

## BASIS AND PURPOSE FOR RULE 8

The purpose of Rule 8 is to establish playing rules for blackjack and procedures for conducting blackjack games in compliance with section 44-30-302 (2). The statutory basis for Rule 8 is found in sections 44-30-201, C.R.S., 44-30-203, C.R.S., 44-30-302, C.R.S., 44-30-816, C.R.S., and 44-30-818, C.R.S.

### RULE 8 RULES FOR BLACKJACK

#### 30-807 Wagers.

- (1) Before the first card is dealt for a round of play, a player may make a wager of not more than ~~one hundred dollars~~ **THE MAXIMUM WAGER LIMIT DETERMINED BY THE HOUSE AND IN ACCORDANCE WITH APPLICABLE LAW**. Wagers must be paid as winning wagers if any of the following events occur:

#### 30-816 The shuffle and reshuffle.

- (6) **THE LICENSEE RESERVES THE RIGHT TO USE PRE-SHUFFLED CARDS (PRE-SHUFFLED BRICKS). CARDS ARE INSPECTED AND GUARANTEED BY THE MANUFACTURER TO BE COMPLETE AND ACCURATE. THE MANUFACTURER PROVIDES SECURITY DEVICES ON EACH PRE-SHUFFLED DECK/BRICK SUCH AS SEALS, TABS, AND THE NUMBER OF EACH PERSON AT THE MANUFACTURER THAT VERIFIES AND INSPECTS EACH PRE-SHUFFLED DECK/BRICK. THE CARDS ARE BROUGHT TO THE TABLE (MONITORED UNDER SURVEILLANCE REVIEW) AT WHICH TIME THE SEAL ON THE BOXES OR DECKS OF CARDS WILL BE OPENED AND CARDS REMOVED FROM THE BOX BY THE TABLE GAMES SUPERVISOR AND PLACED DIRECTLY INTO A SHOE OR THE AUTOMATED SHUFFLING DEVICE BY THE DEALER AND THE AUTOMATED SHUFFLING MACHINE RESHUFFLES AND MIXES THE CARDS AGAIN BEFORE DEALING COMMENCES. NO FURTHER INSPECTION OF CARDS IS NECESSARY. PRE-SHUFFLED CARDS ARE ONLY USED ON GAMES THAT USE SHUFFLE MACHINES PROVIDED THAT EACH SHUFFLE MACHINE VERIFIES EACH CARD AND CAN IDENTIFY ANY CARD THAT MAY BE MISSING. IN THE EVENT THAT A CARD IS MISSING, THE LICENSEE WILL INSPECT THE FULL DECKS AND REPLACE THE MISSING CARDS AND NOTIFY THE MANUFACTURER OF THE ERROR USING THE INVENTORY NUMBER AS A REFERENCE.**

#### 30-899.01 The play - Multiple Action Blackjack.

Except as provided by this Regulation 30-8**99.01**, multiple action blackjack shall follow all rules for blackjack play set forth by this Rule 8.

- (2) A player may wager on any one, two, or three hands. Bets do not have to be equal; the initial bet on each hand played may not exceed ~~one hundred dollars~~ **THE MAXIMUM WAGER LIMIT DETERMINED BY THE HOUSE AND IN ACCORDANCE WITH APPLICABLE LAW**. Wagers on all hands to be played must be placed before first hand is dealt.

#### 30- 899.06 The play - Wheel of Madness.

- (2) At the same time that a player makes the player's normal wager on a hand, the player may make an additional, optional wager in an even-dollar amount between one dollar and ~~one hundred dollars~~ **THE MAXIMUM WAGER LIMIT DETERMINED BY THE HOUSE AND IN ACCORDANCE WITH APPLICABLE LAW**. At the discretion of the retail licensee, the maximum amount of the wager may be restricted. ~~to less than five dollars~~. The minimum and maximum amount of the wagers to be accepted shall be displayed on the layout or on table signage. This optional wager will be won only when the player is dealt a blackjack; that is, the first two cards dealt to a player must have a point value of exactly 21, and when the player's hand beats the dealer's hand.

#### 30-899.07 The play - STREAK.

- (2) At the same time that a player makes the player's standard blackjack wager, the player has the opportunity to make one or more of four optional wagers in the designated wagering area at the player's position at the table. These wagers are upon the contingency that the player will win the next two, three, four, or five consecutive hands of blackjack. At the discretion of the retail licensee, the optional wagers may be limited to even-dollar amounts between one and ~~one hundred dollars~~ **THE MAXIMUM WAGER LIMIT DETERMINED BY THE HOUSE AND IN ACCORDANCE WITH APPLICABLE LAW**. The minimum and maximum amounts of the optional STREAK wagers permitted shall be posted on table signage.

**30- 899.08 The Play - Go Fish 21.**

- (2) At the same time that a player makes the player's normal wager on a hand, the player may make an additional, optional wager in an even-dollar amount between one dollar and ~~one hundred dollars~~ **THE MAXIMUM WAGER LIMIT DETERMINED BY THE HOUSE AND IN ACCORDANCE WITH APPLICABLE LAW**. At the discretion of the retail licensee, the maximum amount of the wager may be restricted to less than ~~one hundred dollars~~ **THE MAXIMUM WAGER LIMIT DETERMINED BY THE HOUSE AND IN ACCORDANCE WITH APPLICABLE LAW**. The minimum and maximum amount of the wagers to be accepted shall be displayed on the layout or on table signage. This optional wager will be won only when the player is dealt a blackjack; that is, the first two cards dealt to a player must have a point value of exactly 21, and when the player's hand beats the dealer's hand.

**30-899.11 The play – Royal Match 21 and Progressive.**

- (1) Each player makes a standard blackjack wager and the Royal Match 21 wager. All bets will be in an amount between the table minimum and the table maximum, as posted at the table, up to the **\$100** maximum wager limit determined by the house and in accordance with applicable law.

**30-899.13 The play – Bet the Set 21 and Progressive.**

- (3) Players must make a standard blackjack wager in order to make the Bet the Set 21 wager. All bets will be in an amount between the table minimum and the table maximum, as posted at the table, up to the **\$100** maximum wager limit determined by the house and in accordance with applicable law.

**30-899.14 The play – Hit and Run.**

- (3) Players must make a standard blackjack wager in order to make the Hit and Run wager. All bets will be in an amount between the table minimum and the table maximum, as posted at the table, up to the **\$100** maximum wager limit determined by the house and in accordance with applicable law.

**30-899.17 The play – War Blackjack.**

- (3) At the same time a player makes his/her standard blackjack wager, the player has an opportunity to make an additional optional wager in an even dollar amount, known as the War Blackjack bet. All bets will be in an amount between the table minimum and the table maximum, as posted at the table, up to the **\$100** maximum wager limit determined by the house and in accordance with applicable law.
- (8) Players that have won their War Blackjack wager will be given the following options:
- (c) Players may only have the dealer place that amount won on their blackjack bet that brings the total amount of his/her pending blackjack bet to the table maximum, as posted at the table, up to the **\$100** maximum wager limit determined by the house and in accordance with applicable law.

**30-899.18 The play – Lucky Lucky.**

- (3) At the same time a player makes his/her standard blackjack wager, the player has an opportunity to make an additional optional wager in an even dollar amount, known as the Lucky Lucky bet. All bets will be in an amount between the table minimum and the table maximum, as posted at the table, up to the \$100 maximum wager limit determined by the house and in accordance with applicable law.

**30-899.19 The play – IN BETween.**

- (3) At the same time a player makes his/her standard blackjack wager, the player has an opportunity to make an additional optional wager in an even dollar amount, known as the IN BETween wager. All bets will be in an amount between the table minimum and the table maximum, as posted at the table, up to the \$100 maximum wager limit determined by the house and in accordance with applicable law.

**30-899.20 The play – King’s Bounty Dealer Envy.**

- (2) Players must make a blackjack wager in order to place a King’s Bounty wager. All bets will be in an amount between the table minimum and the table maximum, as posted at the table, up to the \$100 maximum wager limit determined by the house and in accordance with applicable law. Any dealer tip delivered as a wager may be placed on any of the game wagers, provided that the player has placed a personal wager on that same bet.

**30-899.21 The play – Blazing 7’s Progressive.**

- (3) All bets will be in an amount between the table minimum and the table maximum, as posted at the table, up to the \$100 maximum wager limit determined by the house and in accordance with applicable law. If casino rules allow, a player may play multiple hands. A player playing multiple hands may place a Blazing 7’s Progressive wager on none, one or all of his/her hands.

**30-899.22 The Play – Push Your Luck Blackjack.**

- (3) At the same time a player makes his/her standard blackjack wager, the player has an opportunity to make an additional optional Push Your Luck wager up to half the amount of his/her main blackjack wager. All bets will be in an amount between the table minimum and the table maximum, as posted at the table, up to the \$100 maximum wager limit determined by the house and in accordance with applicable laws.

**30-899.23 The play – Raise The Roof. *Effective 10/30/16***

- (3) At the same time a player makes his/her standard blackjack wager, the player has an opportunity to make the optional Ante wager. All bets will be in an amount between the table minimum and the table maximum, as posted at the table, up to the \$100 maximum wager limit determined by the house and in accordance with applicable laws.

**30-899.24 The play - Match The Dealer Blackjack.**

- (2) At the same time a player makes his/her standard blackjack wager, the player has an opportunity to make an additional optional wager in an even dollar amount, known as the Match The Dealer wager. There are two different Match The Dealer wagers: Match The Dealer Up Card wager and Match The Dealer Down Card wager. At the discretion of the retail licensee, only the Match The Dealer Up Card wager may be offered. If the Match The Dealer Down Card wager is offered, then both wagers must be offered. On this game, a player must make both wagers when choosing to make the additional optional wagers. All bets will be in an amount between the table

minimum and the table maximum, as posted at the table, up to the \$100 maximum wager limit determined by the house and in accordance with applicable law.

**30-899.26 THE PLAY – STADIUM BLACKJACK – EUROPEAN STYLE.**

STADIUM BLACKJACK IS A TRADEMARKED BLACKJACK VARIATION GAME THE RIGHTS TO WHICH ARE OWNED BY SG GAMING, INC. OF LAS VEGAS, NEVADA AND WHICH MAY BE TRANSFERRED OR ASSIGNED.

- (1) STADIUM BLACKJACK MAY BE PLAYED ONLY ON ELECTRONIC TERMINALS DISPLAYING THE STADIUM BLACKJACK LAYOUT ON THE PLAYER TERMINAL TOUCHSCREENS. THE RULES FOR STADIUM BLACKJACK WILL BE AVAILABLE ON THE HELP SCREENS. THIS GAME MAY BE PLAYED AS A HYBRID DEALER ASSISTED GAME IF ENABLED.
- (2) THE GAME CAN BE PLAYED WITH 6 OR 8 DECKS OF STANDARD 52 PLAYING CARDS. THE GAME WILL BE DEALT FROM AN ELECTRONIC DEALING SHOE OR CONTINUOUS SHUFFLER.
- (3) PLAYER BLACKJACK WILL PAY EITHER 6 TO 5 OR 3 TO 2 DEPENDING ON THE SET CONFIGURATION. THE CONFIGURATION WILL BE DISPLAYED ON THE PLAYER TERMINAL(S).
  - (A) IF THE PLAYER'S HAND BEATS THE DEALER'S, THE HAND IS PAID EVEN MONEY.
  - (B) IF THE DEALER'S HAND BEATS THE PLAYER'S, THE WAGER IS LOST.
    - (i) A PLAYER'S HAND TOTALING 21 WILL LOSE TO A DEALER BLACKJACK.
  - (C) IF THE PLAYER'S HAND TIES, THE DEALER'S HAND, THE WAGER IS A PUSH.
  - (D) IF THE PLAYER'S HAND IS A BLACKJACK AND THE DEALER HAS AN ACE UP, EVEN MONEY IS OFFERED. IF THE PLAYER REFUSES AND THE DEALER'S HAND IS A BLACKJACK, THE WAGER IS A PUSH.
  - (E) A HAND TOTAL EXCEEDING 21 IS CONSIDERED A BUST.
- (4) EACH PLAYER MUST PLACE AN ANTE WAGER IN THE AMOUNT SPECIFIED AT THE TABLE BY THE RETAIL LICENSEE. PLAYERS MAKE THEIR WAGERS ELECTRONICALLY THROUGH THEIR PLAYER TERMINAL. AT THE SAME TIME A PLAYER MAKES THEIR STANDARD BLACKJACK WAGER, THE PLAYER HAS AN OPPORTUNITY TO MAKE OPTIONAL BONUS WAGERS BET THE SET 21, KING'S BOUNTY AND/OR ROYAL MATCH 21. THE BLACKJACK WAGER IS REQUIRED IN ORDER TO MAKE THESE OPTIONAL WAGERS. THE PLAYER HAS UNTIL THE COUNTDOWN TIMER EXPIRES TO MAKE THEIR WAGERS.
- (5) AT THE DISCRETION OF THE RETAIL LICENSEE, ANY DEALER TIP DELIVERED AS A WAGER MAY BE PLACED ON THE BLACKJACK AND/OR OPTIONAL BONUS WAGERS. THE PLAYER MUST FIRST MAKE AN ANTE WAGER FOR THEMSELVES.
- (6) THE GAME CAN EITHER BE PLAYED WHERE THE DEALER HITS "SOFT 17", OR WHERE THE DEALER STANDS ON A TOTAL OF 17.
- (7) DOUBLE DOWN.
  - (A) DOUBLE DOWN IS AVAILABLE EITHER ON THE FIRST TWO CARDS OF A HAND OR ON ANY NUMBER OF CARDS DEPENDING ON THE CONFIGURATION SELECTED BY THE CASINO.
  - (B) DOUBLE DOWN IS AVAILABLE ON HAND TOTALS SET BY THE CASINO. THE CASINO IS CAPABLE OF ALLOWING THE PLAYER TO DOUBLE DOWN ON ANY TOTAL OR DISABLE THE OPTION FOR ALL TOTALS.

- (C) THE PLAYER CANNOT DOUBLE DOWN IF THE FIRST TWO CARDS DEALT TO THE PLAYER IS A BLACKJACK.
  - (D) DOUBLING DOWN AFTER A SPLIT IS ALLOWED.
  - (E) DOUBLING DOWN ON A HAND CONTAINING AN ACE IS NOT ALLOWED.
  - (F) DOUBLE DOWN HANDS THAT MUST WILL LOSE THE FULL/PARTIAL WAGER ON THAT HAND REGARDLESS OF THE RESULT OF THE DEALER'S HAND.
  - (G) DOUBLE DOWN HANDS WILL LOSE ONLY THE INITIAL WAGER IF THE DEALER HAS A BLACKJACK.
  - (H) IF A DEALER BLACKJACK WAGER IS PLACED, THE PLAYER WILL HAVE THE OPTION TO DOUBLE DOWN FOR THE DEALER WAGER. IF CONFIRMED, THE SYSTEM WILL PLACE AN ADDITIONAL DEALER DOUBLE DOWN WAGER FROM THE PLAYER'S CREDIT POOL/METER.
- (8) SPLITTING PAIRS, IF AVAILABLE.
- (A) BLACKJACK AFTER A SPLIT IS COUNTED AS 21.
  - (B) ACES MAY BE SPLIT ONLY ONCE TO FORM TWO HANDS, AND ONLY ONE ADDITIONAL CARD WILL BE DEALT TO EACH ACE.
  - (C) PLAYERS CAN SPLIT UP TO TWO TIMES FOR A TOTAL OF THREE HANDS.
  - (D) SPLIT HANDS THAT MUST WILL LOSE THE FULL/PARTIAL WAGER ON THAT HAND REGARDLESS OF THE RESULT OF THE DEALER'S HAND.
  - (E) SPLIT HANDS WILL LOSE ONLY THE INITIAL WAGER IF THE DEALER HAS A BLACKJACK.
  - (F) IF A DEALER BLACKJACK WAGER IS PLACED, THE PLAYER WILL HAVE THE OPTION TO SPLIT FOR THE DEALER WAGER. IF CONFIRMED, THE SYSTEM WILL PLACE AN ADDITIONAL DEALER SPLIT WAGER FROM THE PLAYER'S CREDIT POOL/METER.
- (9) PLAYERS WILL HAVE THE OPTION OF SURRENDERING HALF OF THEIR STADIUM BLACKJACK WAGER WHEN THEIR FIRST TWO CARDS DO NOT CONTAIN A BLACKJACK, IF AVAILABLE.
- (10) EVEN MONEY IS AVAILABLE WHEN THE PLAYER HAS A BLACKJACK AND THE FIRST CARD OF THE DEALER'S HAND IS AN ACE. TAKING EVEN MONEY WILL PAY 1:1 FOR A BLACKJACK AND COMPLETE THE HAND.
- (11) INSURANCE IS AVAILABLE WHEN THE DEALER'S FIRST CARD IS AN ACE AND THE INSURANCE WAGER WILL BE HALF THE INITIAL WAGER.
- (12) IF THE DEALER BLACKJACK WAGER IS PLACED, THE PLAYER WILL HAVE THE OPTION TO TAKE INSURANCE TO THE DEALER WAGER. IF CONFIRMED, THE SYSTEM WILL PLACE AN ADDITIONAL DEALER INSURANCE WAGER FROM THE PLAYER'S CREDIT POOL/METER.
- (13) THE DIFFERENT CONFIGURATIONS WILL BE DISPLAYED TO THE CUSTOMER THROUGH THE LAYOUT ON THE PLAYER TERMINAL OR IN THE HELP SCREENS.
- (14) WHEN THE COUNTDOWN TIMER EXPIRES, NO MORE WAGERS ARE ALLOWED. THE DEALER WILL DEAL ONE CARD ON THE LAYOUT OF THE DEALER PODIUM TO THE 'PLAYER' LOCATION, ONE TO THE 'DEALER' LOCATION, AND A SECOND CARD TO THE 'PLAYER' LOCATION.
- (15) THE PLAYERS WILL THEN BE ABLE TO MAKE THEIR DECISIONS BASED ON THEIR TWO CARDS VS. THE DEALER'S ONE CARD. THESE DECISIONS ARE STANDARD BLACKJACK OPTIONS SUCH AS HIT, STAND,

DOUBLE DOWN, SPLIT, SURRENDER, EVEN MONEY OR INSURANCE. THESE OPTIONS WILL BE AVAILABLE BASED ON THE CONFIGURATION SETUP. THE PLAYER HAS TO MAKE THE DECISIONS BEFORE THE TIMER RUNS OUT.

- (16) IF THE TIME EXPIRES AND THE PLAYER DID NOT MAKE A DECISION, THE GAME WILL AUTOMATICALLY MAKE A DECISION BASED ON THE CONFIGURATION SET UP BY THE CASINO. FOR EXAMPLE, THE PROPERTY MIGHT LEAVE THE DEFAULT SETTINGS BELOW:
- (A) THE PLAYER'S HAND WILL AUTOMATICALLY STAND ON A HARD 12 OR HIGHER.
  - (B) OTHERWISE, THE PLAYER'S HAND WILL AUTOMATICALLY HIT.
- (17) AFTER ALL PLAYER DECISIONS HAVE BEEN MADE, THE DEALER TERMINAL PROMPTS THE DEALER TO DRAW A CARD AND PLACE IT IN THE 'COMMUNITY' LOCATION ON THE LAYOUT.
- (A) FOR PLAYERS THAT HIT THEIR ORIGINAL HAND, THIS CARD BECOMES THEIR HIT CARD.
  - (B) FOR PLAYERS THAT SPLIT THEIR ORIGINAL HAND, THIS CARD BECOMES THE NEXT CARD ON THE FIRST SPLIT HAND.
  - (C) FOR PLAYERS THAT DOUBLED DOWN, THIS CARD BECOMES THEIR DOUBLE DOWN CARD.
  - (D) FOR PLAYERS THAT STOOD ON THEIR ORIGINAL HAND, THIS CARD BECOMES THE DEALER'S SECOND CARD.
- (18) FOR PLAYERS WHO HAVE SPLIT OR HIT, ADDITIONAL DECISIONS CONTINUE AND THE DEALER WILL DRAW CARDS AS PROMPTED TO THE 'COMMUNITY' LOCATION ON THE LAYOUT UNTIL SUCH TIME THAT ALL ACTIVE PLAYER HANDS HAVE BEEN RECONCILED.
- (19) ONCE ALL PLAYER DECISIONS HAVE BEEN ADDRESSED USING THE COMMUNITY CARDS, THE DEALER'S HAND WILL BE PLAYED OUT USING COMMUNITY CARDS IN THE FOLLOWING MANNER:
- (A) THE DEALER'S HAND WILL USE COMMUNITY CARDS THAT ARE NOT USED BY THE PLAYER FOR HAND RESOLUTION AND WILL DRAW ADDITIONAL COMMUNITY CARDS AS NEEDED.
  - (B) THE DEALER'S HAND WILL HIT TOTALS 16 OR LESS AND SOFT 17 BASED ON CONFIGURATION.
  - (C) THE DEALER'S HAND WILL NOT DRAW ADDITIONAL CARDS IF ALL PLAYER HANDS HAVE BUSTED.
  - (D) ONE ADDITIONAL CARD WILL BE DRAWN TO COMPLETE THE DEALER'S HAND IF ALL PLAYER HANDS HAVE BLACKJACK AND THE DEALER'S FIRST CARD IS AN ACE OR 10-VALUED CARD.
- (20) THE DEALER THEN PRESSES "CONFIRM" TO END THE ROUND. WAGERS ARE AUTOMATICALLY RECONCILED BY THE SYSTEM AND DISPLAYED TO THE PLAYER ON THEIR PLAYER TERMINAL.

**30-899.27 THE PLAY - MULTI-HAND BLACKJACK.**

EXCEPT AS PROVIDED BY THIS REGULATION 30-899.27, MULTI-HAND BLACKJACK SHALL FOLLOW ALL RULES FOR BLACKJACK PLAY SET FORTH BY THIS RULE 8.

- (1) MULTI-HAND BLACKJACK MAY BE PLAYED ONLY ON TABLES DISPLAYING THE MULTI-HAND BLACKJACK LAYOUT. IN ADDITION TO ANY SPECIAL MARKINGS UTILIZED BY THE GAME, THE INSCRIPTIONS REQUIRED BY REGULATION 30-803 SHALL APPEAR ON THE CLOTH COVERING THE BLACKJACK TABLE. THE GAME MAY BE PLAYED AS A HYBRID DEALER ASSISTED GAME IF ENABLED.

- (2) MULTI-HAND BLACKJACK CAN BE CONFIGURED AS A GAME WITH THREE HANDS OR ONLY ONE HAND. GAME LOGIC IS IDENTICAL IN BOTH CONFIGURATIONS. THE GAME TITLE MAY CHANGE TO **BLACKJACK** WHEN ONLY ONE HAND IS CONFIGURED, WITH AN ADDENDUM IN THE HELP SCREEN "THIS BLACKJACK GAME IS A MULTI-HAND BLACKJACK GAME CONFIGURED AS A SINGLE HAND GAME."
- (3) BEFORE A NEW HAND BEGINS, THE PLAYERS PLACE A WAGER ON ONE, TWO OR ALL THREE OF THE DESIGNATED BETTING FIELDS. WHEN PLAYING MORE THAN ONE HAND, THE WAGERING AMOUNTS CAN BE DIFFERENT, SINCE EACH HAND IS CONSIDERED INDEPENDENT FROM ALL THE OTHERS; THE INITIAL BET ON EACH HAND PLAYED MAY NOT EXCEED THE MAXIMUM WAGER LIMIT DETERMINED BY THE HOUSE AND IN ACCORDANCE WITH APPLICABLE LAW. WAGERS ON ALL HANDS TO BE PLAYED MUST BE PLACED BEFORE THE FIRST HAND IS DEALT (BEFORE THE "NO MORE BETS" STATE).
- (4) AT THE SAME TIME THAT A PLAYER MAKES THEIR WAGER ON A HAND, THE PLAYER MAY MAKE AN ADDITIONAL, OPTIONAL WAGER, IF ENABLED, ON 21+3, LUCKY LUCKY, AND/OR LUCKY LADIES. 21+3 PLAYS IN ACCORDANCE TO REGULATION 30-2107. LUCKY LUCKY PLAYS IN ACCORDANCE TO REGULATION 30-899.18. LUCKY LADIES PLAYS IN ACCORDANCE TO REGULATION 30-899.12.
- (5) SINCE THE MULTI-HAND BLACKJACK GAME IS DESIGNED FOR MORE THAN ONE PLAYER, EACH TIME THE PLAYER NEEDS TO MAKE A DECISION ON A HAND AND THE TIMER RUNS OUT, A NEW CARD WILL BE DEALT TO THEM AUTOMATICALLY. IN THIS SITUATION, THE NEW CARD IS CONSIDERED A "BURN" CARD FOR THAT PLAYER AND IS SHOWN IN THE BOTTOM OF THE GRAPHICAL USER INTERFACE (GUI) AS DIMMED. A BURN CARD COMES FROM THE SAME SHOE TO PROVIDE GAMING CONSISTENCY, BUT DOES NOT AFFECT THE GAME RESULT.
- (6) CARDS ARE DEALT TO ALL PLAYERS AND THE STARTING TWO CARDS FOR ALL THREE BLACKJACK BETTING AREAS WILL BE THE SAME FOR ALL THE PLAYERS. ALL THE SUBSEQUENT CARDS ARE THE SAME FOR ALL THE PLAYERS AS WELL, BUT THEY CAN USE IT FOR DIFFERENT ACTIONS. EXAMPLE: AFTER THE FIRST CARD PAIRS ARE DEALT, THE DEALER PULLS AN ACE, WHICH SOME PLAYERS WILL USE FOR A "HIT", OTHERS FOR "STAND", "SPLIT" ETC. ALL PLAYER HANDS ARE PLAYED OUT DURING THE FIRST HAND OR ROUND OF PLAY. HOWEVER, WINS AND LOSSES ARE DETERMINED, LOSING WAGERS ARE COLLECTED, AND WINNING WAGERS ARE PAID OFF ONLY AT THE END OF THE ACTUAL HAND OF PLAY FOR WHICH A WAGER HAS BEEN PLACED. EACH HAND IS A SEPARATE WAGER AND CANNOT BE COMBINED WITH OTHER HANDS.
- (7) WHEN THE PLAYERS RECEIVE THE INITIAL CARDS, THEY WILL BE PROMPTED TO CHOOSE ONE OF THE FOUR ACTIONS TO COMPLETE THEIR WAGERED HANDS: "HIT", "STAND", "DOUBLE DOWN" AND "SPLIT". IF A PLAYER DOES NOT MAKE A DECISION WHEN THE TIMER RUNS OUT AND THE SUM OF THE HAND IS BELOW 11, THEY GET A CARD AUTOMATICALLY. THEY WILL KEEP GETTING CARDS UNTIL THE SUM EXCEEDS 11, OR AN AUTOMATIC "STAND" DECISION IS MADE. ONCE ALL THE PLAYERS HAVE COMPLETED ALL THE DECISIONS FOR THEIR FIRST HAND, THE GAME WILL MOVE ON TO THEIR NEXT HANDS (IF APPLICABLE).
- (8) PLAYING MULTI-HAND BLACKJACK ON MORE THAN ONE HAND ONLY TRIGGERS THE TWO STRIKE RULE: ONCE THE INITIAL TWO CARDS HAVE BEEN DEALT, THE PLAYER CAN CHOOSE TO "HIT", "STAND", "DOUBLE DOWN", "SURRENDER" OR "SPLIT" ON EACH HAND IN TURN. WHEN TWO OR MORE CONSECUTIVE DECISIONS ARE POSSIBLE AND THE PLAYER HAS NOT MADE A DECISION WITHIN THE TIME LIMIT, THEY WILL BE GIVEN TWO "STRIKES" BEFORE A CHOICE IS MADE FOR THEM. THE FIRST TIME WITHOUT A DECISION, THE PLAYER WILL RECEIVE A BURN CARD. IF THEY DO NOT MAKE A DECISION IN THE TIME LIMIT IMMEDIATELY AFTER THAT, THEY WILL ALSO GET A BURN CARD AND AN AUTOMATIC "STAND" DECISION WILL BE MADE FOR THEM. THE BURN CARD COMES FROM THE SHOE AND IS SHOWN ON THE GUI AS SLIGHTLY DIMMED. IF ONLY ONE CHOICE IS POSSIBLE AND THE TIME LIMIT RUNS OUT, A HAND IS AUTOMATICALLY ACTED UPON AND NO OTHER CHOICES WILL BE AVAILABLE.
- (9) A PLAYER CAN CHOOSE ONLY ONE DECISION AT A TIME. IF A HAND DOES NOT REQUIRE ADDITIONAL CARDS, NO DECISIONS WILL BE OFFERED.
- (10) THE PLAYERS RECEIVE CARDS ON ALL OF THE THREE BETTING FIELDS, REGARDLESS OF WHETHER THERE ARE WAGERS ON THEM OR NOT.

- (11) WHEN THE PLAYERS HAVE MADE ALL OF THE DECISIONS FOR ALL OF THEIR HANDS, THE DEALER WILL TURN OVER THE FACE-DOWN CARD AND COMPLETE THEIR HAND (IF PLAYING WITH THE "NO FACE DOWN" RULE, THE SECOND CARD WILL BE DEALT TO THE DEALER; THE DEALER WILL THEN COMPLETE THEIR HAND).
- (12) DEALER TIP CHIP (HENCEFORTH DTC) SPECIFICS: A PLAYER CAN PLACE A BET ON BEHALF OF THE DEALER AS A POTENTIAL TIP. IF THE BET WINS, THE DEALER IS TIPPED WITH THE ENTIRE WINNING AMOUNT FOR THE PLACED CHIP. IF THE BET LOSES, THE DEALER WILL NOT RECEIVE A TIP. PRESSING THE DTC ENABLES THE DTC SELECTION. CHIP VALUES DEPEND ON THE CURRENT DENOMINATION AND WILL COUNT TOWARD REACHING THE MINIMUM BET REQUIREMENT. A SINGLE CHIP CAN BE PLACED ON EACH ROUND. THE DTC CANNOT BE PLACED ON AN OPTIONAL WAGER.
- A PLAYER CAN SPLIT OR DOUBLE DOWN ON A BET WITH A DEALER TIP CHIP. INSURANCE CAN BE BOUGHT FOR A DEALER TIP BET WHEN THE CHIP VALUE MEETS THE MINIMUM BET REQUIREMENT AND, IF PLACED ALONG WITH PLAYER CHIPS, THOSE CHIPS ALSO NEED TO MEET THE MINIMUM BET REQUIREMENT. "LET IT PLAY" WILL NOT REPEAT THE DEALER TIP BET WINNINGS.
- A TIP BUTTON (WITH NO RELATION TO DTC) CAN BE SET-UP ON THE GUI, WHICH OFFERS THE PLAYER AN OPTION TO SEND A TIP TO THE DEALER DIRECTLY, USING PREDETERMINED CHIPS.
- (13) A "10 CARD CHARLIE" IS INCORPORATED INTO THE GAME. IT IS THEORETICALLY POSSIBLE FOR THE PLAYER TO DRAW TEN CARDS WITHOUT GOING BUST. IN THIS CASE, THE PLAYER'S HAND AUTOMATICALLY WINS, EXCEPT WHEN THE DEALER HAS A BLACKJACK.

## BASIS AND PURPOSE FOR RULE 10

The purpose of Rule 10 is to establish playing rules for authorized types of poker and management procedures for conducting poker games in compliance with section 44-30-302 (2), C.R.S. The statutory basis for Rule 10 is found in sections 44-30-201, C.R.S., 44-30-203, C.R.S., 44-30-302, C.R.S., 44-30-816, C.R.S., and 44-30-818, C.R.S. *Amended 8/14/16*

## RULE 10 RULES FOR POKER

### 30-1002 Definitions for poker.

- (2) "Bet" means a player's wager to the pot on any betting round; no initial or subsequent bet may exceed ~~\$100.00~~ THE MAXIMUM WAGER LIMIT DETERMINED BY THE HOUSE AND IN ACCORDANCE WITH APPLICABLE LAW;
- (33) "Raise" means a bet in an amount greater than the immediately preceding bet in that betting round. The amount of a raise may not exceed ~~\$100.00~~ THE MAXIMUM WAGER LIMIT DETERMINED BY THE HOUSE AND IN ACCORDANCE WITH APPLICABLE LAW more than the immediately preceding bet;

### 30-1007 Cards.

- (3) IN HOUSE BANKED GAMES THE LICENSEE RESERVES THE RIGHT TO USE PRE-SHUFFLED CARDS (PRE-SHUFFLED BRICKS). CARDS ARE INSPECTED AND GUARANTEED BY THE MANUFACTURER TO BE COMPLETE AND ACCURATE. THE MANUFACTURER PROVIDES SECURITY DEVICES ON EACH PRE-SHUFFLED DECK/BRICK SUCH AS SEALS, TABS, AND THE NUMBER OF EACH PERSON AT THE MANUFACTURER THAT VERIFIES AND INSPECTS EACH PRE-SHUFFLED DECK/BRICK. THE CARDS ARE BROUGHT TO THE TABLE (MONITORED UNDER SURVEILLANCE REVIEW) AT WHICH TIME THE SEAL ON THE BOXES OR DECKS OF CARDS WILL BE OPENED AND CARDS REMOVED FROM THE BOX BY THE TABLE GAMES SUPERVISOR AND PLACED DIRECTLY INTO A SHOE OR THE AUTOMATED SHUFFLING DEVICE BY THE DEALER AND THE



AUTOMATED SHUFFLING MACHINE RESHUFFLES AND MIXES THE CARDS AGAIN BEFORE DEALING COMMENCES. NO FURTHER INSPECTION OF CARDS IS NECESSARY. PRE-SHUFFLED CARDS ARE ONLY USED ON GAMES THAT USE SHUFFLE MACHINES PROVIDED THAT EACH SHUFFLE MACHINE VERIFIES EACH CARD AND CAN IDENTIFY ANY CARD THAT MAY BE MISSING. IN THE EVENT THAT A CARD IS MISSING, THE LICENSEE WILL INSPECT THE FULL DECKS AND REPLACE THE MISSING CARDS AND NOTIFY THE MANUFACTURER OF THE ERROR USING THE INVENTORY NUMBER AS A REFERENCE.

**30-1099.09 The play – Hold 'Em Eighty-Eight.**

- (5) After the flop, a player must either fold or place one additional final wager in an amount equal to or greater than the initial amount wagered in the front circle, but not more than ~~\$100.00~~THE MAXIMUM WAGER LIMIT DETERMINED BY THE HOUSE AND IN ACCORDANCE WITH APPLICABLE LAW. At the discretion of the retail licensee, the final wager may be either in a fixed amount, or in an amount determined and placed by the player to the left of the player who has the button. No player may raise the amount of the final wager. If a player folds, the player's initial wager is pulled to the middle and the hand mucked. If a player places the final wager, the wager is placed in the second circle in front of each player's position.

**30-1099.13 The play – Let it Ride and Let it Ride Bonus with the option of a 3 Card Bonus and Progressive Bet.**

- (2) Each player must make three equal bets by placing the bets in the three designated wagering circles in front of the player's position, except as provided in (A), below. In the Bonus game, players may also place an optional bonus wager in the designated area in the amount of one dollar. A player will win the bonus wager if the player holds a hand, which qualifies for a bonus pay out according to the separate bonus pay schedule. A player may not place a bonus wager without first having made the basic game wager. For the 3 Card Bonus optional bet, players may also place a bet in the area designated by the words 3 Card Bonus in front of the player's position. A player will win the 3 Card Bonus optional bet if the player holds a hand which qualifies for a 3 Card Bonus pay out according to the separate 3 Card Bonus pay schedules. For the optional Cover All Bonus wager, players may also place a bet in the area designated by the words Cover All in front of the player's position. If a player(s) has made the Cover All Bonus wager and the player(s) hand contains a three of a kind or better, all players who made the wager win. Only the highest qualifying hand pays. If the player(s) hand contains less than a three of a kind, the player(s) loses this bet. The progressive bet is placed to play for hand value only; all three bets (LIR Base Game wager, 3 Card Bonus, and Progressive wager) may be placed if the player wishes to play all three ways. Once all players place their bets, the dealer will press the appropriate button on the keypad. The sensors will then light up to indicate a progressive wager. The dealer will then remove all progressive bets from the table and place them in the tray.  
*Amended 03/16/2012, Amended 10/16/13*

- (a) The amount of a player's contract wager, that wager which is placed in the wagering circle labeled with a dollar symbol ("\$\$"), when combined with the one dollar bonus wager, may not exceed ~~\$100.00~~THE MAXIMUM WAGER LIMIT DETERMINED BY THE HOUSE AND IN ACCORDANCE WITH APPLICABLE LAW.

**30-1099.16 The play - Vegas Double Action.**

- (2)
- (b) At the discretion of the retail licensee, players may be required to place a Stud bet on the dealer's hand in addition to a wager on the player's own hand. If players are so required, the total combined amount required to be wagered by the player shall not exceed ~~\$100.00~~THE MAXIMUM WAGER LIMIT DETERMINED BY THE HOUSE AND IN ACCORDANCE WITH APPLICABLE LAW. Nothing shall prevent a player, at the player's option, from betting more than any required minimum, up to ~~a~~THE maximum bet of one hundred dollars~~TABLE LIMIT~~

on the player's hand and ~~one hundred dollars~~ **THE MAXIMUM TABLE LIMIT** on the dealer's (Stud bet) hand.

**30-1099.19 The play - Bonus 6.**

- (2) Before receiving any cards, each player must place a wager in the designated "ante" wagering area in front of the player's position. The amount of each ante shall be within the table limit range to be determined by the retail licensee, but not exceeding ~~one hundred dollars~~ **THE MAXIMUM WAGER LIMIT DETERMINED BY THE HOUSE AND IN ACCORDANCE WITH APPLICABLE LAW**, and shall be posted at the table. If the retail licensee does not require a minimum wager, no table signage is required.

**30-1099.20 The play - Home Run Hold 'em.**

- (3) The retail licensee shall decide whether to offer a blind or ante variation. Each player shall make an initial bet by placing the bet in front of the player's position in the ante variation. The player or players in the blind positions, being the first one or two places before the button, shall place an initial blind bet in the betting area. All players in either variation shall make a strike out wager by placing the bet in front of the player's position. The minimum amounts of each of the two wagers shall be determined by the retail licensee, except that the sum of the two wagers shall not exceed ~~one hundred dollars~~ **THE MAXIMUM WAGER LIMIT DETERMINED BY THE HOUSE AND IN ACCORDANCE WITH APPLICABLE LAW**, and the amount of the strike out wager must equal or exceed the amount of the ante or blind wager.

**30-1099.22 The play - Boston 5 or Boston 7 Stud Poker.**

- (2) Table limits shall be posted at the table. Prior to any cards being dealt, each player must place a wager not to exceed ~~one hundred dollars~~ **THE MAXIMUM WAGER LIMIT DETERMINED BY THE HOUSE AND IN ACCORDANCE WITH APPLICABLE LAW**, in the circle marked Ante Bonus and 1<sup>st</sup> wager. Also at this time, a player may place a bet on the three card Optional Bonus bet. A player who places an Ante Bonus bet in the "Ante Bonus" betting circle will be eligible for an award as listed in the Ante Bonus pay out schedules. The three card Optional Bonus bet may be made in any whole dollar amount between one and ~~one hundred dollars~~ **THE MAXIMUM WAGER LIMIT DETERMINED BY THE HOUSE AND IN ACCORDANCE WITH APPLICABLE LAW**. At its discretion, the retail licensee may choose to allow a player to wager on the three card Optional Bonus bet without playing the core game.  
*Amended 09/14/2012*

**30-1099.24 The play - 3-5-7 Poker.**

- (2) Before receiving any cards, each player shall place a wager in the designated area on the layout. A player may wager on any one, two, or all three games in the hand. The amount of each wager shall be within the table limit, to be determined by the retail licensee, but not exceeding ~~one hundred dollars~~ **THE MAXIMUM WAGER LIMIT DETERMINED BY THE HOUSE AND IN ACCORDANCE WITH APPLICABLE LAW**, and shall be posted at the table. If the retail licensee does not require a minimum wager, no table signage is required. A player who wishes to tip the dealer by making a bet for the dealer shall place the tip-bet next to the player's wager for that game. Each retail licensee may allow or not allow tip-bets according to its policy. All tip-bets allowed shall be paid according to the posted pay schedule for player wagers.
- (8) Optional Player Banked Pot. In an optional version of play, the retail licensee may allow each player to place an optional additional wager on each 3-card, 5-card, and 7-card game of a posted amount, not to exceed ~~one hundred dollars~~ **THE MAXIMUM WAGER LIMIT DETERMINED BY THE HOUSE AND IN ACCORDANCE WITH APPLICABLE LAW**. At the beginning of each game the optional additional wagers for that game are pulled to the center of the table in a pot and awarded, by the dealer, to the player with the best hand. No player may make an optional additional player-banked pot

wager without having first made a pay schedule wager on that game. Only players who have made the optional additional wager for the player banked pot are eligible to win that pot.

**30-1099.26 The play - Texas Hold'Em Bonus Poker.**

- (6) After each player and the dealer have received two cards, there is a betting round. Each player can decide to stay in the game by making a bet, two times his/her ante wager on the flop bet (not to exceed ~~one hundred dollars~~ **THE MAXIMUM WAGER LIMIT DETERMINED BY THE HOUSE AND IN ACCORDANCE WITH APPLICABLE LAW**) or fold, forfeiting both his/her ante and bonus wagers. If a player folds, the dealer will collect the ante and bonus wagers and place the player's two cards into the discard rack. If the player who has folded made a progressive wager, then the cards will be placed on the progressive sensor until the end of the game when the dealer pays according to the posted pay table. *Amended 03/16/2012*

**30-1099.27 The play - Champion Poker.**

- (2) Before receiving any cards, each player shall place a wager in the designated area on the layout. A player may wager on the 5 Card (or 7 Card) Hold Em Bonus game only or he/she may wager on the 5 Card (or 7 Card) Hold Em Bonus game and the Texas Hold Em (ante blind) game. The Texas Hold Em wager (ante blind) and the 5 Card (or 7 Card) Hold Em Bonus wager must be equal and shall be within the table limit, to be determined by the retail licensee, but not exceeding ~~one hundred dollars~~ **THE MAXIMUM WAGER LIMIT DETERMINED BY THE HOUSE AND IN ACCORDANCE WITH APPLICABLE LAW**, and shall be posted at the table. If the retail licensee does not require a minimum wager, no table signage is required. A player who wishes to tip the dealer by making a bet for the dealer shall place the tip-bet next to the player's wager for that game. Each retail licensee may allow or not allow tip-bets according to its policy. All tip-bets allowed shall be paid according to the posted pay schedule for player wagers.

**30-1099.31 The play - Crazy 4 Poker.**

- (11) If a player who placed an ante wager wishes to stay in the hand, the player must place an additional wager in an amount equal to the ante in the play wagering area in front of the player's position, unless the player has at least a pair of aces. If the player has a pair of aces or better, he or she may bet up to three times his or her ante, not to exceed the maximum wager limit ~~of \$100~~ **DETERMINED BY THE HOUSE AND IN ACCORDANCE WITH APPLICABLE LAW**; then the player places his or her hand under the wager in the play area. *Amended 9/14/2012*

**30-1099.34 The play - Ultimate Texas Hold 'Em.**

- (9) After the first two cards have been dealt to the players and dealer, a player who has placed an ante and blind wager has the option to check or place an additional wager in an amount 3X or 4X his/her ante, not exceeding ~~\$100~~ **THE MAXIMUM WAGER LIMIT DETERMINED BY THE HOUSE AND IN ACCORDANCE WITH APPLICABLE LAW**, in the play wagering area in front of the player's position. *Amended 9/14/2012*
- (10) After all players have acted, the dealer places three community cards face-up on the layout. A player who has placed an ante and blind wager has the option to check or place an additional wager in an amount equal to 2x his/her ante, not exceeding ~~\$100~~ **THE MAXIMUM WAGER LIMIT DETERMINED BY THE HOUSE AND IN ACCORDANCE WITH APPLICABLE LAW**, in the "play" wagering area in front of the player's position. *Amended 9/14/2012*

**30-1099.36 The play - Emperor's Challenge.**

- (4) Players place their primary wager in the designated primary bet area on the layout. This wager is required and must be within the minimum and maximum limits posted at the table, not to exceed

**\$100 THE MAXIMUM WAGER LIMIT DETERMINED BY THE HOUSE AND IN ACCORDANCE WITH APPLICABLE LAW.**

**30-1099.39 The play - Straight Edge Poker.**

- (5) Players make the Ante wager to receive cards. All bets will be in an amount between the table minimum and the table maximum, as posted at the table, up to the \$100 maximum wager limit determined by the house and in accordance with applicable law. Players may also make the optional Bonus and Insurance wagers. Any dealer tip delivered as a wager may be placed on the Ante, Bonus and/or Insurance wagers provided that the player has placed a personal wager on the same bets.

**30-1099.40 The play - Big Raise Stud Poker.**

- (4) Players make the Ante wager to receive cards. All bets will be in an amount between the table minimum and the table maximum, as posted at the table, up to the \$100 maximum wager limit determined by the house and in accordance with applicable law. Players may also make the optional 3 Card Bonus wager. Any dealer tip delivered as a wager may be placed on either the Ante and/or the 3 Card Bonus wager provided that the player has placed a personal wager on the same bets.

**30-1099.33 The play - Mississippi Stud.**

- (1) Mississippi Stud may be played only on tables displaying the Mississippi Stud layout. A single deck of cards will be used. Each player may play **only one A MAXIMUM OF TWO** hands following each shuffle of the deck. The rank of hands in Mississippi Stud, from highest to lowest, is: royal flush, straight flush, four of a kind, full house, flush, straight, three of a kind, two pair, pair of jacks or better, and pair of 6s to 10s.

**30-1099.34 The play - Ultimate Texas Hold 'Em.**

- (1) Ultimate Texas Hold 'Em may be played only on tables displaying the Ultimate Texas Hold 'Em layout. A single deck of cards will be used. Each player may play **only one A MAXIMUM OF TWO** hands following each shuffle of the deck. The rank of hands in Ultimate Texas Hold 'Em, from highest to lowest, is: royal flush, straight flush, four of a kind, full house, flush, straight, and three of a kind.

**30-1099.41 The play - Double Draw Poker. Effective 10/15/14**

- (2) Players make the Ante and the Bonus wagers to receive cards. All bets will be in an amount between the table minimum and the table maximum, as posted at the table, up to the \$100 maximum wager limit determined by the house and in accordance with applicable law. Any dealer tip delivered as a wager may be placed on any wager provided that the player has placed a personal wager on the same bet.

**30-1099.42 The play - Six Card Poker.**

- (2) A player must make the Ante wager to receive cards. The player can also make the optional Aces Up and Two-Way Bad Beat wagers. (Please note that casino operators have the option to not offer the Two-Way Bad Beat wagers at all.) All bets will be in an amount between the table minimum and the table maximum, as posted at the table, up to the \$100 maximum wager limit determined by the house and in accordance with applicable law. Any dealer tip delivered as a wager may be placed on any of the game wagers, provided that the player has placed a personal wager on the same bet.

**30-1099.43 The play - High Card Flush.**

- (2) Before receiving cards, each player must place a wager in the designated “ante” wagering area in front of the player’s position. The amount of each Ante shall be within the table minimum and maximum, as posted at the table, up to the \$100 maximum wager limit determined by the house and in accordance with applicable law.

**30-1099.44 The play - WPT Heads Up Hold’Em.**

- (2) Before receiving cards, each player must place two mandatory wagers, the Ante wager and the Odds wager in the designated wagering area in front of the player’s position. Each player may also place two additional optional wagers, the Pocket Bonus and the Trips Plus wager. The Ante and Odds wagers must be of an equal amount and all wagers must be within the table minimum and maximum, as posted at the table, up to the \$100 maximum wager limit as determined by the house and in accordance with applicable law.

**30-1099.45 The play - DJ Wild Stud Poker. *Effective 11/14/15***

- (2) Players make equal wagers on the Ante and Blind to receive cards. Players can also make the optional Trips, Two-Way Bad Beat and Cover All Bonus wagers. (Please note that casino operators have the option to not offer the Two-Way Bad Beat and Cover All Bonus wagers at all.) All bets will be in an amount between the table minimum and the table maximum, as posted at the table, up to the \$100 maximum wager limit determined by the house and in accordance with applicable law. Any dealer tip delivered as a wager may be placed on any of the game wagers, provided that the player has placed a personal wager on the same bet.

**30-1099.46 The play - 2 Card Poker.**

- (2) To begin play, each player will make at least one initial bet in the amount specified at the table by the retail licensee, and will place the bet(s) in one of, two of, or all three of the “2 Card Bonus”, “4 Card Bonus”, and the “Ante” wagering areas in front of the player’s position. At the discretion of the retail licensee, the Ante wager may be a required wager with the 2 Card Bonus bet and the 4 Card Bonus bet being optional. The retail licensee will be required to post required wagers at the table. The 2 Card and 4 Card Bonus bets are placed to play for hand value only; the Ante bet is placed to play against the dealer. All wagers must be within the table minimum and maximum, as posted at the table, up to the \$100 maximum wager limit as determined by the house and in accordance with applicable law.

**30-1099.48 The play - 3 Card Draw Poker.**

- (2) 3 Card Draw Poker includes a mandatory Ante wager, an optional First 3 Bonus wager that is placed at the same time as the Ante wager, and an optional In To Win/Draw wager which is placed after the player inspects his/her initial hand. Each wager is placed on the respective spot clearly labeled on the 3 Card Draw Poker layout as: Ante, First 3 Bonus, In To Win/Draw. All bets will be in an amount between the table minimum and the table maximum, as posted at the table, up to the \$100 maximum wager limit determined by the house and in accordance with applicable law.

**30-1099.49 The play - Poker Burnout.**

Poker Burnout Bonanza Option

- (3) When making their Ante wager, players may wager up to 3x their Blind wager, not exceeding \$100 THE MAXIMUM WAGER LIMIT DETERMINED BY THE HOUSE AND IN ACCORDANCE WITH APPLICABLE LAW.

### **30-1099.53 THE PLAY - STADIUM THREE CARD POKER.**

STADIUM THREE CARD POKER IS A TRADEMARKED POKER VARIATION GAME, THE RIGHTS TO WHICH ARE OWNED BY SG GAMING, INC. OF LAS VEGAS, NEVADA, AND WHICH MAY BE TRANSFERRED OR ASSIGNED. STADIUM THREE CARD POKER MUST BE PLAYED ACCORDING TO THE FOLLOWING RULES:

- (1) STADIUM THREE CARD POKER MAY BE PLAYED ONLY ON ELECTRONIC TERMINALS DISPLAYING THE STADIUM THREE CARD POKER LAYOUT ON THE PLAYER TERMINAL TOUCHSCREENS. THE RULES FOR STADIUM THREE CARD POKER WILL BE AVAILABLE ON THE HELP SCREENS. THIS GAME MAY BE PLAYED AS A HYBRID DEALER ASSISTED GAME IF ENABLED.
- (2) A SINGLE DECK OF STANDARD 52 CARDS WILL BE USED. THE GAME WILL BE DEALT FROM A SINGLE DECK SHUFFLER. THE RANK OF HANDS IN STADIUM THREE CARD POKER, FROM HIGHEST TO LOWEST, IS: ROYAL FLUSH, STRAIGHT FLUSH, THREE OF A KIND, STRAIGHT, FLUSH, PAIR, AND HIGH CARD.
- (3) EACH PLAYER MAY SELECT ANY THREE DISTINCT CARD LOCATIONS FOR THE 9-CARD ARRAY ON THEIR PLAYER TERMINALS.
- (4) EACH PLAYER MUST PLACE AN ANTE WAGER IN THE AMOUNT SPECIFIED AT THE TABLE BY THE RETAIL LICENSEE. THEY ALSO HAVE THE OPTION OF PLACING THE OPTIONAL 6 CARD BONUS AND PAIRS PLUS BONUS WAGERS. THE PLAYER HAS UNTIL THE COUNTDOWN TIMER EXPIRES TO MAKE HIS/HER WAGERS.
  - (A) PLAYERS MAY ALSO BLIND WAGER 6 CARD BONUS AND PAIRS PLUS ON EACH OF THE COLUMNS AND ROWS OF THE 9-CARD ARRAY.
- (5) AT THE DISCRETION OF THE RETAIL LICENSEE, ANY DEALER TIP DELIVERED AS A WAGER MAY BE PLACED ON EITHER ONE OF, OR ALL OF THE FOLLOWING: THE 6 CARD BONUS, THE PAIR PLUS OR ANTE, PROVIDED THAT THE PLAYER HAS PLACED A PERSONAL WAGER ON THE ANTE. IF A PLAYER CONTINUES PLAY WITH A PLAY WAGER, THE DEALER'S TIP ON THE ANTE MAY REMAIN IN PLAY WHETHER OR NOT THE PLAYER ADDS A PLAY TIP WAGER FOR THE DEALER.
- (6) WHEN THE COUNTDOWN TIMER EXPIRES, THE SHUFFLER WILL EJECT THREE 3-CARD PACKETS OF CARDS ONE AT A TIME.
  - (A) THE DEALER WILL DEAL THE FIRST PACKET OF CARDS FACE UP ON THE 'PLAYER CARDS' SECTION OF THE LAYOUT, WITH THE BOTTOM CARD OF THE FACE-UP PACKET GOING IN LOCATION 1 ON THE LAYOUT. THEY WILL THEN SPREAD THE PACKET FROM LEFT TO RIGHT, EXPOSING THE CARDS IN LOCATION 2 (MIDDLE CARD OF THE FACE-UP PACK) AND LOCATION 3 (TOP CARD OF THE FACE-UP PACK)
  - (B) THE DEALER WILL THEN DEAL THE SECOND PACK IN A SIMILAR MANNER, THIS TIME FOR LOCATIONS 4-6.
  - (C) FINALLY, THE DEALER WILL DEAL THE THIRD PACK IN A SIMILAR MANNER TO THE FIRST TWO PACKS, THIS TIME FOR LOCATIONS 7-9.
- (7) THE PLAYERS WILL NOW BE GIVEN A TIMED OPPORTUNITY TO ELECT TO "PLAY" OR "FOLD" THEIR HANDS.
  - (A) PLAYERS WHO ELECT TO "PLAY" WILL HAVE A WAGER EQUAL TO THEIR ANTE WAGER AUTOMATICALLY MADE FROM THEIR CREDIT METER.
  - (B) PLAYERS WHO ELECT TO "FOLD" WILL FORFEIT THEIR ANTE WAGER. ANY 6 CARD BONUS OR PAIRS PLUS WAGERS WILL REMAIN ACTIVE.
  - (C) PLAYERS THAT DO NOT MAKE A DECISION BEFORE THE TIME EXPIRES ARE DEFAULTED TO "FOLD".

- (8) WHEN ALL PLAYERS HAVE MADE THEIR DECISIONS AND THE COUNTDOWN TIMER EXPIRES, THE SHUFFLER WILL THEN EJECT THE FINAL 3-CARD PACK. THE DEALER WILL OPEN AND SPREAD THIS PACK IN THE DESIGNATED 'DEALER HAND' LOCATION ON THE LAYOUT.
- (9) THE DEALER'S HAND IS COMPARED TO THE PLAYER'S HAND AND EVALUATED BY POKER RANK.
- (A) IF THE PLAYER'S HAND OUTRANKS THE DEALER'S HAND, THE ANTE WAGER AND PLAY WAGER PAY 1 TO 1.
- (B) IF THE DEALER'S HAND OUTRANKS THE PLAYER'S HAND, THE ANTE WAGER AND PLAY WAGER LOSE.
- (C) IF THE PLAYER'S HAND AND DEALER'S HAND TIE, THE ANTE WAGER AND PLAY WAGER PUSH.
- (D) IF THE DEALER DOES NOT QUALIFY BY HAVING A QUEEN-HIGH HAND OR BETTER, THE PLAYER'S ANTE WAGER PAYS AT A RATE OF 1 TO 1 AND THE PLAY WAGER IS PUSHED.
- (E) IF THE PLAYER HAS PLACED AN ANTE WAGER AND A PLAY WAGER, THEN THEY ARE ALSO ELIGIBLE FOR AN ANTE BONUS PAY IF THEY HAVE A QUALIFYING HAND, REGARDLESS OF WHETHER THE DEALER QUALIFIES. THE ANTE BONUS IS SCALED TO THE AMOUNT OF THE ANTE WAGER AND PAYS ACCORDING TO THE CONFIGURED PAYTABLE.
- (10) THE PAIR PLUS WAGER IS EVALUATED BASED ON THE PLAYER'S THREE CARDS OR THE THREE-CARD SELECTION FROM THE ARRAY. IF THE HAND IS A PAIR OR BETTER, THE WAGER WINS AND PAYS ACCORDING TO THE HAND IN THE SELECTED PAYTABLE.
- (11) THE SIX CARD BONUS WAGER IS RESOLVED BASED ON THE BEST 5-CARD POKER HAND THAT CAN BE MADE USING THE PLAYER'S THREE CARDS OR THE THREE-CARD SELECTION FROM THE ARRAY AND THE DEALER'S THREE CARDS COMBINED. IF THE HAND IS A THREE-OF-A-KIND OR BETTER, THE WAGER WINS AND PAYS ACCORDING TO THE HAND IN THE SELECTED PAY TABLE.
- (12) THE DEALER THEN PRESSES "CONFIRM" TO END THE ROUND. WAGERS ARE AUTOMATICALLY RECONCILED BY THE SYSTEM AND DISPLAYED TO THE PLAYER ON THEIR PLAYER TERMINAL.
- (13) THE RETAIL LICENSEE MAY OFFER THE GAME USING ANY ONE OF THE FOLLOWING PAY SCHEDULE PAIRS ALONG WITH EITHER 6 CARD BONUS PAY SCHEDULE. THE PAY SCHEDULES IN USE MUST BE DISPLAYED ON THE PLAYER TERMINAL LAYOUT.

	PAY SCHEDULE TCP-01		PAY SCHEDULE TCP-02		PAY SCHEDULE TCP-03	
PLAYER HAND	ANTE BONUS A	PAIR PLUS A	ANTE BONUS A	PAIR PLUS B	ANTE BONUS B	PAIR PLUS A
STRAIGHT FLUSH	5 TO 1	40 TO 1	5 TO 1	40 TO 1	5 TO 1	40 TO 1
THREE OF A KIND	4 TO 1	30 TO 1	4 TO 1	25 TO 1	3 TO 1	30 TO 1
STRAIGHT	1 TO 1	6 TO 1	1 TO 1	6 TO 1	1 TO 1	6 TO 1
FLUSH		4 TO 1		4 TO 1		4 TO 1
PAIR		1 TO 1		1 TO 1		1 TO 1

	PAY SCHEDULE TCP-04	
PLAYER HAND	ANTE BONUS A	PAIR PLUS D
STRAIGHT FLUSH	5 TO 1	40 TO 1
THREE OF A KIND	4 TO 1	30 TO 1
STRAIGHT	1 TO 1	6 TO 1

FLUSH		3 TO 1
PAIR		1 TO 1

PLAYER HAND	6 CARD BONUS PAY SCHEDULE 1	6 CARD BONUS PAY SCHEDULE 2	6 CARD BONUS PAY SCHEDULE 3	6 CARD BONUS PAY SCHEDULE 4
ROYAL FLUSH	1,000 TO 1	1,000 TO 1	1,000 TO 1	1,000 TO 1
STRAIGHT FLUSH	200 TO 1	200 TO 1	200 TO 1	200 TO 1
FOUR OF A KIND	50 TO 1	50 TO 1	100 TO 1	100 TO 1
FULL HOUSE	25 TO 1	25 TO 1	20 TO 1	20 TO 1
FLUSH	20 TO 1	15 TO 1	15 TO 1	15 TO 1
STRAIGHT	10 TO 1	10 TO 1	9 TO 1	10 TO 1
THREE OF A KIND	5 TO 1	5 TO 1	8 TO 1	7 TO 1

### 30-1099.54 The play - Stadium Casino War.

STADIUM CASINO WAR IS A TRADEMARKED POKER VARIATION GAME, THE RIGHTS TO WHICH ARE OWNED BY SG GAMING, INC. OF LAS VEGAS, NEVADA, AND WHICH MAY BE TRANSFERRED OR ASSIGNED. STADIUM CASINO WAR MUST BE PLAYED ACCORDING TO THE FOLLOWING RULES:

- (1) STADIUM CASINO WAR MAY BE PLAYED ONLY ON ELECTRONIC TERMINALS DISPLAYING THE STADIUM CASINO WAR LAYOUT ON THE PLAYER TERMINAL TOUCHSCREENS. THE RULES FOR STADIUM CASINO WAR WILL BE AVAILABLE ON THE HELP SCREENS. THIS GAME MAY BE PLAYED AS A HYBRID DEALER ASSISTED GAME IF ENABLED.
- (2) THE GAME CAN BE PLAYED WITH 6 OR 8 DECKS OF STANDARD 52 PLAYING CARDS. THE GAME WILL BE DEALT FROM AN ELECTRONIC DEALING SHOE OR CONTINUOUS SHUFFLER. THE RANK OF CARDS IN STADIUM CASINO WAR, FROM HIGHEST TO LOWEST, IS: ACE, KING, QUEEN, JACK, TEN, NINE, EIGHT, SEVEN, SIX, FIVE, FOUR, THREE, AND TWO.
- (3) EACH PLAYER MUST PLACE AN ANTE WAGER IN THE AMOUNT SPECIFIED AT THE TABLE BY THE RETAIL LICENSEE. EACH PLAYER CAN PLACE AN ANTE AND/OR TIE WAGER ON UP TO 7 BETTING LOCATIONS ON THEIR PLAYER TERMINAL TOUCHSCREEN, CORRESPONDING TO ONE OF 7 HANDS THAT WILL BE DEALT FOR THE ROUND. THE PLAYER HAS UNTIL THE COUNTDOWN TIMER EXPIRES TO MAKE THEIR WAGERS.
- (4) AT THE DISCRETION OF THE RETAIL LICENSEE, ANY DEALER TIP DELIVERED AS A WAGER MAY BE PLACED ON EITHER THE ANTE AND/OR TIE WAGER. IF MAKING AN ANTE WAGER FOR THE DEALER, THE PLAYER MUST FIRST MAKE THE WAGER THEMSELVES. THE PLAYER CAN MAKE A TIE WAGER REGARDLESS OF WHETHER THE PLAYER HAS MADE THE WAGER THEMSELVES.
- (5) WHEN THE COUNTDOWN TIMER EXPIRES, THE DEALER WILL DEAL ONE CARD FACE-UP TO EACH OF THE 7 'HAND' SECTIONS, AND ONE CARD FACE-UP TO THE 'DEALER' SECTION ON THE DEALER PODIUM FELT.
  - (A) THE HIGHEST CARD WINS AND WINNING HANDS ARE PAID ACCORDING TO THE PAY TABLE.
  - (B) WINNING AND LOSING ANTE AND TIE WAGERS ARE AUTOMATICALLY RESOLVED ON THE PLAYER TERMINAL.
- (6) IN THE EVENT WHERE BOTH THE DEALER AND PLAYER CARDS ARE IDENTICAL IN RANK, THIS IS CONSIDERED A TIE. THE PLAYER WILL NOW BE GIVEN A TIMED OPPORTUNITY TO ELECT TO "SURRENDER" OR "GO TO WAR" FOR EACH ACTIVE HAND THAT TIES AND HAS AN ANTE WAGER PLACED.



- (A) IF A PLAYER ELECTS TO SURRENDER, HALF OF THE ANTE WAGER IS RETURNED TO THE PLAYER.
- (B) PLAYERS THAT DO NOT MAKE A DECISION BEFORE THE TIME EXPIRES ARE DEFAULTED TO SURRENDERED.
- (7) FOR PLAYERS WHO ELECT TO "GO TO WAR", THE SYSTEM WILL PLACE AN ADDITIONAL WAR WAGER EQUAL TO THE ANTE WAGER AUTOMATICALLY FROM THEIR CREDIT METER. IF A DEALER ANTE WAGER IS PLACED, THE PLAYER WILL HAVE THE OPTION TO GO TO WAR FOR THE DEALER. IF CONFIRMED, THE SYSTEM WILL PLACE AN ADDITIONAL DEALER WAR WAGER EQUAL TO THE DEALER ANTE WAGER FROM THE PLAYER'S CREDIT METER.
- (8) WAR IS RESOLVED VIA 'WAR COMMUNITY CARDS'. IF CONFIGURED WITH BURN CARDS, THE DEALER WILL DEAL 3 CARDS FACE-DOWN AND THEN ONE MORE FACE-UP FOR THE 'PLAYER WAR HAND', AND THEN THREE CARDS FACE-DOWN AND ONE FACE-UP FOR THE 'DEALER WAR HAND'. THE FACE-DOWN CARDS HAVE NO EFFECT ON THE GAME.
- (A) IF THE DEALER OUTRANKS THE PLAYER, BOTH THE ANTE AND WAR WAGERS ARE LOST.
- (B) IF THE PLAYER OUTRANKS THE DEALER, OR IF THE PLAYER AND DEALER TIE, THEN THE ANTE WAGER IS A PUSH, THE WAR WAGER IS WON AND PAYS ACCORDING TO THE PAY TABLE.
- (9) THE RETAIL LICENSEE MAY OFFER THE GAME USING ANY ONE OF THE FOLLOWING PAY SCHEDULES. THE PAY SCHEDULES IN USE MUST BE DISPLAYED ON THE PLAYER TERMINAL LAYOUT.

PLAYER HAND	PAY SCHEDULE 01	PAY SCHEDULE 02
BEAT DEALER	1 TO 1	1 TO 1
SURRENDER INSTEAD OF WAR	LOSE HALF	LOSE HALF
WIN AFTER GOING TO WAR	1 TO 2	1 TO 2
TIE AFTER GOING TO WAR	1 TO 1	1 TO 1
TIE BET	10 TO 1	11 TO 1

**30-1099.55 THE PLAY - CASINO WAR.**

- (1) DEFINITIONS. THE FOLLOWING WORDS AND TERMS, WHEN USED IN THIS REGULATION, SHALL HAVE THE FOLLOWING MEANINGS UNLESS THE CONTEXT CLEARLY INDICATES OTHERWISE:
- (A) "BURN CARD" MEANS A CARD THAT THE DEALER REMOVES FROM THE SHOE AND PLACES FACE DOWN IN THE DISCARD RACK WITHOUT REVEALING ITS RANK TO ANYONE.
- (B) "INITIAL WAGER" MEANS THE WAGER THAT MUST BE MADE BY A PLAYER PRIOR TO ANY CARDS BEING DEALT IN ORDER TO PARTICIPATE IN THE ROUND OF PLAY.
- (C) "ORIGINAL DEAL" MEANS THE FIRST CARD THAT IS DEALT TO EACH PLAYER AND THE DEALER TO DETERMINE THE INITIAL WAGER IN A ROUND OF PLAY.
- (D) "ROUND OF PLAY" OR "ROUND" MEANS ONE COMPLETE CYCLE OF PLAY DURING WHICH EACH PLAYER THEN PLAYING AT THE TABLE HAS PLACED AN INITIAL WAGER, HAS BEEN DEALT A CARD, HAS SURRENDERED OR GONE TO WAR, IF APPROPRIATE, AND HAS HAD HIS OR HER WAGERS PAID OR COLLECTED IN ACCORDANCE WITH THIS REGULATION.
- (E) "SUIT" MEANS ONE OF THE FOUR CATEGORIES OF CARDS: CLUB, DIAMOND, HEART OR SPADE.

- (F) "TIE HAND" MEANS THE RANK OF A PLAYER'S CARD AND THE RANK OF THE DEALER'S CARD ARE EQUAL.
- (G) "TIE WAGER" MEANS AN OPTIONAL WAGER, MADE AT THE SAME TIME AS AN INITIAL WAGER OR WAR WAGER, THAT THE DEAL ON WHICH THE TIE WAGER IS MADE WILL RESULT IN A TIE HAND.
- (H) "WAR" OR "GO TO WAR" MEANS THE DECISION OF A PLAYER, IN ACCORDANCE WITH THE OPTION OFFERED BY (11)(E), TO PLACE A WAR WAGER WHEN THERE IS A TIE HAND ON THE ORIGINAL DEAL.
- (I) "WAR DEAL" MEANS THE DEAL OF THE CARDS THAT FOLLOWS THE PLACEMENT OF A WAR WAGER.
- (J) "WAR WAGER" MEANS A WAGER, EQUAL IN AMOUNT TO THE PLAYER'S INITIAL WAGER, THAT IS REQUIRED TO BE MADE IF THE PLAYER ELECTS TO GO TO WAR.
- (2) POSTING AND FURNISHING OF RULES. POSTED HOUSE RULES AND HOUSE RULES GOVERNING PLAY OF CASINO WAR MUST BE CLEAR AND LEGIBLE AND POSTED IN CONSPICUOUS AND CONVENIENTLY ACCESSIBLE LOCATIONS AVAILABLE TO ALL PLAYERS IN THE AREA. THE RULES AND THE PLACE OF POSTING MUST BE APPROVED BY THE DIRECTOR OR DIRECTOR'S DESIGNEE. PRINTED COPIES OF THE HOUSE RULES AND RULES OF PLAY MUST BE PROVIDED TO ANY PLAYER UPON REQUEST.
- (3) DEALING SHOES AND SHUFFLING DEVICES. A DEALING SHOE MUST BE DESIGNED AND CONSTRUCTED TO MAINTAIN THE INTEGRITY OF THE GAME. DEALING SHOES AND SHUFFLING DEVICES IN THE ESTABLISHMENT MUST BE INSPECTED EACH GAMING DAY BEFORE CARDS ARE PLACED IN THEM TO ENSURE THAT THE SHOE OR OTHER DEVICE IS NOT DAMAGED, IS OPERATING PROPERLY, AND HAS NOT BEEN COMPROMISED IN ANY MANNER WHICH MIGHT AFFECT THE INTEGRITY OF THE GAME.
- (4) CARDS AND NUMBER OF DECKS.
- (A) CASINO WAR SHALL BE PLAYED WITH SIX OR EIGHT DECKS OF CARDS WITH BACKS OF THE SAME COLOR AND DESIGN. EACH DECK OF CARDS SHALL CONSIST OF 52 CARDS. JOKERS MAY BE USED WITH WRITTEN APPROVAL OF THE DIVISION. THE GAME OF CASINO WAR SHALL ALSO REQUIRE ONE ADDITIONAL CUTTING CARD OF A COLOR THAT IS READILY DISTINGUISHABLE FROM THE BACKS OF THE CARDS USED TO PLAY THE GAME. THE CUTTING CARD SHALL BE USED IN ACCORDANCE WITH HOUSE POLICY.
- (B) ALL CARDS USED IN CASINO WAR SHALL BE DEALT FROM A MANUAL DEALING SHOE.
- (C) NOTHING IN THIS REGULATION SHALL PRECLUDE A LICENSEE FROM USING AN ADDITIONAL CUTTING CARD OR SIMILAR OBJECT TO CONCEAL THE LAST CARD OF THE STACK OF CARDS TO BE PLACED IN THE DEALING SHOE.
- (D) IF AN AUTOMATED CARD SHUFFLING DEVICE IS UTILIZED, CASINO WAR SHALL BE PLAYED WITH SIX OR EIGHT DECKS OF CARDS IN ACCORDANCE WITH THE FOLLOWING REQUIREMENTS:
- (I) THE CARDS SHALL BE SEPARATED INTO TWO BATCHES, WITH AN EQUAL NUMBER OF DECKS INCLUDED IN EACH BATCH;
- (II) THE BACKS OF THE CARDS IN EACH BATCH SHALL BE OF THE SAME COLOR AND DESIGN, BUT OF A DIFFERENT COLOR THAN THE CARDS INCLUDED IN THE OTHER BATCH;
- (III) ONE BATCH OF CARDS SHALL BE SHUFFLED AND STORED IN THE AUTOMATED CARD SHUFFLING DEVICE WHILE THE OTHER BATCH IS BEING DEALT OR USED TO PLAY THE GAME;
- (IV) BOTH BATCHES OF CARDS SHALL BE CONTINUOUSLY ALTERNATED IN AND OUT OF PLAY, WITH EACH BATCH BEING USED FOR EVERY OTHER DEALING SHOE; AND

- (V) THE CARDS FROM ONLY ONE BATCH SHALL BE PLACED IN THE DISCARD RACK AT ANY GIVEN TIME.
- (5) CASINO WAR CARD RANKINGS. THE RANK OF THE CARDS USED IN CASINO WAR, FOR THE PURPOSE OF DETERMINING A WINNING HAND, SHALL BE, IN ORDER FROM THE HIGHEST TO LOWEST RANK: ACE, KING, QUEEN, JACK, 10, NINE, EIGHT, SEVEN, SIX, FIVE, FOUR, THREE, AND TWO. THE SUIT OF A CARD SHALL HAVE NO EFFECT ON ITS RANK.
- (6) OPENING OF THE TABLE FOR PLAY.
- (A) AFTER RECEIVING THE CARDS AT THE TABLE, THE DEALER MUST SORT AND INSPECT THE CARDS. THE DEALER MUST ENSURE THAT THE DECKS ARE COMPLETE, AND THAT NO CARDS ARE FLAWED, SCRATCHED, OR MARKED IN ANY WAY.
- (B) THE DEALER MUST SPREAD OUT THE CARDS, FACED UPWARD ON THE TABLE, BY DECK, ACCORDING TO SUIT, AND IN SEQUENCE, IN SUCH A MANNER THAT EACH INDIVIDUAL CARD CAN BE IDENTIFIED. THE CASINO SURVEILLANCE SYSTEM SHALL VIDEO RECORD THIS PROCESS.
- (C) THE DEALER MUST INSPECT, PRESENT, SHUFFLE, AND PLACE THE CARDS INTO A SHOE, IF A SHOE IS TO BE USED, ONLY AT THE TABLE WHERE THE CARDS WILL BE DEALT.
- (D) ANY TIME CARDS HAVE BEEN REMOVED FROM THE PLAYING SURFACE OF A CASINO WAR TABLE AND ARE SUBSEQUENTLY RETURNED TO ANY TABLE FOR PLAY, THE DEALER MUST RE-INSPECT AND PRESENT THE CARDS IN THE MANNER DESCRIBED ABOVE.
- (E) IF AN AUTOMATED SHUFFLING DEVICE IS UTILIZED, ALL THE DECKS IN ONE BATCH OF CARDS SHALL BE SPREAD FOR INSPECTION ON THE TABLE SEPARATE FROM THE DECKS IN THE OTHER BATCH OF CARDS.
- (7) THE SHUFFLE AND RESHUFFLE.
- (A) FOLLOWING PRESENTATION AND INSPECTION OF CARDS, THE DEALER MUST TURN THE CARDS FACE DOWNWARD ON THE TABLE, MIX THEM THOROUGHLY USING A "WASH" OR SIMILAR TECHNIQUE, SHUFFLE THEM, AND THEN STACK THEM.
- (B) AFTER EACH STACK OF CARDS IS DEALT, THE DEALER MUST RESHUFFLE THE CARDS SO THAT THEY ARE RANDOMLY INTERMIXED. A RESHUFFLE OF THE CARDS MUST TAKE PLACE AT THE CONCLUSION OF THE HAND DURING WHICH THE CUTTING CARD IS REACHED. IN LIEU OF THIS PROCEDURE, THE DEALER MAY USE AN APPROVED SHUFFLING SHOE.
- (C) AT THE DISCRETION OF THE RETAIL LICENSEE, THE DEALER MAY RESHUFFLE THE CARDS AFTER THE CONCLUSION OF ANY HAND.
- (8) CUT. AFTER THE CARDS HAVE BEEN SHUFFLED, THE DEALER MUST OFFER THE STACK OF CARDS, WITH THE BACKS FACING AWAY FROM THE DEALER, TO A PLAYER TO BE CUT. THE DEALER MUST MAKE A REASONABLE ATTEMPT TO ALTERNATE THE CUT AMONG ALL PLAYERS. IF EVERY PLAYER AT THE TABLE DECLINES THE CUT, THE DEALER MUST ANNOUNCE A "HOUSE" CUT AND MUST PERSONALLY CUT THE CARDS.
- (A) THE PERSON CUTTING THE CARDS MUST CUT THE CARDS BY PLACING THE CUTTING CARD IN THE STACK.
- (B) ONCE THE CUTTING CARD HAS BEEN INSERTED, THE DEALER MUST TAKE ALL CARDS IN FRONT OF THE CUTTING CARD AND PLACE THEM ON THE BACK OF THE STACK.

(C) IF A SHOE IS USED, THE CUTTING CARD MUST BE REINSERTED INTO THE STACK OF CARDS AT ANY POSITION DESIRED BY THE RETAIL LICENSEE AND THE CARDS MUST THEN BE PLACED INTO THE DEALING SHOE FOR THE BEGINNING OF PLAY.

(9) WAGERS.

(A) ALL WAGERS AT CASINO WAR SHALL BE MADE BY PLACING GAMING CHIPS AND/OR MATCH PLAY COUPONS ON THE APPROPRIATE BETTING AREA OF THE CASINO WAR LAYOUT. THE TABLE MAXIMUM WAGER LIMIT SHALL BE DETERMINED BY THE HOUSE AND IN ACCORDANCE WITH APPLICABLE LAW. ANY RESTRICTIONS ON TIPPING THE DEALER SHALL BE DETERMINED BY THE HOUSE AND POSTED. A VERBAL WAGER ACCOMPANIED BY CASH SHALL NOT BE ACCEPTED AT THE GAME OF CASINO WAR.

(B) ALL WAGERS AT CASINO WAR SHALL BE PLACED PRIOR TO THE DEALER ANNOUNCING "NO MORE BETS". ONCE A WAGER HAS BEEN PLACED, NO PLAYER SHALL HANDLE, REMOVE OR ALTER THE WAGER UNLESS AND UNTIL THE DEALER INDICATES THAT THE WAGER HAS BEEN DECIDED IN THE PLAYER'S FAVOR AS PROVIDED IN THIS REGULATION.

(10) PROCEDURE FOR DEALING THE CARDS.

(A) PRIOR TO STARTING THE FIRST ROUND OF PLAY AFTER THE CARDS HAVE BEEN CUT AND PLACED IN THE DEALING SHOE, THE DEALER SHALL REMOVE THE FIRST CARD FROM THE SHOE FACE DOWN AND, WITHOUT REVEALING ITS RANK TO ANYONE, PLACE IT IN THE DISCARD RACK, WHICH SHALL BE LOCATED ON THE TABLE IN FRONT OF OR TO THE RIGHT OF THE DEALER. EACH NEW DEALER WHO COMES TO THE TABLE SHALL ALSO DISCARD ONE BURN CARD BEFORE DEALING ANY CARDS IN A ROUND OF PLAY.

(B) PRIOR TO DEALING ANY CARDS, THE DEALER SHALL ANNOUNCE "NO MORE BETS." EACH CARD SHALL BE REMOVED FROM THE DEALING SHOE AND PLACED FACE UP ON THE APPROPRIATE AREA OF THE LAYOUT.

(C) THE DEALER SHALL, STARTING WITH THE PLAYER FARTHEST TO THE DEALER'S LEFT AND CONTINUING IN A CLOCKWISE MANNER, DEAL THE CARDS AS FOLLOWS:

(i) ONE CARD FACE UP TO EACH PLAYER WHO HAS PLACED AN INITIAL WAGER; AND

(ii) ONE CARD FACE UP TO THE DEALER.

(D) WHENEVER THE CUTTING CARD IS REACHED IN THE DEAL OF THE CARDS, THE DEALER SHALL CONTINUE DEALING THE CARDS UNTIL THAT ROUND OF PLAY IS COMPLETED AFTER WHICH THE CARDS SHALL BE RESHUFFLED.

(E) NO PLAYER SHALL TOUCH ANY CARD USED IN THE GAME OF CASINO WAR OTHER THAN THE CUTTING CARD.

(11) PROCEDURES FOR COMPLETION OF EACH ROUND OF PLAY; COLLECTION AND PAYMENT OF WAGERS.

(A) AFTER THE DEALING PROCEDURES HAVE BEEN COMPLETED, THE DEALER SHALL, BEGINNING FROM THE DEALER'S LEFT AND PROCEEDING AROUND THE TABLE IN A CLOCKWISE DIRECTION, COMPARE THE RANK OF EACH PLAYER'S CARD WITH THAT OF THE DEALER'S CARD AND SETTLE ALL INITIAL AND TIE WAGERS.

(i) IF A PLAYER'S CARD IS LOWER IN RANK THAN THE DEALER'S CARD, THE PLAYER SHALL LOSE HIS OR HER INITIAL WAGER AND, IF APPLICABLE, TIE WAGER.

(ii) IF A PLAYER'S CARD IS HIGHER IN RANK THAN THE DEALER'S CARD, THE PLAYER SHALL WIN HIS OR HER INITIAL WAGER AND, IF APPLICABLE, LOSE HIS OR HER TIE WAGER.

- (iii) IF THE PLAYER'S CARD AND THE DEALER'S CARD ARE OF EQUAL RANK (A TIE HAND), THE PLAYER SHALL BE AFFORDED THE OPTIONS SPECIFIED IN (C) BELOW AS TO HIS OR HER INITIAL WAGER AND, IF APPLICABLE, WIN HIS OR HER TIE WAGER.
- (B) ALL LOSING INITIAL WAGERS AND TIE WAGERS SHALL BE COLLECTED BY THE DEALER AND PLACED IN THE TABLE TRAY. ALL WINNING INITIAL WAGERS AND TIE WAGERS SHALL BE PAID BY THE DEALER IN ACCORDANCE WITH THE PAY OUT ODDS PROVIDED IN REGULATION 30-1099.55 (12).
- (C) IF A PLAYER HAS A TIE HAND, THE PLAYER SHALL BE OFFERED ONE OF THE FOLLOWING OPTIONS:
- (i) THE PLAYER MAY SURRENDER ONE-HALF OF HIS OR HER INITIAL WAGER AND END HIS OR HER PARTICIPATION IN THAT ROUND OF PLAY. IF A PLAYER SELECTS THIS OPTION, THE DEALER SHALL COLLECT ONE-HALF OF THE PLAYER'S INITIAL WAGER AND PLACE IT IN THE TABLE INVENTORY CONTAINER. THE DEALER SHALL RETURN THE REMAINING ONE-HALF OF THE INITIAL WAGER TO THE PLAYER. THE DEALER SHALL THEN PROCEED AROUND THE TABLE IN A CLOCKWISE DIRECTION, REPEATING THE PROCESS FOR EACH PLAYER WITH A TIE HAND WHO SELECTS THIS OPTION.
- (ii) THE PLAYER MAY SURRENDER HIS OR HER ENTIRE INITIAL WAGER AND PLACE A WAR WAGER PURSUANT TO (E) BELOW.
- (D) AFTER SETTling ALL INITIAL WAGERS AND TIE WAGERS ON THE ORIGINAL DEAL, THE DEALER SHALL COLLECT THE CARDS OF ALL PLAYERS EXCEPT FOR THE CARDS OF THOSE PLAYERS WITH A TIE HAND WHO HAVE ELECTED TO GO TO WAR. THE COLLECTED CARDS SHALL BE PLACED IN THE DISCARD RACK IN A MANNER THAT PERMITS THE RECONSTRUCTION OF EACH HAND OF THE ORIGINAL DEAL IN CASE OF A QUESTION OR DISPUTE.
- (E) IF ANY PLAYER ELECTS TO MAKE A WAR WAGER UPON THE OCCURRENCE OF A TIE HAND, THE DEALER SHALL CONFIRM THE PLACEMENT OF THE WAR WAGER AND COLLECT THE FULL AMOUNT OF THE PLAYER'S INITIAL WAGER AND PLACE IT IN THE TABLE TRAY. THE PLAYER'S CARD AND THE DEALER'S CARD FROM THE ORIGINAL DEAL SHALL REMAIN EXPOSED DURING THE WAR DEAL. THE DEALER SHALL OFFER ANY PLAYER WHO HAS ELECTED TO GO TO WAR THE OPPORTUNITY TO PLACE A TIE WAGER ON THE WAR DEAL.
- (F) THE WAR DEAL SHALL BEGIN WITH THE DEALER DISCARDING THREE BURN CARDS AND THEN DEALING THE NEXT CARD FACE UP TO THE PLAYER FARTHEST TO THE DEALER'S LEFT WHO HAS PLACED A WAR WAGER. THE PLAYER'S WAR DEAL CARD SHALL BE PLACED ON THE TABLE ADJACENT TO THE PLAYER'S CARD FROM THE ORIGINAL DEAL. THE DEALER SHALL THEN PROCEED AROUND THE TABLE IN A CLOCKWISE DIRECTION, REPEATING THE PROCESS FOR EACH PLAYER WHO HAS PLACED A WAR WAGER AND THE DEALER.
- (G) AFTER THE DEALING PROCEDURES REQUIRED BY (F) ABOVE HAVE BEEN COMPLETED, THE DEALER SHALL, BEGINNING FROM THE DEALER'S LEFT AND PROCEEDING AROUND THE TABLE IN A CLOCKWISE DIRECTION, COMPARE THE RANK OF EACH PLAYER'S CARD FROM THE WAR DEAL TO THE DEALER'S CARD FROM THE WAR DEAL AND SETTLE ALL WAR AND TIE WAGERS.
- (i) IF THE PLAYER'S CARD IN THE WAR DEAL IS LOWER IN RANK THAN THE DEALER'S CARD IN THE WAR DEAL, THE PLAYER SHALL LOSE HIS OR HER WAR WAGER AND, IF APPLICABLE, TIE WAGER.
- (iii) IF THE PLAYER'S CARD IN THE WAR DEAL IS HIGHER IN RANK THAN THE DEALER'S CARD IN THE WAR DEAL, THE PLAYER SHALL WIN HIS OR HER WAR WAGER AND, IF APPLICABLE, LOSE HIS OR HER TIE WAGER.
- (iv) IF THE PLAYER'S CARD AND THE DEALER'S CARD IN THE WAR DEAL ARE OF EQUAL RANK, THE PLAYER SHALL WIN HIS OR HER WAR WAGER AND, IF APPLICABLE, TIE WAGER.

(H) ALL LOSING WAR WAGERS AND TIE WAGERS SHALL BE COLLECTED BY THE DEALER AND PLACED IN THE TABLE TRAY. ALL WINNING WAR WAGERS AND TIE WAGERS SHALL BE PAID IN ACCORDANCE WITH THE PAY OUT ODDS SET FORTH IN PARAGRAPH (12). AFTER THE COLLECTION OF ALL LOSING WAGERS AND THE PAYMENT OF ALL WINNING WAGERS FROM THE WAR DEAL, THE DEALER SHALL REMOVE ALL REMAINING CARDS FROM THE TABLE AND PLACE THEM IN THE DISCARD RACK IN A MANNER THAT PERMITS THE RECONSTRUCTION OF EACH HAND OF THE WAR DEAL IN CASE OF A QUESTION OR DISPUTE.

**(12) PAY OUT ODDS.**

(A) WINNING WAGERS SHALL BE PAID AS FOLLOWS:

(I) AN INITIAL WAGER SHALL BE PAID AT ODDS OF 1 TO 1.

(III) A TIE WAGER SHALL BE PAID AT ODDS OF 10 TO 1.

(IV) A WAR WAGER SHALL BE PAID AT ODDS OF 2 TO 1, UNLESS THE WAR DEAL RESULTS IN A TIE HAND, IN WHICH CASE A WAR WAGER SHALL BE PAID AT ODDS OF 3 TO 1.

**(13) IRREGULARITIES.**

(A) A CARD FOUND FACE UP IN THE SHOE WHILE THE CARDS ARE BEING DEALT SHALL NOT BE USED IN THE GAME AND SHALL BE PLACED IN THE DISCARD RACK. IF MORE THAN ONE CARD IS FOUND FACE UP IN THE SHOE WHILE THE CARDS ARE BEING DEALT, ALL HANDS SHALL BE VOID AND THE CARDS SHALL BE RESHUFFLED.

(B) A CARD DRAWN FROM THE SHOE IN ERROR WITHOUT ITS FACE BEING EXPOSED SHALL BE USED AS THOUGH IT WAS THE NEXT CARD FROM THE SHOE.

(C) IF A CARD IS NOT DEALT TO A PLAYER'S INITIAL WAGER OR TIE WAGER IN THE ORIGINAL DEAL, THE WAGER SHALL BE VOID AND THE PLAYER SHALL BE INCLUDED IN THE NEXT ROUND OF PLAY.

(D) IF AN AUTOMATED SHUFFLING DEVICE IS BEING USED AND THE DEVICE JAMS, STOPS SHUFFLING DURING THE SHUFFLE, OR FAILS TO COMPLETE A SHUFFLE CYCLE, THE CARDS SHALL BE RESHUFFLED IN ACCORDANCE WITH THE RETAIL LICENSEE'S INTERNAL CONTROL PROCEDURES.

**BASIS AND PURPOSE FOR RULE 12**

The purpose of Rule 12 is to establish a procedure for the testing and approval by the Commission of gaming devices and equipment, to establish requirements for the gaming devices and equipment to be used in limited gaming in Colorado, and to establish procedures for the storage of gaming devices and equipment in compliance with section 44-30-302 (2), C.R.S. The statutory basis for Rule 12 is found in sections 44-30-201, C.R.S., 44-30-203, C.R.S., 44-30-302, C.R.S., and 44-30-806, C.R.S.

**RULE 12 GAMING DEVICES AND EQUIPMENT**

**30-1214 Specifications for the shape and size of chips. Amended 9/14/2012**

Chips must be disk-shaped, must be .130 inch thick, and must have a diameter of between 1.53 and 1.57 inches. FOR ALL CHIP DENOMINATIONS LESS THAN THE FIVE THOUSAND DOLLAR CHIP. FOR ALL DENOMINATIONS FIVE THOUSAND DOLLARS AND ABOVE, THE CHIP DIAMETER MUST BE BETWEEN 1.67 AND 1.73 INCHES, unless stated otherwise elsewhere in this Rule. CHIP RADIO FREQUENCY IDENTIFICATION (RFID) TECHNOLOGY IS ALLOWABLE.

**30-1215 Colors of chips.**

Denominations of chips must be denoted by the following colors on each side:

(1) Value chips:

- (1.1) The 25-cent chip must be predominantly yellow;
- (1.2) The 50-cent chip must be predominantly blue;
- (1.3) The one dollar chip must be predominantly white;
- (1.4) The two-dollar chip must be predominantly beige;
- (1.5) The two dollar and fifty cent chip must be predominantly pink;
- (1.6) The three dollar chip must be predominantly brown;
- (1.7) The five dollar chip must be predominantly red;
- (1.8) The ten dollar chip must be predominantly gray;
- (1.9) The twenty five dollar chip must be predominantly green;
- (1.10) The one hundred dollar chip must be predominantly black;
- (1.11) The five hundred dollar chip must be predominantly purple; and
- (1.12) The one thousand dollar chip must be predominantly orange;
- (1.13) THE FIVE THOUSAND DOLLAR CHIP MUST BE PREDOMINANTLY BROWN; AND
- (1.14) THE TWENTY FIVE THOUSAND DOLLAR CHIP MUST BE PREDOMINANTLY BLUE.

(2) **Tournament chips:** may be of any color.

(3) **Non-cashable chips:** may be of any color. *Effective 11/30/14*

(4) **Promotional chips:** may be of any color. *Effective 11/30/14*

(5) Chips designed for play of specific games: may be of any color, or in the colors required by the rules of the game.

(30-1215(6) amended, (7) added perm 05/30/01); (4.5) added perm 08/30/02)

**30-1240 Number and value of credits wagered.**

Redeemable credits and wagers must be accumulated from wins or from coin, token, tickets, or bills. A slot machine may not offer or allow any wagers, which violate the \$100 maximum wager restriction for any wagered game played. Any configuration setting that would allow a wager to exceed the \$100 maximum wager and/or that can be altered THE MAXIMUM WAGER in any way must be maintained behind a secure means. An attendant key switch may not be used to satisfy this requirement. *Amended 1/14/20*

A double up feature may reside within the game media, provided it is capable of being disabled via a secure means.

For purposes of this Regulation 30-1240, a wager on a slot machine that is an electronic machine-based replication of an authorized table game (blackjack, poker, craps, or roulette), shall not be deemed to violate the \$100 maximum wager restriction if such wager would not violate the \$100 maximum wager restriction if made under existing rules while playing the non-electronic variant of the authorized table game.

## **BASIS AND PURPOSE FOR RULE 16**

The purpose of Rule 16 is to establish accounting and internal control procedures for licensees which will include various report and statement requirements for reporting and paying gaming taxes and fees, records of ownership requirements, standard financial and audited financial statements, procedures for handling cash and meeting minimum bankroll requirements, adjusted gross proceeds computations, and record retention requirements. The statutory basis for these requirements is found in sections 44-30-102, C.R.S., 44-30-201, C.R.S., 44-30-203, C.R.S., 44-30-302, C.R.S., 44-30-602, C.R.S., and 44-30-806, C.R.S.

### **RULE 16      ACCOUNTING REGULATIONS**

#### **30-1603      Adjusted gross proceeds computations.**

- (1) For each ~~blackjack, craps or roulette~~CASINO TABLE game, adjusted gross proceeds equals the closing bankroll plus credit slips for cash, chips, or tokens returned to the casino cashier cage, plus drop, plus face value of coupons, plus tournament entry fees, less opening bankroll and less fills to the table. Amended 7/15/14

#### **30-1615      Match play coupons.**

Match play coupons are allowed, but once used may not be retained for subsequent play by the gaming patron. Match play coupons do not apply to slot machines. When match play coupons are used at a table game, the value of the coupon must be reflected at its face value in the total drop amount for that table for that shift. The combination of the match play coupons and the required wager of the patron cannot exceed the value of ~~\$100~~ THE MAXIMUM WAGER LIMIT DETERMINED BY THE HOUSE AND IN ACCORDANCE WITH APPLICABLE LAW. The patron's matching wager must equal or exceed the dollar value of the match play coupon. A match play coupon must have printed on it the name of the issuing establishment, the city in which the establishment is located, its value, and an explanation of its use. Match play coupons are a wager, and shall be paid the specified odds pay out for the wager being made. All coupons must have an expiration date printed on them. (30-1615 amended perm. 10/30/99)

## **BASIS AND PURPOSE FOR RULE 21**

The purpose of Rule 21 is to establish playing rules for authorized types of games which combine the play of blackjack with the play of poker, and management procedures for conducting blackjack-poker combination games in compliance with section 44-30-302 (2), C.R.S. The statutory basis for Rule 21 is found in sections 44-30-201, C.R.S., 44-30-302, C.R.S., 44-30-816, C.R.S., and 44-30-818, C.R.S.  
*Amended 8/14/16*

### **RULE 21      RULES FOR BLACKJACK-POKER COMBINATION GAMES**

#### **30-2104      The play - 21-Hold 'em.**

- (2) At the start of each round of play, each player must place a wager in the wagering spot designated as "B-J" on the table layout in front of the player's position. At the discretion of the



retail licensee, either of the procedures described in paragraphs (a) and (b) below may followed for the poker element of the game.

- (b) The retail licensee may require all players to play both the blackjack and the poker elements of the game, and if so, shall require both the blackjack and poker wagers to be placed before the deal. Offering this option, the combined amounts of the required initial blackjack and poker wagers shall not exceed ~~one hundred dollars~~ **THE MAXIMUM WAGER LIMIT DETERMINED BY THE HOUSE AND IN ACCORDANCE WITH APPLICABLE LAW.** The player's poker wager must be placed in the wagering spot designated as "PK" in front of the player's position. Players may play only one hand at a time.

**30-2112 The play - Pai Jack.**

- (2) To receive cards, each player must make an initial Pai Jack bet in an amount between the table minimum and the table maximum, as posted at the table, up to the **\$100** maximum wager limit determined by the house and in accordance with applicable law.

**BASIS AND PURPOSE FOR RULE 22**

The purpose of Rule 22 is to establish playing rules for authorized types of roulette and management procedures for conducting roulette games in compliance with section 44-30-302 (2), C.R.S. The statutory basis for Rule 22 is found in sections 44-30-201, C.R.S., 44-30-203, C.R.S., 44-30-302, C.R.S., and 44-30-818, C.R.S.

**RULE 22 RULES FOR ROULETTE**

**30-2207 Maximum table bet limits.**

The table minimum and maximum bets may be set by the licensee **IN ACCORDANCE WITH APPLICABLE LAW** and must be posted on the game. The licensee shall post any restriction on tip wagers for the dealers.

**BASIS AND PURPOSE FOR RULE 23**

The purpose of Rule 23 is to establish playing rules for craps and procedures for conducting craps games in compliance with section 44-30-302 (2). The statutory basis for Rule 23 is found in sections 44-30-201, C.R.S., 44-30-203, C.R.S., 44-30-302, C.R.S., and 44-30-818, C.R.S.

**RULE 23 RULES FOR CRAPS**

**30-2308 Taking or laying odds in support of pass, don't pass, come and don't come bets.**

- (1) Whenever a player makes a Pass Bet and a total of 4, 5, 6, 8, 9 or 10 is thrown on the come out roll, the player shall have the right to make a supplemental wager in support of the Pass Bet which may be limited by the retail licensee's policies on odds, not to exceed **\$100** **THE MAXIMUM WAGER LIMIT DETERMINED BY THE HOUSE AND IN ACCORDANCE WITH APPLICABLE LAW.** If, in such circumstances, the Pass Bet wins, the original Pass Bet shall be paid at odds of 1 to 1 and the supplemental wager shall be paid at odds of 2 to 1 if the come out point was 4 or 10, 3 to 2 if the come out point was 5 or 9, and 6 to 5 if the come out point was 6 or 8.
- (2) Whenever a player makes a Don't Pass Bet and a total of 4, 5, 6, 8, 9 or 10 is thrown on the come out roll, the player shall have the right to make a supplemental wager in support of the Don't Pass Bet which may be limited by the retail licensee's policies on odds, not to exceed **\$100** **THE MAXIMUM WAGER LIMIT DETERMINED BY THE HOUSE AND IN ACCORDANCE WITH APPLICABLE**

**LAW.** If, in such circumstances, the Don't Pass Bet wins, the original Don't Pass Bet shall be paid at odds of 1 to 1 and the supplemental wager shall be paid at odds of 1 to 2 if the come out point was 4 or 10, 2 to 3 if the come out point was 5 or 9, and 5 to 6 if the come out point was 6 or 8.

- (3) Whenever a player makes a Come Bet and a total of 4, 5, 6, 8, 9 or 10 is thrown on the roll immediately following placement of such bet, the player shall have the right to make a supplemental wager in support of the Come Bet which may be limited by the retail licensee's policies on odds, not to exceed **\$100** **THE MAXIMUM WAGER LIMIT DETERMINED BY THE HOUSE AND IN ACCORDANCE WITH APPLICABLE LAW.** If, in such circumstances, the Come Bet wins, the original Come Bet shall be paid at odds of 1 to 1 and the supplemental wager shall be paid at odds of 2 to 1 if the come point was 4 or 10, 3 to 2 if the come point was 5 or 9, and 6 to 5 if the come point was 6 or 8.
- (4) Whenever a player makes a Don't Come Bet and a total of 4, 5, 6, 8, 9 or 10 is thrown on the roll immediately following placement of such bet, the player shall have the right to make a supplemental wager in support of the Don't Come Bet which may be limited by the retail licensee's policies on odds, not to exceed **\$100** **THE MAXIMUM WAGER LIMIT DETERMINED BY THE HOUSE AND IN ACCORDANCE WITH APPLICABLE LAW.** If, in such circumstances, the Don't Come Bet wins, the original Don't Come Bet shall be paid at odds of 1 to 1 and the supplemental wager shall be paid at odds of 1 to 2 if the come point was 4 or 10, 2 to 3 if the come point was 5 or 9, and 5 to 6 if the come point was 6 or 8.

## **BASIS AND PURPOSE FOR RULE 25**

**THE PURPOSE OF RULE 25 IS TO ESTABLISH PLAYING RULES FOR KENO AND PROCEDURES FOR CONDUCTING KENO GAMES IN COMPLIANCE WITH SECTION 44-30-302 (2), C.R.S. THE STATUTORY BASIS FOR RULE 25 IS FOUND IN SECTIONS 44-30-201, C.R.S., 44-30-203, C.R.S., 44-30-302, C.R.S., AND 44-30-818, C.R.S.**

## **RULE 25 RULES FOR KENO**

### **30-2501 KENO RULES.**

**THE GAME OF KENO AUTHORIZED PURSUANT TO ARTICLE 30 OF TITLE 44, C.R.S., INCLUDING ALL APPROVED VARIATIONS THEREOF, SHALL BE PERMITTED AND CONDUCTED ACCORDING TO THE RULES AND PROVISIONS SET FORTH IN THIS RULE 25, PROMULGATED BY THE COMMISSION (HEREINAFTER COLLECTIVELY "THE RULES OF KENO"). THE RULES OF KENO SHALL BE FOLLOWED BY ALL LICENSEES AND BY ALL PERSONS PARTICIPATING IN ANY GAME OF KENO. FOR GOOD CAUSE SHOWN, THE DIRECTOR MAY WAIVE ANY OF THE REQUIREMENT IMPOSED BY THESE REGULATIONS.**

### **30-2502 DEFINITIONS FOR KENO.**

(1) **"CONDITIONING" MEANS THE CODING WHICH THE PLAYER AND COMPUTER MARK ON THE KENO REQUEST AND KENO TICKET, RESPECTIVELY, TO INDICATE THE TYPE OF KENO TICKET BEING WAGERED AND THE RATE AT WHICH THE KENO TICKET IS TO BE PLAYED.**

(2) **"HOUSE ADVANTAGE" MEANS THE DIFFERENCE BETWEEN TRUE ODDS (THE STATISTICAL PROBABILITY OF A SELECTED EVENT OCCURRING) AND THE ESTABLISHED PAYOFF ODDS (THE PAYOFF RATE AT WHICH A WINNER WILL BE PAID IF THE SELECTED EVENT OCCURS).**

(2) **"KENO AGP" MEANS TOTAL WRITES MINUS TOTAL PAY OUTS.**

- (3) "KENO REQUEST" MEANS A KENO WRITER REQUEST OR A KENO RUNNER REQUEST.
- (4) "KENO RUNNER REQUEST" MEANS A TWO-PART FORM OR A ONE-PART FORM WITH A DETACHABLE PORTION, WHICH SERVES AS A RECEIPT USED BY A PATRON TO SELECT THE DESIRED NUMBER OR NUMBERS (SPOTS) FOR ONE OR MORE KENO GAMES BY GIVING THE FORM TO A KENO RUNNER.
- (5) "KENO TICKET" MEANS A ONE-PART COMPUTER GENERATED FORM WHICH IS ISSUED BY A KENO WRITER OR KENO RUNNER BASED ON THE INFORMATION RECORDED ON A KENO REQUEST.
- (6) "KENO TICKET RECEIPT" MEANS A ONE-PART FORM GIVEN TO A PATRON BY A KENO RUNNER AS A RECEIPT FOR A WINNING KENO TICKET THAT THE PATRON HAS GIVEN TO THE KENO RUNNER TO REDEEM, WHICH CONTAINS, AT A MINIMUM, THE SERIAL NUMBER OF THE KENO TICKET.
- (7) "KENO WRITER" IS A PERSON WHO RECEIVES, VERIFIES, AND RECORDS THE CASH WAGERS OF CUSTOMERS.
- (8) "KENO WRITER REQUEST" MEANS A ONE-PART FORM USED BY A PATRON TO SELECT THE DESIRED NUMBER OR NUMBERS (SPOTS) FOR ONE OR MORE KENO GAMES BY GIVING THE FORM DIRECTLY TO A KENO WRITER OR KENO RUNNER.
- (9) "QUICK-PICK" MEANS A STRAIGHT OR BASIC KENO TICKET IN WHICH THE COMPUTER SYSTEM RANDOMLY SELECTS THE MARKED NUMBER OR NUMBERS (SPOTS) FOR THE PATRON.
- (10) "RATE CARD" MEANS THE DOCUMENT ISSUED BY A CASINO LICENSEE LISTING THE AVAILABLE TYPES OF WAGERS, PAYOFF RATES, WAGERING FORMAT AND SUCH OTHER INFORMATION AS REQUIRED BY THIS REGULATION.
- (11) "SPOTS" MEANS THE NUMBER OR NUMBERS SELECTED BY A PLAYER FOR A KENO GAME. FOR EXAMPLE, A KENO TICKET BASED ON A KENO REQUEST ON WHICH A PLAYER SELECTED THREE NUMBERS IS REFERRED TO AS A "THREE-SPOT" KENO TICKET.
- (12) "WINNING KENO TICKET REPORT" MEANS A REPORT UTILIZED BY A KENO RUNNER WHO GENERATES AND REDEEMS KENO TICKETS AT A KENO WORKSTATION TO VERIFY AND DIRECTLY REDEEM WINNING KENO TICKETS. THE REPORT MAY BE GENERATED BY A KENO SUPERVISOREMLOYEE OR PRINT AUTOMATICALLY AFTER EACH KENO GAME, SHALL LIST ALL WINNING KENO TICKETS WITH A VALUE OF \$500.00 OR LESS GENERATED BY EACH KENO RUNNER FOR THAT GAME, AND SHALL CONTAIN, AT A MINIMUM:
- (A) THE IDENTIFICATION CODE OF THE KENO RUNNER OR THE KENO WORKSTATION AT WHICH THE KENO RUNNER GENERATED THE TICKET;
  - (B) THE NUMBER OF THE KENO GAME; AND
  - (C) AS TO EACH WINNING KENO TICKET:
    - (i) THE TOTAL PAY OUT; AND
    - (ii) A PORTION OF THE SERIAL NUMBER SUFFICIENT TO PERMIT A KENO RUNNER TO VERIFY A WINNING KENO TICKET BUT INSUFFICIENT TO ENABLE A PERSON TO CALCULATE OR INTERPRET WITH ACCURACY THE ENTIRE SERIAL NUMBER OF THE TICKET.
- (13) "WRITTEN" MEANS A COMPLETED KENO TRANSACTION IN WHICH A BET HAS BEEN PLACED AND RECORDED.

**30-2503 KENO GAMES.**

- (1) ALL KENO SYSTEMS SHALL BE APPROVED BY THE DIVISION. EACH CASINO LICENSEE WHICH ELECTS TO OFFER THE GAME OF KENO SHALL CONDUCT THE GAME WITH AN INDEPENDENT SYSTEM AND A DRAW DEVICE WHICH SELECTS THE WINNING NUMBERS FOR THE GAME IN A RANDOM FASHION. THE PROGRAM USED TO OPERATE THE RANDOM NUMBER GENERATOR SHALL BE UNIQUE TO THE STATE OF COLORADO AND MAY NOT BE USED BY ANY OTHER JURISDICTION WITH GAMING. A COLORADO APPROVED INDEPENDENT TESTING LABORATORY SHALL CERTIFY THAT THE KENO SYSTEM USED IN CONJUNCTION WITH KENO GAME PLAY MEETS OR EXCEEDS THE STANDARDS APPROVED BY THE COMMISSION, AND THE STANDARDS ESTABLISHED BY THIS DOCUMENT. THE RANDOM NUMBER GENERATOR FOR THE KENO SYSTEM SHALL HAVE A PRINTER OR OTHER INDEPENDENT METHOD WHICH RECORDS THE GAME NUMBERS AND SELECTED WINNING NUMBERS. THE RANDOM NUMBER GENERATOR SHALL BE SECURED BY DUAL LOCKING MECHANISMS, WHICH ARE UNIQUE FROM ONE ANOTHER.
- (2) THE CASINO LICENSEE MAY ELECT TO OPERATE A STAND ALONE KENO KIOSK WHICH WILL BE REQUIRED TO OPERATE WITHIN THIS REGULATION AND PRODUCE ALL THE REQUIRED REPORTS OF LIVE KENO.
  - (A) BEFORE BEING DEPLOYED FOR USE AT A LICENSED FACILITY, ALL KENO KIOSKS MUST BE SUBMITTED TO A COLORADO APPROVED INDEPENDENT TESTING LABORATORY FOR TESTING AND RECEIVE THE REQUIRED CERTIFICATION. THE COLORADO APPROVED INDEPENDENT TESTING LABORATORIES SHALL CERTIFY THAT THE KENO KIOSK MEETS OR EXCEEDS THE MOST CURRENT DIVISION APPROVED VERSION OF STANDARDS FOR KIOSKS, OR EQUIVALENT STANDARDS AS APPROVED BY THE COMMISSION, AND THE STANDARDS ESTABLISHED BY THE DIVISION.
- (3) THE CASINO LICENSEE MAY USE A RABBIT EARS OR WHEEL STYLE (AUTOMATED READ OF THE BALLS USING BARCODES AND/OR SYMBOLS AND SOFTWARE) OF SELECTING THE NUMBERS.
- (4) THE CASINO LICENSEE, AT ITS DISCRETION, SHALL DETERMINE THE NUMBER OF KENO GAMES TO BE CONDUCTED DURING THE GAMING DAY. NOTHING IN THIS REGULATION SHALL PRECLUDE A CASINO LICENSEE FROM CONDUCTING KENO GAMES AT DIFFERENT INTERVALS AT SEPARATE LOCATIONS WITHIN THE LICENSED PREMISES. EACH KENO GAME CONDUCTED DURING THE GAMING DAY SHALL BE ASSIGNED A UNIQUE SEQUENTIAL GAME NUMBER BY THE KENO COMPUTER SYSTEM.
- (5) A KENO SUPERVISOR OR A KENO WRITER SHALL PROVIDE VERBAL NOTICE THAT THE CURRENT KENO GAME WILL BE CLOSING AT LEAST ONE MINUTE PRIOR TO CLOSING THAT GAME OR THE CASINO LICENSEE SHALL DISPLAY THE MINIMUM REMAINING TIME BETWEEN KENO GAMES AT EACH KENO BOOTH OR SATELLITE KENO BOOTH. IF KENO RUNNERS ARE AUTHORIZED TO ACCEPT WAGERS ON A KENO GAME, THE GAME SHALL NOT BE CLOSED UNTIL ALL SUCH RUNNERS HAVE "SIGNED IN" IN ACCORDANCE WITH THE RULES OF THE DIVISION.
- (6) IF THE KENO COMPUTER SYSTEM DOES NOT HAVE AN AUTOMATIC LOCK-OUT FEATURE, A KENO SUPERVISOR OR A KENO WRITER SHALL INITIATE THE KENO COMPUTER TO START A KENO GAME BY:
  - (A) LOCKING OUT ALL KENO WORKSTATION TERMINALS SO THAT NO ADDITIONAL KENO TICKETS MAY BE VOIDED OR ISSUED FOR THE GAME BEING CONDUCTED; AND
  - (B) RANDOMLY SELECTING 20 OF THE 80 AVAILABLE NUMBERS.
- (7) IF THE KENO COMPUTER SYSTEM DOES HAVE AN AUTOMATIC LOCK-OUT FEATURE, EACH CASINO LICENSEE SHALL BE REQUIRED TO HAVE A LOG WHICH WILL DOCUMENT WHO PERFORMED THE OVERRIDE OF THE

~~LOCK-OUT SYSTEM AND THE REASON FOR THE OVERRIDE. THE ABILITY TO OVERRIDE THE LOCK-OUT FEATURE SHALL BE AVAILABLE ONLY TO A KENO SUPERVISOR OR SUPERVISOR THEREOF.~~

- (8) AS THE 20 NUMBERS ARE SELECTED BY THE COMPUTER, THE KENO SUPERVISOR OR A KENO WRITER MAY ANNOUNCE THE WINNING NUMBERS FOR THE PATRONS IN THE AREA OF THE KENO BOOTH OR SATELLITE KENO BOOTH.
- (9) THE 20 NUMBERS WHICH ARE RANDOMLY SELECTED BY THE KENO COMPUTER SYSTEM, AND THE GAME NUMBER, SHALL BE DISPLAYED OR ILLUMINATED ON A KENO BOARD OR VIDEO MONITOR VISIBLE TO PATRONS IN THE AREA OF THE KENO BOOTH AND IN SUCH OTHER AREAS OF THE CASINO AND CASINO SIMULCASTING FACILITY. NOTHING HEREIN SHALL PRECLUDE THE PLACEMENT OF KENO BOARDS OR VIDEO MONITORS OUTSIDE OF THE DESIGNATED GAMING FLOOR SPACE.
- (10) EACH CASINO LICENSEE SHALL BE REQUIRED TO MAINTAIN A RECORD OF THE WINNING NUMBERS FOR EACH KENO GAME FOR A PERIOD OF AT LEAST ONE YEAR.
- ~~(11) THE CASINO LICENSEE MAY INSTITUTE A KENO PROGRESSIVE, TO INCLUDE AN IN-HOUSE PROGRESSIVE, MULTI-LINK / WIDE AREA PROGRESSIVE, AND A MULTI-STATE / MULTI-LINK / WIDE AREA PROGRESSIVE (MSWAP). THOSE PROCEDURES ARE OUTLINED IN REGULATIONS 30-1244, 30-1244.25, AND 30-1244.30.~~

### **30-2504 PROGRESSIVE KENO GAMES.**

- (1) A PROGRESSIVE KENO GAME IS A GAME WITH AN AWARD THAT INCREASES BASED ON THE PLACEMENT OR RESULT OF A WAGER. A PROGRESSIVE KENO GAME CAN BE:
  - (A) A SINGLE KENO GAME; OR
  - (B) LINKED WITH TWO OR MORE COLORADO LICENSED RETAIL ESTABLISHMENTS (MULTI-LINK SYSTEM, ALSO KNOWN AS WIDE AREA PROGRESSIVE (WAP)).
- ~~(2) THE PROGRESSIVE KENO GAME MUST BE LINKED TO A METER OR INDIVIDUAL DISPLAY SHOWING THE PAYOFF OF THE GAME WHICH MAY POTENTIALLY WIN THE PROGRESSIVE AMOUNT. THIS METER IS THE PROGRESSIVE JACKPOT METER. A PROGRESSIVE JACKPOT METER MUST BE SHOWN FOR ANY KENO PROGRESSIVE OFFERED.~~

RECORDS MUST BE MAINTAINED THAT SUPPORT THE CURRENT AMOUNT SHOWN ON A PROGRESSIVE JACKPOT METER. THE LICENSEE MUST ESTABLISH CONTROL PROCEDURES WHICH PROVIDE SUPPORTING DOCUMENTS TO EXPLAIN AND/OR RECONCILE ANY INCREASE, REDUCTION, OR DISCONTINUANCE OF A PROGRESSIVE JACKPOT AMOUNT OFFERED FOR PATRON PLAY AT A LICENSED RETAIL ESTABLISHMENT. THE RECORDS AND DOCUMENTS MUST BE RETAINED IN ACCORDANCE TO THE RECORDS RETENTION REQUIREMENTS SET FORTH IN REGULATION 30-1607.
- (3) NORMAL MODE OF PROGRESSIVE KENO GAMES.
  - (A) DURING THE NORMAL MODE OF PROGRESSIVE GAMES, THE KENO SYSTEM, IF IT SERVES AS A PROGRESSIVE CONTROLLER FOR "LOCAL" CASINO OPERATED PROGRESSIVES, MUST INCREMENT THE PROGRESSIVE AMOUNT AT THE TIME OF EACH GAME DRAW CALCULATION AND APPLY ANY PROGRESSIVE CONTRIBUTIONS CALCULATED TO THE PROGRESSIVE JACKPOT. THE PROGRESSIVE JACKPOT MUST ACCOUNT FOR, AND REFLECT, THE TOTAL CONTRIBUTION OF ALL QUALIFYING WAGERS PLACED.

- (4) THE LICENSEE OFFERING THE PROGRESSIVE MUST ESTABLISH KEY CONTROL PROCEDURES TO PREVENT UNAUTHORIZED ACCESS TO THE PROGRESSIVE CONTROLLER HARDWARE OR SYSTEM.
- (5) MULTIPLE LINKAGE OF PROGRESSIVE KENO GAMES. IF MORE THAN ONE PROGRESSIVE KENO GAME IS CONFIGURED IN THE KENO SYSTEM, LINKED TO THE PROGRESSIVE CONTROLLER METER MUST AUTOMATICALLY DISPLAY THE RESET TO THE MINIMUM AMOUNT AFTER AN AWARD. IF A HIDDEN AMOUNT IS CONFIGURED, THE PROGRESSIVE METER WILL RESET TO THE HIDDEN METER AMOUNT CONFIGURED AFTER A PROGRESSIVE WIN AND CONTINUE NORMAL PLAY. THE PROGRESSIVE JACKPOT METER MUST DISPLAY THE FOLLOWING INFORMATION:
- (A) THE IDENTITY OF THE GAME PLAYED THAT CAUSED THE PROGRESSIVE JACKPOT METER TO ACTIVATE;
- (A) THE WINNING PROGRESSIVE JACKPOT AMOUNT; AND
- (B) THE NEW NORMAL MODE RESET AMOUNT THAT IS DISPLAYED.
- (6) PROGRESSIVE JACKPOT METER INFORMATION. A PROGRESSIVE CONTROLLER KENO SYSTEM MUST KEEP THE FOLLOWING INFORMATION IN NONVOLATILE MEMORY WHICH MUST BE AVAILABLE UPON DEMAND:
- (A) THE MAXIMUM AMOUNT OF THE PROGRESSIVE PAY OUT;
- (B) THE MINIMUM AMOUNT OR RESET AMOUNT OF THE PROGRESSIVE PAY OUT; AND
- (C) THE RATE OF PROGRESSION FOR EACH METER.
- (7) IF A KENO PROGRESSIVE KENO GAME HAS BEEN OFFERED FOR PLAY, THE PROGRESSIVE JACKPOT AMOUNT FOR THAT GAME CANNOT BE CHANGED TO A LOWER AMOUNT UNTIL AFTER THE PROGRESSIVE JACKPOT HAS BEEN WON. WHEN A PROGRESSIVE JACKPOT HAS BEEN WON THE AMOUNT MUST BE CHANGED PRIOR TO ANY SUBSEQUENT PLAY, THE KENO SYSTEM AUTOMATICALLY RESETS THE METER TO THE CONFIGURED RESET AMOUNT OR CONFIGURED HIDDEN METER VALUE..
- (8) LIMITS ON JACKPOT OF PROGRESSIVE KENO GAMES. A LICENSEE MAY IMPOSE A LIMIT ON THE JACKPOT OF A PROGRESSIVE KENO GAME IF THE LIMIT IMPOSED IS GREATER THAN THE CURRENT PROGRESSIVE JACKPOT DISPLAYED ON THE KENO GAME AT THE TIME THE LIMIT IS IMPOSED. THE LICENSEE MUST INFORM THE PUBLIC WITH A PROMINENTLY POSTED NOTICE OF PROGRESSIVE KENO GAMES WITH THE LIMITS.
- (9) DISCONTINUANCE OF PROGRESSIVE KENO GAMES.
- NO LICENSEE MAY DISCONTINUE A PROGRESSIVE KENO GAME UNTIL ALL OF THE ADVERTISED PROGRESSIVE AMOUNTS OR PRIZES OR BOTH HAVE BEEN AWARDED, OR THE ADVERTISED PROGRESSIVE AMOUNT, MINUS THE NORMAL NON-PROGRESSIVE AWARD FOR THE COMBINATION THAT WOULD HAVE AWARDED THE PROGRESSIVE AMOUNT, IS MOVED TO ANOTHER PROGRESSIVE LINK WITHIN THE LICENSED ESTABLISHMENT OR THIS AMOUNT IS DISBURSED IN ANOTHER METHOD APPROVED BY THE DIVISION, SUCH AS AN ADDITIONAL PAY OUT.
- (10) CASH REQUIREMENTS. UNLESS THE COMMISSION HAS APPROVED THE PAYMENT OF PRIZES BY ANNUITY AND EXCEPT FOR THE CASH REQUIREMENTS FOR MULTI-LINK SYSTEMS, A LICENSEE WHO OFFERS A PROGRESSIVE KENO GAME FOR PLAY MUST MAINTAIN A MINIMUM CASH RESERVE AS PRESCRIBED IN THE INTERNAL CONTROL MINIMUM PROCEDURES ESTABLISHED BY THE DIVISION TO ENSURE THE LICENSEE HAS CASH AVAILABLE TO PAY ALL PROGRESSIVE LIABILITIES. MANUFACTURERS WHO ENTER INTO AN AGREEMENT TO PLACE NON MULTI-LINK PROGRESSIVE AWARDS IN CASINOS MUST MAINTAIN FUNDS IN A

BANK OR OTHER FINANCIAL INSTITUTION IN COLORADO, WHICH IS CHARTERED BY THE STATE OF COLORADO OR ANY OTHER STATE OR THE UNITED STATES GOVERNMENT, EQUAL TO THE AMOUNT OF THESE AWARDS.

**30-2504.01 KENO - MULTI-LINK AND MULTI-STATE / WIDE AREA PROGRESSIVE (WAP) SYSTEMS.**

(1) MULTI-LINK SYSTEMS ARE THE COLLECTION OF HARDWARE, SOFTWARE, AND ASSOCIATED EQUIPMENT USED TO LINK AND MONITOR PROGRESSIVE KENO ACROSS TELECOMMUNICATION LINES BETWEEN TWO OR MORE COLORADO LICENSED RETAIL ESTABLISHMENTS. MULTI-STATE SYSTEMS ARE THE COLLECTION OF HARDWARE, SOFTWARE, AND ASSOCIATED EQUIPMENT USED TO LINK AND MONITOR PROGRESSIVE KENO ACROSS TELECOMMUNICATION LINES IN AT LEAST ONE COLORADO LICENSED RETAIL ESTABLISHMENT AND IN ONE OR MORE LAWFULLY OPERATED CASINO(S) IN OTHER JURISDICTIONS THAT PARTICIPATE IN THE SAME MULTI-STATE WIDE-AREA PROGRESSIVE KENO SYSTEM. PERSONS AUTHORIZED TO CONTROL OR OPERATE A MULTI-LINK OR MULTI-STATE KENO SYSTEM, MUST HOLD A VALID OPERATOR OR MANUFACTURER DISTRIBUTOR (OR ASSOCIATED EQUIPMENT SUPPLIER) LICENSE ISSUED BY THE COMMISSION.

(2) APPROVAL BY THE COMMISSION OR DIVISION OF ANY MULTI-LINK OR MULTI-STATE KENO SYSTEM WAP WILL OCCUR IN TWO PHASES: 1) PHASE I INITIAL APPROVAL; AND 2) PHASE II ON-SITE TESTING.

**PHASE I:**

A PHASE I SYSTEM APPROVAL OF THE MULTI-LINK OR MULTI-STATE KENO SYSTEM AND ANY ASSOCIATED DEVICE INCLUDING ALL HARDWARE AND SOFTWARE MUST BE TESTED AND APPROVED BY THE DIVISION OR ITS AUTHORIZED AGENTS.

**PHASE II:**

PHASE II APPROVAL MUST INCLUDE A FIELD INSPECTION WHERE THE SYSTEM AND CONFIGURATION SET UP ARE TESTED ON THE GAMING FLOOR OF A PARTICIPATING LICENSED RETAIL ESTABLISHMENT TO ENSURE COMPLIANCE WITH THE RULES. OPERATION OF THE SYSTEM WILL BE AUTHORIZED ONLY AFTER THE COMMISSION, DIRECTOR OR ITS AUTHORIZED AGENTS IS SATISFIED THAT THE SYSTEM MEETS BOTH PHASE 1 AND PHASE II TESTING REQUIREMENT, AS WELL AS ANY OTHER REQUIREMENTS THAT THE COMMISSION OR DIVISION MAY IMPOSE TO ASSURE THE INTEGRITY, SECURITY, AND LEGAL OPERATION OF THE MULTI-LINK OR MULTI-STATE KENO PROGRESSIVE SYSTEM. AT THE DIVISION'S DISCRETION, THE LICENSEE OPERATING THE CENTRAL MONITORING SYSTEM SHALL REIMBURSE THE DIVISION OR ITS AGENTS FOR REASONABLE COSTS TO TRAVEL TO THE SITE IN ORDER TO PERFORM INSPECTIONS AS THE DIVISION DEEMS APPROPRIATE.

(3) THE LICENSEE OPERATING THE CENTRAL MONITORING SYSTEM MUST PROVIDE SUFFICIENT INTERNAL CONTROLS TO ADDRESS THE SECURITY OF EQUIPMENT. UPDATES TO THE INTERNAL CONTROLS MUST BE SUBMITTED TO THE DIVISION WITH A REDLINE AND CLEAN COPY. AT A MINIMUM, THE INTERNAL CONTROLS MUST INCLUDE THE FOLLOWING:

(A) METHODS OF FUNDING THE PROGRESSIVE PRIZE POOL AND CALCULATING THE RECEIVING PAYMENTS FROM PARTICIPATING RETAIL LICENSEES FOR OPERATING AND MANAGING THE MULTI-LINK OR MULTI-STATE KENO SYSTEM.

(B) METHOD OF COMMUNICATION OVER THE MULTI-LINK OR MULTI-STATE KENO SYSTEM. FOR EXAMPLE: DIRECT DEDICATED ONLINE COMMUNICATION LINES.

(C) ENCRYPTION AND ENCRYPTION KEYS COMMUNICATION PACKETS BETWEEN EACH LOCATION AND THE MULTI-LINK OR MULTI-STATE KENO SYSTEM.

(D) LOCATION OF THE CENTRAL MONITORING SYSTEM. IT MUST BE IN A SECURE LOCATION.

- (E) COMMUNICATION TIME TO OR FROM THE KENO SYSTEM AND THE CENTRAL MONITORING SYSTEM.
- (F) MANUFACTURER WILL ENSURE THE CENTRAL MONITORING SYSTEM SITE IS EQUIPPED WITH AN UNINTERRUPTIBLE POWER SUPPLY AND THE CENTRAL MONITORING SYSTEM IS CAPABLE OF ONLINE DATA REDUNDANCY SHOULD HARDWARE OR SOFTWARE FAIL DURING OPERATION.
- (G) HOW/WHEN THE DIVISION IS NOTIFIED OF A COMMUNICATION FAILURE.
- (H) METHOD TO INFORM THE PLAYER OF THE PROGRESSIVE AMOUNT. HOW THE PROGRESSIVE INFORMATION IS CAPTURED AND RECORDED TO THE CENTRAL MONITORING SYSTEM.
- (I) THE PROGRESSIVE VERIFICATION PROCEDURES, WHICH MUST INCLUDE, AT A MINIMUM, THE FOLLOWING:
  - (i) CONFIRMATION OF AND STEPS TAKEN TO SUPPORT VALIDITY OF THE PROGRESSIVE AWARD, AND
  - (ii) REPORTS PROVIDED TO THE CASINO AND DIVISION TO SUPPORT THE PROGRESSIVE AWARD.
- (J) REPORTS PROVIDED TO THE PARTICIPATING CASINOS OR DIVISION WHICH MUST INCLUDE, AT A MINIMUM, THE FOLLOWING:
  - (i) THE AMOUNT OF, AND BASIS FOR, THE CURRENT PROGRESSIVE AMOUNT (THE AMOUNT CURRENTLY IN PLAY). THERE MUST BE AN AGGREGATE AND DETAIL REPORT. THE AGGREGATE REPORT MAY SHOW ONLY THE BALANCING OF THE SYSTEM WITH REGARD TO THE SYSTEM-WIDE TOTALS. THE DETAIL REPORT MUST BE IN SUCH FORM TO INDICATE FOR EACH GAME, SUMMARIZED BY LOCATION, THE PROGRESSIVE TOTALS. THESE REPORTS MUST BE PROVIDED TO THE DIVISION ON A MONTHLY BASIS.
  - (ii) UPON THE INVOICING OF ANY RETAIL LICENSEE PARTICIPATING IN A MULTI-LINK OR MULTI-STATE KENO SYSTEM, EACH SUCH LICENSEE MUST BE GIVEN A PRINTOUT FOR EACH GAME IN A RETAIL LICENSE ESTABLISHMENT, SHOWING THE CONTRIBUTED AMOUNT TO THE PROGRESSIVE FOR THE PERIOD FOR WHICH AN INVOICE IS REMITTED, AND ANY OTHER INFORMATION REQUIRED BY THE DIVISION OR COMMISSION TO CONFIRM THE VALIDITY OF THE LICENSEE'S CONTRIBUTIONS TO THE PROGRESSIVE AMOUNT.
- (K) A PROCESS MUST BE DEFINED IN THE EVENT A RETAIL LICENSEE CEASES OPERATION AND A PROGRESSIVE JACKPOT IS AWARDED SUBSEQUENT TO THE LAST DAY OF THE FINAL MONTH OF OPERATION.
- (L) THE VENDOR MUST RECEIVE APPROVAL FROM THE DIVISION PRIOR TO DISCONTINUING ANY MULTI-LINK OR MULTI-STATE KENO SYSTEM. DISCONTINUANCE OF MULTI-LINK OR MULTI-STATE KENO SYSTEM TO INCLUDE THE PROJECTED DISCONTINUANCE DATE, DETAILED ACCOUNTING OF THE MULTI-LINK OR MULTI-STATE KENO SYSTEM FUND INCLUDING ANY OUTSTANDING EXPENSES AND FEES DUE THE VENDOR FOR OPERATING THE SYSTEM, IN ACCORDANCE WITH THE VENDOR'S WRITTEN AGREEMENT WITH RETAIL LICENSEES, THE DISTRIBUTION OF THE FUND BALANCE, AND THE FINAL REPORTING REQUIREMENTS OF THE SYSTEM. THE FINAL DISTRIBUTION AMOUNT IS TRANSFERRED TO ANOTHER MULTI-LINK OR MULTI-STATE KENO SYSTEM OPERATED BY THE VENDOR OR DISBURSED IN A MANNER APPROVED BY THE DIVISION. THE FINAL DISTRIBUTION AMOUNT IS THE FUND BALANCE LESS THE COST OF PAYING THE CURRENT PROGRESSIVE LESS ANY OUTSTANDING EXPENSES AND FEES DUE THE VENDOR FOR OPERATING THE MULTI-LINK OR MULTI- STATE KENO SYSTEM.



- (M) A PROCESS TO ENSURE A COPY OF ALL LEASE AND CONTRACTUAL AGREEMENTS WITH RETAIL LICENSEES ARE PROVIDED TO THE LICENSEE AND THE DIVISION UPON REQUEST
- (4) IN CALCULATING ADJUSTED GROSS PROCEEDS, A RETAIL LICENSEE MAY DEDUCT ITS PRO-RATA CONTRIBUTION TO ANY PROGRESSIVES AWARDED DURING THE MONTH. THIS AMOUNT MUST BE LISTED ON THE DETAILED ACCOUNTING RECORDS PROVIDED BY THE PERSON AUTHORIZED TO CONTROL OR OPERATE THE MULTI-LINK OR MULTI-STATE SYSTEM. A RETAIL LICENSEE'S CONTRIBUTION IS BASED ON THE AMOUNT FROM THAT RETAIL LICENSEE'S KENO GAMES ON THE MULTI-LINK OR MULTI-STATE SYSTEM, COMPARED TO THE TOTAL AMOUNT ON THE WHOLE SYSTEM FOR THE TIME PERIOD(S) BETWEEN PROGRESSIVES AWARDED.
- (5) THE MULTI-LINK OR MULTI-STATE KENO SYSTEM PRIZE FUND (THE AMOUNT OF MONEY CONTRIBUTED BY THE PARTICIPATING RETAIL LICENSEES) MUST BE AUDITED, IN ACCORDANCE WITH GENERALLY ACCEPTED AUDITING STANDARDS, ON THE MULTI-LINK OR MULTI-STATE KENO SYSTEM OPERATOR'S YEAR-END BASIS, BY AN INDEPENDENT ACCOUNTANT LICENSED BY THE COLORADO BOARD OF ACCOUNTANCY. TWO COPIES OF THIS REPORT MUST BE SUBMITTED TO THE DIVISION WITHIN 90 DAYS AFTER THE END OF THE MULTI-LINK SYSTEM OPERATOR'S BUSINESS YEAR-END.
- (6) CASH REQUIREMENTS FOR MULTI-LINK OR MULTI-STATE KENO SYSTEMS:
- (A) DEFINITIONS:
- (i) "DISCOUNT RATE" MEANS THE CURRENT PRIME RATE AS PUBLISHED IN THE WALL STREET JOURNAL.
- (ii) "PERIODIC PAYMENTS" MEANS PROGRESSIVE JACKPOT AWARDS PAID IN A SERIES OF ANNUAL PAYMENTS.
- (iii) "PRESENT VALUE" MEANS THE CURRENT VALUE OF A FUTURE PAYMENT OR SERIES OF PAYMENTS, DISCOUNTED USING THE DISCOUNT RATE.
- (B) THE PERSON AUTHORIZED TO OPERATE A MULTI-LINK SYSTEM MUST MAINTAIN FUNDS IN A BANK, OR OTHER FINANCIAL INSTITUTION IN COLORADO, WHICH IS CHARTERED BY THE STATE OF COLORADO OR ANY OTHER STATE OR THE UNITED STATES GOVERNMENT, EQUAL TO:
- (i) THE FIRST PAYMENT OF A PROGRESSIVE AWARD(S) PAID IN PERIODIC PAYMENTS, PLUS
- (ii) THE PRESENT VALUE OF THE AGGREGATE REMAINING BALANCE OF THE PERIODIC PAYMENTS OWED ON ALL PROGRESSIVES WON BY PATRONS ON THE MULTI-LINK OR MULTI-STATE SYSTEM(S). WITH COMMISSION APPROVAL, PERSONS AUTHORIZED TO OPERATE A MULTI-LINK OR MULTI-STATE SYSTEM CAN PURCHASE U.S. GOVERNMENT BACKED FIXED-INCOME INSTRUMENTS (I.E., "TREASURY STRIPS") OR U.S. AGENCY SECURITIES TO FUND THE PROGRESSIVES PAID OVER MULTIPLE YEARS.
- (C) FOR PROGRESSIVE AWARDS THAT ARE PAID IN A SINGLE PAYMENT, THE PERSON AUTHORIZED TO OPERATE A MULTI-LINK OR MULTI-STATE KENO SYSTEM MUST MAINTAIN FUNDS IN A BANK, OR OTHER FINANCIAL INSTITUTION IN COLORADO, WHICH IS CHARTERED BY THE STATE OF COLORADO OR ANY OTHER STATE OR THE UNITED STATES GOVERNMENT, EQUAL TO:
- (i) THE CURRENT PROGRESSIVE LIABILITY AS REFLECTED ON THE PROGRESSIVE METER(S), PLUS
- (ii) THE PRESENT VALUE OF ONE ADDITIONAL MULTI-LINK OR MULTI-STATE PROGRESSIVE RESET AMOUNT.

THESE AMOUNTS MUST BE MAINTAINED FOR EACH MULTI-LINK AND MULTI-STATE PROGRESSIVE.

- (D) ON A QUARTERLY BASIS, THE PERSON AUTHORIZED TO OPERATE A COLORADO MULTI-LINK OR MULTI-STATE KENO SYSTEM MUST PROVIDE TO THE DIVISION A REPORT DETAILING THE REQUIRED FUNDS. THESE AMOUNTS MUST BE MAINTAINED FOR EACH MULTI-LINK OR MULTI-STATE PROGRESSIVE.

**30-2505 KENO PROCEDURES.**

(1) A CASINO LICENSEE OFFERING THE GAME OF KENO SHALL USE A KENO SYSTEM APPROVED BY THE DIVISION. A CASINO LICENSEE SHALL IMMEDIATELY NOTIFY THE DIVISION OF ANY MALFUNCTION OF A KENO SYSTEM AND SHALL NOT UTILIZE THE SYSTEM UNTIL THE MALFUNCTION HAS BEEN REPAIRED. EACH CASINO LICENSEE SHALL CONDUCT THE GAME OF KENO IN ACCORDANCE WITH INTERNAL CONTROLS FOR ITS KENO SYSTEM WHICH SHALL INCLUDE:

- (A) ACCESS RESTRICTIONS;
- (B) HARDWARE AND SOFTWARE CONTROLS;
- (C) OVERRIDE POLICIES AND RESTRICTIONS;
- (D) KENO TICKETS AND PAYOFF INFORMATION; AND
- (E) BACKUP AND RECOVERY PROCEDURES.

(2) KENO SHALL BE CONDUCTED BY AN INDIVIDUAL KNOWN AS A KENO WRITER AT A KENO WORKSTATION. A CASINO LICENSEE MAY EMPLOY ONE OR MORE "KENO RUNNERS" TO ASSIST IN THE CONDUCT OF KENO. A KENO RUNNER MAY ACT AS AN INTERMEDIARY BETWEEN A PATRON AND A KENO WRITER IN ORDER TO FACILITATE THE PLACEMENT OR REDEMPTION OF A KENO WAGER. A KENO RUNNER/WRITER PERFORMS BOTH FUNCTIONS OF THE KENO RUNNER AND KENO WRITER.

(3) A KENO WORKSTATION SHALL COMMENCE OPERATION WITH AN IMPREST AMOUNT OF CURRENCY AND COIN ("KENO INVENTORY") WHICH SHALL BE STORED IN A LOCKABLE KENO DRAWER. ALL IMPREST BANKS SHALL BE AN EXTENSION OF THE CASHIER'S CAGE.

(4) A KENO WRITER OR KENO RUNNER SHALL BE AUTHORIZED TO ACCEPT AND REDEEM WAGERS FROM A KENO DRAWER ASSIGNED TO THE KENO WRITER OR KENO RUNNER. NO CASINO LICENSEE SHALL CAUSE OR PERMIT CURRENCY, COIN, OR GAMING CHIPS TO BE ADDED TO, OR REMOVED FROM, THE KENO INVENTORY DURING THE GAMING DAY EXCEPT:

- (A) IN EXCHANGE FOR A KENO TICKET PURCHASED BY A PATRON;
- (B) TO MAKE CHANGE FOR A PATRON BUYING A KENO TICKET;
- (C) IN RECEIPT OF A COUPON FROM A PATRON IN EXCHANGE FOR CURRENCY, COIN, OR A KENO TICKET;
- (D) TO PAY A WINNING KENO TICKET;
- (E) TO REFUND A VOIDED KENO TICKET; OR
- (F) IN CONFORMITY WITH KENO FILL AND KENO CREDIT PROCEDURES.

- (5) KENO DRAWERS SHALL BE PREPARED BY A MAIN BANK CASHIER, MASTER COIN BANK CASHIER, CAGE SUPERVISOR, OR KENO SUPERVISOR IN ACCORDANCE WITH THE CASINO LICENSEE'S INTERNAL CONTROLS.
- (6) THE KEYS TO THE KENO DRAWERS CONTAINING THE KENO INVENTORIES SHALL BE MAINTAINED AND CONTROLLED IN ACCORDANCE WITH THE DIVISION'S ICMP SECTION 9 CASHIER H. IMPREST BANKS. EACH KEY SHALL BE SIGNED-IN AND SIGNED-OUT IN ACCORDANCE WITH THE DIVISION'S ICMP KEY CONTROL PROCEDURES.
- (7) EACH CASINO LICENSEE SHALL CONDUCT KENO OPERATIONS IN ACCORDANCE WITH INTERNAL CONTROLS FOR ACCOUNTING AND RECONCILIATION OF THE ASSETS. THE INTERNAL CONTROLS SHALL INCLUDE PROCEDURES DETAILING:
- (A) THE VERIFICATION OF EACH KENO DRAWER BY A KENO SUPERVISOR, MAIN BANK CASHIER, OR CAGE SUPERVISOR;
  - (B) THE DOCUMENTING OF ANY OVERAGE OR SHORTAGE;
  - (C) THE REPORTING OF ANY SUSPICIOUS WINNING KENO TICKET; AND
  - (D) THE FORWARDING OF ALL REPORTS TO CASINO ACCOUNTING ON A DAILY BASIS.
- (8) IF A KENO WRITER OR KENO RUNNER NEEDS ADDITIONAL CURRENCY OR COIN, THE KENO WRITER OR KENO RUNNER SHALL PREPARE A KENO FILL SLIP IN ACCORDANCE WITH THE DIVISION'S INTERNAL CONTROL MINIMUM PROCEDURES.
- (9) A KENO WRITER OR KENO RUNNER MAY TRANSFER CURRENCY, COIN, GAMING CHIPS, SLOT TOKENS, AND COUPONS TO THE CASHIER'S CAGE MAIN BANK, MASTER COIN BANK, OR KENO SUPERVISOR BY PREPARING A KENO CREDIT SLIP IN ACCORDANCE WITH THE DIVISION'S INTERNAL CONTROL MINIMUM PROCEDURES.
- (10) A KENO RUNNER MAY ACCEPT WAGERS AND REDEEM WINNING TICKETS WITHOUT THE ASSISTANCE OF A KENO WRITER PROVIDED THAT:
- (A) THE KENO RUNNER OPERATES FROM AN INDEPENDENT KENO DRAWER OR POUCH; AND
  - (B) THE KENO SYSTEM MUST GENERATE THE REPORTS NECESSARY FOR THE ACCOUNTING AND RECONCILIATION OF THE KENO DRAWER, OR POUCH, OF EACH KENO RUNNER.
- (11) IF A PATRON REQUESTS TO PLACE A KENO WAGER WITH A KENO RUNNER, THE KENO RUNNER SHALL:
- (A) REQUIRE THE PATRON TO COMPLETE A TWO-PART KENO RUNNER REQUEST AND TO PRESENT CURRENCY, COIN, GAMING CHIPS, SLOT TOKENS, OR COUPONS IN AN AMOUNT SUFFICIENT TO FUND THE REQUEST:
    - (i) A RUNNER MAY ACCEPT PAYMENT FOR A WAGER IN ANOTHER CASINO THAT IS CONTIGUOUS AND UNDER COMMON OWNERSHIP AS THE CASINO WHERE THE KENO TICKET IS WRITTEN. HOWEVER, THE KENO TICKET MUST BE WRITTEN IN THE CASINO WHERE THE PHYSICAL KENO GAME IS HOUSED, IN THE LICENSED GAMING AREA.
    - (ii) A WAGER IS PLACED WHERE AND WHEN THE KENO TICKET IS WRITTEN.
  - (B) PROVIDE THE DUPLICATE OF THE KENO RUNNER REQUEST TO THE PATRON AS A RECEIPT FOR THE KENO WAGER;

- (C) IF APPLICABLE, THE WAGER MAY BE ADDED THROUGH A HAND HELD POINT OF SALE KEYPAD.
  - (D) TAKE THE ORIGINAL OF THE KENO RUNNER REQUEST WITH THE WAGER INFORMATION TOGETHER WITH THE CURRENCY, COIN, GAMING CHIPS, SLOT TOKENS, OR COUPONS TO A KENO WRITER AT A KENO WORKSTATION OR TO A KENO BOOTH, SATELLITE KENO BOOTH, OR KENO LOCKER WHERE THE KENO RUNNER HAS A KENO DRAWER;
  - (E) RECEIVE THE KENO TICKET OR TICKETS AND ANY CHANGE FROM THE KENO WRITER OR GENERATE THEM DIRECTLY AT HIS OR HER WORKSTATION IN A KENO BOOTH, SATELLITE KENO BOOTH, OR KENO LOCKER; AND
  - (F) DELIVER THE KENO TICKET OR TICKETS TO THE PATRON IN EXCHANGE FOR THE DUPLICATE COPY OF THE KENO RUNNER REQUEST, PROVIDED THAT, PRIOR TO THE EXCHANGE, THE KENO RUNNER SHALL COMPARE THE TWO PARTS OF THE KENO RUNNER REQUEST TO ENSURE THAT THE TICKET IS PRESENTED TO THE CORRECT PATRON.
- (12) IF A PATRON REQUESTS TO REDEEM A WINNING KENO TICKET WITH A KENO RUNNER, A KENO RUNNER SHALL:
- (A) ACCEPT THE TICKET FROM THE PATRON IN EXCHANGE FOR A ONE-PART KENO TICKET RECEIPT; PROVIDED, HOWEVER, A KENO RUNNER WHO GENERATES AND REDEEMS KENO TICKETS AT A KENO WORKSTATION, UTILIZES A WINNING KENO TICKET REPORT TO VERIFY THE WINNING TICKET AND HAS SUFFICIENT FUNDS IN HIS OR HER POUCH TO REDEEM THE TICKET, MAY ACCEPT THE TICKET IN EXCHANGE FOR THE WINNING PAY OUT;
  - (B) TAKE THE WINNING TICKET TO A KENO WRITER AT A KENO WORKSTATION OR TO A WORKSTATION IN A KENO BOOTH, SATELLITE KENO BOOTH, OR KENO LOCKER WHERE THE KENO RUNNER HAS A KENO DRAWER OR, IF THE KENO RUNNER HAS PAID THE PATRON DIRECTLY FROM HIS OR HER POUCH, REDEEM THE WINNING KENO TICKET AT A KENO WORKSTATION NO LATER THAN THE END OF THE KENO RUNNER'S SHIFT;
  - (C) UNLESS THE KENO RUNNER HAS PAID THE PATRON DIRECTLY FROM HIS OR HER POUCH, OBTAIN THE PROCEEDS OF THE TICKET FROM THE KENO WRITER OR THE KENO RUNNER'S DRAWER; AND
  - (D) DELIVER THE PROCEEDS TO THE PATRON IN EXCHANGE FOR THE KENO TICKET RECEIPT.
- (13) NO KENO SUPERVISOR OR KENO WRITER SHALL START A KENO GAME UNTIL ALL KENO RUNNERS WHO ARE AUTHORIZED TO ACCEPT WAGERS FOR THAT GAME HAVE RECORDED THE WAGERS THEY HAVE ACCEPTED. THE KENO SUPERVISOR OR KENO WRITER SHALL CERTIFY AT THE END OF THE SHIFT THAT ALL KENO RUNNERS RECORDED THE WAGERS THEY HAVE ACCEPTED PRIOR TO THE START OF EACH KENO GAME DURING THE SHIFT.

**30-2506 KENO WAGERS.**

- (1) KENO SHALL BE PLAYED WITH 80 CONSECUTIVE NUMBERS STARTING WITH THE NUMBER 1.
- (2) THE MAXIMUM NUMBER OF SPOTS THAT MAY BE SELECTED BY A PLAYER FOR ANY KENO GAME SHALL BE DETERMINED BY THE CASINO LICENSEE AND SET FORTH IN ITS APPROVED RATE CARD.
- (3) THE FOLLOWING SHALL CONSTITUTE EXAMPLES OF THE PERMISSIBLE WAGERS AT THE GAME OF KENO:

- (A) "STRAIGHT OR BASIC TICKET" IS A KENO TICKET ON WHICH A PLAYER SELECTS FROM ONE SPOT TO THE MAXIMUM NUMBER OF SPOTS THAT MAY BE SELECTED AS PERMITTED BY THE CASINO LICENSEE WITHOUT ANY TYPE OF GROUPINGS. THE PAY OUT FOR A TYPE OF STRAIGHT OR BASIC TICKET SHALL BE DETERMINED BY THE NUMBER OF SPOTS THE PLAYER SELECTS AND THE PAYTABLE THE KENO OPERATION SETS UP AND PUBLISHES. THERE CAN BE MULTIPLE PAYTABLE CHOICES (RATES) FOR ANY SPOT GROUP (I.E. 5 SPOT, 6 SPOT). THE PLAYER MUST NOTE ON THE REQUEST WHICH PAY RATE THE TICKET IS TO BE BOOKED FOR.
- (B) "SPLIT TICKET" IS A KENO TICKET ON WHICH THE EQUIVALENT OF TWO OR MORE STRAIGHT OR BASIC TICKETS ARE WRITTEN. EACH GROUP OF SPOTS SHALL BE SEPARATED FROM EACH OTHER BY EITHER CIRCLING EACH GROUP OR BY DRAWING A LINE BETWEEN THEM. THE WAGER SHALL BE LIMITED IN THAT THE NUMBERS IN ONE GROUP OF SPOTS SHALL NOT BE DUPLICATED IN ANY OTHER GROUP OF SPOTS. FOR PURPOSES OF DETERMINING A WINNING KENO TICKET, EACH GROUP OF SPOTS ON A SPLIT TICKET SHALL BE EVALUATED SEPARATELY.
- (C) WHEN ALL OF THE GROUPS ON A SPLIT TICKET CONTAIN AN EQUAL NUMBER OF SPOTS, THE SPLIT TICKET MUST BE WAGERED AT THE SAME RATE FOR EACH LIKE GROUP.
- (D) WHEN AT LEAST TWO GROUPS ON A SPLIT TICKET CONTAIN AN UNEQUAL NUMBER OF SPOTS, THE SPLIT TICKET MAY BE WAGERED AT THE SAME OR A DIFFERENT RATE FOR EACH GROUP, NOTWITHSTANDING (C) ABOVE.
- (E) "WAY TICKET" IS A KENO TICKET ON WHICH A PLAYER SELECTS AT LEAST TWO GROUPS CONTAINING AN EQUAL NUMBER OF SPOTS WHICH ARE THEN COMBINED TO FORM MORE THAN ONE SEVERAL STRAIGHT OR BASIC TICKET COMBINATIONS WITHIN ONE TICKET. EACH LIKE GROUP PLAYED MUST BE WAGERED AT THE SAME RATE.
- (F) "COMBINATION TICKET" IS A KENO TICKET ON WHICH A PLAYER SELECTS AT LEAST TWO GROUPS CONTAINING ANY NUMBER OF SPOTS AND ALSO SELECTS HOW THE GROUPS SHALL BE COMBINED TO FORM MULTIPLE TICKETS WITHIN ONE TICKET.
- (G) "KING TICKET" IS A KENO TICKET ON WHICH A PLAYER SELECTS A SINGLE SPOT WHICH IS REFERRED TO AS THE "KING" AND THEN COMBINES THE KING WITH OTHER GROUPS OF SPOTS TO FORM MULTIPLE TICKETS WITHIN ONE TICKET. A KING TICKET MAY CONTAIN MORE THAN ONE KING.
- (H) "MULTI-RACE TICKET" IS A KENO TICKET WHICH IS WAGERED FOR MORE THAN ONE GAME. ALL OF THE GAMES COVERED BY THE TICKET MUST BE CONSECUTIVE AND MUST BE WAGERED AT THE SAME RATE.

### **30-2507 PLACEMENT OF WAGERS.**

- (1) ALL WAGERING AT THE GAME OF KENO SHALL BE CONDUCTED AT AN APPROVED KENO WORKSTATION OR IN APPROVED AREAS USING A HAND-HELD TABLET OR PORTABLE STATION CONNECTED TO THE KENO SYSTEM VIA A SECURE WI-FI CONNECTION. ALL KENO WAGERING MUST OCCUR ON LICENSED PREMISES.
- (A) A WAGER IS PLACED WHERE AND WHEN THE KENO TICKET IS WRITTEN.
- (2) ALL WAGERS AT KENO SHALL BE MADE WITH CURRENCY, COIN, GAMING CHIPS, OR COUPONS. EXCEPT FOR A QUICK-PICK, EACH PLAYER SHALL BE REQUIRED TO USE A KENO REQUEST IN ORDER TO PLACE A

WAGER. NOTHING IN THIS SECTION SHALL PRECLUDE THE ACCEPTANCE OF A LOSING OR WINNING KENO TICKET AS THE PATRON'S KENO WRITER REQUEST FOR THE NEXT GAME.

- (3) EACH PLAYER SHALL BE RESPONSIBLE FOR ENSURING THAT THE SPOTS RECORDED ON THE KENO TICKET AGREE WITH THE SPOTS MARKED ON THE PLAYER'S KENO REQUEST. THE CASINO LICENSEE SHALL NOT BE RESPONSIBLE FOR ANY ERROR BY A KENO WRITER ON A TICKET PURCHASED DIRECTLY FROM THE KENO WRITER WHICH THE PLAYER DOES NOT DETECT PRIOR TO THE START OF THE FIRST GAME FOR WHICH THE TICKET HAS BEEN GENERATED. THE CASINO LICENSEE SHALL ALSO NOT BE RESPONSIBLE FOR ANY ERROR ON A TICKET PURCHASED THROUGH A KENO RUNNER IF THE ERROR IS NOT DETECTED OR CANNOT BE CORRECTED PRIOR TO THE START OF THE FIRST GAME FOR WHICH THE TICKET HAS BEEN GENERATED. KENO RUNNER REQUEST FORMS SHALL BEAR NOTICE OF THIS LIMITATION. ALL WINNINGS SHALL BE PAID IN ACCORDANCE WITH THE COMPUTER-GENERATED KENO TICKET AND KENO SYSTEM RECORD FOR THE TICKET. A KENO TICKET MAY NOT BE VOIDED OR CHANGED ONCE THE FIRST GAME WAGERED ON THE TICKET HAS BEEN CLOSED AND THE GAME DRAW STARTED. MULTI RACE TICKETS CAN BE TERMINATED AT THE DISCRETION OF THE OPERATOR IN A QUIT-RACE OR EARLY OUT TRANSACTION, WHEREIN ALL REMAINING GAMES SHALL BE VOIDED AND REFUNDED AND ANY WINS THUS FAR SHALL BE PAID KENO COMPUTER SYSTEM HAS BEEN LOCKED OUT FOR THE START OF THE GAME.
- (4) EACH CASINO LICENSEE SHALL POST, PUBLISH AND/OR PROVIDE NOTICE OF THE MINIMUM WAGERING REQUIREMENTS AND THE MAXIMUM WAGERS IN EFFECT AT THE GAME OF KENO.
- (5) EACH CASINO LICENSEE SHALL DESIGN AND CONFIGURE PAYTABLES, WHICH SHALL DETERMINE DEFAULT RATES AND CORRESPONDING PAY SET-PAYOFF AMOUNTS WHICH SHALL INCREASE OR DECREASE ARITHMETICALLY IN PROPORTION TO THE AMOUNT OF THE WAGER UNTIL ANY MAXIMUM PAYOFF IS REACHED.
- (6) A CASINO LICENSEE MAY ESTABLISH A MAXIMUM AGGREGATE PAYOFF OF NOT LESS THAN \$100,000 PER GAME, WHICH AMOUNT SHALL BE EQUAL TO ANY MAXIMUM PAYOFF AMOUNT WHICH MAY BE ESTABLISHED FOR AN INDIVIDUAL WAGER. NOTWITHSTANDING ANY MAXIMUM PAYOFF AMOUNT, THE HOUSE ADVANTAGE SHALL NOT EXCEED 30 PERCENT FOR THE MINIMUM WAGER WHICH IS OFFERED. THE DIVISION MUST APPROVED ALL MAXIMUM AGGREGATE PAYOFFS.
- (7) ALL PAYOFF AMOUNTS SHALL BE POSTED IN ACCORDANCE WITH REGULATION 30-413.

### **30-2508 ISSUANCE OF KENO TICKETS.**

- (1) UNLESS A PLAYER USES A PREVIOUSLY GENERATED KENO TICKET AS A KENO WRITER REQUEST OR REQUESTS A QUICK-PICK, A PLAYER SHALL REQUEST THE ISSUANCE OF A KENO TICKET BY COMPLETING A KENO REQUEST AND SUBMITTING THE REQUEST TO A KENO WRITER OR A KENO RUNNER, AS APPLICABLE. THE PLAYER SHALL COMPLETE A KENO REQUEST BY PLACING SOME TYPE OF DISTINGUISHING MARK OVER THE NUMBER OR NUMBERS HE OR SHE WISHES TO PLAY. PRIOR TO SUBMITTING THE KENO REQUEST TO A KENO WRITER OR KENO RUNNER, THE PLAYER SHALL PROPERLY CONDITION AND PRICE THE KENO REQUEST IN ACCORDANCE WITH THE INFORMATION SET FORTH IN THE RATE CARD OF THE CASINO LICENSEE.
- (2) KENO REQUESTS SHALL CONTAIN, AT A MINIMUM, THE FOLLOWING:
  - (A) A GRID LISTING THE NUMBERS 1 THROUGH 80;
  - (B) AN AREA TO RECORD THE NUMBER OF GAMES TO BE PLAYED;

- (C) AN AREA TO RECORD THE DOLLAR VALUE OF EACH WAGER AND/OR WAY;
  - (D) AN AREA TO RECORD THE CONDITIONING;
  - (E) AN AREA FOR THE TOTAL PRICE OF THE TICKET; AND
  - (F) IN THE CASE OF A KENO RUNNER REQUEST, AN AREA TO IDENTIFY THE PARTICULAR GAME OR GAMES TO BE PLAYED.
- (3) THE KENO WRITER SHALL INPUT THE INFORMATION FROM THE PLAYER'S KENO REQUEST, OR SCAN THE BARCODE OF A PREVIOUSLY ISSUED KENO TICKET (REPLAY OR RECALL TICKET), OR ENTER THE SERIAL NUMBER INTO THE THE POS WRITER STATION TERMINAL KENO COMPUTER SYSTEM IN ACCORDANCE WITH THE CASINO LICENSEE'S INTERNAL CONTROL PROCEDURES. THIS ACTION SHALL CAUSE A ONE-PART SEQUENTIALLY NUMBERED KENO TICKET WITH A UNIQUE SERIAL NUMBER TO BE PRINTED. UPON RECEIPT OF CURRENCY, COIN, GAMING CHIPS, OR GAMING SYSTEM GENERATED TICKETS, IN AN AMOUNT EQUAL TO OR GREATER THAN THE TOTAL PRICE OF THE KENO TICKET FROM THE PLAYER OR KENO RUNNER, THE KENO WRITER SHALL ISSUE THE KENO TICKET AND, IF DUE, ANY CHANGE TO THE PLAYER OR KENO RUNNER. THE KENO TICKET SHALL CONTAIN, AT A MINIMUM, THE FOLLOWING:
- (A) THE DATE AND TIME OF ISSUANCE;
  - (B) THE KENO WORKSTATION NUMBER WHERE THE TICKET WAS ISSUED;
  - (C) THE NUMBERS SELECTED BY THE PATRON LISTED IN A CLEARLY IDENTIFIABLE MANNER; THE DESIGNATION OF GROUPS USING SYMBOLS OR ALPHA CHARACTERS;
  - (D) THE NUMBER OF GAMES TO BE PLAYED;
  - (E) THE FIRST AND LAST GAME NUMBER;
  - (F) THE CONDITIONING;
  - (G) THE RATE OF EACH WAGER OR WAY;
  - (H) THE NUMBER OF WAYS PLAYED FOR EACH SPOT GROUP;
  - (I) THE TOTAL PRICE OF THE KENO TICKET;
  - (J) THE IDENTIFICATION NUMBER OR NAME CODE OF THE KENO WRITER;
  - ~~(K) A REPRESENTATION AS TO THE MAXIMUM KENO LIMIT FOR EACH GAME AND AN INDICATION AS TO HOW THAT LIMIT WILL BE DISTRIBUTED TO WINNERS;~~
  - ~~(L) A STATEMENT THAT WINNING PATRONS MUST PRESENT A COMPUTER GENERATED KENO TICKET IN ORDER TO COLLECT WINNINGS;~~
  - (K) A CONSPICUOUS NOTICE THAT THE KENO TICKET MUST BE REDEEMED WITHIN 120 DAYS OF ITS DATE OF ISSUANCE OR THE OBLIGATION OF THE CASINO LICENSEE TO PAY THE PATRON WILL EXPIRE; AND
  - (L) THE NAME OF THE CASINO ISSUING THE TICKET.

- (4) IF A CASINO LICENSEE PERMITS MULTI-RACE KENO TICKETS, ONE KENO REQUEST SHALL BE USED FOR ALL OF THE GAMES TO BE WAGERED BY THE PLAYER. THE PLAYER SHALL BE REQUIRED TO PAY FOR THE WAGER PRIOR TO THE START OF THE FIRST GAME AND SHALL NOT BE PAID FOR ANY WINNING GAMES UNTIL THE COMPLETION OF THE LAST GAME FOR WHICH THE MULTI-RACE KENO TICKET WAS ISSUED UNLESS THE REMAINING RACES ON THE MULTI-RACE KENO TICKET ARE CANCELLED. A CASINO LICENSEE MAY PERMIT A PLAYER TO RECEIVE A REFUND ON A MULTI-RACE KENO TICKET FOR THOSE GAMES NOT DRAWN; PROVIDED, HOWEVER, THAT THE KENO COMPUTER SYSTEM IS CAPABLE OF GENERATING ADEQUATE DOCUMENTATION FOR THE REFUND AND THE PROCEDURES GOVERNING THE REFUND TRANSACTION ARE IN ACCORDANCE WITH THE CASINO LICENSEE'S INTERNAL CONTROL PROCEDURES.
- (5) A KENO WRITER MAY VOID A KENO TICKET PRIOR TO THE START OF THE GAME FOR WHICH THE KENO TICKET WAS ISSUED. A MULTI-RACE KENO TICKET MAY ONLY BE VOIDED, IN ITS ENTIRETY, PRIOR TO THE START OF THE FIRST GAME FOR WHICH THE KENO TICKET WAS GENERATED. THE METHOD FOR VOIDING KENO TICKETS SHALL BE IN ACCORDANCE WITH THE CASINO LICENSEE'S INTERNAL CONTROL PROCEDURES. EACH KENO COMPUTER SYSTEM SHALL BE CAPABLE OF MAINTAINING, ON A DAILY BASIS, A LISTING OF VOIDED KENO TICKETS FOR EACH KENO WORKSTATION.

### **30-2509 PAYMENT OF WINNING WAGERS.**

- (1) EXCEPT AS OTHERWISE PROVIDED FOR PAY OUTS WHICH EXCEED \$500.00, AFTER THE 20 NUMBERS HAVE BEEN SELECTED BY THE DRAW DEVICE AND ARE FINALIZED IN THE KENO COMPUTER SYSTEM, A PLAYER MAY TAKE A WINNING KENO TICKET TO A KENO WORKSTATION FOR REDEMPTION OR GIVE THE WINNING TICKET TO A KENO RUNNER WHO SHALL REDEEM THE TICKET ON BEHALF OF THE PATRON. ALL WINNING WAGERS SHALL BE PAID IN ACCORDANCE WITH THE INFORMATION RECORDED IN THE KENO SYSTEM AND ON THE COMPUTER-GENERATED KENO TICKET. THE WINNING TICKET MUST BE PRESENTED TO THE KENO WRITER OR RUNNER AND EXCHANGED FOR THE WINNING AMOUNT OF CASH OR PURCHASE OF ANOTHER KENO TICKET.
- (2) WINNING WAGERS WITH A PAY OUT EQUAL TO OR GREATER THAN \$1,500 BUT LESS THAN \$5,000 SHALL BE AUTHORIZED BY A KENO SUPERVISOR OR A SUPERVISOR THEREOF. WINNING WAGERS WITH A PAY OUT OF \$5,000 OR MORE SHALL BE AUTHORIZED BY THE CASINO KEY EMPLOYEE TO WHOM THE KENO SUPERVISOR REPORTS OR A SUPERVISOR THEREOF. THE KENO SUPERVISOR OR SUPERVISOR THEREOF SHALL SIGN THE BACK OF THE WINNING KENO TICKET AS EVIDENCE OF SUCH AUTHORIZATION.
- (3) ALL WINNING KENO TICKETS SHALL EXPIRE 120 DAYS FROM THEIR DATE OF ISSUANCE.
- (4) THE CASINO LICENSEE SHALL FOLLOW THE CURRENT IRS STANDARDS FOR KENO JACKPOT AWARDS AND PERFORM A GAMING INTERCEPT AS REQUIRED FOR ALL JACKPOT PAY OUTS AS OUTLINED IN THE INTERNAL CONTROL MINIMUM PROCEDURES SECTION 1 H.

### **30-2510 TECHNICAL STANDARDS.**

- (1) A KENO SYSTEM IS DEFINED AS ALL HARDWARE AND SOFTWARE RESPONSIBLE FOR GENERATING KENO TICKETS, GENERATING OUTCOMES, VALIDATING WINNINGS, AND REPORTING FOR KENO GAMES.
- (2) ALL KENO SYSTEMS SHALL COMPLY WITH THE DIVISION'S RULES REGARDING CASINO COMPUTER SYSTEMS.
- (3) ALL KENO SYSTEMS MUST CLEARLY DISPLAY ALL GAME PROGRAM AND SOFTWARE VERSION IDENTIFICATION NUMBERS ON DEMAND FOR TEST LAB APPROVED COMPONENTS. THE GAME PROGRAM



AND SOFTWARE VERSION IDENTIFICATION NUMBERS DISPLAYED MUST CORRESPOND WITH THE CONTRACTED TEST LABORATORY'S CERTIFICATION REPORTS.

(4) KENO SYSTEM OUTCOMES SHALL BE RANDOMLY DETERMINED IN ACCORDANCE WITH THE DIVISION'S RULES FOR A RANDOM NUMBER GENERATOR (RNG).

(5) NUMBER SELECTION - RABBIT EAR OR WHEEL SYSTEM:

(A) A DEDICATED CAMERA IS UTILIZED TO RECORD THE FOLLOWING BOTH PRIOR TO, AND SUBSEQUENT TO, THE CALLING OF A GAME: EMPTY RABBIT EARS OR WHEEL, DATE AND TIME, GAME NUMBER, AND FULL RABBIT EARS OR WHEEL.

(B) THE RECORDING OF THE RABBIT EARS OR WHEEL PROVIDES A LEGIBLE IDENTIFICATION OF THE NUMBERS ON THE BALLS DRAWN.

(C) SELECTED NUMBERS ARE IMMEDIATELY INPUT INTO THE KENO COMPUTER SYSTEM OR BALL CALLING STATION FOR DRAW CALCULATION. AT CALCULATION WHICH CREATES A RECORD IS CREATED INDICATING THE DATE, GAME NUMBER, THE TIME THE GAME WAS CLOSED, AND THE NUMBERS DRAWN.

(D) PROCEDURES ARE IN EFFECT WHICH PREVENT ACCESS BY ONE INDIVIDUAL TO KENO BALLS IN PLAY.

(E) BACK-UP KENO BALL INVENTORIES ARE SECURED IN A MANNER TO PREVENT ACCESS BY ONE INDIVIDUAL.

(F) KENO BALLS ARE INVENTORIED AND INSPECTED PRIOR TO BEING PLACED INTO PLAY TO ENSURE THAT ALL NUMBERS ARE ACCOUNTED FOR AND THAT EACH BALL HAS AN EQUAL CHANCE OF BEING SELECTED DURING THE CALLING OF THE GAME. THE INSPECTION IS PERFORMED BY A MINIMUM OF TWO INDIVIDUALS AND IS DOCUMENTED. THE DOCUMENT INCLUDES THE DATE AND TIME OF INSPECTION, THE INSPECTION RESULTS, THE INVESTIGATION OF NOTED EXCEPTIONS, AND THE SIGNATURES OF THE INDIVIDUALS COMPLETING THE INSPECTION.

(6) NUMBER SELECTION - RANDOM NUMBER GENERATOR:

(A) A KENO GAME WITH A RANDOM NUMBER GENERATOR THAT DETERMINES WIN OR LOSS MUST HAVE RECEIVED PRIOR CERTIFICATION AND APPROVAL FROM A COLORADO APPROVED INDEPENDENT TESTING LABORATORY PRIOR TO USE.

(B) THE NUMBERS SELECTED BY THE RANDOM NUMBER GENERATOR ARE DIRECTLY RELAYED TO, AND AUTOMATICALLY RECORDED IN, THE KENO COMPUTER SYSTEM WHICH CREATES A RECORD INDICATING THE DATE, GAME NUMBER, THE TIME THE GAME WAS CLOSED, AND THE NUMBERS DRAWN.

(7) EACH KENO GAME CONDUCTED DURING THE GAMING DAY SHALL BE ASSIGNED A UNIQUE SEQUENTIAL GAME NUMBER BY THE KENO SYSTEM.

(8) A KENO TICKET SHALL CONTAIN:

(A) THE TIME AND DATE OF ISSUANCE;

(B) ALL NUMBERS CHOSEN BY THE PATRON;

- (C) THE TICKET SERIAL NUMBER;
  - (D) THE GAME NUMBER;
  - (E) THE STATION NUMBER; AND
  - (F) THE CASINO NAME.
- (9) KENO SYSTEMS SHALL GENERATE A VOID SLIP WHENEVER A KENO TICKET IS VOIDED PROVIDED THAT THE SYSTEM PREVENTS A VOID FROM OCCURRING AFTER THE OUTCOME HAS BEEN DETERMINED.
- (10) KENO SYSTEMS SHALL BE CAPABLE OF VALIDATING AND REDEEMING WINNING KENO TICKETS FOR PAYMENT IN ACCORDANCE WITH THE RULES OF THE GAME.
- (11) IF A MALFUNCTION OCCURS DURING NUMBER SELECTION OF A KENO GAME AND THE SYSTEM IS UNABLE TO CORRECT THE MALFUNCTION, ALL WAGERS SHALL BE RETURNED TO THE PATRON(S).
- (12) CRITICAL KENO EQUIPMENT SHALL BE HOUSED IN A SECURE LOCATION ON THE CASINO GAMING PREMISES.
- (13) THE KENO SYSTEM SHALL NOT ALLOW THE ALTERATION OF CRITICAL SOFTWARE THROUGH EXTERNAL HARDWARE OR SOFTWARE UNLESS THROUGH A DIVISION AND INDEPENDENT TEST LAP APPROVED SOFTWARE UPGRADE OR MODIFICATION.
- (14) THE KENO SYSTEM SHALL BE DESIGNED TO DETECT CRITICAL HARDWARE AND SOFTWARE CORRUPTIONS. IF A CORRUPTION IS DETECTED THAT AFFECTS THE INTEGRITY OF THE GAME (I.E. TICKETS, DRAWS, PAYTABLES DATA OR CRITICAL DATABASES), THE SYSTEM SHALL SUSPEND NORMAL OPERATION UNTIL THE CORRUPTION IS ADDRESSED.
- (15) THE KENO SYSTEM SHALL BE DESIGNED IN SUCH A MANNER WHICH PREVENTS DATA FROM BEING ERASED OR MODIFIED WHEN THE SYSTEM LOSES POWER.
- (16) THE KENO SYSTEM SHALL BE CAPABLE OF RECORDING AND RECALLING THE FOLLOWING ON DEMAND:
- (A) THE TOTAL TICKETS AND WINNING TICKETS FOR EACH;
  - (B) SHIFT;
  - (C) GAMING DAY;
  - (D) MONTH TO DATE; AND
  - (E) YEAR TO DATE.
  - (F) WIN AND PAY AWARD INFORMATION FOR EACH WINNING TICKET, WHICH INCLUDES:
    - (i) THE DATE AND TIME OF THE WIN;
    - (ii) THE TICKET NUMBER; AND
    - (iii) THE AMOUNT.
  - (G) GAME INFORMATION WHICH INCLUDES:

- (i) THE DATE AND TIME;
- (ii) THE GAME NUMBER;
- (iii) THE NUMBERS SELECTED; AND

(E) AN EXCEPTION AND/OR LOG REPORT INCLUDING:

- (i) VOIDED TICKETS; AND
- (ii) SYSTEM ALTERATION SUCH AS SYSTEM PARAMETERS OR PAY TABLES.

**30-2511 IRREGULARITIES.**

(1) A KENO REQUEST WHICH IS MARKED IN SUCH A WAY THAT IT IS NOT CLEAR WHICH NUMBER OR TYPE OF WAGER IS TO BE PLAYED SHALL BE RETURNED TO THE PLAYER FOR PREPARATION OF ANOTHER KENO REQUEST.

(2) A WINNING KENO TICKET'S BARCODE OR QR CODE WHICH IS NOT ACCEPTED OR READ BY THE KENO WRITER STATION POS TERMINAL, SHALL REQUIRE THAT THE TICKET SERIAL NUMBER COMPUTER SYSTEM SHALL BE MANUALLY INPUT BY THE KENO WRITER IN ACCORDANCE WITH THE CASINO LICENSEE'S INTERNAL CONTROL PROCEDURES.

(3) IF THE KENO SYSTEM IS NOT OPERATIONAL, IN ACCORDANCE WITH THE CASINO LICENSEE'S INTERNAL CONTROL PROCEDURES, A WINNING KENO TICKET:

- (A) FOR \$10.00 OR LESS MAY BE MANUALLY PAID BY A KENO WRITER;
- (B) FOR MORE THAN \$10.00 BUT LESS THAN OR EQUAL TO \$1,000, MAY BE MANUALLY PAID BY THE KENO WRITER WITH AUTHORIZATION FROM THE KENO SUPERVISOR OR A SUPERVISOR THEREOF; AND
- (C) FOR OVER \$1,000, MAY NOT BE PAID UNTIL THE KENO TICKET CAN BE VERIFIED BY THE KENO COMPUTER SYSTEM.

**30-2512 PROMOTIONAL PAY OUTS, DRAWINGS AND TOURNAMENTS.**

(1) THE CONDITIONS FOR PARTICIPATING IN PROMOTIONAL PAY OUTS, INCLUDING DRAWINGS AND GIVEAWAY PROGRAMS, ARE PROMINENTLY DISPLAYED OR AVAILABLE FOR PATRON REVIEW IN THE KENO AREA AND/OR PLAYER'S CLUB.

(2) ALL PROMOTIONAL PAY OUTS ARE DOCUMENTED AT THE TIME OF PAY OUT ON A FORM THAT INCLUDES AT LEAST THE FOLLOWING INFORMATION:

- (A) DATE AND TIME;
- (B) DOLLAR AMOUNT OF PAY OUT OR DESCRIPTION OF PERSONAL PROPERTY (E.G., CAR);
- (C) REASON FOR PAY OUT;
- (D) SIGNATURES OF TWO EMPLOYEES VERIFYING, AUTHORIZING AND COMPLETING THE PROMOTIONAL PAY OUT; AND

- (E) PATRON'S NAME (FOR DRAWINGS).
- (3) ALL TOURNAMENTS MUST BE SUBMITTED TO AND APPROVED BY THE DIVISION OF GAMING.
- (4) ALL CONTEST/TOURNAMENT ENTRY FEES AND PRIZE PAY OUTS (INCLUDING MAIL TRANSACTIONS) ARE SUMMARIZED DAILY ON A DOCUMENT WHICH INCLUDES:
- (A) PATRON'S NAME;
  - (B) DATE OF ENTRY/PAY OUT;
  - (C) DOLLAR AMOUNT OF ENTRY FEE/PAY OUT (BOTH ALPHA AND NUMERIC) OR NATURE AND DOLLAR VALUE IF A NON-CASH PRIZE;
  - (D) SIGNATURE OF THE INDIVIDUAL COMPLETING THE TRANSACTION ATTESTING TO THE RECEIPT OR DISBURSEMENT; AND
  - (E) NAME OF THE CONTEST/TOURNAMENT.
- (5) CONTEST/TOURNAMENT ENTRY FEES AND PAY OUTS ARE SUMMARIZED AND POSTED TO THE ACCOUNTING RECORDS ON AT LEAST A MONTHLY BASIS.
- (6) CONTEST/TOURNAMENT RULES ARE INCLUDED ON ALL ENTRY FORMS/BROCHURES AND ARE PROMINENTLY DISPLAYED OR AVAILABLE FOR PATRON REVIEW IN THE KENO AREA AND/OR PLAYER'S CLUB. THE RULES INCLUDE AT A MINIMUM:
- (A) ALL CONDITIONS THE PATRON MUST MEET TO QUALIFY FOR ENTRY INTO, AND ADVANCEMENT THROUGH THE CONTEST/TOURNAMENT;
  - (B) SPECIFIC INFORMATION PERTAINING TO ANY SINGLE CONTEST/TOURNAMENT, INCLUDING DOLLAR AMOUNT OF MONEY PLACED IN THE PRIZE POOL; AND
  - (C) THE DISTRIBUTION OF FUNDS BASED ON SPECIFIC OUTCOMES.
- (7) RESULTS OF EACH CONTEST/TOURNAMENT ARE RECORDED AND AVAILABLE FOR PARTICIPANTS TO REVIEW. THE RECORDING INCLUDES THE NAME OF THE EVENT, DATES OF THE EVENT, TOTAL NUMBER OF ENTRIES, DOLLAR AMOUNT OF ENTRY FEES, TOTAL PRIZE POOL, AND DOLLAR AMOUNT PAID FOR EACH WINNING CATEGORY. THE NAME OF EACH WINNER IS RECORDED AND MAINTAINED BUT NOT MADE AVAILABLE TO THE PARTICIPANTS UNLESS AUTHORIZED BY MANAGEMENT PERSONNEL. THIS ALSO APPLIES TO FREE TOURNAMENTS (I.E.: THE PATRON DOES NOT PAY AN ENTRY FEE) EXCEPT THE TOTAL NUMBER OF ENTRIES, DOLLAR AMOUNT OF ENTRY FEES, AND TOTAL PRIZE POOL ARE NOT REQUIRED FOR FREE TOURNAMENTS.
- (8) ALL CONTEST/TOURNAMENT RECORDS ARE MAINTAINED FOR EACH EVENT IN ACCOUNTING.

### **BASIS AND PURPOSE FOR RULE 26**

THE PURPOSE OF RULE 26 IS TO ESTABLISH PLAYING RULES FOR CONDUCTING PAI GOW TILES GAMES, IN COMPLIANCE WITH SECTION 44-30-302 (2), C.R.S. THE STATUTORY BASIS FOR RULE 26 IS FOUND IN SECTIONS 44-30-201, C.R.S., 44-30-203, C.R.S., 44-30-302, C.R.S., AND 44-30-818, C.R.S.

## **RULE 26      RULES FOR PAI GOW TILES.**

### **30-2601      DEFINITIONS.**

THE FOLLOWING WORDS AND TERMS, WHEN USED IN THIS REGULATION, SHALL HAVE THE FOLLOWING MEANING UNLESS THE CONTEXT CLEARLY INDICATES OTHERWISE.

- (1) "BANK" SHALL MEAN THE PLAYER WHO ELECTS TO HAVE THE OTHER PLAYERS AND DEALER PLAY AGAINST HIM OR HER AND ACCEPTS THE RESPONSIBILITY TO PAY ALL WINNING WAGERS.
- (2) "CO-BANKING" IS DEFINED IN REGULATION 30-2609.
- (3) "COPY HAND" SHALL MEAN EITHER A HIGH HAND OR LOW HAND OF A PLAYER WHICH IS IDENTICAL IN PAIR RANK OR POINT VALUE AND CONTAINS THE SAME HIGHEST RANKING TILE AS THE CORRESPONDING HIGH HAND OR LOW HAND OF THE DEALER OR BANK.
- (4) "DEAD HAND" IS DEFINED AS A HAND OF 4 TILES PLACED IN A DESIGNATED AREA OF THE LAYOUT AND DEALT IN ROTATION WITH ALL OTHER HANDS. THESE 4 TILES WILL REMAIN UN-PLAYED AND UNDISCLOSED DURING THE HAND.
- (5) "DICE BONUS WAGER" SHALL MEAN A WAGER THAT WINS IF THE NUMERIC VALUE FOR ALL THREE DICE IS THE SAME (TRIPLE) IN ONE ROUND OF PLAY, IN TWO CONSECUTIVE ROUNDS, OR THREE CONSECUTIVE ROUNDS OF PLAY IN THE DRAGON'S EYE VARIATION OF PAI GOW TILES, PROVIDED THAT EACH TRIPLE MAY BE COMPRISED OF DICE WITH A NUMERIC VALUE DIFFERENT FROM ANY OTHER TRIPLE.
- (6) "DOUBLE WAGER" SHALL MEAN A WAGER THAT WINS IF THE NUMERIC VALUE ON THE TWO SAME COLORED DICE IS THE SAME IN THE DRAGON'S EYE VARIATION OF PAI GOW TILES.
- (7) "DRAGON'S EYE DIE" MEANS THE ONE DIE USED IN THE DRAGON'S EYE VARIATION OF PAI GOW TILES THAT IS OF A COLOR DIFFERENT FROM THE OTHER TWO DICE.
- (8) "EVEN WAGER" SHALL MEAN A WAGER THAT WINS IF THE NUMERIC VALUE ON THE DRAGON'S EYE DIE IS EVEN IN VALUE (THAT IS, 2, 4, OR 6) IN THE DRAGON'S EYE VARIATION OF PAI GOW TILES.
- (9) "GONGS" IS DEFINED IN REGULATION 30-2603.
- (10) "HIGH HAND" SHALL MEAN THE TWO TILE HAND FORMED WITH TWO OF THE FOUR TILES DEALT AT THE GAME OF PAI GOW TILES SO AS TO RANK HIGHER THAN THE HAND FORMED FROM THE REMAINING TWO TILES.
- (11) "MARKER" SHALL MEAN AN OBJECT OR OBJECTS USED TO DESIGNATE THE BANK AND THE CO-BANK.
- (12) "MATCH WAGER" IS A WAGER THAT WINS WHEN THE POSITION NUMBER OF A PLAYER MATCHES THE NUMERIC VALUE OF ONE OR MORE OF THE THREE DICE IN THE DRAGON'S EYE VARIATION OF PAI GOW TILES.
- (13) "MATCHED PAIRS" IS DEFINED IN REGULATION 30-2603.
- (14) "MIXED OR UNMATCHED PAIRS" IS DEFINED IN REGULATION 30-2603.
- (15) "ODD WAGER" SHALL MEAN A WAGER THAT WINS IF THE NUMERIC VALUE ON THE DRAGON'S EYE DIE IS ODD IN VALUE (THAT IS, 1, 3, OR 5) IN THE DRAGON'S EYE VARIATION OF PAI GOW TILES.
- (16) "PUSH" IS A TIE AS DEFINED IN REGULATION 30-2608 (9).

- (17) "RANK OR RANKING" SHALL MEAN THE RELATIVE POSITION OF A PAI GOW TILES HAND AS SET FORTH IN REGULATION 30-2603.
- (18) "SECOND HIGHEST" OR "LOW HAND" SHALL MEAN THE TWO TILE HAND FORMED WITH TWO OF THE FOUR TILES DEALT AT THE GAME OF PAI GOW TILES SO AS TO RANK LOWER THAN THE HAND FORMED FROM THE REMAINING TWO TILES.
- (19) "SETTING THE HANDS" SHALL MEAN THE PROCESS OF FORMING A HIGH HAND AND A LOW HAND FROM THE FOUR DEALT TILES.
- (20) "SUPREME PAIR" SHALL MEAN THE PAIR OF TILES THAT FORM THE HIGHEST RANKING HAND IN THE GAME OF PAI GOW TILES AND SHALL BE FORMED WITH THE SIX (2-4) TILE AND THE THREE (1-2) TILE.
- (21) "TRIPLE WAGER" SHALL MEAN A WAGER THAT WINS IF THE NUMERIC VALUE ON ALL THREE DICE IS THE SAME IN THE DRAGON'S EYE VARIATION OF PAI GOW TILES.
- (22) "VALUE" SHALL MEAN THE NUMERICAL POINT VALUE ASSIGNED TO A PAIR OF TILES IN ACCORDANCE WITH THE PROVISIONS OF REGULATION 30-2603.
- (23) "WASHING" IS DEFINED IN REGULATION 30-2605.
- (24) "WONGS" IS DEFINED IN REGULATION 30-2603.

**30-2602 POSTING AND FURNISHING OF RULES.**

POSTED HOUSE RULES AND HOUSE RULES GOVERNING PLAY OF PAI GOW TILES MUST BE CLEAR AND LEGIBLE AND POSTED IN CONSPICUOUS AND CONVENIENTLY ACCESSIBLE LOCATIONS AVAILABLE TO ALL PLAYERS IN THE PAI GOW TILES AREA. THE RULES AND THE PLACE OF POSTING MUST BE APPROVED BY THE DIRECTOR OR DIRECTOR'S DESIGNEE. PRINTED COPIES OF THE HOUSE RULES AND RULES OF PLAY MUST BE PROVIDED TO ANY PLAYER UPON REQUEST.

**30-2603 PAI GOW TILES TILES; RANKING OF HANDS, PAIRS AND TILES; VALUE OF THE HAND.**

- (1) PAI GOW TILES SHALL BE PLAYED WITH ONE SET OF 32 TILES WHICH SHALL MEET THE REQUIREMENTS OF THE DIVISION.
- (2) WHEN COMPARING HIGH HANDS OR LOW HANDS TO DETERMINE THE HIGHER RANKING HAND, THE DETERMINATION SHALL FIRST BE BASED UPON THE RANK OF ANY PERMISSIBLE PAIR OF TILES WHICH ARE CONTAINED IN THE HANDS. A HAND WITH ANY PERMISSIBLE PAIR OF TILES SHALL RANK HIGHER THAN A HAND WHICH DOES NOT CONTAIN ANY PERMISSIBLE PAIR. THE PERMISSIBLE PAIRS OF TILES IN PAI GOW TILES AND THEIR RANK, WITH THE "SUPREME PAIR" BEING THE HIGHEST OR "FIRST" RANKING PAIR, ARE AS FOLLOWS:

<b>RANKING</b>	<b>PAIRING</b>
<b>SUPREME PAIR</b>	
<b>FIRST</b>	<b>SIX (2-4) AND THREE (1-2)</b>
<b>MATCHED PAIRS</b>	

<u>SECOND</u>	<u>TWELVE (6-6) AND TWELVE (6-6)</u>
<u>THIRD</u>	<u>TWO (1-1) AND TWO (1-1)</u>
<u>FOURTH</u>	<u>EIGHT (4-4) AND EIGHT (4-4)</u>
<u>FIFTH</u>	<u>FOUR (1-3) AND FOUR (1-3)</u>
<u>SIXTH</u>	<u>TEN (5-5) AND TEN (5-5)</u>
<u>SEVENTH</u>	<u>SIX (3-3) AND SIX (3-3)</u>
<u>EIGHTH</u>	<u>FOUR (2-2) AND FOUR (2-2)</u>
<u>NINTH</u>	<u>ELEVEN (5-6) AND ELEVEN (5-6)</u>
<u>TENTH</u>	<u>TEN (4-6) AND TEN (4-6)</u>
<u>ELEVENTH</u>	<u>SEVEN (1-6) AND SEVEN (1-6)</u>
<u>TWELFTH</u>	<u>SIX (1-5) AND SIX (1-5)</u>
<u>MIXED OR UNMATCHED PAIRS</u>	
<u>THIRTEENTH</u>	<u>MIXED NINES (3-6 AND 4-5)</u>
<u>FOURTEENTH</u>	<u>MIXED EIGHTS (3-5 AND 2-6)</u>
<u>FIFTEENTH</u>	<u>MIXED SEVENS (3-4 AND 2-5)</u>
<u>SIXTEENTH</u>	<u>MIXED FIVES (1-4 AND 2-3)</u>
<u>WONGS</u>	
<u>SEVENTEENTH</u>	<u>TWELVE (6-6) AND NINE (4-5)</u>
	<u>TWELVE (6-6) AND NINE (3-6)</u>
<u>EIGHTEENTH</u>	<u>TWO (1-1) AND NINE (4-5)</u>
	<u>TWO (1-1) AND NINE (3-6)</u>
<u>GONGS</u>	
<u>NINETEENTH</u>	<u>TWELVE (6-6) AND EIGHT (2-6)</u>

	TWELVE (6-6) AND EIGHT (3-5)
	TWELVE (6-6) AND EIGHT (4-4)
TWENTIETH	TWO (1-1) AND EIGHT (2-6)
	TWO (1-1) AND EIGHT (3-5)
	TWO (1-1) AND EIGHT (4-4)

(3) WHEN COMPARING HIGH HANDS OR LOW HANDS WHICH ARE OF IDENTICAL PERMISSIBLE PAIR RANK, THE DEALER OR, IF APPLICABLE, THE BANK SHALL WIN THAT HAND (COPY HAND).

(4) WHEN COMPARING THE RANK OF HIGH HANDS OR LOW HANDS WHICH DO NOT CONTAIN ANY OF THE PAIRS LISTED IN (2) ABOVE, THE HIGHER RANKING HAND SHALL BE DETERMINED ON THE BASIS OF THE "VALUE" OF THE HANDS. THE VALUE OF A HAND SHALL BE A SINGLE DIGIT NUMBER FROM 0 TO 9 INCLUSIVE AND SHALL BE DETERMINED BY ADDING THE TOTAL NUMBER OF SPOTS WHICH ARE CONTAINED ON THE TWO TILES WHICH FORM THE HAND. IF THE NUMERIC TOTAL OF THE SPOTS IS A TWO DIGIT NUMBER, THE LEFT DIGIT OF SUCH NUMBER SHALL BE DISCARDED AND THE RIGHT DIGIT SHALL CONSTITUTE THE VALUE OF THE HAND. EXAMPLES OF THIS RULE ARE AS FOLLOWS:

(A) A HAND COMPOSED OF A TWO (1-1) AND A SIX (3-3) HAS A VALUE OF 8; AND

(B) A HAND COMPOSED OF AN ELEVEN (5-6) AND A SEVEN (1-6) HAS A NUMERIC TOTAL OF 18, BUT A VALUE OF ONLY 8, SINCE THE LEFT DIGIT ("1") IN THE NUMBER 18 IS DISCARDED.

(5) NOTWITHSTANDING THE PROVISIONS OF (4) ABOVE, IF THE TILES WHICH FORM THE SUPREME PAIR ARE USED SEPARATELY, THE NUMERIC TOTAL OF THE THREE (1-2) MAY BE COUNTED AS A 6 AND THE NUMERIC TOTAL OF THE SIX (2-4) MAY BE COUNTED AS A 3. WHEN THE THREE (1-2) IS COUNTED AS 6, ITS INDIVIDUAL RANKING PURSUANT TO (7) BELOW SHALL BE FIFTEENTH INSTEAD OF SEVENTEENTH AND WHEN THE SIX (2-4) IS COUNTED AS 3, ITS INDIVIDUAL RANKING SHALL BE SEVENTEENTH INSTEAD OF FIFTEENTH.

(6) WHEN COMPARING HIGH HANDS OR LOW HANDS WHICH ARE OF IDENTICAL VALUE, THE HAND WITH THE HIGHEST RANKING INDIVIDUAL TILE SHALL BE CONSIDERED THE HIGHER RANKING HAND.

(7) THE INDIVIDUAL RANKING FOR EACH TILE, WITH "FIRST" REPRESENTING THE HIGHEST RANKING, IS AS FOLLOWS:

RANKING	TILE	NUMBER OF TILES IN SET
FIRST	TWELVE (6-6)	2
SECOND	TWO (1-1)	2
THIRD	EIGHT (4-4)	2
FOURTH	FOUR (1-3)	2



FIFTH	TEN (5-5)	2
SIXTH	SIX (3-3)	2
SEVENTH	FOUR (2-2)	2
EIGHTH	ELEVEN (5-6)	2
NINTH	TEN (4-6)	2
TENTH	SEVEN (1-6)	2
ELEVENTH	SIX (1-5)	2
TWELFTH	NINE (3-6)	1
TWELFTH	NINE (4-5)	1
THIRTEENTH	EIGHT (2-6)	1
THIRTEENTH	EIGHT (3-5)	1
FOURTEENTH	SEVEN (2-5)	1
FOURTEENTH	SEVEN (3-4)	1
FIFTEENTH	SIX (2-4)	1
SIXTEENTH	FIVE (1-4)	1
SIXTEENTH	FIVE (2-3)	1
SEVENTEENTH	THREE (1-2)	1

(8) IF THE HIGHEST RANKING TILE IN EACH HAND BEING COMPARED IS OF IDENTICAL RANK AFTER THE APPLICATION OF (6) ABOVE, THE HAND SHALL BE CONSIDERED A COPY HAND, AND THE HAND OF THE DEALER OR BANK, AS APPLICABLE, SHALL BE CONSIDERED THE HIGHER RANKING HAND.

**30-2604 DICE; NUMBER OF DICE; PAI GOW TILES SHAKER.**

(1) PAI GOW TILES SHALL BE PLAYED WITH THREE DICE WHICH SHALL BE MAINTAINED AT ALL TIMES INSIDE A PAI GOW TILES SHAKER WHILE AT THE TABLE. THE DICE USED TO PLAY PAI GOW TILES SHALL BE UNIQUE TO THE PAI GOW TILES TABLE AND MEET THE REQUIREMENTS OF THE DIVISION AND THE PAI GOW TILES SHAKER SHALL MEET THE REQUIREMENTS OF THE DIVISION.

(2) THE PAI GOW TILES SHAKER AND THE DICE CONTAINED THEREIN SHALL BE THE RESPONSIBILITY OF THE DEALER AND SHALL NEVER BE LEFT UNATTENDED WHILE AT THE TABLE. DICE FOR PAI GOW TILES WILL BE INSPECTED AT A MINIMUM OF EVERY 24 HOURS AND CHANGED AT THE DISCRETION OF MANAGEMENT.

- (3) NO DICE THAT HAVE BEEN PLACED IN A PAI GOW TILES SHAKER FOR USE IN GAMING SHALL REMAIN ON A TABLE FOR MORE THAN 24 HOURS.
- (4) IF A RETAIL LICENSEE OFFERS THE DRAGON'S EYE VARIATION OF PAI GOW TILES, ONE OF THE THREE DICE SHALL BE A DRAGON'S EYE DIE AND THE OTHER TWO DICE SHALL EACH BE OF THE SAME COLOR, BUT READILY DISTINGUISHABLE FROM THE COLOR OF THE DRAGON'S EYE DIE.

**30-2605 OPENING OF THE TABLE FOR GAMING; SHUFFLING PROCEDURES.**

- (1) AFTER RECEIVING ONE SET OF TILES AT THE TABLE IN ACCORDANCE WITH THE RETAIL LICENSEE PROCEDURES, THE DEALER SHALL SORT AND INSPECT THE TILES IN SUCH A MANNER THAT SURVEILLANCE CAN OBSERVE AND VERIFY THE INSPECTION. NOTHING IN THIS SECTION SHALL PRECLUDE A RETAIL LICENSEE FROM CLEANING THE TILES PRIOR TO THE INSPECTION REQUIRED IN THIS SECTION. THE INSPECTION OF TILES AT THE GAMING TABLE SHALL REQUIRE THE FOLLOWING:
- (A) EACH SET SHALL BE SORTED INTO PAIRS IN ORDER TO ASSURE THAT THE SUPREME PAIR AND ALL 15 MATCHED AND UNMATCHED PAIRS AS IDENTIFIED IN REGULATION 30-2603(2) ARE IN THE SET.
  - (B) EACH TILE SHALL BE PLACED SIDE BY SIDE IN ORDER TO DETERMINE THAT ALL TILES ARE THE SAME SIZE AND SHADING.
  - (C) THE BACK AND SIDES OF EACH TILE SHALL BE EXAMINED TO ASSURE THAT IT IS NOT FLAWED, SCRATCHED OR MARKED IN ANY WAY.
    - (i) IF, AFTER CHECKING THE TILES, THE DEALER FINDS THAT CERTAIN TILES ARE UNSUITABLE FOR USE, A SUPERVISOR SHALL BRING A SUBSTITUTE SET OF TILES TO THE TABLE FROM THE RESERVE IN THE PIT STAND.
    - (ii) THE UNSUITABLE SET OF TILES SHALL BE PLACED IN A SEALED ENVELOPE OR CONTAINER, IDENTIFIED BY TABLE NUMBER, DATE AND TIME AND SHALL BE SIGNED BY THE DEALER AND SUPERVISOR.
- (2) FOLLOWING THE INSPECTION AND THE VERIFICATION OF THE TILES ASSIGNED TO THE TABLE, THE TILES SHALL BE TURNED FACE UP, THEN PLACED INTO 16 PAIRS AND ARRANGED ACCORDING TO RANK STARTING WITH THE SUPREME PAIR. THE TILES SHALL BE LEFT IN PAIRS FOR VISUAL INSPECTION BY THE FIRST PLAYER TO ARRIVE AT THE TABLE.
- (3) AFTER THE FIRST PLAYER IS AFFORDED AN OPPORTUNITY TO VISUALLY INSPECT THE TILES, THE TILES SHALL BE TURNED FACE DOWNWARD ON THE TABLE, MIXED THOROUGHLY BY A "WASHING" OF THE TILES AND STACKED.
- (4) THE "WASHING" OF THE TILES SHALL BE PERFORMED BY THE DEALER AND BE KNOWN AS THE SHUFFLE. THE DEALER SHALL SHUFFLE THE TILES IN A CIRCULAR MOTION WITH ONE HAND MOVING CLOCKWISE AND THE OTHER HAND MOVING COUNTERCLOCKWISE. EACH HAND SHALL COMPLETE AT LEAST EIGHT CIRCULAR MOTIONS IN ORDER TO PROVIDE A RANDOM SHUFFLE. THE DEALER SHALL THEN RANDOMLY PICK UP FOUR TILES WITH EACH HAND AND PLACE THEM SIDE BY SIDE IN STACKS IN FRONT OF THE TABLE TRAY, FORMING EIGHT STACKS OF FOUR TILES.
- (5) IF DURING THE STACKING PROCESS DESCRIBED IN (4) ABOVE, A TILE IS TURNED OVER AND EXPOSED TO THE PLAYERS, THE ENTIRE SET OF TILES SHALL BE RESHUFFLED.
- (6) AFTER EACH ROUND OF PLAY HAS BEEN COMPLETED, THE DEALER SHALL TURN ALL OF THE TILES FACE DOWN AND SHUFFLE THE TILES IN ACCORDANCE WITH (4) ABOVE.
- (7) IF THERE IS NO GAMING ACTIVITY AT THE PAI GOW TILES TABLE, THE TILES SHALL BE TURNED FACE UP AND PLACED INTO 16 PAIRS ACCORDING TO RANK STARTING WITH THE SUPREME PAIR. THE RETAIL LICENSEE SHALL HAVE DEALER PROCEDURES IF THERE IS NO GAMING ACTION AT THE PAI GOW TILES

**TABLE. ONCE A PLAYER ARRIVES AT THE TABLE, THE PROCEDURES IN (3) AND (4) ABOVE SHALL BE FOLLOWED.**

- (8) ALL PAI GOW TILES TILE TABLES MUST HAVE AN IDENTIFYING NUMBER ASSIGNED BY THE RETAIL LICENSEE, ON THE SURFACE OF THE TABLE OR TABLE ACCESSORY. THIS TABLE NUMBER MUST BE VISIBLE TO SURVEILLANCE PERSONNEL AND MUST BE CAPTURED ON SURVEILLANCE VIDEO DURING TABLE ACTIVITY. ALL PAI GOW TILES TILE TABLES WILL HAVE A DROP BOX WITH A CORRESPONDING NUMBER TO THE TABLE. IF APPLICABLE, A TIP BOX WILL BE ATTACHED ON THE SAME SIDE OF THE TABLE AS THE DROP BOX.**

**30-2606 WAGERS.**

- (1) ALL WAGERS AT PAI GOW TILES SHALL BE MADE BY PLACING VALUE CHIPS, PROMOTIONAL CHIPS AND COUPONS ON THE APPROPRIATE BETTING AREA OF THE PAI GOW TILES LAYOUT. A VERBAL WAGER ACCOMPANIED BY CASH SHALL NOT BE ACCEPTED AT THE GAME OF PAI GOW TILES.**
- (2) ONLY PLAYERS WHO ARE SEATED AT THE PAI GOW TILES TABLE MAY PLACE A WAGER AT THE GAME. ONCE A PLAYER HAS PLACED A WAGER AND RECEIVED TILES, THAT PLAYER SHALL REMAIN SEATED UNTIL THE COMPLETION OF THE ROUND OF PLAY.**
- (3) ALL WAGERS AT PAI GOW TILES SHALL BE PLACED PRIOR TO THE DEALER ANNOUNCING "NO MORE BETS" IN ACCORDANCE WITH THE DEALING PROCEDURES SET FORTH IN REGULATION 30-2607. NO WAGER AT PAI GOW TILES SHALL BE MADE, INCREASED OR WITHDRAWN AFTER THE DEALER HAS ANNOUNCED "NO MORE BETS."**
- (4) IF A RETAIL LICENSEE OFFERS THE DRAGON'S EYE VARIATION OF PAI GOW TILES, A PLAYER SHALL HAVE THE OPTION TO PLACE ONE OR MORE OF THE FOLLOWING WAGERS ON THE DESIGNATED BETTING AREA OF THE LAYOUT: AN ODD WAGER, AN EVEN WAGER, A DOUBLE WAGER, A MATCH WAGER, AND A TRIPLE WAGER. IN ADDITION, A PLAYER MAY PLACE A DICE BONUS WAGER, WHICH WAGER SHALL BE MOVED BY THE DEALER TO THE DESIGNATED AREA CORRESPONDING TO THE PLAYER'S BETTING POSITION IMMEDIATELY TO THE LEFT OF THE DEALER'S TRAY. AT THE DISCRETION OF THE RETAIL LICENSEE, A PLAYER MAY PLACE ONE OR MORE OF THESE WAGERS WITHOUT HAVING TO PLACE A PAI GOW TILES WAGER. THE RETAIL LICENSEE SHALL PAY EACH WINNING WAGER AUTHORIZED PURSUANT TO THIS SUBSECTION IN ACCORDANCE WITH THE PAY OUT ODDS SET FORTH IN REGULATION 30-2612.**
- (5) AT THE DISCRETION OF THE RETAIL LICENSEE, UP TO FOUR PLAYERS CAN BET IN ONE SPOT NOT TO EXCEED TABLE LIMITS PER SPOT. ONLY THE PLAYER SEATED AT THIS SPOT MAY TOUCH OR SET TILES. AT THE DISCRETION OF THE RETAIL LICENSEE, IF MULTIPLE PLAYERS BET ON ONE (1) SPOT AND THAT SPOT IS THE NEXT SPOT OFFERED TO BANK, ONLY THE SEATED PLAYERS AMOUNT BET WILL BE ACCEPTED AS THE AMOUNT WAGERED FOR THE PLAYER BANKER BET IN THE NEXT HAND.**

**30-2607 PROCEDURES FOR DEALING THE TILES.**

- (1) ONCE THE DEALER HAS COMPLETED SHUFFLING THE TILES, THE DEALER SHALL ANNOUNCE "NO MORE BETS" PRIOR TO SHAKING THE PAI GOW TILES SHAKER. THE DEALER SHALL THEN SHAKE THE PAI GOW TILES SHAKER AT LEAST THREE TIMES SO AS TO CAUSE A RANDOM MIXTURE OF THE DICE.**
- (2) THE DEALER SHALL THEN REMOVE THE LID COVERING THE PAI GOW TILES SHAKER, TOTAL THE DICE AND ANNOUNCE THE TOTAL. THE TOTAL OF THE DICE SHALL DETERMINE WHICH PLAYER RECEIVES THE FIRST STACK OF TILES.**
- (3) TO DETERMINE THE STARTING POSITION FOR DEALING THE TILES, THE DEALER SHALL COUNT COUNTERCLOCKWISE AROUND THE TABLE, WITH THE POSITION OF THE DEALER CONSIDERED NUMBER ONE AND CONTINUING AROUND THE TABLE WITH EACH BETTING POSITION, REGARDLESS OF WHETHER THERE IS A WAGER AT THE POSITION, AND THE DEAD HAND COUNTED IN ORDER UNTIL THE COUNT MATCHES THE TOTAL OF THE THREE DICE. EXAMPLES ARE AS FOLLOWS:**

- (A) IF THE DICE TOTAL 9, THE DEALER WOULD RECEIVE THE FIRST STACK OF FOUR TILES; OR
- (B) IF THE DICE TOTAL 15, THE SIXTH WAGERING POSITION WOULD RECEIVE THE FIRST STACK OF FOUR TILES.
- (C) THE LICENSEE HAS THE OPTION OF USING A SIX (6) SPOT TABLE. AFTER DELIVERING ALL TILES INCLUDING THE DEALERS, THE EXTRA SET OF TILES WILL BE PLACED AT THE LEFT SIDE OF THE CHIP RACK ALONG WITH ANY UNUSED TILES.
- (4) THE DEALER SHALL DEAL THE FIRST STACK OF FOUR TILES, STARTING FROM THE RIGHT SIDE OF THE EIGHT STACKS, TO THE STARTING POSITION AS DETERMINED IN (3) ABOVE AND, MOVING COUNTERCLOCKWISE AROUND THE TABLE, DEAL ALL OTHER POSITIONS INCLUDING THE DEAD HAND AND THE DEALER A STACK OF TILES, REGARDLESS OF WHETHER THERE IS A WAGER AT THE POSITION. THE DEALER SHALL PLACE A MARKER ON TOP OF HIS OR HER STACK OF TILES IMMEDIATELY AFTER THEY ARE DEALT.
- (5) AFTER ALL THE STACKS OF TILES HAVE BEEN DEALT, THE DEALER SHALL, WITHOUT EXPOSING THE TILES, COLLECT ANY STACKS DEALT TO A POSITION WHERE THERE IS NO WAGER AND PLACE THE STACKS WITH THE DEAD HAND ON THE LAYOUT TO THE LEFT OF THE DEALER IN FRONT OF THE TABLE TRAY.
- (6) ONCE ALL TILES HAVE BEEN DEALT AND ANY TILES DEALT TO POSITIONS WITH NO WAGERS HAVE BEEN COLLECTED, THE DEALER SHALL PLACE THE COVER ON THE PAI GOW TILES SHAKER AND SHAKE THE SHAKER ONCE. THE PAI GOW TILES SHAKER SHALL THEN BE PLACED TO THE RIGHT OF THE DEALER.

**30-2607.01 DRAGON'S EYE VARIATION; SUPPLEMENTAL DEALING PROCEDURE.**

- (1) UPON SHAKING THE PAI GOW TILES SHAKER, BUT PRIOR TO DEALING THE TILES IN ACCORDANCE WITH THIS REGULATION, THE DEALER SHALL REMOVE THE LID COVERING THE PAI GOW TILES SHAKER AND EXAMINE THE NUMBER SHOWING ON THE DRAGON'S EYE DIE. THE DEALER SHALL ANNOUNCE THE NUMBER ON THE DRAGON'S EYE DIE, AND WHETHER ONE OR MORE OF THE SUPPLEMENTAL WAGERS IN THE DRAGON'S EYE VARIATION HAVE WON. THE DEALER SHALL THEN PLACE A MARKER OR BUTTON (DRAGON'S EYE BUTTON) VISUALLY DISTINGUISHABLE FROM THAT BEING USED FOR DESIGNATING THE BANK AT THE PLAYER POSITION REPRESENTED BY THE NUMBER ON THE DRAGON'S EYE DIE.
- (2) FOLLOWING THE PLACEMENT OF THE DRAGON'S EYE BUTTON, THE DEALER SHALL FROM HIS OR HER RIGHT TO LEFT COLLECT ALL LOSING SUPPLEMENTAL WAGERS IN THE DRAGON'S EYE VARIATION AND PAY ALL SUCH WINNING WAGERS IN ACCORDANCE WITH THE ODDS SET FORTH IN REGULATION 30-2612. THE PAI GOW TILES SHAKER SHALL REMAIN UNCOVERED UNTIL ALL WINNING WAGERS HAVE BEEN PAID.
- (3) IF THE DICE SHAKE RESULTS IN ALL THREE DICE HAVING THE SAME NUMERIC VALUE (TRIPLE), THEN THE PLAYER WHO RECEIVED THE DRAGON'S EYE BUTTON IN ACCORDANCE WITH (1) ABOVE SHALL BE THE SHAKER OF THE DICE FOR THE NEXT ROUND OF PLAY, UPON WHICH THE OUTCOME OF DICE BONUS WAGERS ARE DETERMINED, PROVIDED THAT THE PLAYER HAS PLACED A DICE BONUS WAGER. IF THE PLAYER HAS NOT PLACED A DICE BONUS WAGER, THE DEALER SHALL BE RESPONSIBLE FOR THE SHAKING OF THE DICE FOR THE NEXT ROUND OF PLAY. FOLLOWING EACH TRIPLE ROLLED, THE DEALER SHALL PLACE A SECOND BUTTON ADJACENT TO THE DICE WAGER SPOT TO THE LEFT OF THE DEALER'S TRAY THAT CORRESPONDS TO THE NUMBER OF TRIPLES ROLLED (1, 2, OR 3).
- (4) EXCEPT FOR ANY PENDING DICE BONUS WAGERS, AFTER ALL THE SUPPLEMENTAL WAGERS IN THE DRAGON'S EYE VARIATION HAVE BEEN SETTLED AND THE SHAKER OF THE DICE FOR THE ENSUING ROUND OF PLAY HAS BEEN DETERMINED, THE DEALER SHALL THEN DISTRIBUTE THE PAI GOW TILES TILES FIRST TO THE PLAYER HAVING THE DRAGON'S EYE BUTTON AT HIS OR HER LOCATION AND PROCEED TO DEAL THE GAME IN ACCORDANCE WITH THE DEALING PROCEDURES PROVIDED IN THIS REGULATION. IN LIEU OF THE PROCEDURES FOR DETERMINING THE STARTING POSITION FOR DEALING THE TILES SET FORTH IN THIS SUBSECTION, A RETAIL LICENSEE MAY ELECT TO DETERMINE THE STARTING POSITION FOR DEALING THE TILES IN ACCORDANCE WITH THE PROCEDURES SET FORTH IN REGULATION 30-2607.

(5) THE DEALER SHALL SHAKE THE DICE FIVE TIMES AND, IF THE PLAYER IDENTIFIED IN (1) ABOVE HAS A PENDING DICE BONUS WAGER, PASS THE SHAKER TO THE PLAYER. THE PLAYER SHALL SHAKE THE DICE IN THE SHAKER AND PASS THE SHAKER BACK TO THE DEALER WHO SHALL REMOVE THE LID. IF THERE IS NO PLAYER AT THAT PLAYER POSITION OR IF THERE IS A PLAYER AT THAT PLAYER POSITION WHO HAS NOT PLACED A DICE BONUS WAGER, THE DEALER SHALL RETAIN THE DICE.

(6) ANY PLAYER WHO GAINS THE OPPORTUNITY TO SHAKE THE DICE MAY CHOOSE TO HAVE THE DEALER SHAKE THE DICE FOR THAT PLAYER.

**30-2608 PROCEDURES FOR COMPLETION OF EACH ROUND OF PLAY; SETTING OF HANDS; PAYMENT AND COLLECTION OF WAGERS; PAY OUT ODDS; VIGORISH.**

(1) AFTER THE DEALING OF THE TILES HAS BEEN COMPLETED, EACH PLAYER SHALL SET HIS OR HER HANDS BY ARRANGING THE TILES INTO A HIGH HAND AND LOW HAND. AFTER SETTING THE HANDS, THE TILES SHALL BE PLACED FACE DOWN ON THE LAYOUT IMMEDIATELY BEHIND THAT PLAYER'S BETTING AREA AND SEPARATED INTO TWO DISTINCT HANDS.

(2) EACH PLAYER AT THE TABLE SHALL BE RESPONSIBLE FOR SETTING HIS OR HER OWN HANDS AND NO OTHER PERSON EXCEPT THE DEALER MAY TOUCH THE TILES OF THAT PLAYER. NOTWITHSTANDING THE FOREGOING, IF A PLAYER REQUESTS ASSISTANCE IN THE SETTING OF HIS OR HER HANDS, THE DEALER MAY INFORM THE REQUESTING PLAYER OF THE MANNER IN WHICH THE RETAIL LICENSEE REQUIRES THE HANDS OF THE DEALER TO BE SET IN ITS RULES OF THE GAMES SUBMISSION. EACH PLAYER SHALL BE REQUIRED TO KEEP THE FOUR TILES IN FULL VIEW OF THE DEALER AT ALL TIMES. ONCE EACH PLAYER HAS SET A HIGH HAND AND LOW HAND AND PLACED THE TWO HANDS FACE DOWN ON THE LAYOUT, THE PLAYER SHALL NOT TOUCH THE TILES AGAIN.

(3) AFTER ALL PLAYERS HAVE SET THEIR HANDS AND PLACED THE TILES ON THE TABLE, THE FOUR TILES OF THE DEALER SHALL BE TURNED OVER AND THE DEALER SHALL SET HIS OR HER HANDS BY ARRANGING THE TILES INTO A HIGH AND LOW HAND. THE HIGH HAND SHALL BE PLACED ON THE LAYOUT FACE UP TO HIS OR HER RIGHT AND THE LOW HAND SHALL BE PLACED ON THE LAYOUT FACE UP TO HIS OR HER LEFT. IF BANKING OR CO-BANKING IS IN EFFECT PURSUANT TO REGULATION 30-2609, AFTER ALL PLAYERS HAVE SET THEIR HANDS AND PLACED THE TILES ON THE TABLE, THE PLAYER BANKING THE GAME SHALL TURN OVER HIS OR HER FOUR TILES AND SHALL SET THE TWO HANDS BY ARRANGING THE TILES IN A HIGH AND LOW HAND ON THE APPROPRIATE AREA OF THE LAYOUT.

(4) EXCEPT AS PROVIDED IN (5) BELOW, THE DEALER SHALL BE REQUIRED TO COMPLY WITH THE FOLLOWING RULES WHEN SETTING THE HANDS OF THE DEALER:

(A) IF THE DEALER HAS THE SUPREME PAIR, IT SHALL BE PLAYED AS SUCH;

(B) IF POSSIBLE, THE DEALER SHALL ALWAYS PLAY A PAIR, WONG OR GONG AS SET FORTH IN REGULATION 30-2603;

(C) IF THE DEALER DOES NOT HAVE ANY COMBINATIONS DESCRIBED IN (4) (A) OR (B) ABOVE, THE DEALER SHALL PLAY ANY TWO TILES TOGETHER WHICH HAVE A VALUE EQUAL TO NINE, EIGHT, OR SEVEN; AND

(D) IF THE DEALER DOES NOT HAVE A COMBINATION LISTED IN (4) (A) THROUGH (B) ABOVE, THE DEALER SHALL PLAY THE HIGHEST RANKING TILE WITH THE LOWEST RANKING TILE.

(5) EACH RETAIL LICENSEE SHALL SUBMIT TO THE DIVISION IN ITS RULES OF THE GAMES SUBMISSION THE MANNER IN WHICH IT PROPOSES TO REQUIRE THE HANDS OF THE DEALER TO BE SET, AND SHALL SPECIFICALLY NOTE ANY EXCEPTIONS IT PROPOSES TO THE RULES LISTED IN (4) ABOVE.

(6) A PLAYER MAY SURRENDER HIS OR HER WAGER AFTER THE HANDS OF THE DEALER HAVE BEEN SET. THE PLAYER MUST ANNOUNCE HIS OR HER INTENTION TO SURRENDER PRIOR TO THE DEALER EXPOSING

EITHER OF THE TWO HANDS OF THAT PLAYER PURSUANT TO (7) BELOW. ONCE THE PLAYER HAS ANNOUNCED HIS OR HER INTENTION TO SURRENDER, THE DEALER SHALL:

- (A) IMMEDIATELY COLLECT THE WAGER FROM THAT PLAYER; AND
  - (B) COLLECT THE FOUR TILES DEALT TO THAT PLAYER AND STACK THEM FACE DOWN ON THE RIGHT SIDE OF THE TABLE IN FRONT OF THE TABLE TRAY WITHOUT EXPOSING THE TILES TO ANYONE AT THE TABLE.
- (7) ONCE THE DEALER HAS SET A HIGH AND LOW HAND, THE DEALER SHALL EXPOSE BOTH HANDS OF EACH PLAYER, STARTING WITH THE PLAYER FARTHEST TO THE RIGHT OF THE DEALER AND PROCEEDING COUNTERCLOCKWISE AROUND THE TABLE. THE DEALER SHALL ALWAYS COMPARE THE HIGH HAND OF THE PLAYER TO THE HIGH HAND OF THE DEALER AND THE LOW HAND OF THE PLAYER TO THE LOW HAND OF THE DEALER AND SHALL ANNOUNCE IF THE WAGER OF THAT PLAYER SHALL WIN, LOSE OR BE CONSIDERED A TIE ("PUSH").
- (8) ALL LOSING WAGERS SHALL BE COLLECTED IMMEDIATELY BY THE DEALER AND PUT IN THE TABLE TRAY. ALL LOSING HANDS SHALL ALSO BE COLLECTED. A WAGER MADE BY A PLAYER SHALL LOSE IF THE HIGH HAND OF THE PLAYER IS IDENTICAL IN RANK OR LOWER IN RANK THAN THE HIGH HAND OF THE DEALER, AND THE LOW HAND OF THE PLAYER IS IDENTICAL IN RANK OR LOWER IN RANK THAN THE LOW HAND OF THE DEALER OR HAS A VALUE OF ZERO.
- (9) IF A WAGER IS A PUSH, THE DEALER SHALL NOT COLLECT OR PAY THE WAGER, BUT SHALL IMMEDIATELY COLLECT THE TILES OF THAT PLAYER. A WAGER MADE BY A PLAYER SHALL BE A PUSH IF:
- (A) THE HIGH HAND OF THE PLAYER IS HIGHER IN RANK THAN THE HIGH HAND OF THE DEALER, BUT THE LOW HAND OF THE PLAYER IS IDENTICAL IN RANK TO THE LOW HAND OF THE DEALER (COPY HAND), LOWER IN RANK THAN THE LOW HAND OF THE DEALER OR HAS A VALUE OF ZERO; OR
  - (B) THE HIGH HAND OF THE PLAYER IS IDENTICAL IN RANK TO THE HIGH HAND OF THE DEALER (COPY HAND) OR LOWER IN RANK THAN THE HIGH HAND OF THE DEALER, BUT THE LOW HAND OF THE PLAYER IS HIGHER IN RANK THAN THE LOW HAND OF THE DEALER.
- (10) ALL WINNING HANDS SHALL REMAIN FACE UP ON THE LAYOUT. WINNING WAGERS SHALL BE PAID AFTER ALL HANDS HAVE BEEN EXPOSED. THE DEALER SHALL PAY WINNING WAGERS BEGINNING WITH THE PLAYER FARTHEST TO THE RIGHT OF THE DEALER AND CONTINUING COUNTERCLOCKWISE AROUND THE TABLE. A WAGER MADE BY A PLAYER SHALL WIN IF THE HIGH HAND OF THE PLAYER IS HIGHER IN RANK THAN THE HIGH HAND OF THE DEALER AND THE LOW HAND OF THE PLAYER IS HIGHER IN RANK THAN THE LOW HAND OF THE DEALER.
- (11) A WINNING PAI GOW TILES WAGER SHALL BE PAID OFF BY A RETAIL LICENSEE AT ODDS OF 1 TO 1, EXCEPT THAT THE RETAIL LICENSEE SHALL EXTRACT A COMMISSION KNOWN AS "VIGORISH" FROM THE WINNING PLAYER IN AN AMOUNT EQUAL TO FIVE PERCENT OF THE AMOUNT WON; PROVIDED, HOWEVER, THAT WHEN COLLECTING THE VIGORISH, THE RETAIL LICENSEE MAY ROUND OFF THE VIGORISH TO 25 CENTS OR THE NEXT HIGHEST MULTIPLE OF 25 CENTS. A RETAIL LICENSEE SHALL COLLECT THE VIGORISH FROM A PLAYER AT THE TIME THE WINNING PAY OUT IS MADE. AFTER A WINNING WAGER HAS BEEN PAID AND THE VIGORISH COLLECTED, THE DEALER SHALL THEN COLLECT THE TILES FROM THAT PLAYER.
- (12) IF A RETAIL LICENSEE OFFERS THE DRAGON'S EYE VARIATION OF PAI GOW TILES, IT SHALL EXTRACT VIGORISH BY ONE OF FOLLOWING TWO ALTERNATIVE METHODS:
- (A) FIVE PERCENT ON THE AMOUNT WON ON THE TILES PHASE OF THE GAME, PROVIDED, HOWEVER, THAT ANY ROLL OF TRIPLES DURING THE DICE PHASE OF THE GAME SHALL RESULT IN LOSING ODD AND EVEN WAGERS; OR

(B) NO VIGORISH SHALL BE EXTRACTED DURING THE TILES PHASE OF THE GAME, PROVIDED, HOWEVER, THAT ANY ROLL OF TRIPLES DURING THE DICE PHASE OF THE GAME SHALL RESULT IN LOSING ODD, EVEN, AND PAI GOW TILES WAGERS.

(13) ALL TILES COLLECTED BY THE DEALER SHALL BE PICKED UP IN ORDER AND IN SUCH A WAY THAT THEY CAN BE READILY ARRANGED TO RECONSTRUCT EACH HAND IN CASE OF A QUESTION OR DISPUTE AND SHALL BE PLACED FACE UP TO THE RIGHT OF THE DEALER IN FRONT OF THE TABLE TRAY.

### **30-2609 PLAYER BANK; CO-BANKING; SELECTION OF BANK; PROCEDURES FOR DEALING.**

(1) A RETAIL LICENSEE MAY, IN ITS DISCRETION, OFFER TO ALL PLAYERS AT A PAI GOW TILES TABLE THE OPPORTUNITY TO BANK THE GAME. IF THE RETAIL LICENSEE ELECTS THIS OPTION, ALL THE OTHER PROVISIONS OF THIS REGULATION SHALL APPLY EXCEPT TO THE EXTENT THAT THEY CONFLICT WITH THE PROVISIONS OF THIS SECTION, IN WHICH CASE THE PROVISIONS OF THIS SECTION SHALL CONTROL FOR ANY ROUND OF PLAY IN WHICH A PLAYER IS THE BANK.

(2) A PLAYER MAY NOT BE THE BANK AT THE START OF THE GAME. FOR THE PURPOSES OF THIS SECTION, THE START OF THE GAME SHALL MEAN THE FIRST ROUND OF PLAY AFTER THE DEALER IS REQUIRED TO RESTACK AND SHUFFLE THE TILES IN ACCORDANCE WITH THE PROCEDURES SET FORTH IN REGULATION REGULATION 30-2605 (2) OR (7).

(3) AFTER THE FIRST ROUND OF PLAY PURSUANT TO (2) ABOVE, EACH PLAYER AT THE TABLE SHALL HAVE THE OPTION TO EITHER BE THE BANK OR PASS THE BANK TO THE NEXT PLAYER. THE DEALER SHALL, STARTING WITH THE PLAYER FARTHEST TO THE RIGHT OF THE DEALER, OFFER THE BANK TO EACH PLAYER IN A COUNTERCLOCKWISE ROTATION AROUND THE TABLE UNTIL A PLAYER ACCEPTS THE BANK. THE DEALER SHALL PLACE A MARKER DESIGNATING THE BANK IN FRONT OF THE PLAYER WHO ACCEPTS THE BANK. IF THE FIRST PLAYER OFFERED THE BANK ACCEPTS, THE PLAYER SEATED TO THE RIGHT OF THAT PLAYER SHALL FIRST BE OFFERED THE BANK ON THE NEXT ROUND OF PLAY. THE INITIAL OFFER TO BE THE BANK SHALL ROTATE COUNTERCLOCKWISE AROUND THE TABLE UNTIL IT RETURNS TO THE DEALER. IN NO EVENT MAY ANY PLAYER BANK TWO CONSECUTIVE ROUNDS OF PLAY. IF NO PLAYER WISHES TO BE THE BANK, THE ROUND OF PLAY SHALL PROCEED IN ACCORDANCE WITH THE RULES OF PLAY PROVIDED IN THIS REGULATION. THE HOUSE MUST BANK AT LEAST ONE (1) TIME BETWEEN THE OFFER FOR PLAYERS TO BANK THE NEXT HAND.

(4) BEFORE A PLAYER MAY BE PERMITTED TO BANK A ROUND OF PLAY, THE DEALER SHALL DETERMINE THAT:

(A) THE PLAYER PLACED A WAGER AGAINST THE DEALER DURING THE LAST ROUND OF PLAY IN WHICH THERE WAS NO PLAYER BANKING THE GAME; AND

(B) THE PLAYER HAS SUFFICIENT GAMING CHIPS ON THE TABLE TO COVER ALL OF THE WAGERS PLACED BY OTHER PLAYERS AT THE TABLE FOR THAT ROUND OF PLAY.

(5) A RETAIL LICENSEE MAY, IN ITS DISCRETION, OFFER THE BANK THE OPTION OF HAVING THE RETAIL LICENSEE COVER 50 PERCENT OF THE WAGERS MADE DURING A ROUND OF PLAY. IF THE RETAIL LICENSEE OFFERS THIS OPTION, IT SHALL MAKE IT AVAILABLE TO ALL PLAYERS AT THE TABLE. IF THE BANK WISHES TO USE THIS OPTION, THE BANK MUST SPECIFICALLY REQUEST THE DEALER TO ACCEPT RESPONSIBILITY FOR THE PAYMENT OF ONE-HALF OF ALL WINNING WAGERS. WHEN THE BANK COVERS 50 PERCENT AND THE RETAIL LICENSEE COVERS 50 PERCENT OF THE WINNING WAGERS, IT SHALL BE KNOWN AS "CO-BANKING" AND THE DEALER SHALL PLACE A MARKER DESIGNATING THE CO-BANK IN FRONT OF THAT PLAYER. WHEN THE DEALER IS CO-BANKING, THE DEALER SHALL BE RESPONSIBLE FOR SETTING THE HAND OF THE BANK IN THE MANNER SUBMITTED TO THE DIVISION PURSUANT TO REGULATION 30-2608. WHEN CO-BANKING IS IN EFFECT, THE DEALER MAY NOT PLACE A WAGER AGAINST THE BANK.

(6) IF A PLAYER IS THE BANK, THE PLAYER MAY ONLY WAGER ON ONE BETTING AREA.

- (7) ONCE THE TILES HAVE BEEN SHUFFLED AND FORMED INTO STACKS PURSUANT TO REGULATION 30-2605 (4), THE BANK SHALL HAVE THE OPTION TO CUT THE TILES ONE TIME. IF THE BANK DOES NOT WISH TO CUT THE TILES, THERE SHALL BE NO CUT. UPON DIRECTION FROM THE BANK, THE DEALER MAY MOVE:
- (A) ONE OR MORE ADJACENT STACKS OF FOUR TILES TO THE RIGHT OR LEFT END OF THE ORIGINAL EIGHT STACKS OF TILES; OR
  - (B) TWO OR MORE ADJACENT STACKS OF FOUR TILES, OF WHICH AT LEAST ONE STACK IS MOVED TO ONE END AND THE OTHER STACKS ARE MOVED TO THE OPPOSITE END OF THE ORIGINAL EIGHT STACKS OF TILES.
  - (C) AT THE DISCRETION OF THE RETAIL LICENSEE, THE RETAIL LICENSEE MAY CHOOSE TO NOT ALLOW ANY TYPE OF CUT BY A PLAYER WHEN THEY BANK. PLAYERS WILL STILL BE ALLOWED TO SELECT A STYLE OF DELIVERY AS STATED IN #9.
- (8) ONCE THE DEALER HAS DETERMINED THAT A PLAYER MAY BE THE BANK PURSUANT TO (4) ABOVE AND THE TILES HAVE BEEN SHUFFLED AND, IF APPLICABLE, CUT, THE DEALER SHALL, UNLESS CO-BANKING IS IN EFFECT, REMOVE GAMING CHIPS FROM THE TABLE TRAY IN AN AMOUNT EQUAL TO THE LAST WAGER MADE BY THAT PLAYER AGAINST THE DEALER OR IN AN AMOUNT, THE CALCULATION OF WHICH HAS BEEN APPROVED BY THE DIVISION. THIS AMOUNT SHALL BE THE AMOUNT THE DEALER WAGERS AGAINST THE BANK. THE BANK MAY DIRECT THAT THE SUM WAGERED BY THE DEALER BE A LESSER AMOUNT OR THAT THE DEALER PLACES NO WAGER DURING THAT ROUND OF PLAY. ANY AMOUNT WAGERED BY THE DEALER SHALL BE PLACED IN FRONT OF THE TABLE TRAY. IMMEDIATELY UPON RECEIPT OF THE FOUR TILES DEALT TO THE DEALER PURSUANT TO (11) BELOW, THE DEALER SHALL PLACE HIS OR HER WAGER ON TOP OF THESE TILES, INSTEAD OF THE MARKER OTHERWISE REQUIRED BY REGULATION 30-2606, BEFORE DEALING THE REMAINING TILES. IF CO-BANKING IS IN EFFECT, THE DEALER SHALL NOT REMOVE ANY GAMING CHIPS FROM THE TABLE TRAY PURSUANT TO THIS SUBSECTION.
- (9) ONCE THE DEALER HAS ANNOUNCED "NO MORE BETS," THE BANK MAY, BY ISSUING A VERBAL INSTRUCTION TO THE DEALER, CHOOSE TO HAVE THE DEALER DELIVER THE STACKS OF TILES USING ANY ONE OF THE 10 STYLES OF DELIVERY DESCRIBED IN (11) BELOW. IF THE BANK DOES NOT CHOOSE A STYLE OF DELIVERY, THE DEALER SHALL USE HOUSE WAY FROM THE RIGHT. AFTER THE STYLE OF DELIVERY HAS BEEN DETERMINED, THE DEALER SHALL INDICATE IN ORDER THE STYLE OF DELIVERY TO BE USED BY VERBALLY REPEATING THE SELECTED STYLE OF DELIVERY, TAKING SUCH OTHER ACTION, IN ACCORDANCE WITH THE RETAIL LICENSEE'S INTERNAL CONTROL PROCEDURES, THAT IDENTIFIES THE SELECTED DELIVERY STYLE TO THE RETAIL LICENSEE'S SURVEILLANCE DEPARTMENT, AND MOVING CERTAIN STACKS OF TILES OR INDIVIDUAL TILES SLIGHTLY FORWARD, BACKWARD OR DIAGONALLY IN THE MANNER DESCRIBED IN (11) (A) THROUGH (J) BELOW. AFTER THE DEALER HAS INDICATED THE STYLE OF DELIVERY, THE BANK SHALL SHAKE THE PAI GOW TILES SHAKER. IT SHALL BE THE RESPONSIBILITY OF THE DEALER TO ENSURE THAT THE BANK SHAKES THE PAI GOW TILES SHAKER AT LEAST THREE TIMES SO AS TO CAUSE A RANDOM MIXTURE OF THE DICE. ONCE THE BANK HAS COMPLETED SHAKING THE PAI GOW TILES SHAKER, THE DEALER SHALL REMOVE THE LID COVERING THE PAI GOW TILES SHAKER, TOTAL THE DICE AND ANNOUNCE THE TOTAL. THE DEALER SHALL ALWAYS REMOVE THE LID FROM THE PAI GOW TILES SHAKER AND IF THE BANK INADVERTENTLY REMOVES THE LID, THE DEALER SHALL REQUIRE THE PAI GOW TILES SHAKER TO BE COVERED AND RE-SHAKEN BY THE BANK.
- (10) TO DETERMINE THE STARTING POSITION FOR DEALING THE TILES, THE DEALER SHALL COUNT COUNTERCLOCKWISE AROUND THE TABLE, WITH THE POSITION OF THE BANK CONSIDERED NUMBER ONE AND CONTINUING AROUND THE TABLE WITH EACH BETTING POSITION, INCLUDING THE DEALER, REGARDLESS OF WHETHER THERE IS A WAGER AT THE POSITION, AND THE DEAD HAND COUNTED IN ORDER UNTIL THE COUNT MATCHES THE TOTAL OF THE THREE DICE.
- (11) THE DEALER SHALL DEAL THE FIRST FOUR TILES, IN ACCORDANCE WITH THE SELECTED STYLE OF DELIVERY DESCRIBED IN (11) (A) THROUGH (J) BELOW, TO THE STARTING POSITION AS DETERMINED IN (10) ABOVE AND, MOVING COUNTERCLOCKWISE AROUND THE TABLE, DEAL ALL OTHER POSITIONS INCLUDING THE DEAD HAND AND THE DEALER'S FOUR TILES, REGARDLESS OF WHETHER THERE IS A WAGER AT THE POSITION. THE DEALER SHALL PLACE HIS OR HER WAGER OR MARKER, AS APPLICABLE, ON



TOP OF HIS OR HER STACK OF TILES IMMEDIATELY AFTER THEY ARE DEALT. EACH RETAIL LICENSEE SHALL SET FORTH IN ITS RULES OF THE GAMES SUBMISSION THE DELIVERY STYLES OFFERED TO THE BANK. THE 10 STYLES OF DELIVERY THAT MAY BE USED TO DEAL THE PAI GOW TILES ARE AS FOLLOWS:

- (A) HOUSE WAY FROM THE RIGHT: THE DEALER SHALL INDICATE THE USE OF HOUSE WAY FROM THE RIGHT BY PUSHING FORWARD THE FIRST STACK OF TILES ON THE DEALER'S RIGHT. THE DEALER SHALL DELIVER THE STACK PUSHED FORWARD TO THE STARTING POSITION. THE REMAINING STACKS OF TILES SHALL BE DELIVERED FROM THE DEALER'S RIGHT TO LEFT.
- (B) HOUSE WAY FROM THE LEFT: THE DEALER SHALL INDICATE THE USE OF HOUSE WAY FROM THE LEFT BY PUSHING FORWARD THE FIRST STACK OF TILES ON THE DEALER'S LEFT. THE DEALER SHALL DELIVER THE STACK PUSHED FORWARD TO THE STARTING POSITION. THE REMAINING STACKS OF TILES SHALL BE DELIVERED FROM THE DEALER'S LEFT TO RIGHT.
- (C) CUP SAY (PICK FOUR) FROM THE RIGHT: THE DEALER SHALL INDICATE THE USE OF CUP SAY FROM THE RIGHT BY PUSHING FORWARD THE FIRST TWO STACKS OF TILES ON THE DEALER'S RIGHT. THE DEALER SHALL DELIVER THE TOP TWO TILES FROM EACH OF THE TWO STACKS PUSHED FORWARD TO THE STARTING POSITION. THE FOUR REMAINING TILES PUSHED FORWARD SHALL BE DELIVERED TO THE NEXT POSITION. THE REMAINING STACKS OF TILES SHALL BE DELIVERED FROM THE DEALER'S RIGHT TO LEFT IN THE SAME MANNER AS THE FIRST TWO STACKS.
- (D) CUP SAY (PICK FOUR) FROM THE LEFT: THE DEALER SHALL INDICATE THE USE OF CUP SAY FROM THE LEFT BY PUSHING FORWARD THE FIRST TWO STACKS OF TILES ON THE DEALER'S LEFT. THE DEALER SHALL DELIVER THE TOP TWO TILES FROM EACH OF THE TWO STACKS PUSHED FORWARD TO THE STARTING POSITION. THE FOUR REMAINING TILES PUSHED FORWARD SHALL BE DELIVERED TO THE NEXT POSITION. THE REMAINING STACKS OF TILES SHALL BE DELIVERED FROM THE DEALER'S LEFT TO RIGHT IN THE SAME MANNER AS THE FIRST TWO STACKS.
- (E) JUNG QUAT (TAKE THE HEART): THE DEALER SHALL INDICATE THE USE OF JUNG QUAT BY PUSHING FORWARD THE FOURTH STACK OF TILES FROM THE DEALER'S RIGHT AND THE FOURTH STACK OF TILES FROM THE DEALER'S LEFT (THE TWO CENTER STACKS OF THE EIGHT). THE DEALER SHALL DELIVER THE TOP TWO TILES FROM EACH OF THE TWO STACKS PUSHED FORWARD TO THE STARTING POSITION. THE FOUR REMAINING TILES PUSHED FORWARD SHALL BE DELIVERED TO THE NEXT POSITION. THE REMAINING STACKS SHALL BE PUSHED TOGETHER AND THE TWO NEW CENTER STACKS SHALL BE PUSHED FORWARD AND DELIVERED IN THE SAME MANNER AS THE FIRST TWO STACKS. THIS PROCEDURE SHALL BE REPEATED UNTIL ALL EIGHT STACKS OF TILES HAVE BEEN DELIVERED.
- (F) CHEE YEE (CHOP THE EARS): THE DEALER SHALL INDICATE THE USE OF CHEE YEE BY PUSHING FORWARD THE FIRST STACK OF TILES ON THE DEALER'S RIGHT AND THE FIRST STACK OF TILES ON THE DEALER'S LEFT. TO DELIVER THE TILES, THE DEALER SHALL CENTER THE TWO STACKS PUSHED FORWARD IN FRONT OF THE REMAINING STACKS. THE DEALER SHALL DELIVER THE TOP TWO TILES FROM EACH OF THE TWO CENTERED STACKS TO THE STARTING POSITION. THE FOUR REMAINING TILES FROM THE TWO CENTERED STACKS SHALL BE DELIVERED TO THE NEXT POSITION. THE DEALER SHALL THEN CENTER AND DELIVER THE FIRST STACK REMAINING ON THE DEALER'S RIGHT AND THE FIRST STACK REMAINING ON THE DEALER'S LEFT IN THE SAME MANNER. THIS PROCEDURE SHALL BE REPEATED UNTIL ALL EIGHT STACKS OF TILES HAVE BEEN DELIVERED.
- (G) PIN SAY (SLICE FOUR) FROM THE RIGHT: THE DEALER SHALL INDICATE THE USE OF PIN SAY FROM THE RIGHT BY REMOVING THE TOP TILE OF THE FIRST STACK OF TILES ON THE DEALER'S RIGHT AND PLACING IT DIAGONALLY ACROSS THE TOP OF THE SECOND, THIRD AND FOURTH STACKS OF TILES FROM THE DEALER'S RIGHT. THE DEALER SHALL DELIVER THE TOP TILE FROM EACH OF THE FIRST FOUR STACKS ON THE DEALER'S RIGHT TO THE STARTING POSITION (THE DIAGONAL TILE PLUS THE THREE TILES IT COVERS). THE TOP TILE FROM EACH OF THE FIRST FOUR STACKS ON THE DEALER'S LEFT SHALL BE DELIVERED TO THE NEXT POSITION. THE TOP TILE REMAINING ON

EACH OF THE FIRST FOUR STACKS ON THE DEALER'S RIGHT SHALL BE DELIVERED TO THE THIRD POSITION AND THE TOP TILE REMAINING ON EACH OF THE FIRST FOUR STACKS ON THE DEALER'S LEFT SHALL BE DELIVERED TO THE FOURTH POSITION. THIS PROCEDURE SHALL BE REPEATED UNTIL FOUR TILES HAVE BEEN DELIVERED TO ALL EIGHT POSITIONS.

(H) PIN SAY (SLICE FOUR) FROM THE LEFT: THE DEALER SHALL INDICATE THE USE OF PIN SAY FROM THE LEFT BY REMOVING THE TOP TILE OF THE FIRST STACK OF TILES ON THE DEALER'S LEFT AND PLACING IT DIAGONALLY ACROSS THE TOP OF THE SECOND, THIRD AND FOURTH STACKS OF TILES FROM THE DEALER'S LEFT. THE DEALER SHALL DELIVER THE TOP TILE FROM EACH OF THE FIRST FOUR STACKS ON THE DEALER'S LEFT TO THE STARTING POSITION (THE DIAGONAL TILE PLUS THE THREE TILES IT COVERS). THE TOP TILE FROM EACH OF THE FIRST FOUR STACKS ON THE DEALER'S RIGHT SHALL BE DELIVERED TO THE NEXT POSITION. THE TOP TILE REMAINING ON EACH OF THE FIRST FOUR STACKS ON THE DEALER'S LEFT SHALL BE DELIVERED TO THE THIRD POSITION AND THE TOP TILE REMAINING ON EACH OF THE FIRST FOUR STACKS ON THE DEALER'S RIGHT SHALL BE DELIVERED TO THE FOURTH POSITION. THIS PROCEDURE SHALL BE REPEATED UNTIL FOUR TILES HAVE BEEN DELIVERED TO ALL EIGHT POSITIONS.

(I) DRAGON HEAD AND PHOENIX TAIL FROM THE RIGHT: THE DEALER SHALL INDICATE THE USE OF DRAGON HEAD AND PHOENIX TAIL FROM THE RIGHT BY PLACING ALL FOUR TILES IN THE FIRST AND SECOND STACKS FROM THE DEALER'S RIGHT DIRECTLY ON TOP OF THE FOUR TILES IN THE THIRD AND FOURTH STACKS FROM THE DEALER'S RIGHT AND THEN PUSHING FORWARD THE TOP TWO TILES IN EACH OF THE EIGHT TILE STACKS THAT ARE CREATED (FORMING THE "DRAGON HEAD"). THE DEALER SHALL DELIVER THE FOUR TILES PUSHED FORWARD TO THE STARTING POSITION. THE TOP TILE FROM EACH OF THE FOUR STACKS OF FOUR TILES TO THE DEALER'S LEFT (THE "PHOENIX TAIL") SHALL BE DELIVERED TO THE NEXT POSITION. THE DEALER SHALL DELIVER THE TOP TWO TILES FROM EACH OF THE TWO STACKS ON THE DEALER'S RIGHT TO THE THIRD POSITION AND THE TOP TILE FROM EACH OF THE FOUR STACKS ON THE DEALER'S LEFT TO THE FOURTH POSITION. THIS PROCEDURE SHALL BE REPEATED UNTIL FOUR TILES HAVE BEEN DELIVERED TO ALL EIGHT POSITIONS.

(J) DRAGON HEAD AND PHOENIX TAIL FROM THE LEFT: THE DEALER SHALL INDICATE THE USE OF DRAGON HEAD AND PHOENIX TAIL FROM THE LEFT BY PLACING ALL FOUR TILES IN THE FIRST AND SECOND STACKS FROM THE DEALER'S LEFT DIRECTLY ON TOP OF THE FOUR TILES IN THE THIRD AND FOURTH STACKS FROM THE DEALER'S LEFT AND THEN PUSHING FORWARD THE TOP TWO TILES IN EACH OF THE EIGHT TILE STACKS THAT ARE CREATED (FORMING THE "DRAGON HEAD"). THE DEALER SHALL DELIVER THE FOUR TILES PUSHED FORWARD TO THE STARTING POSITION. THE TOP TILE FROM EACH OF THE FOUR STACKS OF FOUR TILES TO THE DEALER'S RIGHT (THE "PHOENIX TAIL") SHALL BE DELIVERED TO THE NEXT POSITION. THE DEALER SHALL DELIVER THE TOP TWO TILES FROM EACH OF THE TWO STACKS ON THE DEALER'S LEFT TO THE THIRD POSITION AND THE TOP TILE FROM EACH OF THE FOUR STACKS ON THE DEALER'S RIGHT TO THE FOURTH POSITION. THIS PROCEDURE SHALL BE REPEATED UNTIL FOUR TILES HAVE BEEN DELIVERED TO ALL EIGHT POSITIONS.

(12) AFTER ALL THE STACKS OF TILES HAVE BEEN DEALT, THE DEALER SHALL, WITHOUT EXPOSING THE TILES, COLLECT ANY STACKS DEALT TO A POSITION WHERE THERE IS NO WAGER AND PLACE THE STACKS WITH THE DEAD HAND ON THE LAYOUT TO THE LEFT OF THE DEALER IN FRONT OF THE TABLE TRAY.

(13) ONCE ALL TILES HAVE BEEN DEALT AND ANY TILES DEALT TO POSITIONS WITH NO WAGERS HAVE BEEN COLLECTED, THE DEALER SHALL PLACE THE COVER ON THE PAI GOW TILES SHAKER AND SHAKE THE SHAKER ONCE. THE PAI GOW TILES SHAKER SHALL THEN BE PLACED TO THE RIGHT OF THE DEALER.

(14) IF THE TILES DEALT TO THE DEALER HAVE NOT BEEN PREVIOUSLY COLLECTED, AFTER EACH PLAYER HAS SET HIS OR HER TWO HANDS AND PLACED THEM ON THE LAYOUT, THE TWO HANDS OF THE DEALER SHALL THEN BE SET. ONCE THE DEALER HAS FORMED A HIGH AND LOW HAND, THE DEALER SHALL EXPOSE THE HANDS OF THE BANK AND DETERMINE IF THE HANDS OF THE DEALER ARE HIGHER IN RANK THAN THE HANDS OF THE BANK. IF THE DEALER WINS, THE TILES OF THE DEALER SHALL BE STACKED FACE UP TO THE RIGHT OF THE TABLE TRAY WITH THE AMOUNT WAGERED BY THE DEALER AGAINST THE BANK PLACED ON

TOP. IF THE DEALER PUSHES, THE DEALER SHALL RETURN THE AMOUNT WAGERED BY THE DEALER AGAINST THE BANK TO THE TABLE TRAY. IF THE DEALER LOSES, THE AMOUNT WAGERED BY THE DEALER AGAINST THE BANK SHALL BE MOVED TO THE CENTER OF THE LAYOUT.

- (15) IF BANKING IS IN EFFECT, ONCE THE DEALER HAS DETERMINED THE OUTCOME OF THE WAGER OF THE DEALER AGAINST THE BANK, IF ANY, THE DEALER SHALL EXPOSE THE HANDS OF EACH PLAYER STARTING WITH THE PLAYER FARTHEST TO THE RIGHT OF THE DEALER AND PROCEEDING COUNTERCLOCKWISE AROUND THE TABLE. THE DEALER SHALL COMPARE THE HIGH AND LOW HAND OF EACH PLAYER TO THE HIGH AND LOW HAND OF THE BANK AND SHALL ANNOUNCE IF THE WAGER SHALL WIN, LOSE OR BE CONSIDERED A PUSH AGAINST THE BANK. ALL LOSING WAGERS SHALL BE IMMEDIATELY COLLECTED AND PLACED IN THE CENTER OF THE TABLE. AFTER ALL HANDS HAVE BEEN EXPOSED, ALL WINNING WAGERS, INCLUDING THE DEALER'S WAGER, SHALL BE PAID BY THE DEALER WITH THE GAMING CHIPS LOCATED IN THE CENTER OF THE TABLE. IF THIS AMOUNT BECOMES EXHAUSTED BEFORE ALL WINNING WAGERS HAVE BEEN PAID, THE DEALER SHALL COLLECT FROM THE BANK AN AMOUNT EQUAL TO THE REMAINING WINNING WAGERS AND PLACE THAT AMOUNT IN THE CENTER OF THE LAYOUT. THE REMAINING WINNING WAGERS SHALL BE PAID FROM THE AMOUNT IN THE CENTER OF THE LAYOUT. IF, AFTER COLLECTING ALL LOSING WAGERS AND PAYING ALL WINNING WAGERS, THERE IS A SURPLUS IN THE CENTER OF THE TABLE, THIS AMOUNT SHALL BE CHARGED A FIVE PERCENT VIGORISH IN ACCORDANCE WITH REGULATION 30-2607. ONCE THE VIGORISH HAS BEEN PAID, THE REMAINING AMOUNT SHALL BE GIVEN TO THE BANK.
- (16) IF CO-BANKING IS IN EFFECT, ONCE THE DEALER HAS SET THE CO-BANK HAND PURSUANT TO (E) ABOVE, THE DEALER SHALL EXPOSE THE HANDS OF EACH PLAYER STARTING WITH THE PLAYER FARTHEST TO THE RIGHT OF THE DEALER AND PROCEEDING COUNTERCLOCKWISE AROUND THE TABLE. THE DEALER SHALL COMPARE THE HIGH AND LOW HAND OF EACH PLAYER TO THE HIGH AND LOW HAND OF THE BANK AND SHALL ANNOUNCE IF THE WAGER SHALL WIN, LOSE OR BE CONSIDERED A PUSH AGAINST THE BANK. ALL LOSING WAGERS SHALL BE IMMEDIATELY COLLECTED AND PLACED IN THE CENTER OF THE TABLE. AFTER ALL HANDS HAVE BEEN EXPOSED, ALL WINNING WAGERS SHALL BE PAID BY THE DEALER WITH THE GAMING CHIPS LOCATED IN THE CENTER OF THE TABLE. IF THIS AMOUNT BECOMES EXHAUSTED BEFORE ALL WINNING WAGERS HAVE BEEN PAID, THE DEALER SHALL COLLECT FROM THE CO-BANK, AN AMOUNT EQUAL TO ONE-HALF OF THE REMAINING WINNING WAGERS AND PLACE THAT AMOUNT IN THE CENTER OF THE LAYOUT. THE DEALER SHALL REMOVE AN AMOUNT EQUAL TO ONE-HALF OF THE REMAINING WINNING WAGERS FROM THE TABLE TRAY AND PLACE THAT AMOUNT IN THE CENTER OF THE LAYOUT. THE REMAINING WINNING WAGERS SHALL BE PAID FROM THE TOTAL AMOUNT IN THE CENTER OF THE LAYOUT. IF, AFTER COLLECTING ALL LOSING WAGERS AND PAYING ALL WINNING WAGERS, THERE IS A SURPLUS IN THE CENTER OF THE TABLE, THIS AMOUNT WILL BE COUNTED AND THE DEALER SHALL PLACE ONE-HALF OF THIS AMOUNT INTO THE TABLE TRAY. THE DEALER SHALL COLLECT A FIVE PERCENT VIGORISH IN ACCORDANCE WITH REGULATION 30-2608 ON THE REMAINING AMOUNT AND PLACE THE VIGORISH AMOUNT IN THE TABLE TRAY. THE REMAINING AMOUNT SHALL THEN BE GIVEN TO THE CO-BANK.
- (17) IMMEDIATELY AFTER A WINNING WAGER OF THE DEALER IS PAID, THIS AMOUNT AND THE ORIGINAL WAGER SHALL BE RETURNED TO THE TABLE TRAY.
- (18) EACH PLAYER WHO HAS A WINNING WAGER AGAINST THE BANK SHALL PAY A FIVE PERCENT VIGORISH ON THE AMOUNT WON TO THE DEALER, IN ACCORDANCE WITH REGULATION 30-2608.

### **30-2610 IRREGULARITIES; INVALID ROLL OF THE DICE.**

- (1) IF THE DEALER UNCOVERS THE PAI GOW TILES SHAKER AND ALL THREE DICE DO NOT LAND FLAT ON THE BOTTOM OF THE SHAKER, THE DEALER SHALL CALL A "NO ROLL" AND RE-SHAKE THE DICE.
- (2) IF THE DEALER UNCOVERS THE PAI GOW TILES SHAKER AND A DIE OR DICE FALL OUT OF THE SHAKER, THE DEALER SHALL CALL A "NO ROLL" AND RE-SHAKE THE DICE.
- (3) IF THE DEALER INCORRECTLY TOTALS THE DICE AND DEALS THE TILES TO THE WRONG POSITIONS, ALL HANDS SHALL BE VOID AND THE DEALER SHALL RESHUFFLE THE TILES.

- (4) IF THE DEALER EXPOSES ANY OF THE TILES DEALT TO A PLAYER, THE PLAYER HAS THE OPTION OF VOIDING THE HAND. WITHOUT LOOKING AT THE UNEXPOSED TILES, THE PLAYER SHALL MAKE THE DECISION EITHER TO PLAY OUT THE HAND OR TO VOID THE HAND.
- (5) IF A TILE DEALT TO THE DEALER, BANK, THE DEAD HAND OR ANY POSITION WHERE THERE IS NO WAGER EXPOSED, ALL HANDS SHALL BE VOID AND THE TILES SHALL BE RESHUFFLED.
- (6) IF THE DEALER DOES NOT SET HIS OR HER HANDS IN THE MANNER SUBMITTED TO THE DIVISION PURSUANT TO REGULATION 30-2607, THE HANDS MUST BE RESET IN ACCORDANCE WITH SUCH SUBMISSION AND THE ROUND OF PLAY COMPLETED.
- (7) IF A TILE LEAVES THE TABLE FOR ANY REASON, THAT PLAYER'S HAND IS DEAD AND THEIR WAGER(S) ARE LOST. IF THE DEALER'S TILE(S) LEAVES THE TABLE FOR ANY REASON, ALL HANDS SHALL BE VOID AND THE TILES SHALL BE RESHUFFLED.

**30-2611 A PLAYER WAGERING ON MORE THAN ONE BETTING AREA.**

- (1) EXCEPT AS PROVIDED IN REGULATION 30-2608 (6), A RETAIL LICENSEE MAY, IN ITS DISCRETION, PERMIT A PLAYER TO WAGER ON NO MORE THAN TWO BETTING AREAS AT A PAI GOW TILES TABLE, WHICH AREAS MUST BE ADJACENT TO EACH OTHER. WHEN A PLAYER WAGERS ON TWO (2) BETTING AREAS, THE LARGEST BET MUST HAVE THEIR TILES SET FIRST.
- (2) IF A RETAIL LICENSEE PERMITS A PLAYER TO WAGER ON TWO ADJACENT BETTING AREAS, THE TILES DEALT TO EACH BETTING AREA SHALL BE PLAYED SEPARATELY, WITH THE FIRST HAND BEING SET BEFORE THE PLAYER CAN MOVE ONTO THE NEXT HAND. ONCE A HAND HAS BEEN RANKED AND SET AND PLACED FACE DOWN ON THE LAYOUT, THE HAND MAY NOT BE CHANGED. THE TILES PLAYED ON ANY SPOT NOT IN FRONT OF THE PLAYER MUST BE SET HOUSE WAY. EXCEPT IF NUMBER ONE (1) APPLIES.
- (3) AT THE DISCRETION OF THE RETAIL LICENSEE, UP TO FOUR PLAYERS CAN BET IN ONE SPOT NOT TO EXCEED TABLE LIMITS PER SPOT. ONLY THE PLAYER SEATED AT THIS SPOT MAY TOUCH OR SET TILES. AT THE DISCRETION OF THE RETAIL LICENSEE, IF MULTIPLE PLAYERS BET ON ONE (1) SPOT AND THAT SPOT IS THE NEXT SPOT OFFERED TO BANK, ONLY THE SEATED PLAYERS AMOUNT BET WILL BE ACCEPTED AS THE AMOUNT WAGERED FOR THE PLAYER BANKER BET IN THE NEXT HAND.

**30-2612 WAGERS FOR DRAGON'S EYE VARIATION; PAY OUT ODDS.**

- (1) A "MATCH WAGER" SHALL WIN FOR THE PLAYER POSITION NUMBER THAT CORRESPONDS TO THE NUMERIC VALUE ON EACH DIE. A PLAYER WHO PLACES A MATCH WAGER SHALL BE PAID 1 TO 1 FOR EACH DIE WITH A NUMERIC VALUE THAT MATCHES THE PLAYER'S PLAYER POSITION AT THE TABLE.
  - (A) EXAMPLE A: IF THE NUMERIC VALUES OF THE DICE ROLLED ARE 1, 2, AND 3, THEN THE PLAYERS IN PLAYER POSITIONS 1, 2, AND 3 SHALL EACH BE PAID 1 TO 1.
  - (B) EXAMPLE B: IF THE NUMERIC VALUES ARE 3, 3, AND 4, THEN THE PLAYER AT PLAYER POSITION 3 SHALL BE PAID 2 TO 1 (1 TO 1 FOR EACH DIE) AND THE PLAYER AT PLAYER POSITION 4 SHALL BE PAID 1 TO 1.
  - (C) EXAMPLE C: IF THE NUMERIC VALUES ARE 5, 5, AND 5, THEN THE PLAYER AT PLAYER POSITION 5 SHALL BE PAID 3 TO 1 (1 TO 1 FOR EACH DIE).
- (2) AN "EVEN WAGER" SHALL WIN IF THE NUMERIC VALUE OF THE DRAGON'S EYE DIE IS AN EVEN NUMBER (THAT IS, 2, 4, OR 6), PROVIDED THAT THE NUMERIC VALUE ON EACH OF THE THREE DICE IS NOT THE SAME. A WINNING EVEN WAGER SHALL BE PAID 1 TO 1.

- (3) AN "ODD WAGER" SHALL WIN IF THE NUMERIC VALUE OF THE DRAGON'S EYE DIE IS AN ODD NUMBER (THAT IS, 1, 3, OR 5), PROVIDED THAT THE NUMERIC VALUE ON EACH OF THE THREE DICE IS NOT THE SAME. A WINNING ODD WAGER SHALL BE PAID 1 TO 1.
- (4) A "DOUBLE WAGER" SHALL WIN IF THE NUMERIC VALUES ON BOTH DICE OTHER THAN THE DRAGON'S EYE DIE ARE THE SAME (DOUBLE). A WINNING DOUBLE WAGER SHALL BE PAID 4 TO 1.
- (5) A "TRIPLE WAGER" SHALL WIN IF THE NUMERIC VALUES ON ALL THREE DICE ARE THE SAME (TRIPLE). A WINNING TRIPLE WAGER SHALL BE PAID 30 TO 1.
- (6) A "DICE BONUS WAGER" SHALL WIN IF THE NUMERIC VALUES ON ALL THREE DICE ARE THE SAME FOR A ROUND OF PLAY. A WINNING DICE BONUS WAGER FOR THE FIRST TRIPLE SHALL BE PAID 30 TO 1 FOR THE PLAYER SHAKING THE DICE AND 25 TO 1 FOR PLAYERS OTHER THAN THE SHAKER. A WINNING DICE BONUS WAGER FOR TWO CONSECUTIVE TRIPLES SHALL BE 500 TO 1 FOR THE PLAYER SHAKING THE DICE AND 50 TO 1 FOR PLAYERS OTHER THAN THE SHAKER WHO RETAINED THEIR BONUS BETS ON THE TABLE. A WINNING DICE BONUS WAGER FOR THREE CONSECUTIVE TRIPLES SHALL BE 10,000 TO 1 FOR THE PLAYER SHAKING THE DICE AND 1,000 TO 1 FOR PLAYERS OTHER THAN THE SHAKER WHO RETAINED THEIR BONUS BETS ON THE TABLE. IN THE EVENT THE DEALER IS RESPONSIBLE FOR SHAKING THE DICE PURSUANT TO REGULATION 30-2606 (3), PLAYERS REMAIN ELIGIBLE TO WIN THE PAY OUTS FOR NON-SHAKERS AS SET FORTH IN THIS SUBSECTION. PLAYERS SHALL ONLY REMAIN ELIGIBLE FOR PAY OUTS FOR CONSECUTIVE TRIPLES BY RETAINING THEIR DICE BONUS WAGERS IN THE DESIGNATED AREA OF THE LAYOUT. PLAYERS WHO DID NOT PLACE A DICE BONUS WAGER BEFORE ANY TRIPLE WILL BE INELIGIBLE TO PLACE A DICE BONUS WAGER ON THE SUBSEQUENT ROUND OF PLAY.

## **BASIS AND PURPOSE FOR RULE 27**

THE PURPOSE OF RULE 27 IS TO ESTABLISH PLAYING RULES FOR CONDUCTING BIG 6 WHEEL GAMES, IN COMPLIANCE WITH SECTION 44-30-302 (2), C.R.S. THE STATUTORY BASIS FOR RULE 27 IS FOUND IN SECTIONS 44-30-201, C.R.S., 44-30-203, C.R.S., 44-30-302, C.R.S., AND 44-30-818, C.R.S.

## **RULE 27 RULES FOR BIG 6 WHEEL**

### **30-2701 POSTING AND FURNISHING OF RULES.**

POSTED HOUSE RULES AND HOUSE RULES GOVERNING PLAY OF BIG SIX WHEEL MUST BE CLEAR AND LEGIBLE AND POSTED IN CONSPICUOUS AND CONVENIENTLY ACCESSIBLE LOCATIONS AVAILABLE TO ALL PLAYERS IN THE AREA. THE RULES AND THE PLACE OF POSTING MUST BE APPROVED BY THE DIRECTOR OR DIRECTOR'S DESIGNEE. PRINTED COPIES OF THE HOUSE RULES AND RULES OF PLAY MUST BE PROVIDED TO ANY PLAYER UPON REQUEST.

### **30-2702 BIG SIX WHEEL LAYOUT; PHYSICAL CHARACTERISTICS.**

- (1) BIG SIX WHEEL GAMING SHALL BE CONDUCTED AT A CIRCULAR WHEEL AT LEAST 5 FEET IN DIAMETER. EXCEPT AS PROVIDED IN REGULATION 30-2702 (3), THE RIM OF THE WHEEL MUST BE DIVIDED INTO 54 EQUALLY SPACED SECTIONS WITH 23 SECTIONS CONTAINING A \$1 SYMBOL, 15 SECTIONS CONTAINING A \$2 SYMBOL, 8 SECTIONS CONTAINING A \$5 SYMBOL, 4 SECTIONS CONTAINING A \$10 SYMBOL, 2 SECTIONS CONTAINING A \$20 SYMBOL, 1 SECTION CONTAINING A PICTURE OF A FLAG, THE NAME OR LOGO OF THE LICENSEE OR OTHER UNIQUE SYMBOL, AND 1 SECTION CONTAINING A PICTURE OF A JOKER OR OTHER UNIQUE SYMBOL. THE SECTIONS MUST BE COVERED WITH GLASS.
- (2) EXCEPT AS PROVIDED IN REGULATION 30-2702 (3), THE SECTIONS REQUIRED UNDER REGULATION 30-2702 (1) MUST BE ARRANGED CLOCKWISE AROUND THE RIM OF THE WHEEL IN THE FOLLOWING ORDER: JOKER, \$1, \$2, \$1, \$5, \$2, \$1, \$10, \$1, \$5, \$1, \$2, \$1, \$20, \$1, \$2, \$1, \$5, \$2, \$1, \$10, \$1, \$2, \$5.

\$1, \$2, \$1, FLAG OR LOGO, \$2, \$5, \$2, \$1, \$2, \$1, \$10, \$1, \$5, \$1, \$2, \$1, \$20, \$1, \$2, \$1, \$5, \$2, \$1, \$10, \$1, \$2, \$5, \$1, \$2 AND \$1.

- (3) WITH PRIOR WRITTEN APPROVAL FROM THE DIVISION, A LICENSEE MAY USE SYMBOLS THAT DEPICT FRUIT OR OTHER THEMED SYMBOLS IN LIEU OF THE DOLLAR SYMBOLS SPECIFIED IN REGULATIONS 30-2702 (1) AND (2).
- (4) EACH SECTION OF THE WHEEL MUST ALSO DISPLAY THE PAY OUT ODDS IN REGULATION 30-2704 (RELATING TO PAY OUT ODDS) FOR THE WAGER. FOR EXAMPLE, THE PAY OUT ODDS FOR THE \$2 OR OTHER APPROVED SYMBOL ARE 2 TO 1. THAT SECTION OF THE WHEEL MUST THEREFORE DISPLAY A 2.
- (5) THE WHEEL MUST CONTAIN A CLAPPER CAPABLE OF SELECTING A PARTICULAR SECTION OF THE WHEEL UPON THE CONCLUSION OF THE SPIN.
- (6) EACH BIG SIX WHEEL TABLE MUST HAVE A DROP BOX AND , IF APPLICABLE, A TIP BOX ATTACHED ON THE SAME SIDE OF THE GAMING TO THE TABLE AS, BUT ON OPPOSITE SIDES OF, THE DEALER.
- (7) THE LAYOUT FOR A BIG SIX WHEEL TABLE SHALL BE SUBMITTED TO THE DIVISION AND APPROVED CONTAINING, AT A MINIMUM:
  - (A) THE NAME OR LOGO OF THE LICENSEE.
  - (B) SPECIFIC BETTING AREAS FOR THE PLACEMENT OF WAGERS INCLUDING:
    - (i) SYMBOLS FOR \$1, \$2, \$5, \$10 AND \$20 OR OTHER APPROVED SYMBOLS IN ACCORDANCE WITH REGULATION 30-2702 (3).
    - (ii) A FLAG, THE NAME OR LOGO OF THE LICENSEE OR OTHER UNIQUE SYMBOL AS IT APPEARS ON THE WHEEL.
    - (iii) A JOKER OR OTHER UNIQUE SYMBOL AS IT APPEARS ON THE WHEEL.
  - (C) THE PAY OUT ODDS FOR EACH OF THE PERMISSIBLE WAGERS.

### **30-2703 WAGERS AND ROTATION OF THE WHEEL.**

- (1) PRIOR TO THE SPIN OF THE WHEEL, THE DEALER SHALL ANNOUNCE "NO MORE BETS."
- (2) THE WHEEL SHALL BE SPUN BY THE DEALER IN EITHER DIRECTION AND MUST COMPLETE AT LEAST THREE REVOLUTIONS TO CONSTITUTE A VALID SPIN. THE DEALER MUST ALTERNATE THE DIRECTION OF THE WHEEL EACH SPIN.
- (3) EACH PLAYER SHALL BE RESPONSIBLE FOR THE CORRECT POSITIONING OF THE PLAYER'S WAGER ON THE LAYOUT REGARDLESS OF WHETHER THAT PLAYER IS ASSISTED BY THE DEALER. WAGERS MUST BE PLACED WITH CASINO CHIPS.
- (4) A WAGER SHALL BE SETTLED IN ACCORDANCE WITH THE WAGER'S POSITION ON THE LAYOUT WHEN THE CLAPPER COMES TO REST IN A SECTION OF THE WHEEL.
- (5) IF THE CLAPPER COMES TO REST BETWEEN TWO NUMBERS OR SYMBOLS UPON COMPLETION OF THE SPIN OF THE WHEEL, THE SPIN SHALL BE VOID AND THE DEALER SHALL RE-SPIN THE WHEEL.
- (6) UPON COMPLETION OF THE SPIN, THE DEALER SHALL FIRST COLLECT ALL LOSING WAGERS AND THEN PAY OFF ALL WINNING WAGERS IN ACCORDANCE WITH REGULATION 30-2704 (RELATING TO PAY OUT ODDS).
- (7) THE MAXIMUM WAGER LIMIT SHALL BE DETERMINED BY THE HOUSE AND IN ACCORDANCE WITH APPLICABLE LAW. ANY RESTRICTIONS ON TIPPING THE DEALER SHALL BE DETERMINED BY THE HOUSE AND POSTED.

**30-2704 PAY OUT ODDS.**

A LICENSEE SHALL PAY OUT WINNING BIG SIX WHEEL WAGERS AT NO LESS THAN THE ODDS IN THE FOLLOWING PAY TABLE:

<b>WAGER</b>	<b>PAY OUT ODDS</b>
\$1 SYMBOL OR OTHER APPROVED ALTERNATE SYMBOL	1 TO 1
\$2 SYMBOL OR OTHER APPROVED ALTERNATE SYMBOL	2 TO 1
\$5 SYMBOL OR OTHER APPROVED ALTERNATE SYMBOL	5 TO 1
\$10 SYMBOL OR OTHER APPROVED ALTERNATE SYMBOL	10 TO 1
\$20 SYMBOL OR OTHER APPROVED ALTERNATE SYMBOL	20 TO 1
JOKER, FLAG, NAME, LOGO OR OTHER UNIQUE SYMBOL	45 TO 1

**BASIS AND PURPOSE FOR RULE 28**

THE PURPOSE OF RULE 28 IS TO ESTABLISH PLAYING RULES FOR AUTHORIZED TYPES OF BACCARAT, MINI BACCARAT, MIDI BACCARAT AND MANAGEMENT PROCEDURES FOR CONDUCTING BACCARAT, MINI BACCARAT AND MIDI BACCARAT GAMES IN COMPLIANCE WITH SECTION 44-30-302(2), C.R.S. THE STATUTORY BASIS FOR RULE 28 IS FOUND IN SECTIONS 44-30-201, C.R.S., 44-30-203, C.R.S., 44-30-302, C.R.S., 44-30-816, C.R.S., AND 44-30-818, C.R.S.

**RULE 28 RULES FOR BACCARAT**

**30-2801 BACCARAT RULES.**

- (1) THE GAME OF BACCARAT AUTHORIZED PURSUANT TO ARTICLE 30 OF TITLE 44, C.R.S., INCLUDING ALL VARIATIONS THEREOF, SHALL BE PERMITTED AND CONDUCTED ACCORDING TO THE RULES AND PROVISIONS SET FORTH IN THIS RULE 28, PROMULGATED BY THE COMMISSION (HEREINAFTER COLLECTIVELY "THE RULES OF MINI BACCARAT"). THE RULES OF MINI BACCARAT SHALL BE FOLLOWED BY ALL LICENSEES AND BY ALL PERSONS PARTICIPATING IN ANY GAME OF MINI BACCARAT.
- (2) IF A PLAYER HAS A DISABILITY WHICH PREVENTS SUCH PLAYER, OR A DEALER, FROM COMPLYING WITH EVERY PROVISION FOUND IN THIS RULE 28, THE RETAIL LICENSEE SHALL BE PERMITTED TO MAKE REASONABLE ACCOMMODATIONS TO THE DISABLED PLAYER, EVEN IF IN APPARENT VIOLATION OF RULE 28. SUCH REASONABLE ACCOMMODATIONS SHALL NOT PROMOTE CHEATING, FRAUDULENT ACTS, NOR THE USE OF UNAUTHORIZED DEVICES BY ANY PERSON.
- (3) THE DIVISION MAY PROMULGATE INTERNAL CONTROL MINIMUM PROCEDURES TO PROVIDE MINIMUM STANDARDS FOR LICENSEES IN THE CONDUCT OF MINI BACCARAT GAMES AND THE EXERCISE OF LICENSEE DISCRETION IN THESE RULES.

**30-2802 DEFINITIONS OF BACCARAT.**

THE FOLLOWING DEFINITIONS APPLY TO ALL THE RULES OF BACCARAT AND TO ALL GAMES OF BACCARAT (MINI AND MIDI) CONDUCTED BY LICENSEES:

- (1) "BACCARAT" MEANS "0". IF YOU THE PLAYER OR THE BANK HAS A TOTAL OF ZERO, THIS IS KNOWN AS BACCARAT.
- (2) "BANCO" IS THE SPANISH WORD FOR BANK OR BANKER. THE DEALER IS SOMETIMES CALLED THE BANCO IN BACCARAT.

- (3) "BANKER BET" IS ONE OF THREE POSSIBLE BETS YOU THE PLAYER CAN CHOOSE IN BACCARAT.
- (4) "BANKER" MEANS THE LICENSED DEALER RESPONSIBLE FOR DEALING THE CARDS AT A BACCARAT TABLE.
- (5) "BURN" MEANS TO REMOVE THREE TO SIX CARDS FROM THE TOP OF THE DECK OR THE FRONT OF A SHOE AND PLACE IT, OR THEM, IN THE DISCARD RACK.
- (6) "COUP" MEANS A ROUND OF BACCARAT COMPRISING OF A BANKER HAND AND PLAYER HAND.
- (7) "DOWN CARD" IS ALSO KNOWN AS A HOLE CARD; THIS CARD IS TURNED FACE DOWN.
- (8) "FREE HANDS" ARE DEFINED AS THE ACT OF DEALING A SET OF CARDS TO PLAY A HAND WITHOUT ANY BETS BEING REQUIRED ON THE TABLE. PLAYERS ARE NOT ALLOWED TO HANDLE THE CARDS. THE LICENSEE HAS THE RIGHT TO DETERMINE HOW MANY "FREE HANDS" WILL BE ALLOWED PER SHOE.
- (9) "FLAT BET" IS WHEN THE PUNTER PLACES THE SAME AMOUNT NO MATTER IF THE HAND IS A WINNING OR LOSING ONE.
- (10) "LA GRANDE" IS THE BEST HAND IN BACCARAT WHICH IS A NATURAL NINE.
- (11) "LA PETITE" IS A NATURAL BACCARAT TOTALING EIGHT.
- (12) "LAYOUT" OR "TABLE LAYOUT" MEANS THE FELT, CLOTH, OR OTHER MATERIAL COVERING THE PLAYING SURFACE OF A BACCARAT TABLE THAT INDICATES A SERIES OF BOXES AND BETTING SECTIONS ON THE FELT. THERE ARE SPACES FOR THE PLAYERS TO PLACE WAGERS AND ALSO AREAS WHERE THE DEALT CARDS ARE PLACED.
- (13) "MATCH PAIR" IS AN UNSUITED PAIR WAGER ON THE PLAYER OR BANKER HAND AND PAYS 11 TO 1
- (14) "MINI BACCARAT" IS A SMALLER VERSION OF THE FULL-SIZED BACCARAT TABLE THAT CAN HOST UP TO SEVEN PLAYERS AT ONCE, USUALLY HAS A LOWER TABLE LIMIT THAN FULL-SIZED BACCARAT, AND THE CARDS ARE HANDLED BY THE DEALER AND NOT THE PLAYERS. ALL CARDS ARE DEALT FACE UP AND THE DRAWING RULES ARE FOLLOWED WITHOUT PLAYER INTERACTION. THE RETAIL LICENSEE WILL DETERMINE THE NUMBER OF PLAYERS SPOTS AT THE BACCARAT TABLE BOTH ON A LIVE TABLE AND IN A HYBRID GAME, DEALER ASSISTED SETTING.
- (15) "MIDI BACCARAT" IS A VERSION SMALLER THAN FULL-SIZED BACCARAT, BUT LARGER THAN MINI BACCARAT. MIDI BACCARAT USUALLY HAS NINE PLAYERS, AND THE CARDS ARE HANDLED AND REVEALED BY THE PLAYER WITH THE LARGEST BET PLACED ON EITHER THE PLAYER OR BANKER WAGER. THE RETAIL LICENSEE WILL DETERMINE THE NUMBER OF PLAYERS SPOTS AT THE BACCARAT TABLE BOTH ON A LIVE TABLE AND IN A HYBRID GAME, DEALER ASSISTED SETTING.
- (16) "NATURAL" MEANS A HAND WHICH HAS A POINT COUNT OF 8 OR 9 ON THE FIRST TWO CARDS DEALT.
- (17) "OVER THE SHOULDER" BETS ARE ALLOWED AT THE DISCRETION OF THE RETAIL LICENSEE.
- (18) "PALLETTE" IS A LONG WOODEN STICK THE CROUPIERS USE FOR MOVING CARDS DURING THE FULL-SIZED GAME OF BACCARAT.
- (19) "PASS" IS A WIN.
- (20) "PERFECT PAIR" IS AN OPTIONAL BONUS WAGER THAT WINS IF EITHER THE PLAYER OR BANKER HAND HAVE AN IDENTICAL PAIR, IN BOTH RANK AND SUIT, IN THE FIRST TWO CARDS AND PAYS AT A MINIMUM OF 25 TO 1.



- (21) "PUNTER" MEANS ANOTHER PLAYER.
- (22) "PUNTO BANCO" IS A BACCARAT GAME MEANING PLAYER BANKER.
- (23) "PUSH" MEANS A BET THAT IS NEITHER WINNING NOR LOSING. THE AMOUNT WAGERED IS HELD OVER FOR THE NEXT ROUND.
- (24) "RUN" IS ANOTHER OPTIONAL BONUS WAGER ALLOWING YOU THE PLAYER TO BET ON A SERIES OF HANDS IN SUCCESSION.
- (25) "SHOE" MEANS A DEALING DEVICE THAT HAS A COMPARTMENT IN WHICH SIX, OR EIGHT, OR TEN DECKS OF CARDS ARE STACKED AND WHICH PERMITS CARDS TO BE DEALT ONE AT A TIME.
- (26) "SHUFFLE UP" IS A NEW SHUFFLE OF ALL THE CARDS. THE CARDS ARE THEN PLACED IN THE SHOE.
- (27) "SUPER PAN 9" IS A VARIATION OF BACCARAT WHERE ONLY CARDS A TO 6 AND ALL FACE CARDS ARE IN THE SHOE. ALSO GIVES THE PUNTER THE OPTION TO "HIT" OR "STAND" REGARDLESS OF THE HAND VALUE.
- (28) "TABLE OF PLAY" IS THE RULES ACCORDING TO WHICH THE PARTICIPANTS IN THE GAME CAN RECEIVE A THIRD CARD.
- (29) "TIE" IS WHEN THE PLAYER AND BANKER END UP WITH THE SAME VALUE HAND.
- (30) "TIE BET" IS ONE OF THREE POSSIBLE BETS. IF THE HAND ENDS IN A TIE, THE PLAYER GETS HIS OR HER BETS BACK. IF YOU THE PLAYER PLACES A BET ON THE "TIE BET", THE PLAYER WILL BE PAID 8:1 OR 9:1.
- (31) "VIGORISH" MEANS THE PERCENTAGE DEDUCTED FROM A WINNING WAGER.
- (32) "4-5-6" IS A TOTAL CARD WAGER FOR THE NUMBER OF CARDS DEALT TO THE PLAYER AND BANKER; 4 CARDS PAYS 3 TO 2, AND 5 AND 6 PAY 2 TO 1

**30-2803 BACCARAT TABLE - PHYSICAL CHARACTERISTICS.**

THE RETAIL LICENSEE WILL DETERMINE THE NUMBER OF PLAYERS SPOTS AT THE BACCARAT TABLE BOTH ON A LIVE TABLE AND IN A HYBRID GAME, DEALER ASSISTED SETTING. BACCARAT MUST BE PLAYED AT A TABLE HAVING ON ONE SIDE PLACES FOR NOT MORE THAN SEVEN PLAYERS AND ON THE OPPOSITE SIDE, A PLACE FOR THE DEALER. BACCARAT PLAYED IN AN ELECTRONIC SETTING MUST HAVE THE CONFIGURATION, PLACEMENT OF THE MACHINES, NUMBER OF DEALERS AND MAXIMUM NUMBERS OF PLAYERS APPROVED BY THE DIVISION DIRECTOR OR DESIGNEE.

- (1) A BACCARAT TABLE, WHILE IN PLAY, MUST HAVE A CHIP TRAY, A DISCARD RACK, A DROP SLOT AND DROP BOX, AND A TIP BOX, EXCEPT THAT NO TIP BOX SHALL BE REQUIRED IF TIPS ARE NOT ACCEPTED AT THE TABLE. BACCARAT TABLES MUST HAVE AN IDENTIFYING NUMBER, ASSIGNED BY THE RETAIL LICENSEE, ON THE TOP SURFACE OF THE TABLE OR A TABLE ACCESSORY. THIS TABLE NUMBER MUST BE VISIBLE TO SURVEILLANCE PERSONNEL AND MUST BE ABLE TO BE CAPTURED ON SURVEILLANCE VIDEO OF TABLE ACTIVITY.
- (2) THE LAYOUT MUST HAVE SPECIFIC AREAS MARKED IN WHICH TO PLACE WAGERS, AND MAY HAVE IMPRINTED ON IT THE NAME AND LOGO OF THE ESTABLISHMENT. A LAYOUT USED FOR AN APPROVED VARIATION GAME MAY HAVE ADDITIONAL MARKINGS WHICH IDENTIFY THE GAME, THE HOLDER OF INTELLECTUAL PROPERTY RIGHTS TO THE GAME, THE DISTRIBUTOR OF THE GAME, ANY SPECIAL MARKINGS NEEDED FOR PLAY OF THE GAME, AND ANY OTHER MARKINGS APPROVED BY THE DIRECTOR OR DIRECTOR'S DESIGNEE. A BACCARAT TABLE THAT USES ELECTRONIC BETTING TERMINALS (EBTs) WILL HAVE THE WAGER AREAS AND ANY SPECIAL MARKINGS NEEDED FOR PLAY OF THE GAME INCLUDED ON THE ELECTRONIC SCREENS.

**(3) BACCARAT SHALL BE PLAYED ON A TABLE HAVING:**

**(A) THE PAY OUT ODDS FOR ALL PERMISSIBLE WAGERS OFFERED BY A RETAIL LICENSEE, EXCEPT THAT IF THE PAY OUT ODDS ARE NOT INSCRIBED ON THE LAYOUT, A SIGN IDENTIFYING THE PAY OUT ODDS SHALL BE POSTED AT EACH BACCARAT TABLE;**

**(B) MINIMUM AND MAXIMUM TABLE BETTING LIMITS; AND**

**(C) A STATEMENT THAT PLAYERS MAY REQUEST A COPY OF ALL BACCARAT RULES.**

**(4) PUBLICATION OF PAYOFFS ABOVE MAY BE PROVIDED BY WALL SIGNAGE MEETING THE REQUIREMENTS OF REGULATION 30-413, RATHER THAN BY TABLE SIGNAGE.**

**30-2804 POSTING AND FURNISHING OF RULES.**

**POSTED HOUSE RULES GOVERNING PLAY OF BACCARAT MUST BE CLEAR AND LEGIBLE AND POSTED IN CONSPICUOUS AND CONVENIENTLY ACCESSIBLE LOCATIONS AVAILABLE TO ALL PLAYERS IN THE BACCARAT AREA. THE RULES AND THE PLACE OF POSTING MUST BE APPROVED BY THE DIRECTOR OR DESIGNEE. PRINTED COPIES OF THE HOUSE RULES AND RULES OF PLAY MUST BE PROVIDED TO ANY PLAYER UPON REQUEST.**

**30-2805 DEALING SHOES AND SHUFFLING DEVICES.**

**A DEALING SHOE MUST BE DESIGNED AND CONSTRUCTED TO MAINTAIN THE INTEGRITY OF THE GAME. DEALING SHOES AND SHUFFLING DEVICES IN THE ESTABLISHMENT MUST BE INSPECTED EACH GAMING DAY BEFORE CARDS ARE PLACED IN THEM TO ENSURE THAT THE SHOE OR OTHER DEVICE IS NOT DAMAGED, IS OPERATING PROPERLY, AND HAS NOT BEEN COMPROMISED IN ANY MANNER WHICH MIGHT AFFECT THE INTEGRITY OF THE GAME. THE SHOE MUST BE DESIGNED SO THE NEXT CARD TO BE DEALT IS NOT COMPLETELY VISIBLE TO THE PLAYERS.**

**30-2806 CARDS: NUMBER OF DECKS; VALUE; POINT COUNT OF HAND.**

**(1) BACCARAT WILL BE PLAYED WITH SIX TO EIGHT DECKS OF CARDS AND TWO ADDITIONAL CUTTING CARDS.**

**(A) CARDS MUST BE IDENTICAL IN APPEARANCE; AND**

**(i) THE CARDS SHALL BE SEPARATED INTO TWO BATCHES WITH AN EQUAL NUMBER OF DECKS IN EACH BATCH;**

**(ii) THE CARDS IN EACH BATCH MUST BE OF THE SAME DESIGN BUT THE BACKS OF THE CARDS IN ONE BATCH MUST BE OF A DIFFERENT COLOR THAN THE CARDS IN THE OTHER BATCH;**

**(iii) ONE BATCH OF CARDS SHALL BE SHUFFLED AND STORED IN THE AUTOMATED CARD SHUFFLING DEVICE WHILE THE OTHER BATCH IS BEING USED TO PLAY THE GAME;**

**(iv) BOTH BATCHES OF CARDS SHALL BE CONTINUOUSLY ALTERNATED IN AND OUT OF PLAY, WITH EACH BATCH BEING USED FROM EVERY OTHER DEALING SHOE; AND**

**(v) THE CARDS FROM ONLY ONE BATCH SHALL BE PLACED IN THE DISCARD RACK AT ANY GIVEN TIME.**

**(B) HAVE TWO CUT CARDS.**

**(i) THE CUTTING CARDS WILL BE OPAQUE AND IN A SOLID COLOR READILY DISTINGUISHABLE FROM THE COLOR OF THE BACKS AND EDGES OF THE PLAYING CARDS.**

- (2) THE "VALUE" OF THE CARDS IN EACH DECK WILL BE AS FOLLOWS:
- (A) ANY CARD FROM 2 TO 9 WILL HAVE ITS FACE VALUE;
  - (B) ANY TEN, JACK, QUEEN OR KING WILL HAVE A VALUE OF ZERO; AND
  - (C) ANY ACE WILL HAVE A VALUE OF ONE.
- (3) THE "POINT COUNT" OF A HAND WILL BE A SINGLE DIGIT NUMBER FROM 0 TO 9 INCLUSIVE AND WILL BE DETERMINED BY TOTALING THE VALUE OF THE CARDS IN THE HAND. IF THE TOTAL OF THE CARDS IN A HAND IS A TWO-DIGIT NUMBER, THE LEFT DIGIT OF SUCH NUMBER WILL BE DISCARDED HAVING NO VALUE AND THE RIGHT DIGIT WILL CONSTITUTE THE POINT COUNT OF THE HAND. EXAMPLES OF THIS RULE ARE AS FOLLOWS:
- (A) A HAND COMPOSED OF AN ACE, A 2 AND A 4 HAS A POINT COUNT OF 7; AND
  - (B) A HAND COMPOSED OF AN ACE, A 2 AND A 9 HAS A TOTAL OF 12 BUT ONLY A POINT COUNT OF 2 SINCE THE DIGIT 1 IN THE NUMBER 12 IS DISCARDED.
  - (4) IF AN AUTOMATED CARD SHUFFLING DEVICE IS UTILIZED, BACCARAT WILL BE PLAYED WITH AT LEAST 6 TO 16 DECKS OF CARDS IN ACCORDANCE WITH THE FOLLOWING REQUIREMENTS: IF AN AUTOMATED CARD SHUFFLING DEVICE IS UTILIZED, BACCARAT WILL BE PLAYED WITH AT LEAST 6 TO 20 DECKS OF CARDS IN ACCORDANCE WITH THE FOLLOWING REQUIREMENTS IN REGULATIONS 30-2810 AND 30-2811.

**30-2807 WAGERS.**

- (1) THE FOLLOWING WAGERS WILL BE PERMITTED TO BE MADE BY A PARTICIPANT AT THE GAME OF BACCARAT:
- (A) A WAGER ON THE "BANKER'S HAND" WHICH WILL:
    - (i) WIN IF THE "BANKER'S HAND" HAS A POINT COUNT HIGHER THAN THAT OF THE "PLAYER'S HAND";
    - (ii) LOSE IF THE "BANKER'S HAND" HAS A POINT COUNT LOWER THAN THAT OF THE "PLAYER'S HAND"; AND
    - (iii) EITHER BE VOID OR, IF THE LICENSEE CHARGES VIGORISH IN ACCORDANCE WITH THE PROVISIONS OF REGULATION 30-2808, MAY BE CHARGED A VIGORISH EQUAL TO 25 PERCENT OF THE WAGER, IF THE POINT COUNTS OF THE "BANKER'S HAND" AND THE "PLAYER'S HAND" ARE EQUAL.
  - (B) A WAGER ON THE "PLAYER'S HAND" WHICH WILL:
    - (i) WIN IF THE "PLAYER'S HAND" HAS A POINT COUNT HIGHER THAN THAT OF THE "BANKER'S HAND";
    - (ii) LOSE IF THE "PLAYER'S HAND" HAS A POINT COUNT LOWER THAN THAT OF THE "BANKER'S HAND"; AND
    - (iii) BE VOID IF THE POINT COUNTS OF THE "BANKER'S HAND" AND THE "PLAYER'S HAND" ARE EQUAL.

- (C) A "TIE BET" WHICH WILL WIN IF THE POINT COUNTS OF THE "BANKER'S HAND" AND THE "PLAYER'S HAND" ARE EQUAL AND WILL LOSE IF SUCH POINT COUNTS ARE NOT EQUAL.
  - (D) "PERFECT PAIR" WILL PAY IF EITHER THE PLAYER OR BANKER HAND HAVE AN IDENTICAL PAIR, IN BOTH RANK AND SUIT, IN THE FIRST TWO CARDS AND PAYS AT A MINIMUM OF 25 TO 1.
  - (E) TOTAL CARD WAGER FOR THE NUMBER OF CARDS DEALT TO THE PLAYER AND BANKER.
- (2) UNLESS OTHERWISE APPROVED BY THE DIVISION, LICENSEES WILL NOT ACCEPT ANY WAGER AT THE GAME OF BACCARAT OTHER THAN THOSE SPECIFIED IN (A) ABOVE.
  - (3) ALL WAGERS AT BACCARAT WILL BE MADE BY PLACING VALUE CHIPS, PROMOTIONAL CHIPS OR COUPONS ON THE APPROPRIATE AREAS OF THE BACCARAT LAYOUT.
  - (4) NO WAGER AT BACCARAT WILL BE MADE, INCREASED OR WITHDRAWN AFTER THE DEALER HAS ANNOUNCED "NO MORE BETS".
  - (5) ONCE THE FIRST CARD OF ANY HAND HAS BEEN REMOVED FROM THE SHOE BY THE DEALER, NO PARTICIPANT WILL HANDLE, REMOVE OR ALTER ANY WAGERS THAT HAVE BEEN MADE UNTIL A DECISION HAS BEEN RENDERED AND IMPLEMENTED WITH RESPECT TO THAT WAGER.

**30-2808 PAY OUT ODDS; VIGORISH.**

- (1) A WINNING WAGER MADE ON THE "PLAYER'S HAND" WILL BE PAID OFF AT ODDS OF 1 TO 1.
- (2) A WINNING TIE BET WILL BE PAID OFF AT ODDS OF AT LEAST 8 TO 1.
- (3) EXCEPT AS OTHERWISE PROVIDED IN (D) BELOW, A WINNING WAGER MADE ON THE "BANKER'S HAND" WILL BE PAID OFF AT ODDS OF 1 TO 1, EXCEPT THAT DEALER WILL EXTRACT A COMMISSION KNOWN AS "VIGORISH" FROM THE WINNING PLAYER IN AN AMOUNT EQUAL TO, AT THE LICENSEES DISCRETION, 5 TO 25 PERCENT OF THE AMOUNT WON AS POSTED BY THE LICENSEE.
  - (A) WHEN COLLECTING THE VIGORISH, LICENSEES MAY ROUND OFF THE VIGORISH TO 25 CENTS OR THE NEXT HIGHEST MULTIPLE OF 25 CENTS.
  - (B) LICENSEES SHALL COLLECT THE VIGORISH FROM A PLAYER AT THE TIME THE WINNING PAY OUT IS MADE.
  - (C) THE LICENSEE MAY, IN ITS DISCRETION, CHARGE EVERY PLAYER AT A BACCARAT TABLE A VIGORISH EQUAL TO 5 TO 25 PERCENT OF THE PLAYER'S WAGER ON THE "BANKER'S HAND" IF THE POINT COUNTS OF THE "BANKER'S HAND" AND THE "PLAYER'S HAND" ARE EQUAL. THE VIGORISH AUTHORIZED BY THIS SUBSECTION WILL BE COLLECTED AT THE END OF THE ROUND OF PLAY AND PRIOR TO ANY CARDS BEING DEALT FOR THE NEXT ROUND OF PLAY. IF THE LICENSEE ELECTS TO CHARGE THE VIGORISH AUTHORIZED BY THIS SUBSECTION, THE VIGORISH OTHERWISE REQUIRED BY (3) ABOVE WILL NOT BE COLLECTED. THE LICENSEE SHALL COLLECT THE VIGORISH FROM THE PLAYER AT THE TIME THE WINNING PAY OUT IS MADE.
  - (D) THE LICENSEE WILL PROVIDE NOTICE OF ANY CHANGE IN THE TYPE OF VIGORISH BEING CHARGED OR INCREASE IN THE PERCENTAGE OF VIGORISH BEING CHARGED AT EACH MINI BACCARAT TABLE. THE TYPE AND PERCENTAGE OF VIGORISH CHARGED AT A MINI BACCARAT TABLE WILL APPLY TO ALL PLAYERS AT THAT TABLE.
  - (E) NO COMMISSION BACCARAT GAMES THAT ARE NON-PROPRIETARY ARE ALLOWED WITH THE WRITTEN APPROVAL OF THE DIVISION.

- (4) IF THE LICENSEE OFFERS THE TOTAL CARD WAGERS AUTHORIZED BY REGULATION 30-2807, WINNING WAGERS WILL BE PAID BY THE LICENSEE AT THE FOLLOWING ODDS:

TOTAL CARDS DEALT	PAY OUT
FOUR	3 TO 2
FIVE	2 TO 1
SIX	2 TO 1

- (5) NO VIGORISH SHALL BE CHARGED ON A WINNING OPTIONAL BONUS WAGER. A RETAIL LICENSEE SHALL PAY AN OPTIONAL BONUS WAGER FOR HANDS THAT ARE NOT A "NATURAL" WITH PRESCRIBED WINNING MARGINS AND FOR "NATURAL" WINNING HANDS AT NOT LESS THAN THE ODDS LISTED IN ONE OF THE FOLLOWING ALTERNATIVE PAY OUT SCHEDULES:

**PAY TABLE A**

WIN BY 9 POINTS	30 TO 1
WIN BY 8 POINTS	10 TO 1
WIN BY 7 POINTS	6 TO 1
WIN BY 6 POINTS	4 TO 1
WIN BY 5 POINTS	2 TO 1
WIN BY 4 POINTS	1 TO 1
NATURAL WINNER	1 TO 1

**PAY TABLE B**

WIN BY 9 POINTS	20 TO 1
WIN BY 8 POINTS	8 TO 1
WIN BY 7 POINTS	7 TO 1
WIN BY 6 POINTS	4 TO 1
WIN BY 5 POINTS	3 TO 1
WIN BY 4 POINTS	1 TO 1
NATURAL WINNER	1 TO 1

**PAY TABLE C**

WIN BY 9 POINTS	30 TO 1
WIN BY 8 POINTS	10 TO 1
WIN BY 6 OR 7 POINTS	4 TO 1
WIN BY 4 OR 5 POINTS	2 TO 1
NATURAL WINNER	1 TO 1

**30-2809 OPENING OF TABLE FOR GAMING.**

- (1) THE DEALER WILL RECEIVE THE SIX OR MORE DECKS OF CARDS AT THE TABLE IN ACCORDANCE WITH ICMP SECTION 15 B. CARD INSPECTION AND CONTROL.
- (2) FOLLOWING THE INSPECTION OF THE CARDS BY THE DEALER AND THE VERIFICATION BY SURVEILLANCE, THE CARDS WILL BE SPREAD OUT FACE DOWNWARD ON THE TABLE, MIXED THOROUGHLY BY "WASHING" THE CARDS, AND STACKED FOR SHUFFLING.

(3) IF AN AUTOMATED SHUFFLING DEVICE IS UTILIZED, ALL THE DECKS IN ONE BATCH OF CARDS WILL BE SPREAD FOR INSPECTION ON THE TABLE SEPARATE FROM THE DECKS IN THE OTHER BATCH OF CARDS. AFTER THE PLAYER OR PLAYERS ARE AFFORDED AN OPPORTUNITY TO VISUALLY INSPECT THE CARDS, EACH BATCH OF CARDS WILL SEPARATELY BE TURNED FACE DOWNWARD ON THE TABLE AND STACKED.

(4) THIS REGULATION DOES NOT APPLY TO PRE-SHUFFLED CARDS.

### **30-2810 SHUFFLE AND CUT OF THE CARDS.**

(1) IMMEDIATELY PRIOR TO THE COMMENCEMENT OF PLAY, AND AFTER EACH SHOE OF CARDS IS COMPLETED, THE DEALER OR AUTOMATED SHUFFLING DEVICE WILL SHUFFLE THE CARDS SO THAT THEY ARE RANDOMLY INTERMIXED.

(2) AFTER SHUFFLING THE CARDS AND, WHERE APPLICABLE, RESHUFFLING THEM, THE DEALER WILL OFFER THE STACK OF CARDS, WITH BACKS FACING AWAY FROM THE DEALER, TO THE PARTICIPANTS TO BE CUT. THE DEALER WILL BEGIN WITH THE PARTICIPANT SEATED IN THE HIGHEST NUMBER POSITION AT THE TABLE AND, WORKING CLOCKWISE AROUND THE TABLE, WILL OFFER THE STACK TO EACH PARTICIPANT UNTIL A PARTICIPANT ACCEPTS THE CUT. IF NO PARTICIPANT ACCEPTS THE CUT, THE DEALER WILL CUT THE CARDS.

(3) THE CARDS WILL BE CUT BY PLACING THE CUTTING CARD IN THE STACK AT LEAST 10 CARDS IN FROM EITHER END.

(4) ONCE THE CUTTING CARD HAS BEEN INSERTED INTO THE STACK, THE DEALER WILL TAKE ALL CARDS IN FRONT OF THE CUTTING CARD AND PLACE THEM TO THE BACK OF THE STACK. THE DEALER WILL THEN INSERT ONE CUTTING CARD IN A POSITION AT LEAST 14 CARDS IN FROM THE BACK OF THE STACK, AND THE SECOND CUTTING CARD AT THE END OF THE STACK. THE STACK OF CARDS WILL THEN BE INSERTED INTO THE DEALING SHOE FOR COMMENCEMENT OF PLAY. ~~PRIOR TO COMMENCEMENT OF PLAY, THE DEALER WILL REMOVE THE FIRST CARD FROM THE SHOE AND PLACE IT, AND AN ADDITIONAL 4 CARDS IN THE DISCARD RACK.~~ PRIOR TO THE COMMENCEMENT OF PLAY, THE DEALER SHALL REMOVE THE FIRST CARD FROM THE SHOE AND PLACE IT ALONG WITH AN ADDITIONAL AMOUNT OF CARDS EQUAL TO THE AMOUNT ON THE FIRST CARD DRAWN, IN THE DISCARD RACK. FACE CARDS AND 10S COUNT AS 10, ACES COUNT AS ONE.

(5) AFTER THE CARDS HAVE BEEN CUT AND BEFORE ANY CARDS HAVE BEEN DEALT, A SUPERVISOR MAY REQUIRE THE CARDS TO BE RECUT IF HE OR SHE DETERMINES THAT THE CUT WAS PERFORMED IMPROPERLY OR IN ANY WAY THAT MIGHT AFFECT THE INTEGRITY OR FAIRNESS OF THE GAME. IF A RECUT IS REQUIRED, THE CARDS WILL BE RECUT, AT THE LICENSEE'S OPTION, BY THE PLAYER WHO LAST CUT THE CARDS, OR BY THE NEXT PERSON ENTITLED TO CUT THE CARDS.

(6) IF THERE IS NO GAMING ACTIVITY AT A BACCARAT TABLE WHICH IS OPEN FOR GAMING AND HAS PREVIOUSLY HAD PLAY, THE CARDS SHALL BE HANDLED IN ACCORDANCE WITH (A), (B), (C) OR (D) BELOW:

(A) IF THERE IS NO AUTOMATED SHUFFLING DEVICE IN USE, THE CARDS SHALL BE SHUFFLED, STACKED, AND REMAIN ON THE LAYOUT IN FRONT OF THE DEALER UNTIL A PATRON ARRIVES AT THE TABLE. THE DEALER WILL THEN OFFER THE CUT TO THE PATRON.

(B) IF AN AUTOMATED SHUFFLING DEVICE IS IN USE, A BATCH OF SHUFFLED CARDS MAY BE STACKED AND REMAIN ON THE TABLE IN FRONT OF THE DEALER UNTIL A PATRON ARRIVES AT THE TABLE.

(C) IF AN AUTOMATED SHUFFLING DEVICE IS IN USE, THE SHUFFLED CARDS MAY REMAIN IN THE SHUFFLING DEVICE WITH THE USED CARDS REMAINING IN THE DISCARD RACK.

(D) IF A CONTINUOUS SHUFFLING DEVICE IS IN USE, THE CARDS SHALL REMAIN IN THE SHUFFLER UNTIL A PATRON ARRIVES AT THE TABLE.

(7) THE LICENSEE RESERVES THE RIGHT TO USE PRE-SHUFFLED CARDS (PRE-SHUFFLED BRICKS). CARDS ARE INSPECTED AND GUARANTEED BY THE MANUFACTURER TO BE COMPLETE AND ACCURATE. THE MANUFACTURER PROVIDES SECURITY DEVICES ON EACH PRE-SHUFFLED DECK/BRICK SUCH AS SEALS, TABS, AND THE NUMBER OF EACH PERSON AT THE MANUFACTURER THAT VERIFIES AND INSPECTS EACH PRE-SHUFFLED DECK/BRICK. THE CARDS ARE BROUGHT TO THE TABLE (MONITORED UNDER SURVEILLANCE REVIEW) AT WHICH TIME THE SEAL ON THE BOXES OR DECKS OF CARDS WILL BE OPENED AND CARDS REMOVED FROM THE BOX BY THE TABLE GAMES SUPERVISOR AND PLACED DIRECTLY INTO A SHOE OR THE AUTOMATED SHUFFLING DEVICE BY THE DEALER AND THE AUTOMATED SHUFFLING MACHINE RESHUFFLES AND MIXES THE CARDS AGAIN BEFORE DEALING COMMENCES. NO FURTHER INSPECTION OF CARDS IS NECESSARY. PRE-SHUFFLED CARDS ARE ONLY USED ON GAMES THAT USE SHUFFLE MACHINES PROVIDED THAT EACH SHUFFLE MACHINE VERIFIES EACH CARD AND CAN IDENTIFY ANY CARD THAT MAY BE MISSING. IN THE EVENT THAT A CARD IS MISSING, THE LICENSEE WILL INSPECT THE FULL DECKS AND REPLACE THE MISSING CARDS AND NOTIFY THE MANUFACTURER OF THE ERROR USING THE INVENTORY NUMBER AS A REFERENCE.

### **30-2811 DEALING SHOE, CONTINUOUS SHUFFLING SHOE OR DEVICE.**

ALL CARDS USED TO GAME AT BACCARAT WILL HAVE BACKS OF THE SAME COLOR AND DESIGN AND WILL BE DEALT FROM A DEALING SHOE SPECIFICALLY DESIGNED FOR SUCH PURPOSE. THE RETAIL LICENSEE MAY UTILIZE A DEALING SHOE OR OTHER DEVICE DESIGNED TO AUTOMATICALLY RESHUFFLE THE CARDS PROVIDED THAT SUCH SHOE OR DEVICE AND THE PROCEDURES FOR DEALING AND SHUFFLING THE CARDS THROUGH USE OF THIS DEVICE ARE APPROVED BY THE DIVISION.

### **30-2812 HANDS OF PLAYER AND BANKER; PROCEDURE FOR DEALING INITIAL TWO CARDS TO EACH HAND.**

(1) THERE WILL BE TWO HANDS DEALT IN THE GAME OF BACCARAT ONE OF WHICH WILL BE DENOMINATED THE "PLAYER'S HAND" AND THE OTHER DENOMINATED THE "BANKER'S HAND".

(2) AT THE COMMENCEMENT OF EACH ROUND OF PLAY, THE DEALER CALLING THE GAME WILL ANNOUNCE "NO MORE BETS".

(3) THE DEALER WILL DEAL AN INITIAL FOUR CARDS FROM THE SHOE. THE FIRST AND THIRD CARDS DEALT WILL CONSTITUTE THE FIRST AND SECOND CARDS OF THE "PLAYER'S HAND." THE SECOND AND FOURTH CARDS DEALT WILL CONSTITUTE THE FIRST AND SECOND CARDS OF THE "BANKER'S HAND".

(4) THE DEALER WILL REMOVE CARDS FROM THE SHOE AND AT THE DISCRETION OF THE RETAIL LICENSEE, TURN THE CARDS FACE UP OR FACE DOWN AND THEN PLACE THEM ON THE APPROPRIATE AREA OF THE LAYOUT. THE FIRST AND THIRD CARDS DEALT WILL BE PLACED ON THE AREA DESIGNATED FOR THE "PLAYER'S HAND" AND THE SECOND AND FOURTH CARDS DEALT WILL BE PLACED ON THE AREA DESIGNATED FOR THE "BANKER'S HAND".

### **30-2813 PROCEDURE FOR DEALING OF ADDITIONAL CARDS.**

(1) AFTER THE DEALER POSITIONS THE CARDS, THE DEALER WILL ANNOUNCE THE POINT COUNT OF THE "PLAYER'S HAND" AND THEN THE "BANKER'S HAND".

(2) FOLLOWING THE ANNOUNCEMENT OF THE POINT COUNTS OF EACH HAND, THE DEALER WILL DETERMINE WHETHER TO DEAL A THIRD CARD TO EACH HAND WHICH INSTRUCTIONS WILL BE IN CONFORMITY WITH THE REQUIREMENTS OF REGULATION 30-2814.

(3) IN NO EVENT WILL MORE THAN ONE ADDITIONAL CARD BE DEALT TO EITHER HAND.

(4) WHENEVER THE CUTTING CARD APPEARS DURING PLAY, THE CUTTING CARD WILL BE REMOVED AND PLACED TO THE SIDE AND THE HAND WILL BE COMPLETED. UPON COMPLETION OF THAT HAND, THE DEALER CALLING THE GAME WILL ANNOUNCE "LAST HAND". AT THE COMPLETION OF ONE MORE HAND, NO MORE CARDS WILL BE DEALT UNTIL THE RESHUFFLE OCCURS.

**30-2814 RULES FOR DETERMINING WHETHER A THIRD CARD WILL BE DEALT.**

(1) IF THE POINT COUNT OF EITHER THE "PLAYER'S HAND" OR THE "BANKER'S HAND" AFTER THE INITIAL TWO CARDS ARE DEALT TO EACH IS AN 8 OR 9 (WHICH WILL BE CALLED A "NATURAL") NO MORE CARDS WILL BE DEALT TO EITHER HAND.

(2) IF THE POINT COUNT OF THE "BANKER'S HAND" ON THE FIRST TWO CARDS IS 0 TO 7 INCLUSIVE, THE "PLAYER'S HAND" WILL DRAW (THAT IS, TAKE A THIRD CARD) OR STAY (THAT IS, NOT TAKE A THIRD CARD) IN ACCORDANCE WITH THE REQUIREMENTS OF TABLE 1 BELOW.

**TABLE 1**

PLAYER HAVING	THIRD CARD DETERMINATION
0 TO 5	DRAWS
6 TO 9	STAYS

**PLAYERS' RULES**

WHEN FIRST CARDS TOTAL:	THE PLAYERS':
0-1-2-3-4-5	DRAW A CARD
6-7	STAND
8-9	STAND (NATURAL, BANK CANNOT DRAW)

(3) THE "BANKER'S HAND" WILL DRAW (THAT IS, TAKE A THIRD CARD) OR STAY (THAT IS, NOT TAKE A THIRD CARD) IN ACCORDANCE WITH THE REQUIREMENTS OF TABLE 2 BELOW.

(4) THE FIRST VERTICAL COLUMN IN TABLE 2 LABELED "POINT COUNT OF BANKER'S HAND" WILL REFER TO THE POINT COUNT OF THE "BANKER'S HAND" AFTER THE FIRST TWO CARDS HAVE BEEN DEALT TO IT.

**BANKER DRAWING RULES**

BANKER'S SCORE	PLAYER'S THIRD CARD									
	0	1	2	3	4	5	6	7	8	9
7	S	S	S	S	S	S	S	S	S	S
6	S	S	S	S	S	S	D	D	S	S
5	S	S	S	S	D	D	D	D	S	S
4	S	S	D	D	D	D	D	D	S	S



<u>3</u>	<u>D</u>	<u>D</u>	<u>D</u>	<u>D</u>	<u>D</u>	<u>D</u>	<u>D</u>	<u>D</u>	<u>S</u>	<u>D</u>
<u>2</u>	<u>D</u>	<u>D</u>	<u>D</u>	<u>D</u>	<u>D</u>	<u>D</u>	<u>D</u>	<u>D</u>	<u>D</u>	<u>D</u>
<u>1</u>	<u>D</u>	<u>D</u>	<u>D</u>	<u>D</u>	<u>D</u>	<u>D</u>	<u>D</u>	<u>D</u>	<u>D</u>	<u>D</u>
<u>0</u>	<u>D</u>	<u>D</u>	<u>D</u>	<u>D</u>	<u>D</u>	<u>D</u>	<u>D</u>	<u>D</u>	<u>D</u>	<u>D</u>

D = DRAW THIRD CARD S = STAND ON TWO CARDS

<b>TABLE 2</b>		
<b>BANKER RULES</b>		
<b>WHEN FIRST CARDS TOTAL:</b>	<b>DRAWS WHEN PLAYER TAKES THIRD CARD</b>	<b>DOES NOT DRAW WHEN PLAYER TAKES THIRD CARD</b>
<u>0-1-2</u>	<u>ALWAYS DRAWS *</u>	<u> </u>
<u>3</u>	<u>0-1-2-3-4-5-6-7-9</u>	<u>8</u>
<u>4</u>	<u>2-3-4-5-6-7</u>	<u>0-1-8-9</u>
<u>5</u>	<u>4-5-6-7</u>	<u>0-1-2-3-8-9</u>
<u>6</u>	<u>6-7</u>	<u>0-1-2-3-4-5-8-9</u>
<u>7</u>	<u>STANDS</u>	<u> </u>
<u>8-9</u>	<u>STAND (NATURAL, PLAYER CANNOT DRAW)</u>	<u> </u>
<u>* UNLESS PLAYER SHOWS NATURAL 8 OR 9</u>		
<u>IF THE PLAYER TAKES NO CARDS, THE BANKER MUST DRAW 0-5 AND STAND ON 6-9</u>		

**30-2815 ANNOUNCEMENT OF RESULT OF ROUND; PAYMENT AND COLLECTION OF WAGERS.**

- (1) AFTER EACH HAND HAS RECEIVED ALL THE CARDS TO WHICH IT IS ENTITLED, THE DEALER WILL ANNOUNCE THE FINAL POINT COUNT OF EACH HAND INDICATING WHICH HAND HAS WON THE ROUND. IF TWO HANDS HAVE EQUAL POINT COUNTS, THE DEALER WILL ANNOUNCE "TIE HAND". IF THE TOTAL CARD WAGERS AUTHORIZED BY REGULATION 30-2807 ARE OFFERED, THE DEALER WILL ALSO ANNOUNCE THE TOTAL NUMBER OF CARDS DEALT DURING THE ROUND OF PLAY.
- (2) AFTER THE RESULT OF THE ROUND IS ANNOUNCED, THE DEALER RESPONSIBLE FOR THE WAGERS ON THE TABLE WILL FIRST COLLECT EACH LOSING WAGER. THEREAFTER, THE DEALER WILL, IN ACCORDANCE WITH ONE OF THE FOLLOWING PROCEDURES, PAY EACH WINNING WAGER AND COLLECT ANY VIGORISH OWED PURSUANT TO REGULATION 30-2808.
  - (A) STARTING AT THE HIGHEST NUMBERED PLAYER POSITION AT WHICH A WINNING WAGER IS LOCATED AND PROCEEDING IN DESCENDING ORDER TO EACH NEXT HIGHEST NUMBERED PLAYER POSITION, THE DEALER WILL FIRST PAY EACH WINNING WAGER. AND THEN, RETURNING TO THE HIGHEST NUMBERED PLAYER POSITION AT WHICH A WINNING WAGER WAS LOCATED AND PROCEEDING IN LIKE ORDER AND COLLECT THE VIGORISH OWED BY EACH PLAYER AND REPEAT

~~THIS PROCEDURE UNTIL THE VIGORISH OWED BY EACH WINNING WAGER IS PAID. THE LICENSEE SHALL COLLECT THE VIGORISH FROM THE PLAYER AT THE TIME THE WINNING PAY OUT IS MADE.~~

- (3) THE LICENSEE MAY, IN ITS DISCRETION, ELECT TO USE ANY OF THE PROCEDURES AUTHORIZED IN (2) ABOVE AT ANY **MINI** BACCARAT TABLE IN ITS ESTABLISHMENT; PROVIDED, HOWEVER, THAT:
  - (A) THE SAME PROCEDURE WILL BE USED FOR ALL **MINI** BACCARAT TABLES LOCATED WITHIN THE SAME GAMING PIT;
  - (B) ANY **MINI** BACCARAT TABLE LOCATED IN A GAMING PIT THAT ALSO CONTAINS A PUNTO BANCO TABLE WILL USE THE SAME PROCEDURE THAT IS TO BE USED AT THE PUNTO BANCO TABLE; AND
  - (C) THE LICENSEE SURVEILLANCE DEPARTMENT WILL BE NOTIFIED, **AT LEAST WITHIN 30 MINUTES PRIOR TO** OF THE IMPLEMENTATION OF OR A CHANGE IN THE PARTICULAR PROCEDURE TO BE USED AT A TABLE OR GAMING PIT.
- (4) AT THE CONCLUSION OF A ROUND OF PLAY, ALL CARDS ON THE LAYOUT WILL BE PICKED UP BY THE DEALER AND PLACED IN THE DISCARD RACK, IN ORDER AND IN SUCH A WAY THAT THEY CAN BE READILY ARRANGED TO INDICATE THE "PLAYER'S HAND" AND THE "BANKER'S HAND" IN CASE OF QUESTION OR DISPUTE.
- (5) NO PARTICIPANT OR SPECTATOR WILL HANDLE, REMOVE OR ALTER ANY CARDS USED TO GAME AT **MINI** BACCARAT AND NO DEALER OR OTHER CASINO EMPLOYEE OR CASINO KEY EMPLOYEE WILL PERMIT A PARTICIPANT OR SPECTATOR TO ENGAGE IN SUCH ACTIVITY.

#### **30-2816 IRREGULARITIES.**

- (1) A THIRD CARD DEALT TO THE "PLAYER'S HAND", WHEN NO THIRD CARD IS AUTHORIZED BY THESE REGULATIONS, WILL BECOME THE THIRD CARD OF THE "BANKER'S HAND" IF THE "BANKER'S HAND" IS OBLIGED TO DRAW BY TABLE 2 OF REGULATION 30-2814. IF, IN SUCH CIRCUMSTANCES, THE "BANKER'S HAND" IS REQUIRED TO STAY, THE CARD DEALT IN ERROR WILL BECOME THE FIRST CARD OF THE NEXT HAND EXCEPT AS OTHERWISE PROVIDED IN (2) BELOW.
- (2) ~~IF A CARD DEALT IN ERROR IS DISCLOSED AT THE TIME IT IS DEALT, THE DEALER WILL DRAW A CARD FROM THE SHOE FACE DOWN AND DISCARD BOTH CARDS INTO THE DISCARD RACK WITHOUT DISCLOSING THE ADDITIONAL CARD. IF A CARD DEALT IN ERROR IS DISCLOSED AT THE TIME IT IS DEALT. IT WILL BE USED IN THE FOLLOWING HAND WHICH WILL BE A FREE HAND (NO WAGERS) TO MAINTAIN THE ORDER OF THE SHOE.~~
- (3) ANY CARD FOUND FACE UPWARDS IN THE SHOE WILL NOT BE USED IN THE GAME AND WILL BE PLACED IN THE DISCARD RACK, ALONG WITH FOUR ADDITIONAL NUMBER OF CARDS, DRAWN FACE DOWNWARDS AND PLACED INTO THE DISCARD RACK. ~~IF THE FIRST CARD OF A ROUND IS FACE-UP IN THE SHOE, ALL PLAYER'S WAGERS ARE VOID AND A "FREE HAND" WILL OCCUR. IF ANY CARD IS FACEUP IN THE SHOE AFTER THE 1ST CARD OF THE ROUND, THE ROUND WILL PROCEED AS NORMAL.~~
- (4) IF THERE ARE INSUFFICIENT CARDS REMAINING IN THE SHOE TO COMPLETE A ROUND OF PLAY, THAT ROUND WILL BE VOID AND A NEW ROUND WILL COMMENCE AFTER THE ENTIRE SET OF CARDS ARE RESHUFFLED AND PLACED IN THE SHOE.

#### **30-2817 HANDS OF PLAYER AND BANKER; PROCEDURE FOR DEALING INITIAL TWO CARDS TO EACH HAND FOR MIDI BACCARAT**

- (1) THERE WILL BE TWO HANDS DEALT IN THE GAME OF MIDI BACCARAT ONE OF WHICH WILL BE DENOMINATED THE "PLAYER'S HAND" AND THE OTHER DENOMINATED THE "BANKER'S HAND". IN MIDI BACCARAT THE

CARDS ARE HANDLED AND REVEALED BY THE PLAYER WITH THE LARGEST BET PLACED ON EITHER THE PLAYER OR BANKER WAGER.

- (2) AT THE COMMENCEMENT OF EACH ROUND OF PLAY, THE DEALER CALLING THE GAME WILL ANNOUNCE "NO MORE BETS".
- (3) THE DEALER WILL DEAL AN INITIAL FOUR CARDS FROM THE SHOE. THE FIRST AND THIRD CARDS DEALT WILL CONSTITUTE THE FIRST AND SECOND CARDS OF THE "PLAYER'S HAND." THE SECOND AND FOURTH CARDS DEALT WILL CONSTITUTE THE FIRST AND SECOND CARDS OF THE "BANKER'S HAND." THE LICENSEE MAY DEAL THE INITIAL FOUR CARDS IN ACCORDANCE WITH ONE OF THE FOLLOWING OPTIONS:
  - (4) THE FIRST AND THIRD CARDS DEALT WILL BE PLACED FACE DOWN ON THE AREA DESIGNATED FOR THE "PLAYER'S HAND" AND THE SECOND AND FOURTH CARDS DEALT WILL BE PLACED FACE DOWN ON THE AREA DESIGNATED FOR THE "BANKER'S HAND." AFTER ALL FOUR CARDS HAVE BEEN DEALT, THE DEALER WILL PLACE THE "BANKER'S HAND" UNDERNEATH THE RIGHT CORNER OF THE DEALING SHOE UNTIL THE "PLAYER'S HAND" IS CALLED.
    - (A) THE DEALER WILL THEN HAND THE TWO CARDS OF THE "PLAYER'S HAND," FACE DOWN, TO THE PLAYER WITH THE HIGHEST WAGER ON THE "PLAYER'S HAND." AFTER VIEWING THE "PLAYER'S HAND," THE PLAYER WILL RETURN THE TWO CARDS, FACE UP, TO THE DEALER, WHO WILL PLACE THE CARDS FACE UP ON THE AREA DESIGNATED FOR THE "PLAYER'S HAND" AND ANNOUNCE THE POINT COUNT OF THE "PLAYER'S HAND".
    - (B) THE DEALER WILL THEN HAND THE TWO CARDS OF THE "BANKER'S HAND," FACE DOWN, TO THE PLAYER WITH THE HIGHEST WAGER ON THE "BANKER'S HAND." AFTER VIEWING THE "BANKER'S HAND," THE PLAYER WILL RETURN THE TWO CARDS, FACE UP, TO THE DEALER, WHO WILL PLACE THE CARDS FACE UP ON THE AREA DESIGNATED FOR THE "BANKER'S HAND" AND ANNOUNCE THE POINT COUNT OF THE "BANKER'S HAND".
    - (C) ANY THIRD CARD REQUIRED TO BE DEALT TO THE "PLAYER'S HAND" WILL BE PLACED FACE DOWN ON THE AREA DESIGNATED FOR THE "PLAYER'S HAND." THE DEALER WILL THEN HAND THE CARD, FACE DOWN, TO THE PLAYER WHO WAS HANDED AND RETURNED THE "PLAYER'S HAND." AFTER VIEWING THE CARD, THE PLAYER WILL RETURN THE CARD FACE UP TO THE DEALER, WHO WILL PLACE THE CARD FACE UP ON THE AREA DESIGNATED FOR THE "PLAYER'S HAND."
    - (D) ANY THIRD CARD REQUIRED TO BE DEALT TO THE "BANKER'S HAND" WILL BE PLACED FACE DOWN ON THE AREA DESIGNATED FOR THE "BANKER'S HAND." THE DEALER WILL THEN HAND THE CARD, FACE DOWN, TO THE PLAYER WHO WAS HANDED AND RETURNED THE "BANKER'S HAND." AFTER VIEWING THE CARD, THE PLAYER WILL RETURN THE CARD FACE UP TO THE DEALER, WHO WILL PLACE THE CARD FACE UP ON THE AREA DESIGNATED FOR THE "BANKER'S HAND."
    - (E) IF TWO OR MORE PLAYERS OFFER TO WAGER AN EQUALLY HIGH AMOUNT ON THE "PLAYER'S HAND," IF TWO OR MORE PLAYERS OFFER TO WAGER EQUAL AMOUNTS ON EITHER THE "PLAYER" OR "BANKER" HAND AND CANNOT AGREE ON WHO WILL OPEN THE CARDS, THE FOLLOWING WILL APPLY. THE PLAYER MAKING SUCH WAGER WHO IS CLOSEST TO THE DEALER MOVING COUNTERCLOCKWISE AROUND THE TABLE WILL BE HANDED THE "PLAYER'S HAND" AND ANY THIRD CARD REQUIRED TO BE DEALT. IF TWO OR MORE PLAYERS OFFER TO WAGER AN EQUALLY HIGH AMOUNT ON THE "BANKER'S HAND," THE PLAYER MAKING SUCH WAGER WHO IS CLOSEST TO THE DEALER MOVING COUNTERCLOCKWISE AROUND THE TABLE WILL BE HANDED THE "BANKER'S HAND" AND ANY THIRD CARD REQUIRED TO BE DEALT.

- (F) PLAYERS MAY REQUEST FOR A LOWER BETTING PLAYER TO TURN THE CARDS AS LONG AS EVERYONE AT THE TABLE AGREES. ANY ADDITIONAL CARDS MUST ALSO BE TURNED BY THE SAME PLAYER. THE RETAIL LICENSEE RESERVES THE RIGHT TO ALLOW OR DENY THIS PROCEDURE.

### **30-2899.01 THE PLAY - 5 TREASURES.**

(1) 5 TREASURES IS A TRADEMARKED BACCARAT VARIATION GAME, THE RIGHTS TO WHICH ARE OWNED BY SG GAMING INC. OF LAS VEGAS, NEVADA AND WHICH MAY BE TRANSFERRED OR ASSIGNED. 5 TREASURES MUST BE PLAYED ACCORDING TO THE FOLLOWING RULES. 5 TREASURES BACCARAT IS PLAYED THE SAME WAY AS TRADITIONAL BACCARAT WITHOUT MODIFYING ANY OF THE EXISTING DRAWING RULES OF THE STANDARD GAME. 5 TREASURES BACCARAT OFFERS FOUR SEPARATE OPTIONAL BONUS WAGERS AND ONE THAT WILL COVER ALL FOUR OF THE BONUS WAGERS.

(2) 5 TREASURES MAY ONLY BE PLAYED ON APPROVED TABLE EQUIPMENT WITH THE NECESSARY SIGNAGE AND WHICH DISPLAYS THE 5 TREASURES TABLE LAYOUT. PLAYERS MAKE THE 5 TREASURES WAGER BY BETTING IN THE MARKED AREA. PLAYERS MAY BET THE DRAGON BONUS WAGER FOR THE PLAYER, THE BANKER OR AT THE DISCRETION OF THE RETAIL LICENSEE, BET THEM BOTH. AT THE DISCRETION OF THE RETAIL LICENSEE PLAYERS MAY BE REQUIRED TO MAKE A STANDARD BACCARAT WAGER.

(3) LIMITS ON BETS AND AGGREGATE PAY OUTS.

AT THE DISCRETION OF THE RETAIL LICENSEE THE RETAIL LICENSEE MAY CHOOSE TO ADHERE TO THE FOLLOWING:

- (a) DEFINE AND POST SEPARATE MINIMUM AND MAXIMUM WAGERING LIMITS FOR BOTH THE BASE GAME AND OPTIONAL WAGER (IF APPLICABLE).
- (b) DEFINE AND POST (FOR OPTIONAL WAGERS ONLY) AN AGGREGATE LIMIT FOR PAY OUTS (MAXIMUM ALLOWED TOTAL PAY OUT TO WINNING PLAYERS WAGERING ON THE OPTIONAL WAGER, DURING A SINGLE ROUND OF PLAY).

(4) WAGERS.

PLAYERS MAKE THE STANDARD BACCARAT WAGER. PLAYERS MAY ALSO MAKE ANY ONE (OR ALL) OF THE BONUS WAGERS BY PLACING THEIR BET/S IN THE MARKED AREA. ONCE ALL BETS HAVE BEEN PLACED, THE DEALER WILL DRAW CARDS AND ALL STANDARD HOUSE BACCARAT RULES ARE FOLLOWED. IT FOLLOWS ALL OF THE TRADITIONAL DRAWING RULES, INCLUDING TAKING 5% COMMISSION ON WINNING BANKER HANDS.

(5) WINNING AND LOSING.

ONCE ALL CARDS HAVE BEEN DEALT AND THE BACCARAT OUTCOME IS KNOWN, THE DEALER WILL RESOLVE THE STANDARD BACCARAT WAGER ALONG WITH ANY BONUS WAGERS THE PLAYERS HAVE MADE.

- (a) FORTUNE 7. THE FORTUNE 7 BONUS WAGER WINS IF THE BANKER'S HAND WINS WITH A 3-CARD TOTAL OF 7.
- (b) GOLDEN 8. THE GOLDEN 8 BONUS WAGER WINS IF THE PLAYER'S HAND WINS WITH A 3-CARD TOTAL OF 8.
- (c) HEAVENLY 9. THE HEAVENLY 9 BONUS WAGER WINS IF THE BANKER'S AND/OR PLAYER'S FINAL OUTCOME IS A 3-CARD TOTAL OF 9.
- (d) BLAZING 7'S. THE BLAZING 7'S BONUS WAGER WINS IF THE PLAYER AND BANKER'S FINAL OUTCOME IS EITHER A 2-CARD TOTAL OF 7 OR A 3-CARD TOTAL OF 7.

- (e) COVER ALL PLACE. IF A COVER ALL WAGER AND ANY ONE OF THE SEPARATE BONUS WAGERS WINS, THE PLAYER WINS. \*NOTE- COVER ALL MAY BE PLAYED ALONE. PLAYERS ARE NOT REQUIRED TO HAVE PLACED THE SEPARATE BONUS WAGER AS WELL, IN ORDER TO WIN THE PAY OUT FOR THE OUTCOME ON THE COVER ALL BONUS WAGER.

SEE THE POSTED PAYTABLE FOR ALL BONUS WAGER ODDS.

**(6) DEALING PROCEDURES.**

- (a) TO BEGIN EACH ROUND, PLAYERS MAKE THEIR STANDARD BACCARAT WAGER(S) AND ANY, OR ALL, OF THE OPTIONAL BONUS WAGERS.
- (b) THE DEALER THEN FOLLOWS HOUSE PROCEDURES FOR DEALING BACCARAT.
- (c) WHEN THE HAND IS OVER, THE DEALER WILL RECONCILE THE TRADITIONAL BACCARAT WAGERS AND OPTIONAL BONUS WAGERS ACCORDING TO HOUSE PROCEDURES. SEE POSTED PAYTABLES FOR BONUS WAGER PAY OUTS.

<b>PAYTABLE 1</b>	
<b>FORTUNE 7</b>	
BANKER WINS WITH A 3-CARD 7	PAYS 40 TO 1
<b>GOLDEN 8</b>	
PLAYER WINS WITH A 3-CARD 8	PAYS 25 TO 1
<b>HEAVENLY 9</b>	
PLAYER AND BANKER HAVE 3-CARD 9	PAYS 75 TO 1
PLAYER OR BANKER HAVE 3-CARD 9	PAYS 10 TO 1
<b>BLAZING 7'S</b>	
PLAYER AND BANKER HAVE 3-CARD 7'S	PAYS 400 TO 1
<b>COVER ALL</b>	
ANY WINNING EVENT FROM ABOVE OPTIONAL WAGERS	PAYS 6 TO 1

<b>PAYTABLE 2</b>	
<b>FORTUNE 7</b>	
BANKER WINS WITH A 3-CARD 7	PAYS 40 TO 1
<b>GOLDEN 8</b>	
PLAYER WINS WITH A 3-CARD 8	PAYS 25 TO 1
<b>HEAVENLY 9</b>	
PLAYER AND BANKER HAVE 3-CARD 9	PAYS 75 TO 1
PLAYER OR BANKER HAVE 3-CARD 9	PAYS 10 TO 1
<b>BLAZING 7'S</b>	
PLAYER AND BANKER HAVE 3-CARD 7'S	PAYS 200 TO 1
PLAYER AND BANKER HAVE 2-CARD 7'S	PAYS 50 TO 1
<b>COVER ALL</b>	
ANY WINNING EVENT FROM ABOVE OPTIONAL WAGERS	PAYS 6 TO 1

**30-2899.02 THE PLAY - 99 FORTUNES PROGRESSIVE.**

99 FORTUNES PROGRESSIVE IS A TRADEMARKED BACCARAT VARIATION GAME, THE RIGHTS TO WHICH ARE OWNED BY SG GAMING INC. OF LAS VEGAS, NEVADA AND WHICH MAY BE TRANSFERRED OR ASSIGNED. 99 FORTUNES MUST BE PLAYED ACCORDING TO THE FOLLOWING RULES.

99 FORTUNES PROGRESSIVE GAME PLAY IS IDENTICAL TO STANDARD BACCARAT, BUT IT ALSO FEATURES AN OPTIONAL PROGRESSIVE WAGER. 99 FORTUNES PROGRESSIVE MAY BE PLAYED ONLY ON APPROVED TABLES EQUIPPED WITH THE NECESSARY ELECTRONIC EQUIPMENT AND SIGNAGE, AND WHICH DISPLAYS THE 99 FORTUNES TABLE LAYOUT.

IF TWO OF THE FIRST FOUR PLAYER AND BANKER CARDS ARE A SUITED PAIR OR HIGHER THE PLAYER WINS. THE TOP AWARD WILL BE PAID TO THE PLAYER POSITION MATCHING THE RANK OF THE CARDS. EXAMPLE: FOUR SUITED 2'S, POSITION #2 (IF PLAYING THE PROGRESSIVE) WOULD WIN THE TOP AWARD. SEE PAYTABLE FOR ODDS.

(1) ESTABLISHING LIMITS ON BETS AND AGGREGATE PAY OUTS.

AT THE DISCRETION OF THE RETAIL LICENSEE THE RETAIL LICENSEE MAY CHOOSE TO ADHERE TO THE FOLLOWING:

(A) DEFINE AND POST SEPARATE MINIMUM AND MAXIMUM WAGERING LIMITS FOR BOTH THE BASE GAME AND OPTIONAL WAGER (IF APPLICABLE).

(B) DEFINE AND POST (FOR OPTIONAL WAGER WAGERS ONLY) AN AGGREGATE LIMIT FOR PAY OUTS (MAXIMUM ALLOWED TOTAL PAY OUT TO WINNING PLAYERS WAGERING ON THE OPTIONAL WAGER, DURING A SINGLE ROUND OF PLAY). POSTING AN AGGREGATE LIMIT PROTECTS THE ESTABLISHMENT FROM EXCESSIVE LIABILITY IN ANY ONE ROUND OF PLAY, WHILE ALLOWING THE PLAYER A WIDER RANGE OF BETTING OPTIONS, SUBJECT TO POSTED AGGREGATE LIMITS.

(2) 99 FORTUNES BACCARAT PROGRESSIVE IS AN OPTIONAL PROGRESSIVE WAGER.

(3) THE BET CONSIDERS THE FIRST FOUR CARDS BETWEEN THE PLAYER AND BANKER HANDS FOR ALL PAY OUTS. SEE PAYTABLE FOR ODDS.

SAMPLE PAYTABLE:

HAND	PAYS	ENVY	SEED
SUITED FOUR OF A KIND- PLAYER POSITION	100%	\$1,000	\$10,000
SUITED FOUR OF A KIND- OTHER	1,000		
4 OF A KIND	100		
THREE OF A KIND	10		
TWO PAIR	9		
SUITED PAIR	3		

(4) THE TOP AWARD, SUITED FOUR OF A KIND, WILL BE PAID TO THE PLAYER POSITION MATCHING THE RANK OF THE CARDS. FOR EXAMPLE, IF FOUR 2'S OF SPADES WERE DEALT, POSITION NUMBER 2 WOULD WIN THE TOP AWARD IF PLAYING THE PROGRESSIVE. THE POSITION NUMBERS PRINTED ON THE LAYOUT WILL BE USED FOR THIS PURPOSE, WITH ACES REPRESENTING POSITION 1.

PLAYER POSITION	WINNING COMBINATION
1	4 SUITED ACES

2	4 SUITED 2'S
3	4 SUITED 3'S
5	4 SUITED 5'S
6	4 SUITED 6'S
7	4 SUITED 7'S
8	4 SUITED 8'S
9	4 SUITED 9'S
10	4 SUITED 10'S

- (5) THE METER WILL BE RESEED WHEN THE 100% AWARD HITS. THE COST OF THE RESEED HAS BEEN FACTORED IN TO THE CASINO'S MATHEMATICAL ADVANTAGE.
- (6) TO BEGIN EACH ROUND, PLAYERS MUST MAKE THEIR REGULAR GAME WAGER. THEY MAY OPTIONALLY PLACE ANY BONUS WAGERS AND THE PROGRESSIVE WAGER. PLAYERS MUST PLACE THE PROGRESSIVE WAGERS ON THE SENSOR IN FRONT OF THEIR BETTING POSITION. THE SENSOR WILL LIGHT UP.
- (7) ONCE ALL PLAYERS PLACE THEIR BETS, THE DEALER WILL PRESS "START GAME" ON THE KEYPAD. THE SENSORS WILL THEN LIGHT UP, INDICATING A PROGRESSIVE WAGER. THE DEALER WILL THEN REMOVE ALL PROGRESSIVE BETS FROM THE TABLE.
- (8) THE DEALER THEN FOLLOWS HOUSE PROCEDURES FOR DEALING THE REGULAR GAME.
- (9) THE DEALER RECONCILES THE STANDARD WAGER, ANY BONUS WAGERS AND PROGRESSIVE WAGERS AT THE SAME TIME. FOLLOW THE PROCEDURE IN THE NEXT SECTION FOR RECONCILING PERCENTAGE PAYS FROM THE PROGRESSIVE METER.
- (10) PROGRESSIVE WINNERS:
- (a) THE PERCENTAGE PAYS ARE PAID FROM THE PROGRESSIVE JACKPOT SHOWN ON THE PROGRESSIVE METER.
  - (b) OTHER HANDS ARE PAID FROM THE TRAY; THEY DO NOT COME OFF THE METER.
  - (c) THE PERCENTAGE PRIZE SHOWN ON THE METER IS PAID TO THE PLAYER POSITION WITH THE WINNING COMBINATION (SEE ITEM 3, ABOVE).
  - (d) WHEN A PLAYER HAS A PROGRESSIVE WINNER, THE DEALER WILL SELECT THE PLAYER SPOT CORRESPONDING TO THE PLAYER WITH THE WINNING PROGRESSIVE HAND. THE DEALER WILL THEN PRESS THE APPROPRIATE HAND BUTTON ON THE DISPLAY. (IF THE HAND BUTTON IS PRESSED BY ACCIDENT, PRESSING IT AGAIN WILL TURN IT OFF.)
  - (e) THE DEALER WILL THEN PRESS THE "HIT JACKPOT" BUTTON.
  - (f) THE DEALER SHALL THEN CONTACT A SUPERVISOR.
  - (g) ONCE THE CASINO VERIFIES THE PROGRESSIVE WIN, THE SUPERVISOR WILL PRESS THE "PAY JACKPOT" BUTTON. TO COMPLETE THE ACTION, A SUPERVISOR OR EXECUTIVE CARD (DEPENDING ON JACKPOT LEVEL) SWIPE IS REQUIRED. THIS RECORDS THE WIN ONTO THE GAME MANAGER COMPUTER AND ADJUSTS THE METER APPROPRIATELY FOR THE PRIZE WON. HOUSE

PROCEDURES ARE THEN FOLLOWED FOR PAYING THE PRIZE. (REVIEWING THE MONITOR CONNECTED TO THE GAME MANAGER WILL SHOW THE PRIZE AMOUNT TO BE PAID, AND A WIN PAGE MAY BE PRINTED, WHICH CAN BE USED TO HELP RECORD THE PAY OUT FOR ACCOUNTING).

- (h) WHEN THE DEALER RECONCILES ALL ACTION, HE PRESSES "END GAME." THIS RESETS THE SYSTEM TO BEGIN THE NEXT HAND.
- (i) ONCE THE SUPERVISOR OR EXECUTIVE CARD (DEPENDING ON JACKPOT LEVEL) IS SWIPED THE PRIZE IS LOGGED INTO THE GAME MANAGER. IF THE PROGRESSIVE PAY NEEDS TO BE BACKED OUT AT THIS POINT, THE AWARD WILL NEED TO BE MANUALLY BACKED OUT USING THE GAME MANAGER MANUAL ADJUSTMENT FEATURE.

(11) PAYTABLES:

**99 FORTUNES PROGRESSIVE – P1**

HAND	PROGRESSIVE PAY OUT	ODDS PAY OUT	ENVY
SUITED QUADS (A's – 10's, EX 4's)	100%		\$1,000
OTHER SUITED QUADS		\$1,000	
QUADS		\$100	
TRIPS		\$10	
TWO PAIR		\$9	
SUITED PAIR		\$3	

**99 FORTUNES PROGRESSIVE – P2 – 6 SPOTS – 8 DECKS**

HAND	PROGRESSIVE PAY OUT	ODDS PAY OUT
SUITED QUADS (A's – 10's, EX 4's)	100%	
OTHER SUITED QUADS		PHP100,000
QUADS		PHP10,000
TRIPS		PHP1,000
TWO PAIR		PHP900
SUITED PAIR		PHP300

**99 FORTUNES PROGRESSIVE – P2 – 7 SPOTS – 8 DECKS - \$5**

HAND	PROGRESSIVE PAY OUT	ODDS PAY OUT	ENVY
SUITED QUADS (A's – 8's, EX 4's)	100%		\$500
OTHER SUITED QUADS		\$5,000	
QUADS		\$500	
TRIPS		\$50	
TWO PAIR		\$45	
SUITED PAIR		\$15	

**99 FORTUNES PROGRESSIVE – P2 – 7 SPOTS – 8 DECKS-PHP100**

HAND	PROGRESSIVE PAY OUT	ODDS PAY OUT
SUITED QUADS (A's – 10's, EX 4's)	100%	
OTHER SUITED QUADS		PHP100,000
QUADS		PHP10,000
TRIPS		PHP1,000
TWO PAIR		PHP900
SUITED PAIR		PHP300



**99 FORTUNE PROGRESSIVE – P3 – 6 SPOTS – 8 DECKS-PHP200**

HAND	PROGRESSIVE PAY OUT	ODDS PAY OUT
SUITED QUADS (A's – 10's, EX 4's)	100%	
OTHER SUITED QUADS		PHP200,000
QUADS		PHP20,000
TRIPS		PHP2,000
TWO PAIR		PHP1,000
SUITED PAIR		PHP600

**99 FORTUNES PROGRESSIVE – P3 – 7 SPOTS – 8 DECKS-PHP200**

HANDS	PROGRESSIVE PAY OUT	ODDS PAY OUT
SUITED QUADS (A's – 10's, EX 4's)	100%	
OTHER SUITED QUADS		PHP200,000
QUADS		PHP20,000
TRIPS		PHP2,000
TWO PAIR		PHP1,000
SUITED PAIR		PHP600

**99 FORTUNES PROGRESSIVE – P4B**

HAND	PROGRESSIVE PAY OUT	ODDS PAY OUT	ENVY
SUITED QUADS (A's – 10's, EX 4's)	100%		\$1,000
OTHER SUITED QUADS		\$1,000	
QUADS		\$100	
TRIPS		\$10	
TWO PAIR		\$9	
SUITED PAIR		\$3	

**99 FORTUNES PROGRESSIVE – P5 – 7 SPOTS – 8 DECKS-\$5**

HAND	PROGRESSIVE PAY OUT	ODDS PAY OUT	ENVY
SUITED QUADS – MATCHING A PLAYERS SEAT	100%		\$1,000
OTHER SUITED QUADS		\$5,000	\$500
QUADS		\$500	\$50
SUITED TRIPS		\$125	\$25
TRIPS		\$40	\$5
SUITED PAIR		\$15	\$1

**99 FORTUNES PROGRESSIVE – P6 – 7 SPOTS – 8 DECKS CET**

HAND	PROGRESSIVE PAY OUT	ODDS PAY OUT	ENVY
SUITED QUADS – MATCHING A PLAYERS SEAT	100%		\$1,000
OTHER SUITED QUADS		\$5,000	\$500
QUADS		\$500	\$50
SUITED TRIPS		\$125	\$25
TRIPS		\$50	\$5
SUITED PAIR		\$20	\$1

### **30-2899.03 THE PLAY- DRAGON BONUS.**

(1) DRAGON BONUS IS A TRADEMARKED BACCARAT VARIATION GAME, THE RIGHTS TO WHICH ARE OWNED BY SG GAMING INC. OF LAS VEGAS, NEVADA AND WHICH MAY BE TRANSFERRED OR ASSIGNED. DRAGON BONUS MUST BE PLAYED ACCORDING TO THE FOLLOWING RULES. DRAGON BONUS IS AN OPTIONAL WAGER FOR BACCARAT THAT PAYS WHEN YOUR HAND IS A NATURAL WINNER OR WINS BY A LARGE MARGIN. THE HIGHEST PAY OUT IS FOR A NON-NATURAL THAT WINS BY NINE POINTS.

(2) DRAGON BONUS MAY ONLY BE PLAYED ON APPROVED TABLE EQUIPMENT WITH THE NECESSARY SIGNAGE AND WHICH DISPLAYS THE DRAGON BONUS TABLE LAYOUT. PLAYERS MAKE THE DRAGON BONUS WAGER BY BETTING IN THE MARKED AREA. PLAYERS MAY BET THE DRAGON BONUS WAGER FOR THE PLAYER, THE BANKER OR AT THE DISCRETION OF THE RETAIL LICENSEE, BET THEM BOTH. AT THE DISCRETION OF THE RETAIL LICENSEE PLAYERS MAY BE REQUIRED TO MAKE A STANDARD BACCARAT WAGER.

(3) LIMITS ON BETS & AGGREGATE PAY OUTS.

AT THE DISCRETION OF THE RETAIL LICENSEE, THE RETAIL LICENSEE MAY CHOOSE TO ADHERE TO THE FOLLOWING:

(a) DEFINE AND POST SEPARATE MINIMUM AND MAXIMUM WAGERING LIMITS FOR BOTH THE BASE GAME AND OPTIONAL WAGER (IF APPLICABLE).

(b) DEFINE AND POST (FOR OPTIONAL WAGERS ONLY) AN AGGREGATE LIMIT FOR PAY OUTS (MAXIMUM ALLOWED TOTAL PAY OUT TO WINNING PLAYERS WAGERING ON THE OPTIONAL WAGER, DURING A SINGLE ROUND OF PLAY).

(4) WINNING AND LOSING.

PLAYERS HAVE TWO WAYS TO WIN:

(A) WHEN THE HAND IS A NATURAL WINNER; OR

(B) WHEN THE PLAYER'S NON-NATURAL HAND WINS BY AT LEAST FOUR POINTS.

(5) PAY OUTS.

(A) NATURAL WINNERS 1 TO 1.

(B) NATURAL TIES PUSH.

(C) NON-NATURAL WINNERS WIN BY 4 THRU 9 POINTS .

SEE PAYTABLE FOR ODDS.

(6) DEALING PROCEDURES.

DRAGON BONUS IS AN OPTIONAL WAGER FOR BACCARAT. PLAYERS HAVE TWO WAYS TO WIN: 1) IF THEIR SELECTED HAND FOR THE DRAGON BONUS WAGER IS A NATURAL\* WINNER; OR 2) IS A NON-NATURAL WINNER THAT WINS BY FOUR OR MORE POINTS. WITH NON-NATURAL\* WINNERS, THE HIGHER THE MARGIN OF VICTORY, THE HIGHER THE PAY OUT.

(A) PLAYERS MUST MAKE THE DRAGON BONUS WAGER BEFORE THE DEALER DEALS ANY CARDS.

- (B) THE DEALER WILL THEN DEAL THE TRADITIONAL BACCARAT HAND ACCORDING TO HOUSE PROCEDURES.
- (C) WHEN THE HAND IS OVER, THE DEALER WILL RECONCILE TRADITIONAL BACCARAT WAGERS ACCORDING TO HOUSE PROCEDURES.
- (D) THE HOUSE CAN RECONCILE BONUS BETS ANY WAY THEY LIKE. EXAMPLE: REMOVE LOSING BETS IMMEDIATELY, AND THEN PAY WINNERS.

(E) NOTES ON NATURALS:

- (i) NATURAL WINNERS ALWAYS PAY EVEN-MONEY ON THE DRAGON BONUS BET.
- (ii) IN THE EVENT OF A NATURAL TIE (8-8, 9-9), THE DRAGON BONUS PUSHES.
- (iii) ALL OTHER TIES WILL RESULT IN DRAGON BONUS BET LOSING.
- (iv) NATURAL IS A TWO-CARD TOTAL CONSISTING OF 8 OR 9.

PAYTABLE 1		PAYTABLE 2	
WIN BY 9 POINTS*	30 TO 1	WIN BY 9 POINTS*	20 TO 1
WIN BY 8 POINTS*	10 TO 1	WIN BY 8 POINTS*	8 TO 1
WIN BY 7 POINTS*	6 TO 1	WIN BY 7 POINTS*	7 TO 1
WIN BY 6 POINTS*	4 TO 1	WIN BY 6 POINTS*	4 TO 1
WIN BY 5 POINTS*	2 TO 1	WIN BY 5 POINTS*	3 TO 1
WIN BY 4 POINTS*	1 TO 1	WIN BY 4 POINTS*	1 TO 1
NATURAL WINNER	1 TO 1	NATURAL WINNER	1 TO 1
NATURAL WINNER	PUSH	NATURAL TIES	PUSH
* NON-NATURALS		* NON-NATURALS	

PAYTABLE 3	
WIN BY 9 POINTS*	30 TO 1
WIN BY 8 POINTS*	10 TO 1
WIN BY 6-7 POINTS*	4 TO 1
WIN BY 4-5 POINTS*	2 TO 1
NATURAL WINNER	1 TO 1
NATURAL TIES	PUSH
* NON-NATURALS	

**30-2899.04 EZ BACCARAT AND EZ BACCARAT PROGRESSIVE.**

- (1) EZ BACCARAT, IS A TRADEMARKED BACCARAT VARIATION GAME, THE RIGHTS TO WHICH ARE OWNED BY SG GAMING INC. OF LAS VEGAS, NEVADA AND WHICH MAY BE TRANSFERRED OR ASSIGNED EZ BACCARAT MUST BE PLAYED TO THE FOLLOWING RULES. DRAGON 7 AND PANDA 8 ARE OPTIONAL BONUS WAGERS WITHIN EZ BACCARAT THAT PAY WHEN A PLAYER'S HAND IS A NATURAL WINNER OR WINS BY A LARGE MARGIN. THE HIGHEST PAY OUT IS FOR A NON-NATURAL THAT WINS BY NINE POINTS.
- (2) EZ BACCARAT IS PLAYED THE SAME WAY AS TRADITIONAL BACCARAT. EZ BACCARAT MAY ONLY BE PLAYED ON APPROVED TABLES EQUIPPED WITH THE NECESSARY ELECTRONIC EQUIPMENT AND SIGNAGE, WHICH DISPLAYS THE EZ BACCARAT TABLE LAYOUT. EZ BACCARAT ELIMINATES THE 5% COMMISSION (VIGORISH) AFTER EVERY WINNING BANK HAND WITHOUT MODIFYING ANY OF THE EXISTING DRAWING

RULES OF THE STANDARD GAME. INSTEAD OF TAKING A COMMISSION WHEN THE BANK WINS WITH A TOTAL OF 7 CONSISTING OF 3 CARDS – THE BANK HAND IS A “PUSH” OR “BARRED.” THE PLAYER HAND AND TIE BETS LOSE, AS NORMAL.

(3) AT THE DISCRETION OF THE RETAIL LICENSEE THE RETAIL LICENSEE MAY CHOOSE TO ADHERE TO THE FOLLOWING:

- (a) DEFINE AND POST SEPARATE MINIMUM AND MAXIMUM WAGERING LIMITS FOR BOTH THE BASE GAME AND OPTIONAL WAGER (IF APPLICABLE).
- (b) DEFINE AND POST (FOR OPTIONAL WAGERS ONLY) AN AGGREGATE LIMIT FOR PAY OUTS (MAXIMUM ALLOWED TOTAL PAY OUT TO WINNING PLAYERS WAGERING ON THE OPTIONAL WAGER, DURING A SINGLE ROUND OF PLAY). POSTING AN AGGREGATE LIMIT PROTECTS YOUR ESTABLISHMENT FROM EXCESSIVE LIABILITY IN ANY ONE ROUND OF PLAY, WHILE ALLOWING THE PLAYER A WIDER RANGE OF BETTING OPTIONS, SUBJECT TO POSTED AGGREGATE LIMITS.

(4) HOW TO WIN.

THE BANKER WINS WITH A 3-CARD TOTAL OF 7 (CALLED DRAGON 7); AND OPTIONAL BETS MADE ON THIS WINNING OUTCOME ARE PAID 40 TO 1. THE BANKER SIDE IS A “PUSH”. ALL OTHER BETS LOSE. THE PLAYER WINS WITH A 3- CARD TOTAL OF 8 (CALLED PANDA 8); AND OPTIONAL BETS MADE ON THIS WINNING OUTCOME ARE PAID 25 TO 1. THE PLAYER SIDE IS PAID EVEN MONEY. ALL OTHER BETS LOSE.

THE PROGRESSIVE WAGER QUALIFIES THE PLAYER FOR PAY OUTS FROM THE PROGRESSIVE JACKPOT.

SEE PAY TABLE FOR ODDS.

(5) DEALING PROCEDURES:

TO BEGIN EACH ROUND, MAKE A STANDARD BACCARAT BET AND THE EZ BACCARAT PROGRESSIVE BET. THE DEALER THEN FOLLOWS THE HOUSE PROCEDURES FOR BACCARAT.

- (a) EZ BACCARAT PROGRESSIVE IS AN OPTIONAL PROGRESSIVE OPTIONAL BONUS WAGER FOR BACCARAT.
- (b) TO BEGIN EACH ROUND, PLAYERS MAKE THEIR STANDARD BACCARAT WAGER(S). THEY MAY ALSO MAKE THE DRAGON 7, PANDA 8 AND PROGRESSIVE WAGERS. PLAYERS MUST PLACE THE PROGRESSIVE WAGERS ON THE SENSOR IN FRONT OF THEIR BETTING POSITION. THE SENSOR WILL LIGHT UP.
- (c) ONCE ALL PLAYERS PLACE THEIR BETS, THE DEALER WILL PRESS “START GAME” ON THE KEYPAD. THE SENSORS WILL THEN LIGHT UP, INDICATING A PROGRESSIVE WAGER. THE DEALER WILL THEN REMOVE ALL PROGRESSIVE BETS FROM THE TABLE.
- (d) THE DEALER THEN FOLLOWS HOUSE PROCEDURES FOR DEALING BACCARAT.
- (e) THE DEALER RECONCILES THE STANDARD BACCARAT WAGERS, ANY BONUS WAGERS AND PROGRESSIVE WAGERS AT THE SAME TIME. FOLLOW THE PROCEDURE IN THE NEXT SECTION FOR RECONCILING PERCENTAGE PAYS FROM THE PROGRESSIVE METER.
  - (i) IT IS LEFT TO THE CASINO’S DISCRETION AS TO WHETHER OR NOT THE PLAYER MAY MAKE THE DRAGON7 AND/OR PANDA 8 AND/OR THE PROGRESSIVE WAGERS WITHOUT PLAYING THE BASE GAME OF BACCARAT.

(f) PROGRESSIVE WINNERS:

- (I) THE PERCENTAGE PAYS ARE PAID FROM THE PROGRESSIVE JACKPOT SHOWN ON THE PROGRESSIVE METER. OTHER HANDS ARE PAID FROM THE TRAY OR FROM THE METER AT THE CASINO'S REQUIREMENTS.
- (II) THE PERCENTAGE PRIZE PAY AMOUNT SHOWN ON THE METER IS SPLIT AMONG ALL PLAYERS, AT THAT TABLE, PARTICIPATING IN THE PROGRESSIVE WAGER THAT ROUND.
- (III) WHEN A PLAYER HAS A PROGRESSIVE WINNER, THE DEALER, USING THE DEALER DISPLAY, WILL PRESS THE APPROPRIATE HAND BUTTON THAT CORRESPONDS TO THE PLAYER WITH THE WINNING PROGRESSIVE HAND. (IF THE HAND BUTTON IS PRESSED BY ACCIDENT, PRESSING IT AGAIN WILL TURN IT OFF.)
- (IV) THE DEALER SHALL THEN CONTACT A SUPERVISOR.
- (V) ONCE THE CASINO VERIFIES THE PROGRESSIVE WIN, THE SUPERVISOR WILL PRESS THE CONFIRM BUTTON. TO COMPLETE THE ACTION, A SUPERVISOR OR EXECUTIVE CARD (DEPENDING ON JACKPOT LEVEL) SWIPE IS REQUIRED. THIS RECORDS THE WIN ONTO THE GAME MANAGER COMPUTER AND ADJUSTS THE METER APPROPRIATELY FOR THE PRIZE WON. HOUSE PROCEDURES ARE THEN FOLLOWED FOR PAYING THE PRIZE. (REVIEWING THE MONITOR CONNECTED TO THE GAME MANAGER WILL SHOW THE PRIZE AMOUNT TO BE PAID, AND PRESSING THE "MONEY BAG" ICON WILL PRINT A WIN PAGE, WHICH CAN BE USED TO HELP RECORD THE PAY OUT FOR ACCOUNTING.)
- (VI) ONCE THE DEALER HAS RECONCILED ALL ACTION, THEY PRESS "END GAME." THIS RESETS THE SYSTEM TO BEGIN THE NEXT HAND.
- (VII) ONCE THE SUPERVISOR OR EXECUTIVE CARD (DEPENDING ON JACKPOT LEVEL) IS SWIPED THE PRIZE IS LOGGED INTO GAME MANAGER. IF THE PROGRESSIVE PAY NEEDS TO BE BACKED OUT AT THIS POINT, THE AWARD WILL NEED TO BE MANUALLY BACKED OUT USING THE GAME MANAGER MANUAL ADJUSTMENT FEATURE.

(G) THE SAMPLE PAY TABLES ARE LISTED BELOW.

**PAYTABLES**

	<b>PAYTABLE 1</b>	<b>PAYTABLE 2</b>
<b>HAND</b>	<b>PAYS</b>	<b>PAYS</b>
<b>DRAGON 7 – PLAYER 0 – SUITED</b>	<b>100%</b>	<b>100%</b>
<b>DRAGON 7 – PLAYER 0 – SAME COLOR</b>	<b>250 FOR 1</b>	<b>230 FOR 1</b>
<b>DRAGON 7 – PLAYER 0</b>	<b>75 FOR 1</b>	<b>75 FOR 1</b>
<b>BANKER 2 - CARD 7 – PLAYER 0</b>	<b>60 FOR 1</b>	<b>60 FOR 1</b>

	<b>PAYTABLE 3</b>
<b>HAND</b>	<b>PAYS</b>
<b>PANDA 8 vs. BANKER 3-CARD 7 - SUITED</b>	<b>100%</b>
<b>PANDA 8 vs. BANKER 3-CARD 7 – SAME COLOR</b>	<b>500 FOR 1</b>
<b>PANDA 8 vs. BANKER 3-CARD7</b>	<b>50 FOR 1</b>
<b>PANDA 8 OR DRAGON 7 – SUITED</b>	<b>20 FOR 1</b>
<b>PANDA 8 OR DRAGON 7</b>	<b>10 TO 1</b>