor.

TEXAS HOLD'EM

A \$3.00 fee is collected from dealer position, and it is collected before the cards are dealt. Wagering is \$3.00 - \$6.00 & 3.00 to no limit any time with 3 raise limit. All games are table stakes. We are using a one standard 52 card deck with no joker at all time.

In Texas Hold'em, each player receives two down cards as their initial hand. There is a round of betting after these have been delivered. Three board-cards are turned simultaneously (the "flop") and are community cards available to all players 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. After the final round of betting has been completed, a player may use any combination of five cards to determine their best hand. A player may use all of the board-cards which is termed "playing the board".

Hold'em uses a flat disk called a "dealer button" to indicate the player, who in theory, dealt the cards for the hand. The house dealer deals the cards for the player "on the button". 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 two blinds are used to stimulate action and initiate play. Blinds are "posted" before a player looks at his cards. Blinds count as part of a player's bet, unless the structure for a specific hand or situation requires part or all of a particular blind to be "dead" (not count). Dead chips are not part of a 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.

RULES SPECIFIC TO TEXAS HOLD'EM:

1. 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. It will be burned face up (since it was already exposed), and after the second round of betting is complete, the dealer will then place that burn card as a face down burn card before the next card is burned for the next round of betting. If two or more cards are exposed on the deal, it is a misdeal.
2. If the flop has too many cards, it will be taken back along with the burn card, the deck will be reshuffled, and a new burn card and flop will be placed.

3. If cards are "flopped" by the dealer before all the betting is completed, the flop and the burn card will be taken back and the deck will be reshuffled. A new burn card and flop will be placed.
4. If the dealer turns up the fourth card on the board before the round of betting is completed, that card will not play. After completion of the betting, the dealer will burn the next card and turn up the following card (which would have been the **fifth** up card) in the fourth up card's place. After that round of betting is completed, the dealer will reshuffle the remaining cards in the deck, including the card taken out of play (but not including the burn cards or discards). The dealer will then burn a card and turn up the next card as the **fifth** up card..
5. If the **fifth** card is turned up before betting is complete, it shall be reshuffled in the same manner as the previous rule dictates.
6. The winning hand must show both cards face up on the table, one card up and the other face down is not a valid hand.
7. A new player may not sit down in the middle of the blinds, he must wait until the button passes.
8. No "posting" of blinds will be required by a new player entering a game.
9. A new player may enter any Hold'em game at any time except in the middle of the blinds or in the dealer position.
10. If a player leaves the table for any reason and the blinds pass his position, he may resume play by posting the total amount of all the blinds for the game or wait for the big blind position to resume play. If he chooses to post the blinds, the small blind goes to the center of the pot("dead" money) and the big blind is "live and counts toward the betting in the first round. The player will receive a "blinds due" button when this occurs .
11. Changing seat locations and moving **AWAY** from the button (dealer position) will be handled in this manner: To be dealt in immediately the player must "post" the large blind and it will be "live" (count toward the betting). The player does have an option and can wait the appropriate number of hands that will place him in the same relative position to the button as he was in before making the move away from the button. In other words **NO FREE HANDS**
12. If a player takes his big blind and leaves the table, and does not return until the button has past his position, he must post **BOTH** big and little blinds to resume play or wait for the big blind position.
13. The dealer button **ALWAYS** moves forward after each hand (never sits in a dead seat), and all blinds are made up or adjusted accordingly. Every active player at the table must take both blinds during every full rotation of the dealer button position around the table.
14. Establishing the "button" (dealer) position at the start of a new game is done by delivering one card to each player just prior to the dealing of the first hand. The player with the highest card by suit will have the initial button position.
15. In heads up play, the small blind will always be on the button (the dealer position).
16. The winning hand must show both cards face up on the table to be awarded the pot-

17. A player declaring that he/she is "playing the board" must still retain their two cards and show them face up at the showdown.
18. One blind raise (straddle) is allowed next to the big blind and does not count as one of the raises. The rule for a straddle to be allowed is that the straddle must be done by the next player in turn from the "big" blind, it must be at least double the big blind, but it can not make it more than the limit of the game (at that time) to "come in". Straddles can never make it more to come in than the limit of the game at the specific betting round. This is house policy. We believe that this rule is in the general best interest of the game being played and at times will restrict the amount of "action" allowed in a game.

OMAHA

Omaha is frequently called "Four Card Hold'em" because, except for a couple of variations, both games are the same. The differences are:

Players are each dealt four cards in Omaha vs. Two cards in Hold'em.

Players **MUST** use exactly two cards of their four hole cards along with three of the board cards (common cards) to form their five card poker hand. Traditional hand ranks apply.

OMAHA HI-LO (9-or-Better)

A **\$4.00** fee is collected from dealer position, and it is collected before the cards are dealt. Wagering is **\$4.00** - \$8.00 any time with 3 raise limit. All games are table stakes. We are using a one standard 52-card deck with no joker at all time.

Omaha Hi-Lo 9 or lower is a high low split game, and in order to win, the low hand must qualify by having 5 card 9 or lower, the lowest possible hand is 5 4 3 2 1 .

Ace **can** be use **as** the lowest card. Meaning 1 or the highest card.

The highest hand **can** be won by the following hands.

Value of hands in sequence:

1. royal flush
2. straight flush
3. four of a kind
- 4.** full house
5. flush
6. straight
- 7.** three of a kind
- 8.** two pair
9. one pair
- 10.** highest card.

Omaha Hi-Lo Split is the game of Omaha played in such a manner that the pot is equally divided between the highest hand and the lowest hand. The game is played with a qualifier on the low hand, it must be a "nine-or-better". **IF** there is no qualified low hand, the entire pot is awarded to the high hand. As in regular Omaha, the players must use two of their four hole cards along with three of the board cards to form a traditional poker hand, either high or low. They may use a different set of two cards to form a high hand and a low hand.

ROGELIO'S INC.

34 Main St, PO Box 637 Isleton, CA 95641 (916)777-5878

Rogelio's game rules for 5 card draw poker

A \$3.00 fee is collected from dealer position, and it is collected before the cards are dealt.

Wagering is \$20.00-\$40.00 any time with 3 raise limit.

We are using a one standard 52-card deck with no joker at all time.

Each player receives 5 uninterrupted cards singly dealt face down as their initial hand. There is a round of betting after these cards have been delivered. After this round of betting, each player may draw up to **5** cards (he or she will get 4 cards and one more at the end of draw). After the draw, there is another round of betting,

And now, show down. The highest hand is awarded the pot.

a. foul hands and foul cards

1. Boxed cards-cards exposed face up in the deck **-are** dead cards. The dealer will place boxed cards in the center of the table and continue the deal.
 - 1-a. On the deal, one boxed card will be replaced from the center of the deck after all players have received their cards. If two or more boxed cards are dealt, a misdeal will be declared.
 - 1-b. On the draw, all boxed cards, even if two or more, will be replaced from top of the deck after all players have received their cards. Action goes. If the burn card is a boxed card, it will be burned like a normal card.
2. Any card dealt off the table is a dead card.

On the deal, it will be replaced from the center of the deck after the completion of the deal.

On the draw, it will be replaced from the top of the deck after all players have received their cards. Action goes.
3. On the deal, after five cards have been dealt to each player, if the dealer accidentally continues to deal cards:
 - 3-a. If two or more players are dealt a sixth card, a misdeal will be declared. All hands are dead.

- 3-b If only one player has been dealt a sixth card, the dealer may take the card back and use it as the burn card. But if the player picks up the sixth card, his hand is dead.
- 4. If cards are dealt out of rotation on the deal, the cards will be reshuffled and a new hand dealt—provided no action has taken place. If action has begun, cards play as dealt.
- 5. If a player sees six cards before him on the deal, he should call time and inform the dealer. The dealer will take one card back and place it on top of the deck; it then becomes the burn card. If the player picks up the six cards, his hand is dead. In this case the dealer must still burn a card before the draw, and all action goes.
- 6. If the floor manager determines a deck is foul—for example, when cards of different colors or identical cards appear in the deck—all hands are dead; no action. But action on all proceeding hands.
- 7. In a game that does not normally use a joker, if a joker shows up on the deal or the draw, it is a dead card, and it will be replaced like a boxed card. If a player uses a joker in his hand the hand is foul.
- 8. Any player dropping a card off the table onto his lap or the floor has a dead hand, even if the player himself does not call it. All chips in the pot must stay.
- 9. A player's hand is dead if he permits his cards to come into contact with discards or another player's cards.
 - a. If a player is obviously discarding the hand and passed the line, the hand is dead.
 - b. On the draw, cards discarded face down toward the dealer are dead.
- 10. If a player accidentally flips one or more of his cards while obviously attempting to expose his hand for showdown, the hand remains live, **provided none of his cards come into contact with discards.**
- 11. **Each player is solely responsible for the protection of his hand at all times.**
 - a. This includes the important responsibility not to throw away the winning hand. The house may not be able to protect the winning hand if the player fails to protect it in the first place.
 - b. If a player releases his hand and it is picked up by another player, the hand is dead.
- 12. A player who tears, damages, or defaces any cards is disqualified from the hand. He cannot win the hand and he is not entitled to see the other players' hand. All chips in the pot stay in the pot.
- 13. During play of the hand, a player fouls his hand if he leaves the table. (floor managers discretion)

B. EXPOSED CARDS

- 1. To be declared exposed, a dealt card must lie face up. A player's ability to call a card lying face down does not qualify that card as exposed.
- 2. **Cards exposed on the deal:**
 - a. **Poker:** A player must keep all cards exposed on the deal.
- 3. **Card exposed on the draw:** a player may not take an exposed card. When a player's card is exposed by the dealer, the player will receive another card from the top of the deck after the draw is completed. In a game with rotational deal, if a player exposes his own card he must keep it.

Action goes

4. A player exposing his own card, whether accidentally or purposely, must keep it.
5. A player who drops a card or cards from his hand to his lap or to the floor has a fouled or dead hand. All chips already in the pot stay in the pot.
6. A player who places five cards face up on the table before the draw must stand pat.

C The deal and the draw

1. Antes and blinds: Each player shall ante or blind before receiving cards. After the first card has been dealt, over-blinding is not permitted.
2. CUT: Before the deal, cards must be cut. One square cut, of five cards or more, must be made with one hand in full view of the other players.
3. WRONG NUMBER OF CARDS: After the deal, if no action has taken place, a player holding only four cards may receive an additional card to complete his hand, provided no other player holds six cards. If one player has six cards and another has four, both hands **are** dead. Their antes and blinds will be returned. This rule applies no matter where the players are seated around the table. One does not have to be seated next to another.
4. ADJUSTING LOCATION OF DEAL: If there has been no opening bet and if all players agree that the deal is out of position, all hands will be declared dead and the cards will be dealt from the correct position. If the pot is open, however, play continues and the next deal follows in rotation from the new position.
5. EXTRA HAND: If an extra hand is mistakenly dealt—for example, when a player is waiting for a blind—the dealer will continue to add cards to that hand until it is completed. It is then a dead hand.
6. DRAW: CARDS OUT OF ORDER. If cards are dealt out of order on the draw, the draw will be completed. **NO FURTHER ACTION ON THIS HAND. IMMEDIATE SHOWDOWN.**
7. DRAW: CHANGING YOUR CALL FOR CARDS
 - a. A player may change the number of cards called for provided the next player has not acted. Last player in the rotation may change his draw unless the dealer has burned the burn card.
 - b. To avoid confusion, all players should declare verbally how many cards they want to draw.
 - c. When only two players **are** in the pot, a draw declaration, in or out of turn, is not binding until the dealer activates the draw by saying, "cards."
8. If through error the stub of the deck is mixed with the discards before the player has received his cards, the entire pile of remaining cards will be reshuffled and cut, and a card will be burned. The player then receives his cards. **NO FURTHER ACTION ON THIS HAND. IMMEDIATE SHOWDOWN.**
9. A player who places five cards face up on the table before the draw must stand pat.
10. TOO FEW CARDS FOR THE DRAW: At times there might not be enough cards in the stub to complete the draw. Players should plan for this possibility by keeping separate the discards of the last few players in the rotation. **THE DEALER MAY NOT DEAL THE LAST CARD FROM THE STUB OF THE DECK.** When he reaches the last card, he will combine it with all the discards except those of the players who have not yet completed their draws. The dealer will shuffle this new stub, cut, burn one card, and complete the draw.

D. BETTING AND CALLING

1. It is the player's responsibility to protect his hand at all times.
2. **VERBAL DECLARATIONS IN TURN ARE BINDING.** Players should announce their intentions clearly-for example fold, call or raise.
3. **NO STRING BETS.** A string bet is made in two or more motions without prior explanation- for example when a player puts in enough chips to call a bet, then goes back to his deck for more chips to raise. Players should announce their specific intentions before putting chips into the pot.
4. Once a pot is out of play, no dispute can be decided by the floor manager.
5. Players may not take part of another's action. If they do, all those involved must take their shares out of the pot and forfeit their right to play for the rest of the pot.
6. A player passing before the draw passes out of the hand.
7. A raise must be equal to or exceed the opening bet. A reraise must exceed or be equal to the previous raise.
8. **BET OUT OF TURN:** A player who bets out of turn will get his money back without penalty. Players who frequently bet out of turn will be asked to leave the table.
9. **BETTING SHORT:** A player betting or calling short must complete the bet or forfeit what he has put in the pot.
10. **BETTING WITH A FOULED HAND:**
 - a. If a bet is made with a player with a fouled hand, the chips stay in the pot.
 - b. An opening bet made with a fouled hand may be withdrawn if there has been no other action. For fouled hands see section A above.
11. **SHOWDOWN:** When a bet is made and called the bettor shows down first. When a hand is completed "check and check" the last player shows down first. Showdown proceeds clockwise.
 - a. After action is complete, if a bet is made and called, all players have the right to see all hands in the pot.
 - b. Players must show all cards on showdown; no partial discarding.
12. **CALLS AND MISCALLS:** Any player at the table, whether in the pot or not, may verbally call another's hand at showdown.
 - a. A player's hand is miscalled if he announces it as other than it actually is.
 - b. A player miscalling his hand on showdown does not forfeit the pot even if he causes another player to foul his hand by discarding it. Otherwise, cards speak.

BLIND GAMES

1. Maximum blinds are posted for all games. They must not be exceeded.
2. **ORDER OF PLAY IN BLIND GAMES**
 - a. First to act on a raised pot, before the draw and after all blinds have acted, is the first player with the least invested in the pot. Next to act is the next in clockwise order with the least invested in the pot, and so on until all players have invested **equal** amounts in the pot.
 - b. **AFTER THE DRAW,** the first player to the dealers **left** acts first.
 1. **MINIMUM BET:** Before the draw, the minimum bet is the largest blind. After the draw, it is the size of the game.



Crazy Pineapple Hi-Lo 9 or better

A **\$3.00** fee is collected from dealer position, and it is collected before the cards are dealt. Wagering is **\$3.00 - \$6.00** any time with **3** raise limit. All games are table stakes. We are using a one standard 52-card deck with no joker at all time.

Crazy Pineapple is a high low split game, and in order to win, the low hand must qualify by being 9 or lower. The lowest possible hand is 5 4 3 2 1 .Ace can be use as the lowest card, meaning 1 or the highest card.

Each player is dealt three hole cards face down and the first round of betting follows. After the first round, the dealer 'flops' three cards face up on the board, and the second round of betting takes place.

Each player then discards one of his or her three hole cards face down, before the dealer **turns** a fourth card face up on the board, and the third round of betting follows. After the dealer turns a fifth card up on the board, the final round of betting takes place. Best five low cards 9 or lower wins half of the pot, the other half of the pot goes for high hand, if no one has five cards 9 or lower, there is no low hand. The best high hand is awarded the entire pot.

Each player may use a combination of the board cards (community cards) and one or both of his hole cards or he may play the board as his hand.

All **Crazy Pineapple** games are **\$3-\$6** limits.

A very important rule pertaining to **Crazy Pineapple**: any player holding three cards in their hand 'on the turn' (the fourth up card on the board) the hand is dead and is disqualified from the pot. It is the player's responsibility to discard before the 'turn' card is exposed and placed on the table, our dealers make every effort to make sure all players have discarded, but the ultimate responsibility for discarding falls on the player.

Special rules:

1. It is the player's responsibility to protect his hand at all times, either by holding on to his cards or by placing chips on them. The dealer will assume the any unprotected, abandoned, or discarded hands are dead or have been folded. When the dealer picks the hand up, it is dead, and neither the house nor the dealer can be held accountable for the player's failure to protect his hand.
2. Discards and exposed cards:
 - a. any cards which are discarded face down in the direction of the dealer are considered dead.
 - b. any hand exposed face up on the table in a showdown and accidentally mucked is a live hand.
3. All cards must be kept in plain view of the dealer and of all other players at all times.

4. Verbal declarations in **turn** (check, bet, call, raise, fold, etc.) are binding. Verbal declarations out of **turn** are contrary to the etiquette of the game and, if repeated, will subject the player to expulsion from the table and or the house.
5. Cards speak. Non-playing house dealers will assist in reading hands, but it is the player's responsibility to be sure that his hand is evaluated correctly. Upon the completion of all action, the player who initiated the last action must show his hand first by turning both his cards face up. The winner must show both cards face up before the pot will be awarded.
6. Playing the board: Upon completion of the last round of betting, if none of the remaining players can beat the board, the pot will be split equally among them all. Players must have live hands to play the board.
7. A bet and three raise are allowed for each round of betting. If only two players remain in action (head to head play) and the third raise has not yet been made, this is no limit to the number of raises.
8. Players may check and raise.
9. String bets of string raises are not allowed. 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.'
10. Only a player going all in may call or raise short
 - A. Any bet or raise of less than 50% of the full bet is considered all-in action and does not constitute a bet or raise. For example, in a \$3-\$6 game, the first player bets \$6 and the second player goes all in for \$7. The next player may either call for \$7 or raise to \$12 (complete the bet).
 - B. Any bet or raise of 50% or more constitutes a bet or raise. The next player must call the bet and may raise. For example, in a \$3-\$6 game, the first player bets \$6 and the second player goes all in for \$9, the next player may call for \$9 or he may raise again by betting a total of \$15.
11. Buy-ins for all games are posted.
12. A player must be in his seat to receive a hand.
13. Blinds: all Crazy Pineapple games have a rotating button and rotating mandatory blinds. Mandatory blinds are assigned to consecutive seats and are fixed in size, with the big blind last.
 - A. All limit Crazy Pineapple game have two blinds, with the first blind one seat to the left of the button. In Limit Crazy Pineapple, the player after the mandatory blind may increase the size of his blind.
15. Blinds: Joining a game. A player joining a game is entitled to a hand on the next deal unless his place is in the middle of the blind (one blind on either side). In that case.
 - A. In Limit Crazy pineapple, he must wait for the blinds to pass his position.
16. Blinds: Leaving the table
 - A. In Limit Crazy Pineapple, if a player leaves the table for any reason and the blinds pass his position, when he returns he may either resume play immediately by posting the total amount of both blinds or wait to play until the big blind reaches his position. Note: In this case the big blind is live (that

is, it counts toward the player's bet in turn), but the small blind is not live (i.e., it is 'dead money' in the pot and does not count toward the player's bet).

17. A player with the wrong number of cards has a dead hand.

18. Boxed cards and jokers.

A. A card face up in the deck (boxed card) or a joker will be treated as a scrap of paper, not as a card. A boxed card or a joker will be replaced by the next card in the deck. If a joker is dealt to a player as a down card and he does not discover or announce it before any card has been dealt to the next player, the player's joker will be replaced by the next card in the deck after the remaining cards in that round have been dealt.

B. If a player receives a joker **as** a down card and does not call attention to it before acting, his hand is foul and he forfeits his hand and any chips he has put in the pot.

19. A card accidentally dealt off the table is dead. It will be replaced by the dealer from the top of the deck after the remaining cards in that round have been dealt in turn. The dead card becomes the burn card in the next round.

20. If the dealer accidentally exposes a player's down card, the player may not keep the exposed card. After completing the deal, the dealer will replace the exposed card with the next card from the deck. The exposed card will become the burn card on the next round. If two or more down cards are exposed on the deal, it is a misdeal and all hands will be redealt.

21. If too many cards are exposed on the flop, the flop will be taken back and reshuffled with the remaining cards in the deck (not including the burn card).

22. If the dealer **turns** the fourth card on the board before the round of betting is completed, that card is taken out of play. After completion of the betting, the dealer will burn the next card and **turn** up the following card (which would have been the fifth up card) in the fourth up card's place. After that round of betting is completed, the dealer will reshuffle the remaining cards in the deck, including the card taking out of play (but not including the burn cards or discards). The dealer will then burn a card and turn up the next card as the **fifth** up card.

23. If the dealer **turn** up the **fifth** card on the board before the round of betting is completed, he will take that card back and, after the completion of betting, reshuffle it with the remaining cards in the deck and proceed **as** in the previous rule.

24. If cards are dealt to a 'dead' (non-playing- position, it is a misdeal.

25. Failure to burn a card:

a. If the dealer fails to burn a card before the flop (turning up a card on the board), he will correct the error if possible by burning the card he mistakenly turned up, then flopping another.

b. If the error cannot be corrected before action begins, the up card plays. On the next round, the dealer will burn two cards to restore the deck to its proper sequence before turning up another card.

26. Once a pot **has** been opened, player may not agree to split a pot under any circumstances. All hands must then be played to completion.
27. The house reserves the right to make decisions which are in the best interest of the game, even if a technical interpretation of these rules might indicate a contrary decision.

Glossary of Crazy Pineapple terms

This glossary is intended solely for information of our patrons. It has no official standing and may not be cited in interpretation of the house rules. Of course, many poker terms are also used in crazy pineapple.

Community cards The five cards turned up in the center of the table which can be used by all players.

Dead blind or dead money A blind put up by a player which does not count toward the player's bet.

End The fifth and **final** community card turned up in the center of the table. Also called the river.

Flop The first three cards turned up simultaneously in the center of the table.

Live blind a blind put up by a player which counts toward the player's bet.

Play the board To play all five community cards (the cards on the board) **as** your hand. If no player can beat the board, the pot will be split equally among all players with live hands.

River the **fifth** and final community card turned up in the center of the table. Also called the end.

Turn The fourth community card turned up in the center of the table.

LO-BALL

Special Rules

It is the responsibility of each player to read and to be familiar with all house rules, including the general rules and the special rules for specific games.

A. GENERAL

1. It is the player's responsibility to protect his hand at all times.
2. This house uses a joker in **LO-BALL** game. The joker will count **as** the lowest usable card in a player's hand.
3. Players may not show or discuss cards until all action has been completed, both before and after the draw.
4. The best hand is ace, deuce, trey, four, five -also known as "the wheel."

B. EXPOSED CARDS.

1. Cards exposed on the deal:
 - a. Cards five or under must be taken.
 - b. Cards **six** or higher cannot be taken; the player will receive another card from the center of the deck at the completion of the deal. Any player who purposely or accidentally exposes his own card must keep it.
2. Cards exposed on the draw: **On** the draw, when the dealer exposes a player's card face up on the table, the player will receive another card **from** the top of the deck, after all other players have received their **cards** in **turn**. Players cannot take a card exposed on the draw--except that the dealer must take his own exposed cards. Action goes.

C. THE DEAL

1. In order to be the dealer, a player must have played in the previous hand.
2. The cards should be shuffled facing away from the dealer, preferable flat on the table. The bottom card should not be exposed. Enforcement of this rule is the responsibility of all players.
3. After dealing the cards, the dealer will top the remainder of the deck -the "stub"ⁿ—with a chip. He must not pick up the stub until all players have declared for the draw and have discarded. If the dealer picks up the stub before he himself discards, he must stand pat.

D. BETTING A N D THE DRAW

1. A player passing before the draw passes out of the hand.

2. No check and raise with a seven or better.
 - a. After the draw, if a player checks a hand with seven high or better and **then** wins the hand, any bets made after his check will be returned to the bettors.
 - b. After a check and raise, if no one calls the raise, the player who raised must show one card higher than a seven to prove he did not check and raise with a seven or better.
3. Before the draw, a short bet (by a player who has fewer chips to bet than the minimum bet) is not considered **an** opening bet. The next player in the action must bet the minimum opening amount **or** higher. After the draw, a short bet can be called, raised, **or** passed.
4. Bum card: After all players have declared for the draw and have discarded, the dealer will bum the top card before giving them their cards. If the dealer deals the burn card, no action is permitted. Immediate showdown.
5. If the cards are dealt out of rotation on the draw, no action is permitted. Immediate showdown.
6. If the stub of the deck should come into contact with the discards before the draw has been completed, the stub and the discards **must** be **shuffled** together. These cards are then cut, one card is burned, and draw is completed. No action is permitted. Immediate showdown.
7. Any player may draw four cards and all four **cards** may be dealt at once.
8. No rabbit hunting: After the draw has been completed, the deck will be placed in the center of the table along with the discards. These **cards** may not be examined.
9. The dealer may not tell the number of cards drawn once the draw has **been** completed and the first player has **acted**. But the dealer must tell the number of cards he himself drew whenever he is **asked**, at any point in the action

E. MISCELLANEOUS

1. No splitting pots unless there is an **actual** tie.
2. Whenever cards are thrown off the table or torn into pieces, the deck must be totally reconstructed to the satisfaction of the floor manager before a new deck will be placed on the table.

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 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.

VALUE OF THE CARDS

A fifty-two card deck with aces through nines (the standard spades, hearts, clubs, and diamonds) and sixteen "Bonus" cards (four "King" bonus cards, four "Queen" bonus cards, four "Jack" bonus cards, and four "10" bonus cards) is used in the play of the game. The games can be played with a minimum of one (1) and a maximum of eight (8) decks.

- A "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 "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.
- "BONUS" cards have a value of 10 unless dealt with an ace on the initial deal.

RANKING CHART

CARD	VALUE
BONUS*	10 or 10.5 when dealt w/an ace
Ace	1 or 11
Two	2

Three	3
Four	4
Five	5
Six	6
Seven	7
Eight	8
Nine	9

* 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 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. The game uses a 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"). The game is played with a minimum of a single deck, totaling 52 cards and to a maximum of eight decks totaling 424 cards.
3. 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 three collection rates is allowed in compliance with the California Penal Code.
4. A standard round of play begins when a Player/Dealer is designated. The Player/Dealer will place an amount of money (casino chips) in a betting circle in front of their seat. That money will be used to pay the winners and will set the amount that he/she can collect for the losers. The casino

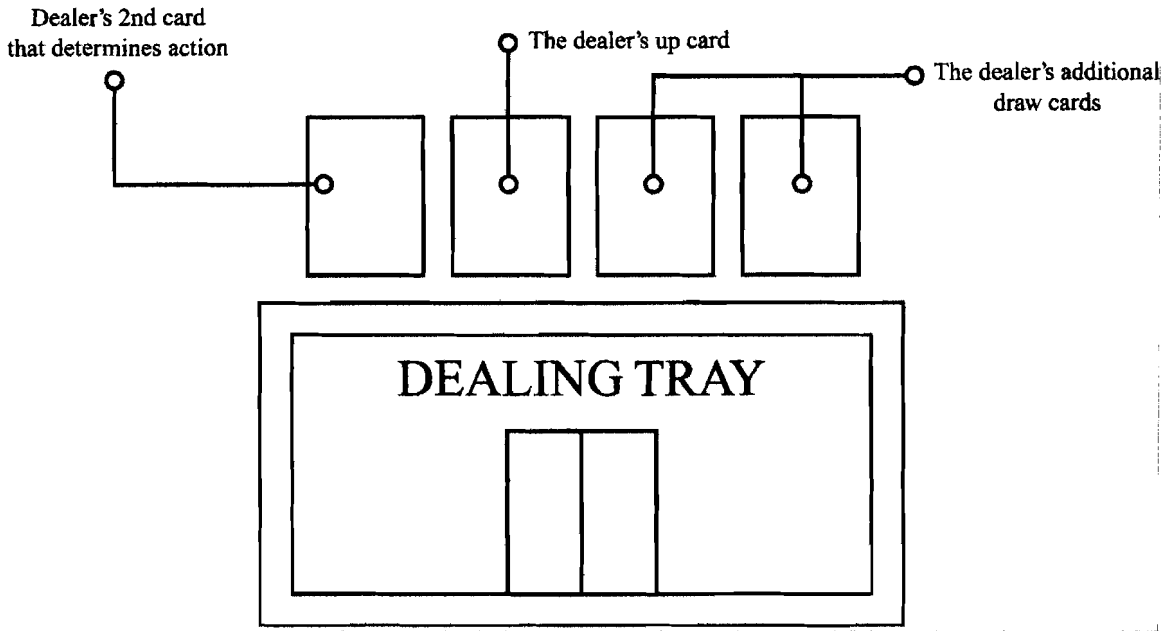
will place a button in front of the Player/Dealer, which designates that they are taking the "bank position and further designate whether it is the first or second turn for the Player/Dealer in the banking position. The Player/Dealer will place the collection fee in front of his/her betting circle.

5. 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 posted collection for the wager they placed in any betting circle where they have money or "action".
6. Once the Player/Dealer has posted the amount of money, he/she will wager against the other players, and once the players have placed their wagers, the casino dealer will collect all of the fees. This will always be accomplished before the start of the game in accordance with the California Penal Code. The casino dealer will take the collection fees and drop them into a locked collection box affixed to the gaming table.
7. After the fees have been collected, the 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 casino 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 casino dealer deals the first card to the player seated to the left 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 casino dealer.
8. The casino dealer will deal a second card to the players in the same order noted above. 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 surrendering will be outlined later)

9. Players must follow the below listed **Charts 1A and 1B** in deciding whether to hit or stand on a particular hand.
10. 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.
11. 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. A chart (**Diagram #1**) outlining the placement of the action button follows.
12. 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.
13. 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 casino or the Player/Dealer.
14. The Player/Dealer's cards will always be dealt and placed in front of the casino dealer's tray. The placement of the Player/Dealer's cards is standard in all games and is depicted below. See **Diagram #2**

DIAGRAM #1

DIAGRAM #2



15. 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.
16. The next round of play begins when the casino dealer collects all the cards from the table and places them in the discard tray. The casino 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.

CHART 1A PLAYER OPTIONS

Must Stand on

Must Hit on

Have Option on

Hard 19 or more

Hard 11 or less

All other counts

Seven Handed Table

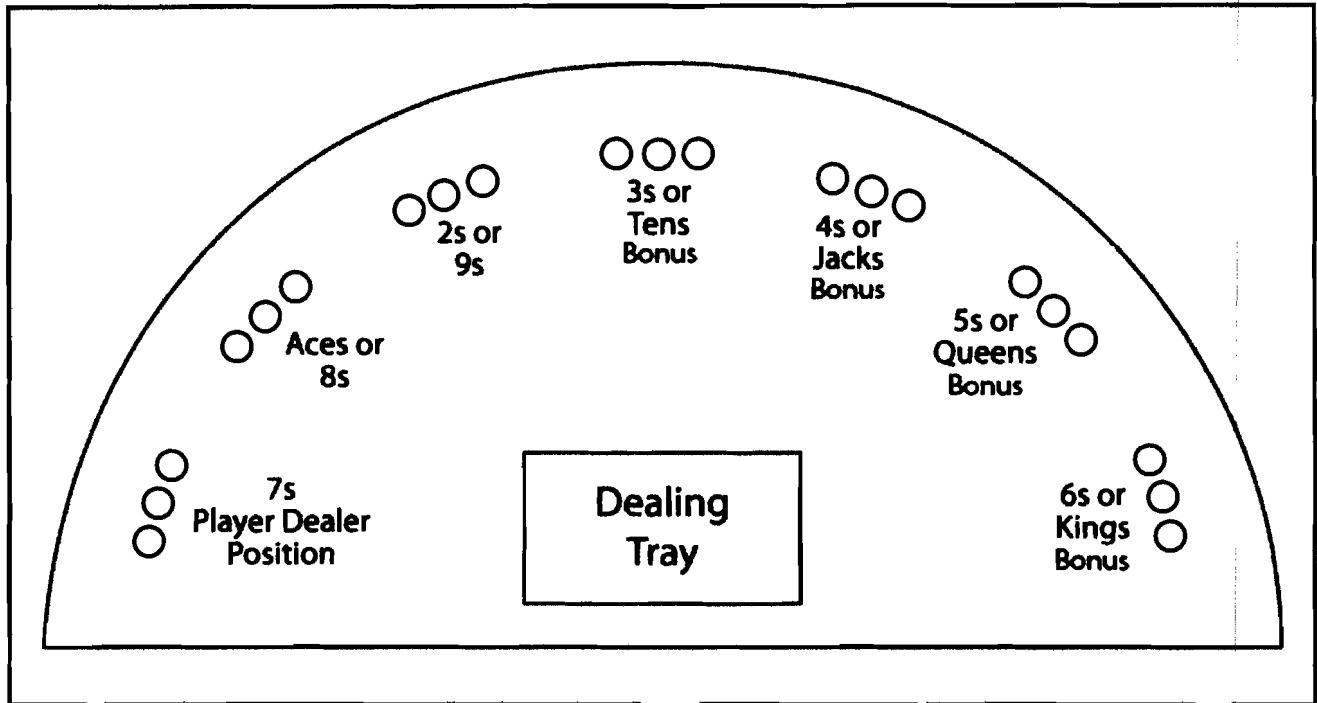


DIAGRAM #1A

Eight Handed Table

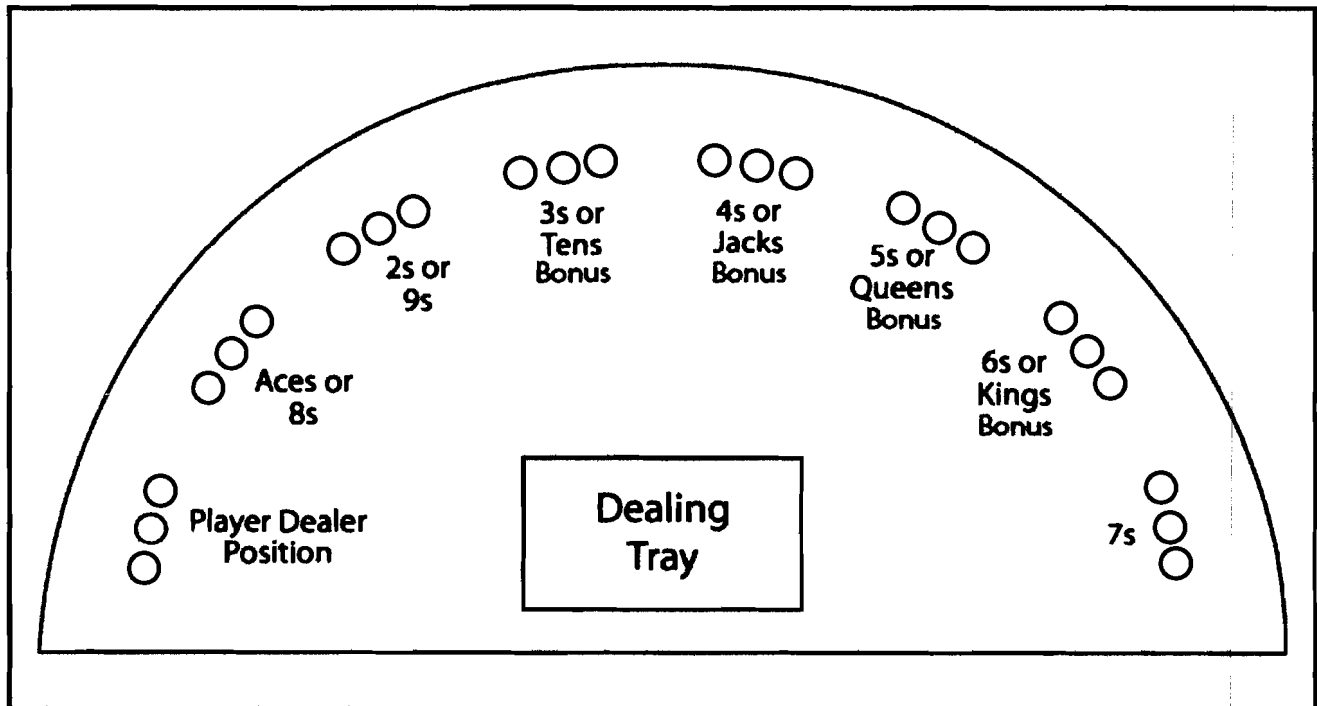


DIAGRAM #1B

(may split two Bonus Cards)

CHART 1B PLAYER/DEALER OPTIONS

<u>Must Stand on</u>	<u>Must Hit on</u>	<u>Have Option on</u>
Hard 17 or more	Soft 17 or less	None

GAME RULES

1. A PURE 21.5 BLACKJACK (an Ace and a 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 casino dealer for a "Pure 21.5 Blackjack" when the Player/Dealer's first or up card is an Ace or Bonus Card.
3. After all Players have been given a chance to act on their hands, the Player/Dealers 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 and 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 casino dealer, prior to the start of play. Collection fees will be determined by the casino and can be up to three separate rates per game.
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.

DOUBLE-DOWN, SPLIT, AND SURRENDER

1. Players can double-down on their first two cards dealt to them. The player must place a second wager equal to the player's original wager. The player will only receive one additional card, regardless of the total. Doubling down for less is allowed.
2. Players can split any pair or two 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.
4. Players can surrender after their 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 casino 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.

OPTIONS

The following options are available for individual casinos to cater to the needs of their customers:

Pure 21.5 Blackjack Payoff Options

6 to 5 Option – Pure 21.5 Blackjack pays 6 to 5 when dealt to a Player. A Pure 21.5 Blackjack consists of an Ace and a Bonus card on the initial two cards dealt to a Player.

7 to 5 Option – Pure 21.5 Blackjack pays 7 to 5 when dealt to a Player. A Pure 21.5 Blackjack consists of an Ace and a Bonus card on the initial two cards dealt to a Player.

Insurance- If the Player/Dealer's upcard is an Ace, all Players will have the option to place separate "insurance" wager. They are wagering that the Player/Dealer's undercard is a Bonus card giving the Player/Dealer a Pure 21.5 Blackjack. Winning Insurance wagers pay 2 to 1. Insurance wagers may be equal to no more than 1/2 of a Player's original wager. Insurance may not be offered in casinos where Pure 21.5 Blackjacks pay 6/5 or 7/5.

Even Money- 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 Bonus Card) may opt to take even money on their wagers before the Player/Dealer's undercard is checked for a Bonus Card. The Player is actually making an insurance wager equal to 1/2 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 1/2 of the original wager that pays 2 to 1) and pushes on the original wager. If the Player/Dealer does not have a Bonus Card as the undercard, the Player will lose the insurance bet and is paid 3 to 2 (for the Pure 21.5 Blackjack) 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).

Player/Dealer 888 Option- If the Player/Dealer's hand is 888 (three eights), all Players who have a total exceeding 21.5 **win**. (The option currently being offered is the same as this one, except all Players exceeding 21.5 **push**).

Player/Dealer 888 Bonus or Jackpot- Casinos could offer a Bonus or Jackpot to be paid when the Player/Dealer's hand is 888 (three eights). Each individual casino will decide collection fees, distribution percentages, and funding methods.

Player/Dealer Same Color 888 Bonus or Jackpot- Casinos could offer a Bonus or Jackpot to be paid when the Player/Dealer's hand is 888 of one color (three eights of one color). Each individual casino will decide collection fees, distribution percentages, and funding methods.

Player/Dealer Suited 888 Bonus or Jackpot- Casinos could offer a Bonus or Jackpot to be paid when the Player/Dealer's hand is a suited 888 (three eights all the same suit). Each individual casino will decide collection fees, distribution percentages, and funding methods.

Suited 777, Suited 678, and Unsuited 777- Casinos could offer Bonuses to Players that have hands that consist of three suited sevens, three unsuited sevens, and a six, seven, and eight of the same suit. Each individual casino will decide collection fees, distribution percentages, and funding methods.

Same color 777 and same color 678- Casinos could offer Bonuses to Players that have hands that consist of three sevens of the same color and also a six, seven, and eight of the same color. Each individual casino will decide collection fees, distribution percentages, and funding methods.

Seven Card Charlies- Casinos could offer Bonuses to Players that have hands that contain seven or more cards that total less than 21.5. Each individual casino will decide collection fees, distribution percentages, and funding methods.

Bonuses or Jackpots for Two, Three, Four, Five, or more Pure 21.5 Blackjacks in a row- Casinos could offer Bonuses or Jackpots to Players that have a Pure 21.5 Blackjack on consecutive hands. Payoffs could increase as the number of consecutive hands increases. Each individual casino will decide collection fees, distribution percentages, and funding methods.

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 one person cannot continually occupy the position and the "bank" hand within the meaning of *OLIVER V. COUNTY OF LOS ANGELES* (1988) 66 Cal. App. 4th 1397, 1408-1409. And in addition to the meaning of AB 1416 (the Wesson Bill) which added section 330.11 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.

Wager Total Action on Table Player/Dealer Collection Player Collection

\$3 - \$100	\$100 or less	\$0.50	\$0.50
	\$101 - \$500	\$1	\$0.50
	\$500+	\$2	\$0.50
\$4 - \$100	\$100 or less	\$0.50	\$0.50
	\$101 - \$500	\$1	\$0.50
	\$500+	\$2	\$0.50
\$5 - \$100	\$100 or less	\$0.50	\$0
	\$101 - \$500	\$1	\$0
	\$500+	\$2	\$0
\$10 - \$100	\$10 - \$50	\$0.50	\$0
	\$51 - \$300	\$2	\$0
	\$300+	\$3	\$0
\$25 - \$100	\$25 - \$200	\$1	\$0
	\$201 - \$500	\$3	\$0
	\$500+	\$5	\$0
\$100 - \$100	\$100 - \$500	\$2	\$0
	\$501 - \$1000	\$4	\$0
	\$1001+	\$7	\$0