Table of Contents

BASIS AND PURPOSE FOR RULE 10 4
RULE 10 RULES FOR POKER 4
30-1001 Poker rules. 4
30-1002 Definitions for poker. 5
30-1003 Types of poker authorized. 8
30-1004 Ranking of cards in hands. 8
30-1005 Use of joker. 9
30-1006 Tie. 9
30-1007 Cards. 9
30-1008 Retail licensee to provide dealer. 9
30-1009 Shuffle and cut of the cards. 9
30-1010 Ante. 10
30-1011 The deal. 10
30-1012 Rake. 10
30-1013 Operation of the game. 11
30-1014 Protection of hands. 11
30-1015 Dealing. 11
30-1016 Misdeal. 12
30-1017 Table stakes and “all in.” 12
30-1018 Bypassed betting. 12
30-1019 Burned cards. 13
30-1020 Folding. 13
30-1021 Call or raise. 13
30-1022 Required statements. 13
30-1023 Procedure for calls. 13
30-1024 Apparent call. 13
30-1025 Fouled hand -- Short hands. 14
30-1026 Showdown. 14
30-1027 Review of hands. 15
30-1028 Award of pot. 15
30-1029 Odd chips in ties. 15
30-1030 Use of defective deck. 15
30-1031 Faced card. 16
30-1032 Time limit. 16
30-1033 Posting of rules. 16
30-1034 House game rules. 16
30-1035 Maximum number of players. 17

30-1036 Proposals for variations. 17
30-1037 Changing dealers at poker tables. 17
30-1038 Wagers to be made with coins and approved tokens and chips. 17
30-1039 Procedure for accepting cash at poker tables. *Amended 7/1/13, Amended 10/15/20* 17
30-1040 Persons not to bring their own cards or poker chips. 18
30-1041 Special policies. 18
30-1042 Restrictions on use of proposition players. 18
30-1043 Shill procedures. 19
30-1044 Poker tournaments. 19
30-1045.01 Tournament chips required. 19
30-1045.02 Calculation of adjusted gross proceeds of tournament play. *Eff 10/30/2008* 19
30-1045.03 Cash receipts and prize awards-accounting. 20
30-1045.04 Location of tournaments. 20
30-1045.05 Qualification of players. 20
30-1045.06 Entry fee and player buy-in. 20
30-1045.07 Tournament rules of play. 21
30-1045.08 Conduct of tournament. 21
30-1045.09 House rules for tournament play. 23
30-1046 Jackpot awards in poker. 23
30-1046.01 Jackpot award rules. 24
30-1047 Aggregate pay outs. 25
30-1099.01 The play – Texas Hold'em High and High-Low split. 25
30-1099.02 The play – Five-Card Draw Poker. 26
30-1099.03 The play – Five-Card Stud Poker. 27
30-1099.04 The play – Seven-Card Stud Poker. 27
30-1099.05 The play -- Seven-Card High-Low Split Stud Poker. 27
30-1099.06 The play -- Omaha Hold 'Em Poker. 27
30-1099.07 The play – Pineapple Hold 'Em Poker. 28
30-1099.08 The play – Crazy Pineapple Hold 'Em Poker. 29
30-1099.09 The play – Hold 'Em Eighty-Eight 30
30-1099.10 The play – Joker Poker. 30
30-1099.11 The play – Caribbean Stud Poker. 31
30-1099.12 The play – Caribbean Draw Poker. 35
30-1099.13 The play – Let it Ride and Let it Ride Bonus with the option of a 3 Card Bonus and Progressive Bet. 38
30-1099.14 The play – Colorado Hold'em Poker. 43
30-1099.15 The play – Western Stud. 45
30-1099.16 The play – Vegas Double Action. 47
30-1099.17 The play - Prospector Poker. 49

30-1099.18 The play – Three Card Poker. 51
30-1099.19 The play -- Bonus 6. 57
30-1099.20 The play – Home Run Hold ’em. 60
30-1099.21 The play – 208 Poker. 63
30-1099.22 The play – Boston 5 or Boston 7 Stud Poker. 66
30-1099.23 The play – Player’s Choice Poker. 69
30-1099.24 The play – 3-5-7 Poker. 70
30-1099.25 The play – Trips Poker. 73
30-1099.26 The play – Texas Hold’Em Bonus Poker. 74
30-1099.27 The play – Champion Poker. 79
30-1099.28 The play – Longhorn Hold’em. 82
30-1099.29 The play – Wild Six Card Draw Poker. 84
30-1099.30 The play – Pai Gow Poker. *Eff 03/17/2011* 87
30-1099.31 The play – Crazy 4 Poker. *Eff 03/17/2011* 89
30-1099.32 The play – High Five Poker and High Five Poker Progressive. *Eff 03/17/11, Amended 4/14/14* 94
30-1099.33 The play – Mississippi Stud. *Eff 03/17/2011* 97
30-1099.34 The play – Ultimate Texas Hold ‘Em. *Eff 03/17/2011* 101
30-1099.35 The Play - Three Card Split. 107
30-1099.36 The play – Emperor’s Challenge and Emperor’s Challenge Exposed. *Eff 03/16/2012, Amended 6/14/21* 109
30-1099.37 The play – Fortune Pai Gow Poker. *Eff 03/16/2012* 116
30-1099.38 The play – Texas Shootout. *Effective 9/14/2012* 123
30-1099.39 The play – Straight Edge Poker. *Effective 4/14/14* 127
30-1099.40 The play – Big Raise Stud Poker. *Eff 4/14/14* 131
30-1099.41 The play – Double Draw Poker. *Effective 10/15/14* 134
30-1099.42 The play – Six Card Poker. *Effective 10/15/14* 136
30-1099.43 The play – High Card Flush. *Effective 1/14/2015* 137
30-1099.44 The play – WPT Heads Up Hold’Em. *Effective 4/14/2015* 140
30-1099.45 The play – DJ Wild Stud Poker. *Effective 11/14/15* 142
30-1099.46 The play – 2 Card Poker. *Effective 1/14/16* 147
30-1099.47 The play – Flushes Gone Wild. *Effective 2/14/2017* 149
30-1099.48 The play – 3 Card Draw Poker. *Effective 4/30/17* 152
30-1099.49 The play – Poker Burnout. *Effective 8/14/18* 156
30-1099.50 The play – 3 Card Super Shot Poker. *Effective 10/15/18* 158
30-1099.51 The play – Cajun Stud. *Effective 1/30/20* 162
30-1099.52 The play – 3 Card Shine. *Effective 8/14/20* 165
30-1099.53 The play - Stadium Three Card Poker. *Effective 5/1/21* 168
30-1099.54 The play - Stadium Casino War. *Effective 5/1/21* 170
30-1099.55 The play - Casino War. *Effective 5/1/21* 172

These copies of the rules are provided as a convenience to the public by the Colorado Department of Revenue and do not constitute an official publication. The official version of these rules is published by the Office of the Secretary of State in the Colorado Code of Regulations and may be obtained from the Colorado Secretary of State's website.

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

30-1001 Poker rules.

(1) The game of poker 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 10, promulgated by the Commission (hereinafter collectively "the rules of poker"). The rules of poker shall be followed by all licensees and by all persons participating in any game of poker. (30-1001(1) amended 10/30/97)

(2) Poker is dealt by a dealer on a poker table. A player bets on the cards (hand) the player holds. All the bets placed by the players are collected together in the center of the table which is known as the pot. There may be a required initial ante and there may be required blind bets by the players. After all the dealing of cards and betting has occurred for a pot and there are two or more players still in contention, there is a showdown to determine which player has the best hand. The object of the game is for a player to win the pot either by making a bet no other player is willing to match or by the player having the most valuable hand after all the betting is over. Based on the type of poker game played, the winning player may be the player who holds the hand of highest rank, lowest rank, or divided between the highest and the lowest ranking hands. At the discretion of the retail licensee, a qualifier may be used to restrict high hands, low hands, or high and low hands. (30-1001 perm. 03/31/96; amended 12/30/04)

(3) When permitted and described by the rules of play of approved poker games, the procedures outlined in paragraph (2) above may not be applicable in whole or in part. The following are permitted when described by the rules of play of an approved game:

(a) The dealer may be permitted or required to play one or more hands of cards in a game. The dealer may not place a wager in any game in which the dealer is a player or participant.

(b) Players may be required to play against the dealer in addition to, or instead of, playing against other players.

(c) Players may hold winning hands if the hands qualify the players for monetary or premium returns based upon a publicly available pay schedule.

(d) It is possible for a player not to hold a winning hand, even when the player holds the best hand among all players in a game, if the hand does not qualify the player for a monetary or premium return based upon a publicly available pay schedule.

(e) There may be games in which there are either no winning non-dealer players or any number of winning players. There may be games in which there are either no losing non-dealer players, or any number of losing players.

(f) There may be a number of betting rounds or additional wagers following the player's initial wager. A player will not necessarily receive additional cards before participating in a new betting round or making an additional wager.

(g) It is not necessary that players' wagers be pulled into a common pot, nor will a pot necessarily be awarded to winning players.

(h) The dealer may or may not take a rake from wagers placed by the players. (30-1001(3) added, perm. 11/30/96)

(i) There may be games in which there is not a qualifying hand and a common pot is not awarded to any player; the pot may be awarded to a qualifying player in a subsequent hand. (added perm. 12/30/04)

(j) There may be games where tickets are redeemed at the table. *Effective 10/15/20*

(4) In poker games only, a licensee may use lammers instead of a poker buy form when chips are distributed to the table from the cashier. When lammers are used, the dealer must advise the dealer's supervisor that chips are needed and must ask for a specific amount of chips. The supervisor must obtain the necessary combination of lammers to signify numerically the requested transfer. The lammers must remain in a conspicuous place on the table. After receipt of the lammers, the dealer must remove from the dealer's imprest bank the necessary currency to receive the requested amount of chips. The supervisor must take the currency to the cashier and obtain the desired numbers of chips in return for the currency. The supervisor must immediately return to the table with the chips and give them to the dealer who will check the amount of chips for accuracy. The supervisor must then retrieve the lammers. Lammers must be kept in a secure place accessible only to the persons who supervise the dealers. (formerly Regulation 30-411(1)) *Amended 12/15/16*

(5) Licensees may establish imprest banks at a supervisor's podium or cashier podium in their poker rooms for the purpose of supplying chips and tokens to the tables in the room which offer player-banked poker games. Such podium imprest banks must be maintained using the procedures for tables described in Rule 11. Where poker room podium imprest banks are in use, an even money transfer of cash from a poker table may be made for chips and tokens from the podium bank, without the necessity of using lammers. (formerly Regulation 30-411(2), 30-411(2) amended perm. 09/30/00) *Amended 12/15/16*

(6) Poker tables to be used in a licensed establishment 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. (Amended perm. 03/30/03; Amended 11/30/14; Former regulation 30-1211 Poker table, was relocated and renumbered to regulation 30-1001 (6), effective 10/15/20; *Amended 12/15/20*).

30-1002 Definitions for poker.

The following definitions apply to all the rules of poker and to all games of poker conducted by licensees: *Eff 10/30/2008*

(1) "Ante" means a predetermined contribution to the pot before the first card of the game is dealt; *Eff 10/30/2008*

(2) "Bet" means a player's wager to the pot on any betting round; no initial or subsequent bet may exceed the maximum wager limit determined by the house and in accordance with applicable law; *Amended 5/1/21*

(3) "Betting round" means a complete cycle in a hand of poker in which all players have called or folded; *Eff 10/30/2008*

(4) "Blind bet" or "blind" means a bet made before the first card of the game is dealt; *Eff 10/30/2008*

(5) "Blind position" means the player to the left of the button; *Eff 10/30/2008*

(6) "Bet or Fold" means the requirement that a player place a wager (i.e., bet) or fold his hand; *Eff 10/30/2008*

(7) "Burn" means to remove one or more cards from the top of the deck or the front of a shoe and place it, or them, in the discard rack; *Eff 1/14/2015*

(8) "Button" means an object which is moved clockwise around the table to denote an imaginary dealer; *Eff 10/30/2008*

(9) "Buy-in" means a purchase of chips by a player prior to or during play. In tournament play, all buy-ins are used to fund the prize pool and are paid back in their entirety to the players during the tournament; *Eff 10/30/2008*

(10) "Call" means a bet made equal to the immediately preceding bet; *Eff 10/30/2008*

(11) "Check" means to waive the right to initiate the betting in a round, but to retain the right to call or raise; *Eff 10/30/2008*

(12) "Check and raise" means a raise after a player first checked in a round; *Eff 10/30/2008*

(13) "Chips," in addition to the definition set forth in Regulation 30-106 (6) of Rule 1, General Rules and Regulations, means tokens, 25-cent coins, or 50-cent coins or electronic chips; (*Eff 10/30/2008 Amended 03/16/2012*)

(14) "Chopping of the blinds" An agreement between the two players in the blind positions to end the hand by taking back their blinds when no action has occurred before the flop and all other players have folded; *Eff 4/30/2011*

(15) "Community cards" means cards dealt or turned face upward which can be used by all players with a live hand to make their best hand; *Eff 10/30/2008*

(16) "Deal" means the distribution of playing cards among the players; *Eff 10/30/2008*

(17) "Defective deck" means a deck that is found to have other than the proper cards or number of cards for the game being played; *Eff 10/30/2008*

(18) "Draw" means in draw poker, the taking of additional cards by a player; *Eff 10/30/2008*

(19) "Entry fee" means any amount collected for a tournament by the licensee not applied to the prize pool. This amount is reported as adjusted gross proceeds on the licensee's gaming tax return in the month the fee was collected; *Eff 10/30/2008*

(20) "Flop" means the first three community cards dealt or turned face up at one time; *Eff 10/30/2008*

(21) "Fold" means to discard a hand, forfeiting claim to the pot; *Eff 10/30/2008*

(22) "Hand" means one game in a series, one deal, the cards held by a player, or the best cards a player is holding; *Eff 10/30/2008*

(23) "Jackpot award" means a special money award, in addition to the money in the pot, paid following the occurrence of a specific pre-defined situation to qualifying individuals playing a player banked poker game, as specified by the posted jackpot rules; (30-1002(18) amended, perm. 11/30/96; 30-1002 (18) amended 10/30/08)

(24) "Jackpot rake" means the amount, not to exceed $2.00, which may be taken from the pot at a player banked poker game by the retail licensee expressly to build a jackpot award. The jackpot rake may be taken in addition to the standard rake; (30-1002(19) amended, perm. 11/30/96; 30-1002 (19) amended 10/30/08)

(25) "Misdeal" means to deal a hand of poker incorrectly; *Eff 10/30/2008*

(26) "Money on the piece" means a procedure by which a poker player may use currency visible on a poker table before a hand begins in the betting action when the player runs out of chips in the middle of a hand. The bill represents all bets, calling or raising, and is marked with chips from the action pot; *Eff 10/30/2008*

(27) "Muck" means discards, burn cards and cards from the unused stub; *Eff 10/30/2008*

(28) "Open" or "to open" means to make the first bet in a hand; *Eff 10/30/2008*

(29) "Opener" means the player who makes the first bet in any betting round; *Eff 10/30/2008*

(30) "Poker tournament" means an event or series of events that culminates with an overall winner; *Eff 10/30/2008*

(31) "Pot" means the total amount anted and bet by players during a game which is awarded to the winning player or players; *Eff 10/30/2008*

(32) "Progressive pool" means a special money award, in addition to the money in the pot, contributed by players in a game for the benefit of such players and distributed according to criteria described in the rules of the game; (30-1002(26.5) added perm. 9/30/99; 30-1002 (26) amended 10/30/08)

(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 the maximum wager limit determined by the house and in accordance with applicable law; *Amended 5/1/21*

(34) "Rake" means the amount taken from the pot by the retail licensee, which amount shall not exceed ten (10) percent of the pot; (30-1002(24) temp. 9/30/91, perm. 12/30/91, amended perm. 09/30/99)

(35) "Round" means a cycle of bets made by the players following the deal of the cards; *Eff 10/30/2008*

(36) "Qualifier" means the requirement to qualify for award of the pot, or for any portion of the pot in any game; *Eff 10/30/2008*

(37) "Showdown" means the revealing of each player's hand after the last bet to determine the winner(s) of the pot; *Eff 10/30/2008*

(38) "Shuffling device" means an electro-mechanical device which shuffles the cards; (30-1002 (31.5) added perm. 05/30/01; 30-1002 (31.5) amended 10/30/08)

(39) "Stake" means the funds with which a player enters the game; *Eff 10/30/2008*

(40) "Substantial action" means two players putting money in the pot, or three players acting by making a statement or physical gesture of intent to fold or put money in the pot by a bet, call, or raise. A player posting a blind or straddle is not considered to have taken action at that point. The term "substantial action" shall have no applicability to house banked poker games. (30-1002 (28)-(34) perm. 03/31/96); 30-1002 (34) amended 10/30/97; 30-1002 amended 12/30/04)

(30-1002 paragraphs (4.25) - (33) renumbered as paragraphs (5) - (40) effective 12/15/17)

30-1003 Types of poker authorized.

(30-1003 repealed effective 12/15/17)

30-1004 Ranking of cards in hands.

The cards are ranked ace, king, queen, jack, ten, nine, eight, seven, six, five, four, three, and deuce. The ace is the highest ranked card in high poker and is ranked lower than a deuce in low poker, and is ranked lower than a deuce when used in an ace-5 straight in either high or low poker.

(1) A high poker hand in a showdown consists of five cards, ranked according to the following from highest to lowest:

(a) Five aces–four aces of different suits and the joker;

(b) Five of a kind–four cards of the same rank and the joker;

(c) Straight flush–five cards of the same suit in sequence; an ace-high straight flush is a "royal flush";

(d) Four of a kind–four cards of the same rank;

(e) Full house–three cards of the same rank and two cards of the same rank;

(f) Flush–five cards of the same suit;

(g) Straight–five cards in sequence;

(h) Three of a kind–three cards of the same rank;

(i) Two pair–two cards of the same rank and two cards of one other rank;

(j) One pair–two cards of the same rank; and

(k) High card–the highest ranking card in the hand.

(2) A low poker hand in a showdown consists of the best low qualifying hand. Straights and flushes do not impair the value of a hand for low.

(3) If expressly permitted by the rules of play of an approved poker game, a poker hand may consist of either fewer than five cards or more than five cards. The rank of poker hands containing other than five cards shall be specified by the rules of play of each game permitting such hand. (30-1004(1) amended; (2)-(3) added, perm. 11/30/96; 30-1004(1) amended 12/30/04)

30-1005 Use of joker.

(1) At the discretion of the licensee, a joker may be used in poker as an ace, or as any card not already in the player's hand to complete a straight flush, a flush, a straight or as the lowest card not already in the player's hand. (30-1005 perm. 03/31/96, amended 12/30/04)

(2) If permitted by the rules of play of an approved poker game, one or more jokers may be added to the deck, and may be used as described above, or may be used as wild cards, representing any card in the deck. (added perm. 12/30/04)

30-1006 Tie.

Tied hands are determined solely by the five cards that make the hand, and no other cards. Ties may not be broken by the value of the side cards, nor by suit. At a showdown, if two or more hands are tied, the pot is split between the tied hands. (30-1006 perm. 03/31/96; amended 12/30/04)

30-1007 Cards.

(1) When a table is opened for play, the cards in a game of poker must be verified by the dealer as one complete standard deck of 52 cards. One or more jokers may be added in certain games. The design on the backs of the cards in the deck must be identical, and no card may contain any marking, symbol, or design that enables a player to know the identity of any element printed on the face of the card. The backs of the cards may contain a logo. The backs of the cards in the deck must be designed to eliminate the ability of any person to place concealed markings on them. No retail licensee may use cards that are taped, cut, shaved, marked, defaced, bent, crimped, or deformed. (30-1007 perm. 03/31/96; amended 12/30/04)

(2) If permitted by the rules of play in an approved poker game, digital or electronic representations of cards may be used. (added perm. 12/30/04)

(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. *Effective 5/1/21*

30-1008 Retail licensee to provide dealer.

The retail licensee must provide the dealer. The dealer may not make a bet or otherwise wager on a poker game.

30-1009 Shuffle and cut of the cards.

(1) Before play, the dealer must, in front of the players, shuffle the cards so that they are randomly intermixed. An approved mechanical shuffling device may be used to shuffle the cards. Following the shuffle, the dealer must cut the cards. The dealer must place a cutting card on the bottom of the deck to conceal the last card.

(2) If there are not enough cards left in the deck for each player, the dealer is to deal all the cards except the last card. The dealer is to then scramble the last card and the four burn cards, cut the deck, burn a card, and deliver the remaining down cards, using the last card if necessary. The dealer may not shuffle in any cards which have been folded by the players. If there are five players remaining without a card, the dealer will not burn so that each player may receive a fresh card. If the dealer determines that by using this procedure, there will still not be enough cards for all the players, the dealer is not to give any of the players a down card. Instead, the dealer is to announce to the table that there are not enough cards to go around and a community card will be used. The dealer will then burn a card and turn a card up in the center of the table. The card plays in everyone's hand. The player who falls high on board, using the community card, initiates the action. (30-1009 temp. 9/30/91, perm. 12/30/91; 30-1009 temp. 5/13/93, perm. 6/30/93; 30-1009 perm. 03/31/96; 30-1009 amended, perm. 11/30/96; 30-1009 (3) amended perm. 10/30/97; 30-1009 amended 12/30/04; 30-1009(3) deleted 12/30/04)

30-1010 Ante.

An ante may be used in the game at the discretion of the retail licensee. The player must ante for each hand by placing chips equaling the ante in front of the player on the table before the first card of the game is dealt. The dealer must sweep the antes and place them in the pot. Once the first card is dealt to any player, the ante may not be altered, except that if a player's hand is declared dead for reasons other than the player's fault, the ante may be returned to such player. When a player is at a table with an electronic betting terminal (EBT), the ante will be displayed on the terminal and will be locked into place once the first card is dealt to any player. (30-1010 perm. 03/31/96; amended 12/30/04) *Amended 03/16/2012*

30-1011 The deal.

(1) Cards may be dealt out of the hand by the dealer. A button may be moved around the table, clockwise, so that the player who has the button receives the advantage of playing and betting last. The dealer must protect the deck to avoid exposure of the cards.

(2) The retail licensee must have two separate decks of cards available at each table, except that the second deck of cards used in house banked games may be maintained at the pit podium. The color of the backs of the cards of the two decks must be of a different predominant color. A new deck must be used for at least one complete cycle of play around the table, or for seven hands of play in house banked games, unless the deck is found to be defective. If a mechanical shuffling device is used, the deck may be changed following each hand.

(3) If appropriate to the play of an approved poker game, a mechanical shuffling device may be used to dispense each player's cards, and/or the dealer's cards, and/or the community cards, as a group, to the dealer. The dealer shall then deal an intact group of cards from the shuffling device to each player, and/or to the dealer, and/or to the community card area, as specified by the rules of the game. (30-1011 temp. 9/30/91, perm. 12/30/91; 30-1011 perm. 03/31/96; 30-1010(1) amended, (2) added, perm. 11/30/96)

(4) If appropriate to the play of an approved poker game, an approved electronic shuffling device may be used to deal each player's cards, and/or the dealer's cards, and/or the community cards. The cards are dealt and displayed as specified by the rules of the game. (30-1011 amended 12/30/04)

30-1012 Rake.

(1) Rake may not exceed ten (10) percent of the pot. Rake may only be pulled from the pot by the dealer in an obvious manner after each wager and call or at the completion of the hand. The rake must be placed and remain in a designated rake area or on the rake slide until the conclusion of the hand. The rake must then be dropped into the drop box. The designated rake area must be clearly visible to all players.

(2) In addition to any rake authorized by paragraph (1) of this section, if a retail licensee offers a player banked jackpot award, the dealer may pull a jackpot rake which may not exceed $2.00. The jackpot rake shall be handled in the manner described above, except that monies from the rake and the jackpot rake may not be commingled. A separate rake circle or slide and a separate drop box must be used for the jackpot rake. (30-1018, perm. 3/31/96; (1) amended perm. 09/30/99; amended 12/30/04; 30-1018 relocated and renumbered as 30-1012, effective 12/15/17)

30-1013 Operation of the game.

Play must proceed in a clockwise direction with each player's turn following the person on the player's immediate right, unless the rules of play of an approved variation game require or allow a different order of play. (30-1019 amended, perm. 10/30/96; 30-1019 relocated and renumbered as 47-1-1013, effective 12/15/17)

30-1014 Protection of hands.

A player must protect a held hand by holding onto it above the table or by placing one or more chips or other small object on it provided that any object placed on the hand shall not compromise the integrity of the cards or the ability to clearly view the hand. A protected hand may not be ruled dead by accidental contact with discards unless it is impossible to reconstruct completely. A player who has a protected hand taken in by the dealer or fouled by discards through no fault of the player is entitled to a refund of all of the chips the player put in the pot in that game. (30-1020 relocated and renumbered as 30-1014, effective 12/15/17)

30-1015 Dealing.

A card dealt must be the top card of the deck. After the first card of the hand has been dealt to a player, the deal continues in a clockwise direction. The order of cards may not be disturbed during the deal of a round, except in the remedy of too few cards or for the purposes of error correction in the event of an exposed card.

A card that is meant to be dealt face downward but is dealt face upward or flashed as it is dealt so that a player might know its identity or a card that is dealt off the table is dead. An exposed card meant to be dealt face downward must be replaced. However, in stud poker, if a dealer turns the last card face up to any player, all remaining players will receive their last card face down. The player or players whose down card was exposed has the option of declaring him/herself "all-in" . If the player chooses not to be "all-in" then betting continues as normal with the player that was high on the sixth card instituting the action. A card exposed by a player is not a dead card. (30-1021 temp. 9/30/91, perm. 12/30/91)(30-1021 temp. 5/13/93, perm. 6/30/93) (30-1021, perm. 3/31/96; amended perm 10/30/2002)

A card dealt prematurely, before a betting round is complete, will not play. In stud games, if the dealt cards may not be used, they are retrieved and buried in the discards. A card for each additional player is also buried in the discards, so the players receive the cards that were intended for the next round. If the mistake is made on the last down card, when the card is taken in or might have been seen by the player, the card is kept. On the sixth card, any player who already has a seventh card may not bet or raise a player with only 6 cards.

In hold-em games, if the flop is dealt prematurely or contains too many cards, the community cards are mixed with the remainder of the deck, reshuffled, cut by the dealer, and a new flop is dealt without

burning a card. If the fourth card is dealt prematurely, it is taken out of play for that round. The dealer will burn and turn what would have been the fifth card in its place. After betting action is completed, the dealer will place the premature fourth card in the unused stub, reshuffle, cut and deal the final card. If the premature card is dealt on the fifth card, the deck is reshuffled and dealt in the same manner. (30-1021 amended 12/30/04)

When any dealing irregularity occurs which is not described above, the dealer shall notify the pit supervisor, who shall direct the dealer to take the most appropriate action which the supervisor believes to be fair and equitable, and shall observe such action being taken. The pit supervisor, and not the dealer, must make all decisions concerning disputed play or the payment or collection of wagers. *Amended 7/15/2014*

(30-1021, relocated and renumbered as 30-1015, effective 12/15/17)

30-1016 Misdeal.

A misdeal causes all of the cards to be returned to the dealer for a redeal. A misdeal may not be called once substantial action has occurred. (30-1022, perm. 3/31/96; 30-1022 relocated and renumbered as 30-1016, effective 12/15/17)

30-1017 Table stakes and "all in."

(1) Players in player banked games may bet only the visible portion of currency and chips in front of them on the table when the hand begins. Such players may add to their stacks at any time before the hand starts, but cannot take money that has been in play for even one hand off the table until they cash out, except that money on the table may be used for tips and to purchase food and beverages served at the table.

(2) Once a hand in a player banked game has started, a player confronted by a bet larger than the player's table stakes may call "all in" and place the player's chips into the pot as a call. The excess part of the bet is either returned to the bettor or used to form a side pot with another player or players by matching the amount called. There is no limit on the number of side pots. Play must continue and the player who is "all in" must receive cards as other active players. The remaining players must place their bets into the side pot or pots. At the showdown, if the player who is "all in" has the best qualifying high hand, the player wins the pot. The player with the second best qualifying high hand wins the side pot. If the player who is "all in" does not have the best qualifying high hand, the player with the highest hand wins both pots.

In a high-low game, a similar procedure must be used to award the pots to the best qualifying high and best qualifying low hand.

A player who is "all in" and loses must leave the game or buy more chips.

(3) The provisions of paragraphs (1) and (2), above, may apply to players in house banked games only when required by the specific rules of play of such games.

(4) A player who has been awarded a pot, or any portion thereof, shall not share any portion of such winnings with any other player until the winning player has cashed out and left the game, nor shall any licensee permit such sharing except in tournament play pursuant to Regulation 30-1058(4). A winning player is permitted to place an ante or blind for a player whom the winner has just beaten in the previous hand, unless prohibited by house rules or objected to by other players. (30-1023, perm. 3/31/96; 30-1023 (1)-(2) amended, (3)-(4) added 10/30/97; amended 12/30/04; 30-1023 relocated and renumbered as 30-1017, effective 12/15/17)

30-1018 Bypassed betting.

Players must have an opportunity to act on their hands (no action can signify surrender). Players must notify the dealer or other players that they have not acted before substantial action takes place or their hands may be forfeited. (30-1024, perm. 3/31/96; 30-1024 relocated and renumbered as 30-1018, effective 12/15/17)

30-1019 Burned cards.

If the dealer burns a card, it must be kept separate from the muck until all cards have been dealt. If the dealer burns a card and is unable to deal immediately, the dealer may place the burned card back on top of the deck. (30-1025, perm. 3/31/96; amended 12/30/04; 30-1025 relocated and renumbered as 30-1019, effective 12/15/17)

30-1020 Folding.

If a player bets but announces a fold, the player has a dead hand. In stud poker, the dealer must decide whether the act by a player of turning such player's up cards, face downward or removing them from the table, is a fold. (30-1026 amended 12/30/04; 30-1026 relocated and renumbered as 30-1020, effective 12/15/17)

30-1021 Call or raise.

A statement by a player in turn of "call" or "raise" or of a specific bet is binding. A player who states a certain amount but puts a different value of chips into the pot must correct the bet to the stated amount. The dealer must correct all bets. (30-1027 temp. 9/30/91, perm. 12/30/91; amended 12/30/04; 30-1027 relocated and renumbered as 30-1021, effective 12/15/17)

30-1022 Required statements.

A player may substitute a gesture for a verbal statement of the player's action. The dealer must announce it, and the player must correct the dealer before substantial action takes place. A player may verbally state an action as "check," "call," "raise," or "fold."

Players who make a bet, decide incorrectly that they have no live hand against the play, and fold their hand, lose the pot unless their hand is declared retrievable by the dealer. (30-1028 temp. 9/30/91, perm. 12/30/91; amended 12/30/04; 30-1028 relocated and renumbered as 30-1022, effective 12/15/17)

30-1023 Procedure for calls.

Players who put fewer chips into the pot than are needed to call must complete the call. If substantial action has taken place, the player is responsible for completing such player's bet, even if the player might have been unaware of the raise. Players may assemble chips in front of them before acting. A player makes a bet if such player pushes assembled chips forward or releases chips into the pot at a sufficient distance from the player to make it obvious that the intent is to bet. If the situation is unclear and a player allows the dealer to pull the player's chips into the pot without making an immediate objection, it is a bet. *Amended 11/14/21*

A player must place the entire bet in front of the player at one time. Unless a player has placed the amount of chips required to call a bet and to signify a raise, the player may not place additional chips for a raise. (30-1029, perm. 3/31/96; 30-1029 relocated and renumbered as 30-1023, effective 12/15/17)

30-1024 Apparent call.

If a player calls but places a value of chips into the pot that is larger than the bet, it must be regarded as a call unless the player announces a raise. The player may clarify an apparent call as a raise only if no other player behind such player has placed chips into the pot or announced a call or raise. If a player has

currency on the table, but insufficient chips to call or raise, the dealer may accept the wager as "money on the piece." (30-1030, perm. 3/31/96; 30-1030 relocated and renumbered as 30-1024, effective 12/15/17)

30-1025 Fouled hand -- Short hands.

(1) A fouled hand is a hand that either has an improper number of cards, unless the player is short a card and due to get the top card of the deck, or has a card that has come into contact with discards. If a player has a fouled hand by having too many or too few cards, that hand is dead and cannot win any part of the pot.

(2) If a player discovers that the player's hand is fouled, the player cannot recover any chips placed into the pot unless a misdeal can be called. If a player with a fouled hand makes a bet or raise and the next player has not yet acted, the next player may call attention to the fact that the hand is fouled. The dealer must return the player's bet to the player with the fouled hand and betting may resume.

(3) No player may deliberately foul a hand to recover a bet nor make an attempt to win the pot by betting or raising after discovering that the hand is fouled. If the dealer determines that a player has intentionally bet a fouled hand, the player's chips remain in the pot. (30-1031 temp. 9/30/91, perm. 12/30/91) (30-1031, perm. 3/31/96) (30-1031 relocated and renumbered as 30-1025, effective 12/15/17)

30-1026 Showdown.

If two or more players remain in the pot after all of the cards have been dealt and the betting is over for that hand, the remaining players show their cards to determine which player has the best hand and wins the pot.

The following provisions govern showdown:

(1) A hand with too many or too few cards for that game is dead;

(2) A hand is ranked according to the actual cards it contains. The cards speak for themselves when exposed and laid face up on the table;

(3) A hand that is prematurely discarded by a player and touches the discarded cards is dead;

(4) A verbal concession is not binding;

(5) Players who leave the table concede the pot and have a dead hand;

(6) A hand discarded face upward that has paid all bets is a live hand if it has not become irretrievably mixed with the discards;

(7) A hand discarded face downward may be retrieved if the following conditions are met:

(a) The player retrieves it and turns it face up. If the discarded hand is out of the reach of player, the player may ask the dealer to push the hand back to the player, and the player shall turn the player's own hand face up;

(b) The hand has not touched any discards; and

(c) Another player has not been induced to discard such player's hand;

(8) A hand discarded face downward that is not retrievable is dead even if it had been shown before being discarded, unless that hand had first been laid out face upward and flat on the table until having been seen by the dealer;

(9) A hand discarded by the dealer without objection is dead;

(10) If the dealer discards a winning hand without the player's approval after the player holding the hand has laid out the cards face upward and flat on the table, the player is entitled to the pot if it is claimed before being taken in by another player;

(11) A player must object if the player does not wish the dealer to discard the player's hand; and

(12) Any player who has called all bets in a hand may request to see, face up, any other hand that has called all bets. This request must be made to the dealer before the hand has touched the muck. (30-1032 temp. 9/30/91, perm. 12/30/91) (30-1032, perm. 3/31/96; (7)(a), (8), and (10) amended 10/30/2002; amended 12/30/04) (30-1032 relocated and renumbered, 30-1026, effective 12/15/17)

30-1027 Review of hands.

At the conclusion of the betting round, a player shall place the player's hand face upward on the table at the showdown as follows:

(1) If there has been a bet on the final round, the player who made the bet must show first;

(2) If there have been one or more raises on the final round, the player who last raised must show first;

(3) If the final round has been checked by all the players, the player who acted first must show first;

(4) The subsequent order of showing hands is clockwise around the table from the player who must show first; and

(5) A player may choose to discard a hand without showing it unless another player who has called all bets has requested to see the hand. (30-1033, perm. 3/31/96; amended 12/30/04; 30-1033 relocated and renumbered as 30-1027, effective 12/15/17)

30-1028 Award of pot.

Pots must be awarded by the dealer. When the dealer has awarded a pot and it has been taken in by a player without a claim against it, the award stands. Any such claim shall be made before the objecting player's cards are mucked. No player may make an agreement with any other player regarding the pot, unless house rules allow for chopping of the blinds. A game must be played to conclusion and the pot awarded to the winning player or players. Jackpot awards, if any, shall be paid following the award of the pot. (30-1034, perm. 3/31/96; amended, perm. 12/30/04; 30-1034 amended, perm. 04/30/11; 30-1034 relocated and renumbered as 30-1028, effective 12/15/17)

30-1029 Odd chips in ties.

If a pot that is split by having tied hands at the showdown has an odd chip, the chip is awarded to the first live player to the left of the button, or to the left of the dealer in stud. In high-low split games, the odd chip is awarded to the player holding the high hand. (30-1035, perm. 3/31/96; amended perm. 10/30/2002; 30-1035 relocated and renumbered as 30-1029, effective 12/15/17)

30-1030 Use of defective deck.

If a defective deck is used, all chips in the pot must be returned to the players in the amount each contributed. Players who know the deck was defective and attempt to win the pot by a bet are not entitled to their chips in the pot. Such chips must remain in the pot as forfeited money for the next game. A player who won a pot is entitled to keep it, even though the deck is subsequently found to be defective. No licensee shall use a deck which he/she knows or reasonably should have known to be defective. The cards in the deck shall be counted within each 30 minutes of play, at a minimum. (30-1036 amended 12/30/04; 30-1036 relocated and renumbered as 30-1030, effective 12/15/17)

30-1031 Faced card.

If a card is improperly faced in the deck, it must be treated as a dead card and replaced by the next card below it in the deck. A joker dealt face upward when the joker is not being used in the game is a dead card. A joker dealt face downward to a player when the joker is not used in the game must be replaced by the top card of the deck after all of the other players have received cards for that round.

(30-1037 relocated and renumbered as 30-1031, effective 12/15/17)

30-1032 Time limit.

The retail licensee may place a maximum time limit for players to act on their hands. At the end of the time limit, if the players have not bet, they must check. If there has been a bet to a player, the player's hand is dead. The dealer must provide warning to the player before the expiration of the time limit.

(30-1038 relocated and renumbered as 30-1032, effective 12/15/17)

30-1033 Posting of rules.

Posted house rules and jackpot award rules shall be clear and legible and placed in a conspicuous and conveniently accessible location available to all players in the poker room. Rules posted and the place of posting must be approved by the Director or the Director's designee. Printed copies of house rules and jackpot award rules must be provided to players upon request. (30-1039, perm. 3/31/96; amended 12/30/04; 30-1039 relocated and renumbered as 30-1033, effective 12/15/17; *amended 12/15/17*)

30-1034 House game rules.

A retail licensee shall post house game rules that contain specific rules of play for each game offered for play, and shall also include at least the following rules:

(1) It will use or not use bet-or-fold policy;

(2) It will use or not use "check-and-raise";

(3) The maximum amount of rake must be stated not to exceed 10 percent;

(4) It will set the number of raises allowed per round;

(5) A qualifier will be used to restrict high or low hands. (This notice is required only if a qualifier restriction will be imposed by the retail licensee.) (30-1040 temp. 9/30/91, perm. 12/30/91)(30-1040 temp. 2/15/95, perm. 3/30/95) (30-1040, perm. 3/31/96; amended 12/30/04) (30-1040 relocated and renumbered as 30-1034, effective 12/15/17)

(6) Any restrictions on dealer tip wagers must be posted at the table or as wall signage. Tickets must be redeemed and exchanged for chips before being accepted as a dealer tip and dropped into the tip box or tip storage device. *Effective 10/15/20, amended 11/14/21*

30-1035 Maximum number of players.

The maximum number of players in all poker games shall be set by the house. (30-1041 temp. 9/30/91, perm. 12/30/91) (30-1041 temp. 5/13/93, perm. 6/30/93) (30-1041, perm. 3/31/96; amended 12/30/04)

(30-1041 relocated and renumbered, 30-1035, effective 12/15/17)

30-1036 Proposals for variations.

(1) A retail licensee may submit to the Director or the Director's Designee, for approval, proposed variations in the shuffle, cut card placement, number of cut cards, shuffle techniques without the use of cut cards, location of the shuffle, who is responsible for shuffling, shuffling equipment, dealing devices, and burn card procedures. *amended 12/15/17*

(2) Upon application to the Division, a retail licensee may request other rules or games of poker be approved for play in limited gaming. The Division will review any such applications and will recommend to the Commission that such rules or games either be approved or not be allowed. The Commission will review the applications, and any decision to approve any new poker rules or games by the Commission shall be through the promulgation of temporary and/or permanent rules and regulations regarding the new rules or games. (30-1042, perm. 3/31/96; 30-1042 relocated and renumbered as 30-1036, effective 12/15/17)

30-1037 Changing dealers at poker tables.

When a new dealer comes on duty at a poker table which uses an imprest bank, the new dealer must count all of the cash and chips in the imprest bank before accepting responsibility for it or the new dealer must supply his or her own imprest bank. An imprest bank shall not be used at tables used for house-banked poker games. (30-1043 amended, perm. 11/30/96; 30-1043 amended 12/30/04; 30-1043 relocated and renumbered as 30-1037, effective 12/15/17)

30-1038 Wagers to be made with coins and approved tokens and chips.

All wagers for player banked poker games must be made with chips and tokens furnished by the retail licensee where the poker game is held, or by placing money on the piece when a player runs out of chips in the middle of a hand. All wagers for house banked poker games must be made with chips, tokens and valid coupons. (30-1044, perm. 3/31/96, amend. perm 03/30/02; 30-1044 amended 12/30/04; 30-1044 relocated and renumbered as 30-1038, effective 12/15/17) *Amended 7/1/13, Amended 6/14/21*

30-1039 Procedure for accepting cash at poker tables. *Amended 7/1/13, Amended 10/15/20*

A poker dealer who receives currency, tickets, purchase tickets, table game coupons, or Mobile ATM receipts ("cash") from a player at a poker table in exchange for chips and tokens must perform the following:

(1) The cash must be spread on the top of the poker table by the dealer accepting it, in full view of the player. The gaming system must validate and redeem the ticket from the ticketing validation component;

(2) The amount of cash must be stated by the dealer accepting it;

(a) If the table uses an imprest bank, immediately after an equivalent dollar amount of poker chips and tokens has been given to the player, the cash shall be placed in the table's imprest bank.

(b) If the table does not use an imprest bank, immediately after an equivalent dollar amount of chips, tokens, or coins has been given to the player, the cash must be taken from the top of the poker table and placed by the dealer into the drop box.

(3) At the discretion of the retail licensee, the dealer may accept money on the piece. For each bet which is to be taken from the value of the currency, the dealer will announce the amount of the bet as "on the piece," and shall place that amount in chips and tokens from the action pot on top of the currency. The currency shall be exchanged for casino chips before the pot is awarded. Tickets are not "money on the piece" and must be exchanged for chips before the hand begins.

(4) For poker, currency, valid tickets, valid purchase tickets, table games coupons, and mobile ATM receipts are inserted into the bill validator or drop box. Tickets and purchase tickets must be redeemed before making any wager.

(30-1045 amended, perm. 3/31/96; 30-1045(3)(a) amended, (3)(b) added, perm. 11/30/96, amend. perm. 03/30/02; 30-1045 amended 12/30/04; 30-1045 relocated and renumbered as 30-1039, effective 12/15/17; 30-1039 (3) renumbered as paragraph (4), and paragraphs (3)(a) and (3)(b) relocated to (2)(a) and (2(b), effective xxx)

30-1040 Persons not to bring their own cards or poker chips.

No person may introduce into any poker game any playing card that was not obtained through the current deal of the cards by the retail licensee's dealer, or any poker chip, ticket, or token other than those obtained from the retail licensee where the poker game is being held. (30-1046, perm. 3/31/96; 30-1046 amend. perm. 03/30/02; 30-1046 relocated and renumbered as 30-1040, effective 12/15/17; *Amended 10/15/20*)

30-1041 Special policies.

Each retail licensee may establish rules of conduct for the poker players and spectators on its licensed premises.

(30-1047 relocated and renumbered as 30-1041, effective 12/15/17)

30-1042 Restrictions on use of proposition players.

Proposition players are required to hold valid Colorado support or key employee gaming licenses, except that persons licensed as key employees may not play as proposition players for retail licensees which employ them as key employees. The use of proposition players is restricted as follows:

(1) An establishment employing proposition players must identify them on request and must display a clear and legible sign in a conspicuous and conveniently accessible location which states: "Colorado gaming regulations allow the use of proposition players. Proposition players will be identified by management on request." This notice may be made part of any other notice required to be posted pursuant to Regulation 30-1033. *Amended 12/15/17*

(2) A licensee must maintain employment records on each individual engaged as a proposition player.

(3) No more than three proposition players may play in a card game.

(4) Proposition players may share in jackpot awards. (30-1048 caption and all sections amended, perm. 10/30/97, to delete references to shills; 30-1048 first paragraph amended 10/30/2002; 30-1048 amended 12/30/04; 30-1048 relocated and renumbered as 30-1042, effective 12/15/17)

30-1043 Shill procedures.

(30-1049 repealed perm. 10/30/97; 30-1049 renumbered as 30-1043, effective 12/15/17)

30-1044 Poker tournaments.

(1) Poker tournaments may be conducted by retail licensees as a single event or a series of events culminating with an overall winner. At such tournament, any of the poker games authorized by Rule 10 may be played. A tournament must conclude no later than four months following the first day of tournament play. *Eff 10/30/2008, amended 12/15/17*

(2) A tournament which will produce adjusted gross proceeds may be conducted by only one licensee; no two or more licensees may jointly conduct such a single tournament. *Eff 10/30/2008*

(a) Two or more licensees may jointly conduct a tournament in which all monies collected will be returned to the participants as prizes and will not result in taxable adjusted gross proceeds. *Eff 10/30/2008*

(b) If one tournament is conducted by two or more licensees, one of the licensees shall be designated as being responsible for the tournament, and shall alone have the duty to ensure proper payment of prizes and for the proper award of all prizes at the tournament's conclusion. This licensee shall also be responsible for completion and maintenance of all tournament accounting records which pertain to the tournament as a whole. *Eff 10/30/2008*

(c) Licensees participating in a tournament shall ensure that no player is entered in the tournament more than once at any given time during the tournament. However, if permitted by the tournament rules, after a player has been eliminated from the tournament, the player may be allowed to re-enter the tournament as a new and separate entry. Any player found to have two or more concurrent, active entries in a tournament shall be disqualified from tournament play and shall not be eligible to receive any tournament prize. (30-1050 temp. 5/13/93, perm. 6/30/93) (30-1050 perm. 3/31/96) (30-1050 temp. 4/19/96, perm. 9/30/96) (30-1050 amended 2/30/04) (30-1050 relocated and renumbered as 30-1044, effective 12/15/17) *Eff 10/30/2008*

30-1045.01 Tournament chips required.

All wagers must be made with approved tournament chips provided by the licensee. Currency must be exchanged for tournament chips prior to the start of play. No currency, chips other than tournament chips, or other thing of value may be used as wagers. Tournament chips shall have no cash value, and shall represent tournament points only. There shall be no limitation on the size of a wager made with tournament chips. Tournament chips may never be redeemed for cash or for any other thing of value, except that the point total represented by the players' accumulations of tournament chips shall be used to determine the winners and/or final place in a tournament. If the tournament chips in play are not imprinted with a number representing the actual number of points or units of credit which the chip represents, each tournament table must display a notice visible to all players which describes the currently assigned point or credit value to each different color of chip. The point value assigned to each color of chip may change between rounds of tournament play, but the required notice must always reflect the current values. (30-1051 temp. 5/13/93, perm. 6/30/93) (30-1051 perm. 3/31/96) (30-1051 relocated and renumbered as 30-1045.01, effective 12/15/17)

30-1045.02 Calculation of adjusted gross proceeds of tournament play. *Eff 10/30/2008*

No table rake shall be made during tournament play. Entry fees are considered adjusted gross proceeds and shall be reported as such on the gaming tax return in the month in which the entry fee(s) are collected. If the entry fee is a non-cash item such as a toy, food card, canned good, etc., the licensee

must establish a pre-determined cash value (equivalent to the cash entry fee) of the item and record this value as the entry fee on the required tournament form. Complimentary entry fees paid by the licensee shall also be considered adjusted gross proceeds. If an entry fee is collected for the tournament, the licensee must complete a tournament form listing each entrant and the dollar value of the entry fee for each entrant, regardless of how the entry fee was collected or paid. Each entrant listed on the tournament form must have an associated entry fee. Free tournaments where no entry fee is collected for any entrant results in zero adjusted gross proceeds. The licensee may not declare a loss against adjusted gross proceeds for tournaments.

(30-1052 relocated and renumbered as 30-1045.02, effective 12/15/17)

30-1045.03 Cash receipts and prize awards-accounting.

Cash received for tournament entry fees must be kept separate and apart from all other cash received by the licensee until such time as it is counted. Cash and merchandise paid out to winners as prize money shall be accounted for on forms specified by the Division. (30-1053 temp. 5/13/93, perm. 6/30/93; 30-1053 relocated and renumbered as 30-1045.03, effective 12/15/17)

30-1045.04 Location of tournaments.

Each poker tournament may be conducted only upon licensed premises meeting the security and surveillance requirements of the rules and regulations and of the Internal Control Minimum Procedures. (30-1054 temp. 5/13/93, perm. 6/30/93) (30-1054 perm. 3/31/96) (30-1054 relocated and renumbered as 30-1045.04, effective 12/15/17)

30-1045.05 Qualification of players.

At the licensee's discretion, the licensee may establish qualification or selection criteria to limit the eligibility of tournament players. Such criteria, if used, should be reasonably related to limited gaming. Proposition players shall not be permitted to play as proposition players in tournament play. (30-1055 temp. 5/13/93, perm. 6/30/93; 30-1055 amended perm. 3/31/96; 30-1055 amended perm. 10/30/97; 30-1055 amended perm. 03/30/02; 30-1055 relocated and renumbered as 30-1045.05, effective 12/15/17) *Amended 7/15/2014*

30-1045.06 Entry fee and player buy-in.

Neither the amount of the tournament entry fee nor the amount of all allowable player buy-ins may exceed $100,000. If both an entry fee and buy-ins are used, then the combined amount of both the entry fee and all allowable buy-ins shall not exceed $100,000. *Amended 03/16/2012*

All buy-ins for the tournament are combined to create the tournament prize pool. The licensee may create a prize pool for each event provided that any funds not awarded from that prize pool are carried forward to and awarded in future events of the tournament. *Eff 10/30/2008*

All buy-ins collected must be paid out to the winners of the tournament or events by the conclusion of the tournament. The licensee may not retain any amount collected as buy-ins. The licensee is allowed to offer complimentary buy-ins provided the dollar value is added to the prize pool. If the buy-in is a non-cash item such as a toy, food card, canned good, etc., the licensee must establish a pre-determined cash value (equivalent to the cash buy-in for the event) of the items and record the value as the buy-in on the required tournament form. *Eff 10/30/2008*

Licensees may offer at the end of an event a prize voucher that can be used to enter future events within the same tournament. If the prize voucher is used as an entry fee and buy-in at the future event in which an entry fee and buy-in are offered, the entry fee value of the voucher and the buy-in value of the voucher shall be documented on the required tournament form. The prize voucher shall be considered a prize pay out and shall be documented on the prize pay out form required by the Division. *Eff 10/30/2008*

If the prize voucher is used to guarantee a spot in a future event in which no entry fee and buy-in are offered, the prize voucher shall be considered a buy-in and applied to the prize pool. In this situation, the prize voucher is not considered a prize pay out. *Eff 10/30/2008*

Prize vouchers may only be redeemed by the patron that won the voucher in a previous event. *Eff 10/30/2008*

(30-1056 relocated and renumbered as 30-1045.06, effective 12/15/17)

30-1045.07 Tournament rules of play.

The rules of play of each tournament game shall follow the standard rules of play of each game as set forth in Rule 10. The rules for the conduct of each tournament shall be reduced to writing and a copy shall be provided to all tournament players. A copy of the rules must also be provided to the local office of the Division of Gaming at least five days in advance of the scheduled start of the tournament. The Division shall notify the retail licensee of any proposed tournament rules which the Division finds to be unacceptable, and the licensee shall not offer a tournament using the rules found unacceptable. (30-1057 temp. 5/13/93, perm. 6/30/93) (30-1057 perm. 3/31/96) (30-1057 amended perm. 03/30/02) (30-1057 amended 12/30/04) (30-1057 relocated and renumbered as 30-1045.07, effective 12/15/17) *(Amended 6/14/21)*

30-1045.08 Conduct of tournament.

The following rules shall apply to all poker tournament play and must be included in the printed rules for each tournament: *Eff 10/30/2008*

(1) Rules must state how many tournament chips players will receive for their entry fee and/or initial buy-in at the start of each tournament event. If the tournament rules allow additional chips to be earned or purchased before the start of the event or during the event, each player shall have the same opportunity to earn or purchase additional chips. *Eff 10/30/2008, amended 12/15/17*

(2) A player's initial table and seat assignments shall be drawn randomly by means of either an electronic or manual selection process. As tables are combined following player elimination, the new seating assignments for remaining players shall also be drawn randomly by means of either an electronic or manual selection process. *Eff 10/30/2008*

(3) Players are eliminated from tournament events when they lose all their chips and either do not have the option to, or choose not to, purchase additional chips. *Eff 10/30/2008*

(4) At the option of the retail licensee, the tournament rules may permit remaining players to unanimously agree among themselves to split the prize(s) between or among themselves without the necessity of continuing tournament play to finality. *Eff 10/30/2008*

    (a) No agreement concerning division of prizes shall be made, or be permitted to be made, with respect to non-cash prizes. *Eff 10/30/2008*

    (b) The retail licensee's tournament director shall not encourage the final players to end tournament play early, and shall ensure that every qualifying player understands that all agreements concerning an early end to the tournament and concerning the division of the prize fund must be both voluntary and unanimous. If the tournament director feels that any player is being coerced or improperly pressured into an agreement with the other players, the tournament director shall not permit an early end to the tournament. *Eff 10/30/2008*

(c) Upon being satisfied that any agreement concerning division of prizes is voluntary and unanimous among the qualified players, the tournament director shall award the prizes in the manner agreed upon by the players, identifying each recipient with the prize actually awarded. *Eff 10/30/2008*

(5) The licensee shall have two separate decks of cards available at each table. The color or markings on the backs of the cards of the two decks must be different.

(6) All cards used to play at poker must be dealt out of the hand by the dealer.

(7) The dealer, at least once each hour, shall count the cards in the deck to verify that the deck is complete. The dealer, at least once every two hours, shall change the deck of cards. When the two separate decks of cards at the table have been used, the licensee shall replace the used decks with a new set of two separate decks of cards.

(8) If the dealer runs out of cards in a seven-card game, the dealer is to deal all the cards except the last card. The dealer is to then scramble the last card and the four burn cards, cut the deck, burn a card, and deliver the remaining down cards, using the last card if necessary. The dealer may not shuffle in any cards which have been discarded or folded by the players. If there are five players remaining without a card, the dealer will not burn so that each player may receive a fresh card. If the dealer determines that by using this procedure, there will still not be enough cards for all the players, the dealer is not to give any of the players a down card. Instead, the dealer is to announce to the table that there are not enough cards to go around and a community card will be used. The dealer will then burn a card and turn a card up in the center of the table. The card plays in each player's hand. The player who falls high on board, using the community card, initiates the action.

(9) All pots are to be awarded by the dealer only. When the dealer has awarded a pot and it has been taken in by that player without a claim made against it, the award stands. No player may make an agreement with any other player regarding the pot. Each game must be played to conclusion and the pot awarded to the actual winning player.

(10) Each player shall be permitted to play only one hand and the player shall make all decisions without advice from any other person. Any communication between a player with a live hand and a spectator about the play of the hand or other players at the table is prohibited.

(11) No player may allow a person to sit in on a tournament game on the player's behalf. No player may wager on another player's hand, nor may any player play other than the player's own hand.

(12) No player may use any device to assist in keeping track of the cards played.

(13) Only tournament chips on the table at the start of a game may be in play for that pot. Concealed chips may not be used in play.

(14) A player may assemble chips in front of the player before acting. A player must be considered to have made a bet if the player pushes assembled chips forward or releases chips into the pot at a sufficient distance from the player to make it obvious that the player intends it as a bet. If the situation is unclear and the player allows the dealer to pull the player's chips into the pot without making an immediate objection, it must be considered a bet by the player.

(15) A verbal statement by a player of "call" or "raise" of a certain amount is binding. The amount placed into the pot must match the verbal statement. If a verbal statement by a player of "call," "raise," "check," or "fold" is in conflict with any hand gesture made by the player, the verbal statement shall be binding.

(30-1058 relocated and renumbered as 30-1045.08, effective 12/15/17)

30-1045.09 House rules for tournament play.

House rules for the tournament, which must also be included in the printed rules, shall include as a minimum:

(1) Inclusion of the standard house rules for play of the specific poker game, or in the alternative, a statement to read: "Except as changed by these tournament rules, tournament play shall follow the house rules of [casino name]."

(2) The amount of the entry fee, if any, and the amount of the initial player buy-in. The rules must also expressly state whether or not re-buys will be permitted, and if permitted, under what circumstances or conditions.

(3) The initial amount of all antes and blind bets and the initial limits on bets, and a description of the manner in which the amount of antes, blinds, and betting limits will increase or progress during the tournament.

(4) How the final round of play is to be determined and how the tournament is to be concluded.

(5) How many prizes are to be awarded, and the exact description of each prize.

(6) Any additional house rules which change the normal play of the game in the licensed establishment. (30-1059 temp. 5/13/93, perm. 6/30/93) (30-1059 perm. 3/31/96) (30-1059 relocated and renumbered as 30-1045.09, effective 12/15/17)

30-1046 Jackpot awards in poker.

At the discretion of the retail licensee, a jackpot award may be offered as an additional award in any authorized player banked poker game or combination of similar player banked poker games.

(1) Before a jackpot award is offered, the licensee shall submit to the Director or the Director's designee the licensee's proposed rules and procedures for offering a jackpot award or awards. The jackpot award may not be offered until the proposal has been approved. The submittal must include not less than the following: *Amended 12/15/17*

(a) Definitions for all gaming terms used which are not defined by either the Colorado Limited Gaming Act or the Colorado Gaming Regulations, and explanations for all phrases used which describe the qualifications of winners;

(b) How the money raked for the jackpot award or awards will be disbursed into the various jackpot awards and/or jackpot award pool(s). *Effective 12/15/17*

(c) How the jackpot award is to be paid to the winning players and the manner of disposing of jackpots not claimed within 120 days of the award;

(d) The procedure for posting the jackpot award amount(s), including time of posting, the employee positions which can make posting changes, how any minimum base award for the jackpot awards immediately following a winning pay out will be advertised, the procedure for paying out the jackpot awards, and the employee positions which are authorized to make a jackpot award pay out;

(e) The house jackpot award rules which will be posted pursuant to the requirements of Regulation 30-1033. *Amended 12/15/17*

(2) The jackpot award or awards amount shall be updated and posted no less often than once each gaming day, at approximately the same time(s) each day following soft count. The amount of a posted jackpot award may be immediately reduced to zero upon being won. If the approved house rules for a specific jackpot award authorize a secondary or other seeded jackpot award pool, such secondary award may be offered immediately after the award of the primary jackpot award. The secondary or subsequent award pools, if any, shall be used to "re-seed" the primary jackpot award pool in the manner described in the casino's jackpot award rules. All awards shall be based upon the most recent posted value. *Amended 12/15/17*

(3) If one table is to be used on a single shift for two or more dissimilar approved poker games which offer jackpot awards the jackpot award drop box must be removed, secured, and replaced between game changes.

(4) The licensee is required to keep separate from any rake, imprest bank, or other house monies all jackpot award collections from the tables.

(5) The money raked for player banked jackpot awards shall not be included as adjusted gross proceeds of the licensee. All money raked for player banked poker jackpot awards shall be returned to the poker players upon the occurrence of a predetermined event.

(6) A licensee may petition the Director or Director's designee in writing for permission to change rules for a current jackpot award or awards. Only changes that allow the jackpot to be won more easily by a qualified player or players or which will allow the award to be paid more frequently will be considered. If a retail licensee intends to close its business while having a jackpot award liability, the licensee may petition the Director or Director's designee in writing for permission to transfer the award liability, together with the award fund, to another retail licensee offering a comparable jackpot award. *Amended 12/15/17*

(7) If a retail licensee's jackpot award rules impose a cap or limit on the amount of a jackpot award or awards, the licensee shall either: *Amended 12/15/17*

(a) Discontinue the table rake for the jackpot award in the game(s) until the jackpot award or awards has been won and awarded; or *Amended 12/15/17*

(b) Remove the jackpot award limits and allow the primary jackpot award pool, or all jackpot award pools, to continue to grow until the primary jackpot award has been won and awarded. The retail licensee shall have the discretion to determine the manner in which the continuing jackpot award rake is allocated to the award pools.

(c) If the licensee has discontinued the table rake for any jackpot, the licensee has six months to pay out that jackpot. If the jackpot was being offered on a poker game that the licensee can no longer support, thus making it impossible to pay out that jackpot within six months, the licensee may petition the Director or the Director's designee in writing for permission to disburse the jackpot in another manner. *Amended 12/15/17*

(30-1060 added, perm. 3/31/96; 30-1060 amended, temp. 4/19/96, perm. 09/30/96; 30-1060 amended, perm. 11/30/96; 30-1060 (1), (2), and (8) amended perm. 10/30/2002; 30-1060 amended 12/30/04; 30-1060 relocated and renumbered as 30-1046, effective 12/15/17)

30-1046.01 Jackpot award rules.

If a retail licensee offers a poker jackpot award, the following player rules and information must be posted:

(1) The current amount of the award (note: this variable amount need not be included in the printed copies of the rules required by Regulation 30-1033); *Amended 12/15/17*

(2) The conditions required before a jackpot is paid, including what constitutes qualification for the jackpot award or awards and how the jackpot award is to be divided among multiple players qualifying for a portion of the award; *Amended 12/15/17*

(3) Security disclaimers such as fouled deck, switched cards, unverifiable hand, etc.;

(4) The conditions for any money to be taken from pots and the total amount which can be removed from each hand. (30-1061 perm. 3/31/96; 30-1061 relocated and renumbered as 30-1046.01, effective 12/15/17)

30-1047 Aggregate pay outs.

Table aggregate per round or player payouts on house-banked poker games may be set at the discretion of the retail licensee with the following restrictions:

(1) The maximum pay out cannot be less than the minimum bet times the maximum odds. For example, if the minimum bet is $5 and the maximum odds are 8,000 to 1, the lowest maximum pay out per round or player would be $40,000.

(2) Maximum pay outs shall only apply to bets with odds 50 to 1 and higher.

(3) Bets less than 50 to 1 must be paid in full.

(4) Progressive and bonus bets must be paid in full.

(5) Signage detailing the aggregate pay outs must be displayed prominently at the table.

(6) Aggregate pay out amounts cannot be changed without at least 24-hour notice at the table.

(7) Retail Licensee at its discretion may institute a maximum tip pay out. *Effective 6/14/2016, Amended 12/15/17*

(30-1062 relocated and renumbered as 30-1047, effective 12/15/17)

Former regulations 30-1018 through 30-1062
(These regulations were relocated and renumbered as 30-1012 through 30-1047, effective 12/15/17)

30-1099.01 The play – Texas Hold'em High and High-Low split.

(1) The dealer must deal two cards to each player, face downward and one at a time. The first player to receive a card is the player to the left of the player who has the button. The last player to receive cards is the player assigned the button. After all players have received their two cards, there is a betting round. The player to the left of the last blind bettor may call, raise, or fold and each following player may call, raise, or fold in a clockwise order;

(2) The dealer burns the top card of the deck and deals three community cards from the deck one at a time face downward and turns them face upward all at once in the center of the table. Community cards are common to the hand of every active player in the pot;

(3) After the flop, the betting continues for another round. The first player still in the pot sitting left of the player assigned the button is the first to act and then each player in a clockwise order may act in turn until all bets are equal. Any player may call, check, raise, or fold in accordance with the house rules;

(4) The dealer burns a card and deals a fourth community card face upward in the center of the table. Another betting round occurs. The dealer burns a card and deals a fifth community card face upward in the center of the table for the final betting round; and

(5) After all bets are made and if there are two or more players remaining in the game, there is a showdown.

(a) In Texas hold 'em high, the best qualifying high hand wins the pot.

(b) In Texas hold 'em high-low split, the best qualifying high hand and the best qualifying low hand split the pot.

(i) If there is no qualifying low hand, a player who wins high receives the entire pot.

(ii) A player who wins in one direction and ties a player in the other direction receives three-quarters of the pot.

(iii) A player who wins in both directions without a tie receives all of the pot.

(iv) Aces may be used for either high or low. At the discretion of the casino, a qualifier may be used to restrict the low hands. Straights and flushes do not impair the value of a hand for low.

(6) The five community cards shall be combined with none, one, or two cards from each player to determine the player's best five card hand. (30-1012 temp. 9/30/91, perm. 12/30/91) (30-1012 amended, perm. 03/31/96; amended 12/30/04) (30-1012 renumbered as 30-1099.01, effective 12/15/17)

30-1099.02 The play – Five-Card Draw Poker.

The games five-card low draw poker, five-card high draw poker, and five-card high-low split draw poker must be played according to the following rules:

(1) The dealer shall deal five cards to each player. After the initial betting round, players either retain their pat hands or discard. The players' discards must be kept separate from the muck. Players who discard are dealt a replacement card for each card discarded. There is a final betting round followed by a showdown.

(2) After all bets are made and if there are two or more players remaining in the game, there is a showdown.

(a) In five-card low draw, the best qualifying low hand wins the pot. The best low qualifying hand is determined by the licensee.

(b) In five-card high draw, the best qualifying high hand wins the pot.

(c) In five-card high-low split draw, the best qualifying high hand and the best qualifying low hand split the pot.

(i) If there is no qualifying low hand, a player who wins high receives the entire pot.

(ii) A player who wins in one direction and ties a player in the other direction receives three-quarters of the pot.

(iii) A player who wins in both directions without a tie receives all of the pot.

(iv) Aces may be used for either high or low. At the discretion of the casino, a qualifier may be used to restrict the low hands. Straights and flushes do not impair the value of a hand for low.

(v) If the chips contained in the pot are not divisible by two, the player with the high hand must be awarded the odd chip after the remaining pot is split equally. (30-1013 amended, perm. 03/31/96; amended 12/30/04; 30-1013 renumbered as 30-1099.02, effective 12/15/17)

30-1099.03 The play – Five-Card Stud Poker.

In five-card stud poker, the player must receive one card face downward and one card face upward to form an initial hand. The player must receive three more cards dealt face upward one at a time. At the discretion of the retail licensee, the fifth card may be dealt face down. There may be a total of four betting rounds, one after each new card has been dealt. Five-card stud poker is only played as high poker. (30-1014 amended 12/30/04; 30-1014 renumbered as 30-1099.03, effective 12/15/17)

30-1099.04 The play – Seven-Card Stud Poker.

The games of Seven-card low stud, Seven-card high stud and Seven-card high-low stud poker must be played according to the following rules:

(1) In Seven-card stud poker, the player receives two cards dealt face downward and one card dealt face upward. The players receive three additional cards dealt face upward and a final card dealt face downward, with a betting round after each card. (30-1015 amended, perm. 3/31/96)

(2) After all bets are made and if there are two or more players remaining in the game, there is a showdown.

(a) In Seven-card low stud, the best qualifying low hand wins the pot. The best low qualifying hand is determined by the licensee.

(b) In Seven-card high stud, the best qualifying high hand wins the pot.

(c) In Seven-card high-low stud, the best qualifying high hand and the best qualifying low hand split the pot.

(i) If there is no qualifying low hand, a player who wins high receives the entire pot.

(ii) A player who wins in one direction and ties a player in the other direction receives three-quarters of the pot.

(iii) A player who wins in both directions without a tie receives all of the pot.

(iv) Aces may be used for either high or low. At the discretion of the casino, a qualifier may be used to restrict the low hands. Straights and flushes do not impair the value of a hand for low poker. (30-1015 amended 12/30/04; 30-1015 renumbered as 30-1099.04, effective 12/15/17)

30-1099.05 The play -- Seven-Card High-Low Split Stud Poker.

Repealed. (30-1016 temp. 2/15/95, perm. 3/30/95) (30-1016 amended, perm. 3/31/96; repealed 12/30/04) (30-1016 renumbered as 30-1099.05, effective 12/15/17)

30-1099.06 The play -- Omaha Hold ’Em Poker.

The games of Omaha high-low split hold ’em and Omaha high hold ’em poker must be played according to the following rules:

(1) The dealer shall deal four or five cards to each player, depending on the version of Omaha Hold “Em Poker being played. After each player has received four or five cards, there is a betting round; *Amdended 8/14/19*

(2) The dealer burns the top card of the deck and deals a three card flop;

(3) After the flop, the betting continues for another round;

(4) The dealer burns a card and deals a fourth community card. Another betting round occurs. The dealer burns a card and deals a fifth community card for the final betting round. After all bets are made, and if there are two or more players remaining in the game, there is a showdown.

(a) In Omaha high hold ’ em, the best qualifying high hand wins the pot.

(b) In Omaha high-low split hold ’em, the best qualifying high hand and the best qualifying low hand split the pot.

(i) If there is no qualifying low hand, a player who wins high receives the entire pot.

(ii) A player who wins in one direction and ties a player in the other direction receives three-quarters of the pot.

(iii) A player who wins in both directions without a tie receives all of the pot.

(iv) Aces may be used for either high or low. At the discretion of the casino, a qualifier may be used to restrict the low hands. Straights and flushes do not impair the value of a hand for low.

(c) In order for a player to win, a player must use two cards from the player’s hand combined with three cards only from the community cards to make the best five card hand. A player may use any two cards from the player’s hand for high and the same two or any two cards for low. (30-1017 temp. 2/15/95, perm. 3/30/95) (30-1017 amended, perm. 3/31/96; amended 12/30/04) (30-1017 renumbered as 30-1099.06, effective 12/15/17)

30-1099.07 The play – Pineapple Hold ’Em Poker.

The games of Pineapple hold ’em high poker and Pineapple hold ’em high-low split poker must be played according to the following rules:

(1) The dealer shall deal three cards to each player. After all players have received three cards, there is a betting round. The dealer will ask for cards, and each player must discard one card to the dealer and retain only two cards in the player’s hand. Any player with more than two cards in the player’s hand after the flop has a dead hand and shall have no claim on any part of the pot.

(2) The dealer burns the top card of the deck and deals a three card flop;

(3) After the flop, there is another betting round;

(4) The dealer burns a card and deals a fourth community. Another betting round occurs. The dealer burns a card and deals a fifth community card;

(5) After all bets are made and if there are two or more players remaining in the game, there is a showdown.

(a) In Pineapple hold ’em high, the best qualifying high hand wins the pot.

(b) In Pineapple hold ’em high-low split, the best qualifying high hand and the best qualifying low hand split the pot.

(i) If there is no qualifying low hand, a player who wins high receives the entire pot.

(ii) A player who wins in one direction and ties a player in the other direction receives three-quarters of the pot.

(iii) A player who wins in both directions without a tie receives all of the pot.

(iv) Aces may be used for either high or low. At the discretion of the casino, a qualifier may be used to restrict the low hands. Straights and flushes do not impair the value of a hand for low.

(6) Five community cards shall be combined with none, one, or two cards from each player to determine the player’s best five card hand. (30-1017.2 added, perm. 3/31/96; amended 12/30/04; 30-1017.2 renumbered as 30-1099.07, effective 12/15/17)

30-1099.08 The play – Crazy Pineapple Hold ’Em Poker.

The games of Crazy Pineapple hold ’em high poker and Crazy Pineapple hold ’em high-low split poker must be played according to the following rules:

(1) The dealer shall deal three cards to each player. After all players have received three cards, there is a betting round;

(2) The dealer burns the top card of the deck and deals a three card flop;

(3) After the flop, there is another betting round. The dealer will ask for cards, and each player shall discard one card to the dealer and retain only two cards in the player’s hand. Any player with more than two cards in the player’s hand after the fourth community card has been dealt has a dead hand and shall have no claim on any part of the pot;

(4) The dealer burns a card and deals a fourth community card. Another betting round occurs. The dealer burns a card and deals a fifth community card for the final betting round;

(5) After all bets are made and if there are two or more players remaining in the game, there is a showdown.

(a) In Crazy Pineapple hold ’em high, the best qualifying high hand wins the pot.

(b) In Crazy Pineapple hold ’em high-low split, the best qualifying high hand and the best qualifying low hand split the pot.

(i) If there is no qualifying low hand, a player who wins high receives the entire pot.

(ii) A player who wins in one direction and ties a player in the other direction receives three-quarters of the pot.

(iii) A player who wins in both directions without a tie receives all of the pot.

(iv) Aces may be used for either high or low. At the discretion of the casino, a qualifier may be used to restrict the low hands. Straights and flushes do not impair the value of a hand for low.

(6) Five community cards shall be combined with none, one, or two cards from each player to determine the player's best five card hand. (30-1017.4 added, perm. 3/31/96; 30-1017.4 amended, temp. 4/19/96, perm. 09/30/1996; amended 12/30/04; 30-1017.4 renumbered as 30-1099.08, effective 12/15/17)

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

Hold 'em Eighty-eight is the copyrighted and patented poker variation game, the rights to which are owned by Hold 'em Eighty-eight, Inc. of Morrison, Colorado. Hold 'em Eighty-eight must be played according to the following rules:

(1) Hold 'em Eighty-eight may be played only on tables displaying the Hold 'em Eighty-eight layout. A single deck of cards and a dealer button will be used.

(2) Each player will make an initial bet in the amount specified at the table by the retail licensee, and will place the bet in the front circle in front of the player's position.

(3) Following shuffle and cut, the dealer burns a card and deals two cards to each player, face downward and one at a time. The first player to receive a card is the player to the left of the player who has the button. The last player to receive cards is the player assigned the button.

(4) The dealer burns the top card of the deck and deals the three card flop in the center of the table. The dealer then burns the top card of the deck and deals one final community card face down in the center of the table. Community cards are common to the hand of every active player in the pot.

(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 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. *Amended 5/1/21*

(6) The dealer turns over the fourth community card, pulls the bets into the pot, and takes the rake.

(7) All players remaining in the game show their cards and the player holding the highest hand wins the pot. Each player makes such player's best five-card hand, using either one card from the player's hand together with four community cards, or both cards from the player's hand together with three community cards. If two or more players have a tying hand, the pot is split among them. (30-1017.6 added, perm. 3/31/96; 30-1017.6 amended, temp. 4/19/96, perm. 09/30/96; 30-1017.6 renumbered as 30-1099.09, effective 12/15/17)

30-1099.10 The play – Joker Poker.

Joker Poker is the copyrighted and patented poker variation game, the rights to which are owned by Casino Gaming Concepts, Inc. of Commerce, California. Joker Poker must be played according to the following rules:

(1) Joker Poker may be played only on tables displaying the Joker Poker layout. A single deck of cards and a dealer button will be used.

(2) The maximum number of players at the table is seven. Each player will make a bet in an amount between the table minimum and the table maximum, as posted at the table, and will place the bet in the designated circle in front of the player's position.

(3) Following shuffle and cut, the dealer deals one card at a time to each player and continues dealing in rotation until each player has five cards. The first player to receive a card is the player to the left of the player who has the button. The last player to receive a card is the player assigned the button.

(4) After all cards have been dealt, each player chooses one card from the player's hand to be a wild card. The player places the selected wild card face down in the front box printed on the layout in front of the player, and places the remaining four cards in the back box printed on the layout in front of the player.

(5) After all hands are tabled, the dealer opens the players' hands one at a time, left to right, by turning the wild card face up and placing the wild card on top of the four back cards. The dealer then turns all five cards over and the wild is found face down on the bottom of the other four. The back four cards are found facing up and overlapping the wild card.

(6) The dealer announces the final value of the winning hand and collects wagers from the players that have lower ranked hands. The wagers collected from each player with a non-winning hand shall not be greater than the amount wagered by the player(s) with the winning hand.

(7) Collected wagers are pulled together into the pot and the rake is taken.

(8) The dealer pays the remainder of the pot to the player(s) with the winning hand(s). In the event of identical hands between players, the pot is split. (30-1017.6 added, perm. 3/31/96; 30-1017.8 renumbered as 30-1099.10, effective 12/15/17)

30-1099.11 The play – Caribbean Stud Poker.

Caribbean Stud Poker is the copyrighted, trademarked, and patented poker variation game, the rights to which are owned by SG Gaming, Inc. of Las Vegas, Nevada, and which may be transferred or assigned. Caribbean Stud Poker must be played according to the following rules: *Amended 10/16/13, Amended 1/14/2015, Amended 9/14/20*

(1) Caribbean Stud Poker may be played only on approved tables equipped with the necessary electronic equipment and signage, and which displays the Caribbean Stud Poker table layout. A single deck of cards will be used. Players do not play against other players. Each player may play only one hand following each shuffle of the deck.

(2) Each player must make an ante wager by placing the wager in the designated "ante" wagering area in front of the player's position. The ante wager may not exceed fifty dollars.

(3) Each player may optionally place a Cover All Bonus wager and the progressive wager. *Amended 10/16/13, Amended 8/14/18*

(4) Players must place the progressive wagers on the sensor in front of their betting position. *Effective 8/14/18*

(a) The optional wager will allow the player to participate in play for a progressive jackpot. A player wins a progressive jackpot award if the player has made the optional wager and holds a hand

having a value of flush or better. Multiple Caribbean Stud Poker games and/or Caribbean Draw poker games may be linked together with a common progressive jackpot. *Amen 10/16/13*

(b) Once all players place their bets, the dealer will press the appropriate button on the keypad. The sensors will then light up, indicating a progressive wager. The dealer then follows house procedures for dealing the regular game. *Eff 10/16/13*

(c) As the terms "jackpot," "jackpot award," and "progressive jackpot" are used in these rules of play for Caribbean Stud, the terms shall apply to Caribbean Stud only. A retail licensee may not discontinue offering a Caribbean Stud jackpot until the highest progressive jackpot award has been won by a qualified player or players. If a licensee wishes to discontinue offering a progressive jackpot award, the licensee may petition the Director or Director's designee in writing for permission to either reduce the qualifications or criteria for winning the award, allowing the award to be paid more quickly, or to transfer the award liability to the jackpot, offered by a different game. If a retail licensee intends to close its business while having a progressive jackpot award liability, the licensee may petition the Director or Director's designee in writing for permission to transfer the award liability, together with the award fund, to another retail licensee offering a comparable jackpot award. *Amended 10/16/13, Amended 12/15/17*

(5) Any dealer tip delivered as a wager shall be placed on the ante or Cover All Bonus wager only, and may not exceed the value of the player's ante. The dealer may not accept a tip wager on the "bet" area. *Amended 8/14/18*

(6) Immediately prior to the commencement of play and after each round of play has been completed, the dealer shall shuffle the cards. Following shuffle and cut, the dealer deals five cards to each player and to the dealer, either face downward and one at a time in clockwise rotation among the players and the dealer, or in a five card group dispensed by a mechanical shuffling device. The fifth card dealt to the dealer only, which shall be the bottom card of the group of cards dispensed by the shuffling device, shall be dealt or turned face up. The first player to receive a card, or cards, is the player to the left of the dealer; the dealer receives cards last. After all cards have been dealt, the dealer shall place the remaining cards into the discard rack without exposing the cards. When offering the Cover All Bonus wager, a mechanical shuffling device is required. *Amended 8/14/18*

(7) When playing the Cover All Bonus, after the dealer removes his/her hand from the shuffler, he/she will press the green button on the mechanical shuffling device. The device will determine the number of players in the round and will display the pay outs on its front screen. Pay outs are dynamic; they change based on the number of players in a round, including the dealer. *Effective 8/14/18*

(8) An incorrect number of cards dealt to any player constitutes a dead hand for that player only. The player receiving the misdealt cards retains the player's ante and any bet. An incorrect number of cards dealt to the dealer constitutes a misdeal to the table and the players may play their hands for the purposes of the progressive jackpot only. If there are no progressive jackpot hands, all hands at the table are dead and the players retain their antes and bets.

(9) Wagers are collected or paid in this order: ante, Cover All Bonus, then progressive. *Effective 8/14/18*

(10) The player now picks up the player's cards and must decide either to fold (surrender ante) or to bet (bet equals two times ante).

(a) If the player folds, the ante wager is lost. In any player order, the dealer collects first the ante and then the cards from each player who has folded. As the cards are collected, the dealer will spread them, count them, and then place them in the discard rack.

(b) If a player has made a Cover All Bonus wager and has folded his/her ante wager, he/she is still eligible to win the Cover All Bonus wager. The dealer will verify if the player has a three of a kind or higher, will leave the cards exposed on the table and will collect the folded ante wager. If the dealer finds a higher hand, he/she will leave those cards exposed and will remove any previous folded cards. *Effective 8/14/18*

(c) If the player wishes to play the hand, the player must make an additional wager, equal to exactly twice the amount of the ante, by placing the wager in the "bet" area, behind the ante, in front of the player's position.

(11) The dealer turns over the dealer's remaining cards and creates the best possible poker hand. The dealer must have a hand consisting of an ace and a king, or better, to have a qualifying hand. If the hand is qualifying, the dealer moves the poker hand forward allowing the players to see the hand.

(12) If the dealer does not have a qualifying hand, the dealer will announce "no hand" and immediately pay all the ante wagers at the rate of 1 to 1 (even money).

(a) The dealer will then spread, count, and collect each player's cards individually. If a player(s) has made the Cover All Bonus wager and the player(s) or dealer hands contain a three of a kind or better, all players who made the wager win. Only the highest qualifying hand pays. If the players' and dealer's hands contain less than a three of a kind, the player(s) loses this bet. The cards of players who have a hand qualifying for a progressive jackpot payment will be left on the table face up. *Amended 8/14/18*

(b) A games supervisor will verify the hands, if any, which qualify for a progressive jackpot pay out. House procedures are then followed for paying the prize. *Amended 10/16/13*

(13) When all player wagers have been made, the dealer will compare the dealer's hand to the hand of each player who has made both ante and bet wagers. The higher poker hand, between each player and the dealer, wins.

(a) Tied hands result in a push and no action.

(b) The antes of winning hands are paid at the rate of 1 to 1 (even money).

(c) The bets of winning players' hands are paid according to the following payment schedule, which shall be displayed by table signage or on the table layout:

Royal flush pays	100 to 1
Straight flush pays	50 to 1
Four of a kind pays	20 to 1
Full house pays	7 to 1
Flush pays	5 to 1
Straight pays	4 to 1
Three of a kind pays	3 to 1
2 pairs pays	2 to 1
1 pair or less pays	1 to 1 (even money)

(d) The dealer compares hands, pays winning wagers, and takes losing wagers, beginning with the player to the dealer's right and moving counterclockwise around the table.

(e) After paying or taking each wager, the dealer must spread the player's cards, count them, and place them in the discard rack before the dealer moves on to the next player. The

cards of players who have a hand qualifying for a Cover All Bonus or progressive jackpot payment will be left on the table face up. *Amended 8/14/18*

(f) A games supervisor will verify the hands, if any, which qualify for a progressive jackpot pay out, will announce the amount, and will pay the player. The player's card will then be collected and placed in the discard rack.

(g) Player hands qualifying for progressive jackpot payments shall be paid according to the following payment schedule, which shall be displayed by table signage or on the table layout:

Royal flush pays 100% of the displayed progressive jackpot; Straight flush pays either 10% of the displayed progressive jackpot or pays $5,000 (licensee chooses pay out option at the time the game is put into play).

(h) A games supervisor will verify the hands, if any, which qualify for a progressive jackpot pay out. House procedures are then followed for paying the prize.

(i) In the event more than one progressive hand, payable from the progressive meter, hits at the same table during the same time, house procedures are then followed for paying the prize.

(j) After keying in the progressive winner, the meter may be reduced, depending on the winning hand. Keying in a 100% award will reset the meter to the seed amount, plus any reserve amount. The dealer will continue handling progressive awards in a counter clockwise fashion.

(k) Player hands qualifying for progressive jackpot payments shall be paid according to the following payment schedule, which shall be displayed by table signage or on the table layout:

Royal flush pays 100% of the displayed progressive jackpot; straight flush pays either 10% of the displayed progressive jackpot or pays $5,000 (licensee chooses pay out option at the time the game is put into play).

Four of a kind pays	$500
Full house pays	$100
Flush pays	$50

(30-1017.10 added, perm. 11/30/96, amended perm. 09/30/99; 30-1017.10 renumbered as 30-1099.11, effective 12/15/17)

(14) Table Aggregate Per Round pay outs may be set at the discretion of the retail licensee. Table Aggregate Per Round pay outs only apply to the basic pay table on Caribbean Stud games. Two or more players must have winning hands in any given round of play in order for the Table Aggregate Per Round limit to be enforced. Maximum pay out per player limit may also be set at the discretion of the retail licensee. Operating licensee at its discretion may institute a maximum tip pay out. *Amended 8/14/18*

Cover All Bonus Pay Schedule							
Highest Hand Rank	**8 Total Hands**	**7 Total Hands**	**6 Total Hands**	**5 Total Hands**	**4 Total Hands**	**3 Total Hands**	**2 Total Hands**
Royal Flush	100	125	150	200	250	300	500
Straight Flush	40	70	80	90	100	125	200
Four of a Kind	7	15	17	20	30	40	60

Full House	6	9	12	15	20	30	40
Flush	5	7	9	10	15	20	35
Straight	4	5	7	8	10	17	25
Three of a Kind	3	3	3	4	5	6	9
All Pays are TO 1							

30-1099.12 The play – Caribbean Draw Poker.

Caribbean Draw Poker is the copyrighted, trademarked, and patented poker variation game, the rights to which are owned by SG Gaming, Inc. of Las Vegas, Nevada and which may be transferred or assigned. Caribbean Draw Poker must be played according to the following rules: *Amended 12/15/17, Amended 9/14/20*

(1) Caribbean Draw Poker may be played only on approved tables equipped with the necessary electronic equipment and signage, and which displays the Caribbean Draw Poker table layout. A single deck of cards will be used. Players do not play against other players. Each player may play only one hand following each shuffle of the deck.

(2) Each player must make an ante wager by placing the wager in the designated "ante" wagering area in front of the player's position. The ante wager may not exceed fifty dollars.

(3) Each player may place an additional, optional, wager by placing a token in the designated coin-in slot in front of the player's ante.

(a) The optional wager will allow the player to participate in play for a progressive jackpot. As tokens are accepted, the progressive meter will advance by a predetermined amount for each token placed through the coin-in slots. A player wins a progressive jackpot award if the player has made the optional wager and holds a hand having a value of flush or better. Multiple Caribbean Stud Poker games and/or Caribbean Draw Poker games may be linked together with a common progressive jackpot.

(b) In the event that two or more players qualified to receive progressive jackpot payments hold royal flushes in the same hand, the royal flush progressive jackpot may be divided equally between or among the qualified players.

(c) After all progressive wagers have been made and before the dealer starts to deal the cards, the dealer operates a key pad by which the dealer locks out the coin-in mechanism. After the hand is completed, the dealer will clear the lockout so the players may wager on the progressive jackpot for the next hand.

(d) As the terms "jackpot," "jackpot award," and "progressive jackpot" are used in these rules of play for Caribbean Draw, the terms shall apply to Caribbean Draw only. A retail licensee may not discontinue offering a Caribbean Draw jackpot until the highest progressive jackpot award has been won by a qualified player or players. If a licensee wishes to discontinue offering a progressive jackpot award, the licensee may petition the Director or Director's designee in writing for permission to either reduce the qualifications or criteria for winning the award, allowing the award to be paid more quickly, or to transfer the award liability to the jackpot offered by a different game. If a retail licensee intends to close its business while having a progressive jackpot award liability, the licensee may petition the Director or Director's designee in writing for permission to transfer the award liability, together with the award fund, to another retail licensee offering a comparable jackpot award. *Amended 12/15/17*

(4) Any dealer tip delivered as a wager shall be placed on the ante only, and may not exceed the value of the player's ante. The dealer may not accept a tip wager placed on the "bet" area.

(5) Immediately prior to the commencement of play and after each round of play has been completed, the dealer shall shuffle the cards. Following shuffle and cut, the dealer deals five cards to each player and to the dealer, face downward and one at a time in clockwise rotation among the players and the dealer. The first player to receive a card is the player to the left of the dealer; the dealer receives cards last.

(6) An incorrect number of cards dealt to any player constitutes a dead hand for that player only. The player receiving the misdealt cards retains the player's ante and any bet. An incorrect number of cards dealt to the dealer constitutes a misdeal to the table and the players may play their hands for the purposes of the progressive jackpot only. If there are no progressive jackpot hands, all hands at the table are dead and the players retain their antes and bets.

(7) After all players have received five cards, they will review them to determine whether they will fold or call.

(a) If the player folds, the ante wager is lost. In any player order, the dealer collects first the ante and then the cards, face down, from each player who has folded. As the cards are collected, the dealer will spread them, count them, and then place them in the discard rack.

(b) If the player wishes to call, the player must make an additional wager, equal to exactly twice the amount of the ante, by placing the wager in the "bet" area, behind the ante, in front of the player's position.

(8) Each player must now decide whether to stand (that is, keep the hand the player was dealt) or to draw (discard and have replaced up to two cards).

(a) The player places the cards to be discarded and replaced, if any, face down on the table in front of the player on the layout area marked "cards."

(b) The player holds or maintains control over the player's cards which are not to be discarded.

(9) After all players have placed a call bet and all players have placed their discards face down, players may declare to the dealer that they have won a pay out for the progressive jackpot. Those players' hands are then displayed face up and the dealer pays any and all progressive jackpot winners from left to right.

(a) Progressive jackpot pay outs are based on the initial five cards of each player. Any additionally drawn cards do not qualify for the progressive jackpot feature of the game.

(b) A games supervisor will verify the hands, if any, which qualify for a progressive jackpot pay out, will announce the amount, and will pay, or instruct the dealer to pay, the player. The player's cards will then be collected and placed in the discard rack.

(c) Player hands qualifying for progressive jackpot payments shall be paid according to the following payment schedule, which shall be displayed by table signage or on the table layout:

Royal flush pays 100% of the displayed progressive jackpot; straight flush pays either 10% of the displayed progressive jackpot or pays $5,000 (licensee chooses pay out option at the time the game is put into play);

Four of a kind pays	$500
Full house pays	$100

Flush pays	$50

(10) After all jackpot pay outs have been paid, the dealer will verify that each player has discarded not more than two cards, will collect the discards face down, and will deposit the discards into the discard rack.

(11) Starting with the player to the left of the dealer and moving clockwise, the dealer will deal the appropriate number of draw cards to each player who has discarded, until each player has a total of five cards.

(12) The dealer will turn over the dealer's five cards and must use the following dealer draw rules to make the best possible poker hand. If the dealer is required to discard, the dealer must first discard the appropriate number of cards to the discard rack before dealing the replacement cards.

(a) The dealer must stand with any of these card combinations: straight flush, flush, straight, four of a kind, and full house.

(b) The dealer must discard and draw one card with any of these card combinations: two pairs (the dealer keeps the pairs and discards the fifth card); any hand less than one pair that has a four card flush or a four card straight (the dealer keeps the four cards to the flush or straight and discards the fifth card). In the event that the dealer has both four cards to a straight and a different combination of four cards to a flush, the dealer must play four cards to the flush. If the dealer has multiple straight options, the dealer must play for the open end straight.

(c) The dealer must discard and draw two cards with any of these card combinations: three of a kind, one pair (the dealer keeps the highest of the other three cards), and no pair (the dealer discards the lowest two cards). If the hand includes a pair as well as a four card flush or a four card straight, the dealer must keep the pair plus the highest of the three remaining cards.

(13) Using standard poker rank, the dealer must hold at least a pair of eights to qualify to play the hand. If the dealer does not have a qualifying hand, the dealer will announce "no hand" and immediately pay all the ante wagers at the rate of 1 to 1 (even money), collect the cards, and start a new game.

(14) If the dealer has a pair of eights, or better, the dealer will compare the dealer's hand to the hand of each player who has made both ante and bet wagers. The higher poker hand wins. If the player's and the dealer's hands are the same rank, it is a push and the player retains both the ante and the bet.

(a) The antes of winning hands are paid at the rate of 1 to 1 (even money).

(b) The bets of winning players' hands are paid according to the following payment schedule, which shall be displayed by table signage or on the table layout:

Royal flush pays	100 to 1
Straight flush pays	50 to 1
Four of a kind pays	20 to 1
Full house pays	7 to 1
Flush pays	5 to 1
Straight pays	3 to 1
Three of a kind pays	2 to 1

2 pairs or lower pays	1 to 1 (even money)

(c) The dealer compares hands, pays winning wagers, and takes losing wagers, beginning with the player to the dealer's right and moving counterclockwise around the table.

(d) After paying or taking each wager, the dealer must spread the cards, count them, and place them in the discard rack before the dealer moves on to the next player.

(e) Tied hands result in a push and no action. (30-1017.12 added, perm. 11/30/96, amended perm. 09/30/99; 30-1017.12 renumbered as 30-1099.12, effective 12/15/17)

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

Let it Ride and Let it Ride Bonus with the option of a 3 Card Bonus are copyrighted, trademarked, and patented poker variation games, the rights to which are owned by SG Gaming, Inc. of Las Vegas, Nevada and which may be transferred or assigned. Let it Ride and Let it Ride Bonus with the option of 3 Card Bonus, Cover All Bonus, and Progressive bets must be played according to the following rules: *Amended 03/16/2012, Amended 10/16/13, Amended 1/14/2015, Amended 8/14/18*

(1) Let it Ride may be played only on tables displaying the Let it Ride or the Let it Ride Bonus table layouts. Let it Ride Bonus may be played only on tables displaying the Let it Ride Bonus table layout. The only difference between the games is the available optional Bonus wager and pay schedules. Both Let It Ride and Let It Ride Bonus with the 3 Card Bonus optional bet may be played only on tables displaying the Let it Ride with 3 Card Bonus or Let it Ride Bonus with 3 Card Bonus table layouts. The only difference between Let it Ride and Let it Ride Bonus and the two games with the 3 Card Bonus optional bet is an available optional bet and pay schedules. Optional Cover All Bonus and progressive side bets are also available for Let it Ride. A single deck of cards will be used. Players do not play against the dealer or against any other player. Each player may play only one hand following each shuffle of the deck. Winning hands are determined and paid according to one of the pay schedules, which shall be displayed as part of the table layout. *Amended 03/16/2012, Amended 10/16/13, Amended 8/14/18*

(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, Amended 8/14/18*

(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 the maximum wager limit determined by the house and in accordance with applicable law. *Amended 5/1/21*

(b) If the house rules require a minimum wager, that minimum shall have been met when the combined amount that the player has placed in wagering circle "$", the Bonus and Progressive wager is equal to, or greater than, the house minimum. *Amended 03/16/2012*

(3) At the discretion of the retail licensee, any dealer tip delivered as a wager shall be placed as an equal wager in any combination above the player's wagering areas (marked as "1", "2", "$", "3 Card Bonus", and "Cover All"), to be settled at the end of play of the hand at the odds listed and in accordance with the pay schedule. If any bets are pulled back during the course of a game, any corresponding dealer tips must be pulled back at the same time. *Amended 8/14/18*

(4) Immediately prior to the commencement of play and after each round of play has been completed, the dealer shall shuffle the cards. Following shuffle and cut, the dealer deals three cards to each player and two cards to the dealer, either face downward and one at a time in clockwise rotation among the players and the dealer (the dealer does not receive a card in the third rotation), or in a three card group dispensed by a mechanical shuffling device. The first player to receive a card, or cards, is the player to the left of the dealer; the dealer receives cards last. If a mechanical shuffling device, which dispenses cards in three card groups, has been used, the dealer plays the top two cards of the group dealt to the dealer. The bottom card of the three-card group is not played and is placed in the discard rack without being viewed. The dealer's remaining two cards will be used as community cards. After all cards have been dealt, the dealer shall place the remaining cards into the discard rack without exposing the cards. When offering the Cover All Bonus wager, a mechanical shuffling device is required. *Amended 8/14/18*

(5) When playing the Cover All Bonus, after the dealer removes his/her hand from the shuffler, he/she will press the green button on the mechanical shuffling device. The device will determine the number of players in the round and will display the pay outs on its front screen. Pay outs are dynamic; they change based on the number of players in a round. *Effective 8/14/18*

(6) An incorrect number of cards dealt to any player constitutes a misdeal with respect to that player only, voiding the player's wager(s). Exposed cards dealt to a player do not constitute a misdeal. The dealer will turn the card(s) over and continue to deal. If a player's card falls from the table, that player's hand is dead and the player's wager(s) are void. An incorrect number of cards dealt to the dealer, or exposed cards dealt to the dealer, constitutes a misdeal to the table, and all players' wagers are void. (30-1017.14 (5) added and subsequent paragraphs renumbered perm. 05/30/01)

(7) After a player has looked at the player's three cards, the player may ask for the player's first bet back, or may let all of the player's wagers remain in play. Players must indicate their decisions by use of hand signals from a position over the tabletop. The players act in order, beginning with the first player to the dealer's left and moving clockwise. If a player chooses to withdraw bet number 1, the dealer shall move the player's wager toward the player, who shall then remove the wager from the gaming area. After all players have acted, the first of the dealer's cards is then turned up for all players to see and to use as a community card. (30-1017.14 (5) amended perm. 10/30/97)

(8) After the first community card, the player may ask for the player's second bet back, or may let all of the player's wagers remain in play. The players again act in order, beginning with the first player to the dealer's left and moving clockwise. If a player chooses to withdraw bet number 2, the dealer shall move the player's wager toward the player, who shall then remove the wager from the gaming area. All cards shall be tucked under the "$" sign to assure that the player's actions are complete. After all players have acted, the second of the dealer's cards is then turned up for all players to see and to use as a second community card. Each player now has a complete five-card hand, using the three cards the player was dealt together with the two community cards.

(9) After the second community card has been turned face up, the dealer shall, beginning with the player to the dealer's right, turn each player's three cards face up. The dealer shall examine each player's hand, in combination with the two community cards, to determine if the player's hand is a winning or a losing hand. The dealer will pay and take according to house procedures. In order to qualify as a winning hand for the basic pay out, a player's hand must contain a pair of tens or better. A player who has placed a 3 Card Bonus hand is also paid a bonus amount according to the approved 3 Card Bonus pay table. A player who has placed a bonus wager is also paid a bonus amount according to the bonus pay schedule. A player who has placed a Cover All Bonus wager is also paid according to the Coverall All Bonus pay schedule. *Amended 8/14/18*

(a) Cover All Bonus pay table:

Cover All Bonus Pay Schedule (Dealer's Hand Included)							
Highest Hand Rank	**7 Total Hands**	**6 Total Hands**	**5 Total Hands**	**4 Total Hands**	**3 Total Hands**	**2 Total Hands**	**1 Total Hands**
Royal Flush	90	100	150	200	250	300	500
Straight Flush	40	50	60	70	80	100	200
Four of a Kind	20	30	35	40	50	80	150
Full House	10	15	17	20	25	40	100
Flush	7	10	11	15	20	30	70
Straight	4	5	6	8	10	15	30
Three of a Kind	3	3	4	5	7	11	20
All pays are TO 1							

(10) Progressive Winners: *Eff 03/16/2012*

(a) The percentage pays are paid from the progressive jackpot shown on the progressive meter. *Eff 03/16/2012*

(b) Other hands are paid from the tray; they do not come off the meter. *Eff 03/16/2012*

(c) In the event more than one progressive meter pay hits during the same round, house procedures shall be used for the resolution of the progressive hands. *Eff 03/16/2012*

(d) As the terms "jackpot," "jackpot award," and "progressive jackpot" are used in these rules of play for Let it Ride Progressive, the terms shall apply to Let it Ride Progressive only. A retail licensee may not discontinue offering a Let it Ride Progressive jackpot until the highest progressive jackpot award has been won by a qualified player or players. If a licensee wishes to discontinue offering a progressive jackpot award, the licensee may petition the Director or Director's designee in writing for permission to either reduce the qualifications or criteria for winning the award, allowing the award to be paid more quickly, or to transfer the award liability to the jackpot offered by a different game. If a retail licensee intends to close its business while having a progressive jackpot award liability, the licensee may petition the Director or Director's designee in writing for permission to transfer the award liability, together with the award fund, to another retail licensee offering a comparable jackpot award. *Eff 03/16/2012, Amended 12/15/17*

(e) If one of the PMG ("Nexus") pay schedules, listed below, are used on this game, other progressive table themes that have the same pay schedules approved can be connected to the same jackpot. *Eff 03/16/2012*

(f) When a player has a progressive winner, the dealer shall press the appropriate hand button on the keypad and then contact a supervisor. *Eff 03/16/2012*

(g) Once the casino verifies the progressive win, house procedures are then followed for paying the prize. *Eff 03/16/2012*

(h) In the event more than on progressive hand, payable from the progressive meter, hits at the same table during the same time, house procedures are then followed for paying the prize. *Eff 10/16/13*

(i) After keying in the progressive winner, the meter may be reduced, depending on the winning hand. Keying in a 100% award will reset the meter to the seed amount, plus any reserve amount. The dealer will continue handling progressive awards in a counter clockwise fashion. *Eff 10/16/13*

(j) An incorrect number of cards dealt to any player constitutes a dead hand for that player only. The player receiving the misdealt cards retains the player's ante plus any other wagers made. An incorrect number of cards dealt to the dealer constitutes a misdeal to the table and the players may play their hands for the purpose of the progressive jackpot only. If there are no progressive jackpot hands, all hands at the table are dead and the players retain their antes and bets. *Eff 03/16/2012, Amen 10/16/13*

Envy Bonus: *Eff 03/16/2012*

(k) A player making the progressive wager also qualifies to win an envy pay out. If another player at the table hits a hand associated with an envy pay, all other players who made the progressive bet win the envy pay. The player hitting the hand receives the normal prize pay only, but does not receive the envy pay. *Eff 03/16/2012*

(l) If a player's hand triggers an envy pay out, the dealer will leave the hand face-up on the layout; otherwise, the dealer will lock up the cards. The dealer will then move on to the next player. *Eff 03/16/2012*

(m) The dealer pays any Envy Bonuses at the end of the round. In the event that more than one player is involved in a qualifying envy pay, then all players win multiple envy pay outs. *Eff 03/16/2012*

(11) In the event more than one progressive hand, payable from the progressive meter, hits at the same table during the same round, the dealer will first pay the player farthest on his right and then move counter-clockwise to pay other players. *Eff 03/16/2012*

(12) Each winning wager shall be paid in accordance with the pay schedule. The dealer shall pay all winning wagers beginning with the player farthest to the right of the dealer and continuing counterclockwise around the table. Payments to winners shall be made according to the following pay schedules. The retail licensee may choose any one of the four pay schedules for the basic game, and either of the two Bonus pay schedules for the Bonus game. The selected pay schedules must appear on the table layout or on signage at the table. *Amended 03/16/2012*

(a) Basic Game Pay Schedules:

	Pay Schedule 1	**Pay Schedule 2**	**Pay Schedule 3**	**Pay Schedule 4**
Royal flush pays	500 to 1	100 to 1	500 to 1	200 to 1
Straight flush pays	100 to 1	50 to 1	200 to 1	100 to 1
Four of a kind pays	25 to 1	30 to 1	50 to 1	40 to 1
Full house pays	15 to 1	15 to 1	11 to 1	15 to 1
Flush pays	10 to 1	9 to 1	8 to 1	9 to 1
Straight pays	5 to 1	6 to 1	5 to 1	5 to 1
Three of a kind pays	3 to 1	3 to 1	3 to 1	3 to 1

Two pairs pay	2 to 1	2 to 1	2 to 1	2 to 1
Pair of 10's or better pays	1 to 1	1 to 1	1 to 1	1 to 1

(b) Bonus Game Pay Schedules:

	Pay Schedule 1	**Pay Schedule 2**
Royal flush pays	10,000 to 1	5,000 to 1
Straight flush pays	2,000 to 1	2,000 to 1
Four of a kind pays	100 to 1	100 to 1
Full house pays	75 to 1	75 to 1
Flush pays	50 to 1	50 to 1
Straight pays	25 to 1	25 to 1
Three of a kind pays	8 to 1	8 to 1
Two pairs pay	4 to 1	4 to 1

(13) Payments to winners of the 3 Card Bonus optional bet shall be made according to the following pay schedules. The retail licensee may choose from any of the following pay schedules. The selected pay schedule must appear on signage on the table. *Amended 03/16/2012*

	Pay Schedule 1	**Pay Schedule 2**	**Pay Schedule 3**
Straight flush pays	40 to 1	40 to 1	40 to 1
Three of a kind pays	30 to 1	30 to 1	30 to 1
Straight pays	6 to 1	5 to 1	6 to 1
Flush pays	4 to 1	4 to 1	3 to 1
Pair pays	1 to 1	1 to 1	1 to 1

(14) The retail licensee offering the progressive side bet may use any of the following 3 pay schedules. The pay schedules in use, or pay outs derived from the pay schedules, must be displayed on the table layout or on signage at the table: *Eff 03/16/2012, Amended 11/30/2012*

	Pay Schedule 1	**Pay Schedule 2**	**Pay Schedule 3**
Straight flush pays	40 to 1	40 to 1	40 to 1
Three of a kind pays	30 to 1	30 to 1	30 to 1
Straight pays	6 to 1	5 to 1	6 to 1
Flush pays	4 to 1	4 to 1	3 to 1
Pair pays	1 to 1	1 to 1	1 to 1
**Original Wager is NOT Returned*			
***Envy and seed amount adjust up and down accordingly with changes made to the wager amount.*			

Effective 10/15/14	**PMG-ML-01**		**PMG-ML-02**		**PMG-ML-03**	
Hand***	Pays*	Envy**	Pays*	Envy**	Pays*	Envy**
Royal Flush	100% Major	$1,000	100% Mega	$1,000	100% Mega	$1,000
Straight Flush	100% Minor	$300	100% Major	$300	100% Major	$300
4 of a Kind	300 for 1		100% Minor		100% Minor	
Full House	50 for 1		50 for 1		50 for 1	
Flush	40 for 1		40 for 1		40 for 1	
Straight	30 for 1		30 for 1		30 for 1	
3 of a Kind	9 for 1		10 for 1		9 for 1	
**Original Wager is NOT Returned*						
***Envy and Seed amounts adjust up or down accordingly with changes made to the Wager amount*						
****Based on the Player's 5 card hand*						

(15) After paying all winning wagers, the dealer shall collect the cards of the winning players and the community cards and place them in the discard rack together with the remaining cards from the deck which have already been placed in the discard rack. (30-1017.14 added, perm. 11/30/96, amended perm. 05/30/01; 30-1017.14 amended 3/16/12)

(16) Table Aggregate Per Round pay outs may be set at the discretion of the retail licensee. Table Aggregate Per Round pay outs only apply to the basic pay table on Let It Ride or Let It Ride Bonus with the option of a 3 Card Bonus. Two or more players must have winning hands in any given round of play in order for the Table Aggregate Per Round limit to be enforced. Maximum Pay out Per Player limit may also be set at the discretion of the retail licensee. The retail licensee, at its discretion, may institute a maximum tip pay out. *Eff 03/16/2012*

(30-1017.14, renumbered as 30-1099.13, effective 12/15/17)

30-1099.14 The play – Colorado Hold'em Poker.

Colorado Hold'em Poker is the copyrighted and trademarked poker variation game, the rights to which on October 1, 1996 were owned by Colorado Hold'em, Ltd., of Colorado Springs, Colorado and which may be transferred or assigned. The object of the game is for each player to combine two cards from the player's hand with three community cards to create a winning poker hand. Colorado Hold'em Poker must be played according to the following rules:

(1) Colorado Hold'em Poker may be played only on tables displaying the Colorado Hold'em layout. A single deck of cards will be used. Players do not play against other players or against the dealer. Each player may play only one hand following each shuffle of the deck.

(2) Each player will make an initial bet in the amount specified at the table by the retail licensee, and will place the bet in the betting area marked "ante" in front of the player's position.

(3) Immediately prior to the commencement of play and after each round of play has been completed, the dealer shall shuffle the cards. Following shuffle and cut, the dealer deals three cards to each player, either face downward and one at a time in rotation among players, or in a three card group dispensed by a mechanical shuffling device. The first player to receive a card, or cards, is the player to the left of the dealer.

(4) The dealer now deals the three card flop, face down, in front of the dealer.

(5) Continuation of play shall follow the procedures set forth in paragraph (6), or in the alternative, the procedures set forth in paragraph (7). The choice of play variation shall be at the sole discretion of the retail licensee, but a licensee offering two or more Colorado Hold’em tables must use the same variation at all such tables. (amended perm. 09/30/00)

(6) Play Variation 1. (amended perm. 09/30/00)

(a) Upon receiving three cards, if the player believes that the player cannot make a winning hand, the player may place all three cards in the area marked “fold” and shall surrender the player’s ante. (amended perm. 09/30/00)

(b) A player who has not folded must place an additional bet, equal to the amount of the ante bet, in the area marked "Bet." The player must select one card from the player's hand and place it in the area marked "Discard." (amended perm. 09/30/00)

(c) If the three cards held by the player before discarding are "three of a kind," or constitute a “three card straight flush,” the player is not required to discard a card. Before the dealer has turned over the flop, the player may turn the player's cards face up and declare

"three of a kind" or "three card straight flush," as appropriate. The player shall be paid according to the pay out schedule on the amount of the ante bet, and play on that hand shall be concluded.

(d) After all players have made their choices, the dealer will turn the three community cards face up, and will determine the poker hand held by each player when the player's two cards are combined with the three community cards. If a player does not hold a hand qualifying for payment as a winning hand, both the ante bet and the second bet shall be taken by the dealer.

(e) Hands qualifying for payment shall be paid by the dealer according to one of the following pay out schedules, a version of which shall be selected by the retail licensee. The pay out schedule to be used shall appear on the table layout or on table signage:

Qualifying hand	**Version 4**	**Version 4A**	**Version 4B**
Royal flush	1000 to 1	500 to 1	500 to 1
Straight flush	200 to 1	200 to 1	100 to 1
Four of a kind	40 to 1	40 to 1	40 to 1
Full house	11 to 1	11 to 1	11 to 1
Flush	8 to 1	8 to 1	8 to 1
Straight	5 to 1	5 to 1	5 to 1
Three card straight flush (on the deal)	5 to 1	5 to 1	5 to 1
Three of a kind (on the deal)	5 to 1	5 to 1	5 to 1
Three of a kind	3 to 1	3 to 1	3 to 1
Two pairs pays	2 to 1	2 to 1	2 to 1
Pair of 10's or better	1 to 1	1 to 1	1 to 1
Pair of 7's to 9's	Push	Push	Push

(7) Play Variation 2.

(a) After each player has examined the player's cards, the dealer shall, beginning with the player to the dealer's left and moving clockwise around the table, determine if each player wishes to continue play with only the initial bet at risk, or to continue play and also make an additional bet exactly equal to the initial bet, or to declare an immediate winning hand.

(b) To continue play, either with or without having placed an additional bet, the player must select one card from the player's hand and place it in the area marked "discard."

(c) If the three cards held by the player before discarding are "three of a kind" or constitute a "three card straight flush," the player is not required to discard a card. Before the dealer has turned over the flop, the player may turn the player's cards face up and declare "three of a kind" or "three card straight flush," as appropriate. The player shall be paid according to the pay out schedule on the amount of the ante bet, and play on that hand shall be concluded.

(d) After all players have made their choices, the dealer will turn the three community cards face up, and will determine the poker hand held by each player when the player's two cards are combined with the three community cards. If a player does not hold a hand qualifying for payment as a winning hand, both the ante bet and the second bet shall be taken by the dealer.

(e) Hands qualifying for payment shall be paid by the dealer according to the following pay out schedule, which shall appear on the table layout or on table signage:

Qualifying hand	**Version 5**
Royal flush	500 to 1
Straight flush	100 to 1
Four of a kind	25 to 1
Full house	10 to 1
Flush	8 to 1
Straight	5 to 1
Three card straight flush (on the deal)	5 to 1
Three of a kind (on the deal)	5 to 1
Three of a kind	3 to 1
Two pairs pays	2 to 1
Pair of jacks or better	1 to 1
Pair of 9's or 10's	Push

(8) Optional bonus bet

(a) A retail licensee may, in its discretion, offer to each player in a Colorado Hold'em game the option to make an additional bonus wager that the player will receive a poker hand with a rank of a pair of jacks or better.

(b) Each player who has made an initial wager may make an additional bonus wager in the amount of one dollar wager by placing the wager on or in the designated bonus wagering area at the time the initial wager is placed.

(c) A bonus wager shall have no bearing on any other wager made by a player in the game.

(d) Hands qualifying for payment shall be paid by the dealer according to one of the following bonus pay out schedules, a version of which shall be selected by the retail licensee. The pay out schedule to be used shall appear on the table layout or on table signage:

Qualifying Hand	**Version B1**	**Version B1C**
Royal flush	10,000 to 1	2,000 to 1
Straight flush	1,000 to 1	500 to 1
Four of a kind	100 to 1	100 to 1
Full house	50 to 1	50 to 1
Flush	30 to 1	30 to 1
Straight	20 to 1	20 to 1
Three card straight flush (on the deal)	5 to 1	5 to 1
Three of a kind (on the deal)	5 to 1	5 to 1
Three of a kind	3 to 1	3 to 1
Two pairs pays	1 to 1	1 to 1
Pair of jacks or better	push	push

(30-1017.16 amended perm. 09/30/00; 30-1017.16 renumbered as 30-1099.14, effective 12/15/17)

30-1099.15 The play – Western Stud.

Western Stud is the copyrighted, trademarked, and patented poker variation game, the rights to which on January 1, 2001 were owned by The Old West Gaming Company, Inc. of Las Vegas, Nevada and which

may be transferred or assigned. Western Stud must be played according to the following rules: (30-1017.18 amended perm. 03/02/01)

(1) Western Stud may be played only on tables displaying the Western Stud table layout. A single deck of cards will be used. Players do not play against other players. Each player may play only one hand following each shuffle of the deck.

(2) Each player must place an ante wager and a double pay ante wager of equal amounts in the designated wagering areas in front of the player's position. *Amended 11/14/20*

(3) At the discretion of the retail licensee, any dealer tip delivered as a wager may be placed in front of the ante wager, and/or in front of the double pay ante wager. If the player continues play with an additional wager, the player may also place an additional dealer tip, equal to the first dealer tip, in front of the additional wager. *Amended 11/14/20*

(4) Immediately prior to the commencement of play and after each round of play has been completed, the dealer shall shuffle the cards. Following shuffle and cut, the dealer deals four cards to each player, and four cards to each of two separate hands to the dealer. The cards are to be dealt face downward and one at a time in rotation among the players and the two dealer hands. The first player to receive a card is the player to the left of the dealer; the dealer receives cards last.

(5) When all cards have been dealt, the players may examine their hands to determine if they want to beat the dealer's high hand, the dealer's low hand, both the dealer's high and low hands, or decide not to play and forfeit their ante wagers. Straights and flushes do not impair the value of hands for low.

(a) A player must place the player's cards face down in the box on the table layout in front of the player's position, or if the player decides not to play, shall slide the cards under the player's ante wager. *Amended 11/14/20*

(b) A player who opts to play against one of the dealer's hands must place an additional wager equal to the ante wager in the "high" or "low" decision wager area on the table layout in front of the player's position. *Amended 11/14/20*

(c) A player who opts to play against both of the dealer's hands must place an additional wager, which must be equal to the full value of the player's ante wager in the "both" decision wager area on the table layout in front of the player's position. When a player plays against both of the dealer's hands, the player's hand must beat each of the two dealer's hands or the ante and additional wager will be collected. If the player's hand beats both of the dealer's hands, the player's additional wager will be paid 3 to 1 and the player's ante wager will be paid even money. *Amended 11/14/20*

(6) When all players have acted, the dealer collects all hands that have been placed under the ante wagers, places the cards into the discard rack or muck, and collects the ante and double pay ante wagers from the folded hands. The dealer then completes the deal by dealing out a fifth and final card to each remaining player and to each of the dealer's two hands in the same rotation as the deal. The players' final cards are dealt above the ante/double pay ante wagering areas and are not commingled with the players' original cards. *Amended 11/14/20*

(7) The dealer now exposes the two dealer hands, one at a time. The higher standard poker hand must play high for the dealer; the remaining hand must play low for the dealer. *Amended 11/14/20*

(8) Beginning with the first player to the left of the dealer, the dealer turns over each player's first four cards. The dealer then turns over the player's fifth card, making sure that this card is not

commingled with the initial four cards, and verbally announces the value of the hand. The dealer will settle all wagers for each player in the same rotation as dealt. *Amended 11/14/20*

(9) The double pay ante is paid regardless of the outcome of the ante and additional decision wagers, and is paid based upon both the poker rank of the first four cards and the poker rank of the final five card hand according to the following pay schedules: *Effective 11/14/20*

4-card hand rank	**Pay Out**
4 aces	500 to 1
4 of a kind	250 to 1
4 card royal flush	50 to 1
Straight flush	25 to 1
3 of a kind	9 to 1
Straight	7 to 1
2 pair	4 to 1
Flush	2 to 1
Jacks or better	1 to 1
“8” or better low	1 to 1

And

5-card hand rank	**Pay Out**
Royal flush	500 to 1
Straight flush	250 to 1
4 of a kind	50 to 1
Full house	8 to 1
Flush	6 to 1
Straight	4 to 1
3 of a kind	2 to 1
2 pair	1 to 1
“8” or better low	1 to 1

Example: if a player is dealt four sixes in the first four cards, that player wins a pay out of 300 to 1 (250 to 1 for a four of a kind, 4-card hand rank plus 50 to 1 for a four of a kind, 5-card hand rank). If the player’s hand does not qualify for either a 4-card hand rank pay out or a 5-card hand rank pay out, the double pay ante is collected by the dealer.

(10) Players’ winning ante and additional decision wagers on the high and low hands are paid at the rate of 1 to 1 (even money). If a player and the dealer have identical value hands, the hand is a push, receiving no action. The player’s cards are then removed and placed into the discard rack or muck. The dealer continues this process with each player’s hand, in rotation, until all wagers have been settled and all cards have been collected. *Effective 11/14/20*

(30-1017.18 added, perm. 11/30/96; 30-1017.18 (2)-(9) amended perm. 10/30/97; 30-1017.18 renumbered as 30-1099.15, effective 12/15/17)

30-1099.16 The play – Vegas Double Action.

Vegas Double Action is the copyrighted and patented poker variation game, the rights to which on June 1, 1999 were owned by Action Gaming, Inc. of Las Vegas, Nevada, and which may be transferred or

assigned. Vegas Double Action must be played according to the following rules: (This paragraph amended perm. 09/30/99)

(1) Vegas Double Action may be played only on tables displaying the Vegas Double Action table layout. A single deck of cards will be used. Players do not play against the dealer or against any other player. Each player may play only one hand following each shuffle of the deck. Winning hands are determined and paid according to the payment schedules which shall be displayed on table signage or as part of the table layout.

(2)

(a) In standard play, each player must place a wager in the designated wagering area in front of the player's position, which shall be a wager on the final outcome of the player's five card hand. The player may place an optional "Stud bet" in the designated Stud bet wagering area in front of the player's position, which shall be a wager on the hand formed by the dealer's five cards. The dealer's cards will also be played as community draw cards.

(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 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 the maximum table limit on the player's hand and the maximum table limit on the dealer's (Stud bet) hand. *Amended 5/1/21*

(3) Any dealer tip delivered as a wager may be placed on either one of, or both, the player's hand and the dealer's (Stud bet) hand, provided that the player has placed a personal wager on the same hand.

(4) Immediately prior to the commencement of play and after each round of play has been completed, the dealer shall shuffle the cards. Following shuffle and cut, the dealer deals five cards to each player, either face downward and one at a time in rotation among the players, or in a five card group dispensed by a mechanical shuffling device. The first player to receive a card, or cards, is the player to the left of the dealer.

(5) After each player has received and viewed the player's cards, the player is permitted to discard from zero to five unwanted cards by placing the discards in the designated area at the top right of each player's position. If a player discards all five cards, the dealer will indicate that the player is still in the hand by moving that player's bet to the discard area. Players shall tuck the live cards that they wish to hold under the wager.

(6) When all players have completed their intended play, the dealer will deal the next five cards face up on the numbered community card spots in numerical order starting from left to right. These five cards will be used as community draw cards, as well as to determine the winners of the optional Stud bets. After all cards have been dealt, the dealer shall place the remaining cards into the discard rack without exposing the cards. If the Stud hand has a value of less than a pair of 6's, all Stud bets are lost, and the dealer will collect each Stud bet in clockwise order starting with the player to the dealer's left.

(7) The dealer will now determine winners of the draw hand. Beginning with the first player to the left of the dealer, the dealer will turn over each player's cards. The dealer will then proof the hand by pushing forward the correct number of community cards required to make a five card hand by combining the player's held cards with the correct number of replacement cards from the board.

The player's draw cards from the community cards must be used in numbered order and from the far right as viewed from the player's position.

(8) If the player's hand has a value of less than a pair of jacks, the wager is lost. The dealer will collect the losing bet and then collect the player's cards, placing them face down in the discard rack. Players disagreeing with the dealer's determination of rank of hand should present their case before the hand is discarded.

(9) If the player's hand has a value of a pair of jacks or better, but less than two pair, the hand is a push and no action will be taken with respect to the wager. The dealer will collect the player's cards in the manner described above.

(10) If the player's hand has a value of two pair or better, the dealer will announce the rank of hand to the player, pay off the player's wager according the payment schedule below, and collect the player's cards in the manner described above.

Royal flush pays	200 to 1
Straight flush pays	50 to 1
Four of a kind pays	25 to 1
Full house pays	7 to 1
Flush pays	4 to 1
Straight pays	3 to 1
Three of a kind pays	2 to 1
Two pairs pays	1 to 1 (even money)

(11) After settling the draw hand, the dealer will announce the Stud hand, that is, the value of the hand formed by the five community cards. If the hand has a value of a pair of 6's or better, each player who placed a Stud bet is paid according to the following payment schedule:

Royal flush pays	1000 to 1
Straight flush pays	500 to 1
Four of a kind pays	100 to 1
Full house pays	20 to 1
Flush pays	15 to 1
Straight pays	10 to 1
Three of a kind pays	3 to 1
Two pairs pays	2 to 1
Pair of 6's or better pays	1 to 1 (even money)

(30-1017.20 added, perm. 11/30/96; 30-1017.20 renumbered as 30-1099.16, effective 12/15/17)

30-1099.17 The play - Prospector Poker.

Prospector Poker is the copyrighted, trademarked, and patent pending poker variation game, the rights to which on October 1, 1996 were owned by Black Hawk Gaming & Development Company, Inc. of Boulder, Colorado and which may be transferred or assigned. Prospector Poker must be played according to the following rules:

(1) Prospector Poker may be played only on tables displaying the Prospector Poker table layout. A shoe containing eight decks of cards will be used. Players do not play against each other. Each player may play only one hand during each dealing round. Determination of winners of low, high, and tied hands is made by considering the point value of the hand. For point value, cards have the following numerical value: aces count 1; number cards 2 through 10 count face value; face cards count 10 each.

(2) Prior to the commencement of play, the dealer shall shuffle the cards, offer the cut to a player, and load the shoe. All wagers must be placed before cards are dealt.

(3) Players must make a “poker” wager by placing a bet in the designated wagering circle marked with the letter “P,” located in front of each player’s position. A player’s six card hand will be made by combining the three cards dealt to the player with the three cards dealt to the dealer’s gold box. The value or rank of a player’s final hand will determine whether or not the player is a winner.

(4) In addition to the poker wager, a player may place an additional optional wager in either the “Hi” or the “Low” gold wagering area; in either the “Hi” or the “Low” silver wagering area; or in both a gold and a silver wagering area, in front of the player’s position.

(a) A player’s gold bet causes the player’s three card hand to be played against the dealer’s gold hand; a player’s silver bet causes the player’s three card hand to be played against the dealer’s silver hand.

(b) A player’s high bet is won if the player’s three card hand is higher than the dealer’s three card hand. The winning hand is paid at 1 to 1 odds.

(c) A player’s low bet is won if the player’s three card hand is lower than the dealer’s three card hand. The winning hand is paid at 1 to 1 odds.

(d) A hand played for high which is a tie hand is won by the dealer if the point value of the hand is 20 or higher, and is a push if the point value of the hand is 19 and lower. A player may not win a tied high hand.

(e) A hand played for low which is a tie hand is won by the dealer if the point value of the hand is 20 and lower, and is a push if the point value of the hand is 21 and higher. A player may not win a tied low hand.

(5) When all wagers have been placed, the dealer deals three cards to each player and to the dealer’s silver and gold boxes, face upward and one at a time in rotation among the players and the dealer. The first player to receive a card is the player to the left of the dealer; the dealer’s gold box receives cards last.

(6) Beginning with the first player to the dealer’s right and working counterclockwise in rotation, the dealer determines the outcome on all silver bets, taking losing wagers and paying all winners. The dealer then discards the three cards in the dealer’s silver hand.

(7) Beginning with the first player to the dealer’s right and working counterclockwise in rotation, the dealer determines the outcome on all gold bets, taking losing wagers and paying all winners. The dealer’s gold hand remains on the table.

(8) Beginning with the first player to the dealer’s right and working counterclockwise in rotation, the dealer determines the rank of each player’s six card hand made by combining the player’s three cards with the dealer’s three card gold hand. Winning poker wagers will be paid according to the following payment schedule, which shall be displayed on table signage or as part of the table layout:

Six of a kind pays	1,000 to 1
Royal flush pays	500 to 1
Five or six card straight flush pays	100 to 1
Five of a kind pays	25 to 1
Six card flush pays	10 to 1

Four of a kind pays	7 to 1
Full house pays	7 to 1
Six card straight pays	6 to 1
Five card flush pays	5 to 1
Three pairs pays	4 to 1
Five card straight pays	3 to 1
Three of a kind pays	3 to 2
2 pairs pays	1 to 1 (even money)
Pair of aces or kings is a push	

(9) The dealer removes all cards from the layout and places them in the discard rack, leaving the dealer's gold hand on top.

(10) If a player is dealt too many cards, only that player's hand will be void. If a dealer's hand is dealt too many cards, all hands will be void. If a hand has been dealt too few cards, the hand may be completed by dealing a replacement card to the short hand after all other cards have been dealt to all other players' and dealer's hands. (30-1017.22 added, perm. 11/30/96; 30-1017.22 renumbered as 30-1099.17, effective 12/15/17)

30-1099.18 The play – Three Card Poker.

Three Card Poker is a copyrighted, trademarked, and patented poker variation game, the rights to which are owned by SG Gaming, Inc. of Las Vegas, Nevada, and which may be transferred or assigned. Three Card Poker must be played according to the following rules: *Amended 10/16/13, Amended 1/14/2015, Amended 9/14/20*

(1) Three Card Poker may be played only on tables displaying the three card poker layout. A single deck of cards will be used. Each player may play a maximum of two hands following each shuffle of the deck. The rank of hands in three card poker, from highest to lowest, is: royal flush, straight flush, three of a kind, straight, flush, pair, and high card. *Amended 03/16/2012, Amended 8/14/18*

(2) The maximum wager limit on each betting spot will be determined and posted by the retail licensee and in accordance with applicable law. Each player will make at least one initial bet with a maximum of two hands in the amount specified at the table by the retail licensee, and will place the bet(s) in either one of, or both, the pair plus and the ante wagering areas in front of the player's position. The player may place an optional 6 Card Bonus wager in the spot marked as 6 Card Bonus in front of the player's position. The 6 Card Bonus wager is based on the best 5-card poker hand made using the player's 3 cards and the dealer's 3 cards. The player may also place an optional progressive wager as long as the pair plus or ante wager is in place. The retail licensee may offer a 3 card progressive bonus or a 5 card progressive bonus. The 3 card progressive bonus wager pay table is based on the player's three cards only. The 5 card progressive bonus wager pay table considers the player's three cards, and two "community cards" that are turned over at the end. The community cards are only used for the purpose of resolving the 5 card progressive bonus pays. The player may place a pair plus wager without making the ante wager. The player may play an optional Cover All Bonus wager as long as there is a pair plus or ante wager in place. The pair plus bet is placed to play for hand value only; the ante bet is placed to play against the dealer. The progressive bet is placed to play for hand value only. The Cover All Bonus wager is placed to play for hand value only. All bets may be placed if the player wishes to play all available ways. Once all players place their bets, the dealer will press the appropriate button on the keypad to indicate a progressive wager. The sensors will light up, indicating a progressive wager. The dealer will then remove all progressive bets from the table and place them in the tray. The dealer then follows house procedures for dealing the regular game. For the 5 card progressive, after delivering hands to all players and the dealer, the community hand is created by removing the top 2 cards from either the next 3 card hand dealt, or

2 cards dealt from the top of the deck. The dealer reveals the community cards after revealing his or her regular 3 card dealer hand. *Amended 09/14/2012, Amended 10/16/13, Amended 8/14/18 Amended 6/14/21, Amended 11/14/21*

(3) Any dealer tip delivered as a wager may be placed on either one of, or all of the following: the Cover All Bonus, the 6 card bonus, the pair plus or ante hands, provided that the player has placed a personal wager on the same hand(s). 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. *Amended 09/14/2012, Amended 8/14/18*

(4) Immediately prior to the commencement of play and after each round of play has been completed, the dealer shall shuffle the cards. Following shuffle and cut, the dealer deals three cards to each player and to the dealer, either face downward and one at a time in rotation among the players and the dealer, or in a three card group dispensed by a mechanical shuffling device. The first player to receive a card, or cards, is the player to the left of the dealer; the dealer receives cards last. When offering the Cover All Bonus wager, a mechanical shuffling device is required. *Amended 8/14/18*

(5) When playing the Cover All Bonus, after the dealer removes his/her hand from the shuffler, he/she will press the green button on the mechanical shuffling device. The device will determine the number of players in the round and will display the pay outs on its front screen. Pay outs are dynamic; they change based on the number of players in a round, including the dealer. *Effective 8/14/18*

(6) An incorrect number of cards dealt to a player constitutes a misdeal to that player only. The player receiving the misdealt cards retains the player's ante and any bet. An incorrect number of cards dealt to the dealer constitutes a misdeal for the hand, and all players retain their antes and any bets. Any number of exposed cards does not constitute a misdeal. If the dealer exposes a card, the dealer will turn the card over and continue dealing. (30-1017.24 (5) amended perm. 10/30/97)

(7) Wagers are collected or paid in this order: play, ante bonus (if applicable), ante, pair plus, 6 card bonus, Cover All Bonus, then progressive. *Amended 09/14/2012, Amended 8/14/18*

(8) For the dealer's hand to qualify to play against the players' hands, the dealer's hand must have a value of queen high or better. If the dealer's hand does not qualify to play, all ante bets are won by the players and paid at the rate of 1 to 1. If the dealer's hand does not qualify to play, all play bets are pushes.

(9) If a player has placed an ante wager and does not wish to play, the player has the option to fold and forfeit the ante bet. If a player has made a 6 card bonus wager and has folded his/her ante wager, he/she is still eligible to win the 6 card bonus wager. The dealer will tuck the players' folded cards under the 6 card bonus wager and collect the folded ante wager. If a player who has placed a pair plus wager does not receive at least a pair, the wager is lost and the player should fold the player's cards. After all players who wish to fold have folded, the dealer collects the ante and/or the pair plus wagers and the cards from each player who folded. All bets will be collected in the order in which the players fold. As the dealer collects the cards, the cards are spread face down to count them, and then placed in the discard rack. A player may view the folded hands upon request. *Amended 09/14/2012, Amended 8/14/18*

(10) If a player has made a Cover All Bonus wager and has folded his/her ante wager, he/she is still eligible to win the Cover All Bonus wager. The dealer will verify if the player has a straight or higher, will leave the cards exposed on the table and will collect the folded ante wager. If the dealer finds a higher hand, he will leave those cards exposed and will remove any previous folded cards. *Effective 8/14/18*

(11) If a player who has 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, and will place the player's hand under the wager in the play area. *Amended 8/14/18*

(12) After all players have acted, the dealer exposes the dealer's cards and creates the best possible three card poker hand, ranking the cards from the dealer's left to the right and allowing the players to see the hand. *Amended 8/14/18*

(a) If the dealer does not have a qualifying hand, there is no action on the play bets; the ante bonuses are paid on all straights or better; all ante bets are paid, and all pair plus wagers are paid or taken.

(b) If the dealer has a qualifying hand, the play wagers are paid or taken; the ante bonuses are paid on all straights or better; the ante is paid or taken; and the pair plus wagers are paid or taken.

(13) If after ranking the cards, the dealer finds that the dealer's first two cards are a tie with a player's, the third card will determine the winner. A tied hand is a push on the play and on the ante; however, the bonus on the ante and the pair plus wagers are always paid if applicable.

(14) If a player beats the dealer's qualifying hand, the player wins the player's ante and play bets, both of which are paid at the rate of 1 to 1. If the dealer's hand has a higher poker rank than the player's hand, the player loses both the player's ante and play bets. Tied hands are pushes.

(15) The following hands are always paid a bonus on the ante as the bonus does not play against the dealer: straight flush, three of a kind, and straight.

(16) If a player has bet on pair plus, and the player's hand contains a pair or better, the player wins, regardless of the dealer's hand. If the player's hand contains less than a pair, the player loses.

(17) If a player has bet on 6 Card Bonus and the best 5 card hand using the player's three cards and the dealer's three cards is a three-of-a-kind or higher, the player wins. If the 5 card hand is less than a three-of-a-kind, then the player loses this bet. *Effective 09/14/2012*

(18) If a player(s) has bet on the Cover All Bonus option and the player(s) or dealer hands contain a straight or better, all players who made the wager win. Only the highest qualifying hand pays. If the players' and dealer's hands contain less than a straight, the player(s) loses this bet. *Effective 8/14/18*

(19) 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) As the terms "jackpot," "jackpot award," and "progressive jackpot" are used in these rules of play for Three Card Poker Progressive, the terms shall apply to Three Card Poker Progressive only. A retail licensee may not discontinue offering a Three Card Poker Progressive jackpot until the highest progressive jackpot award has been won by a qualified player or players. If a licensee wishes to discontinue offering a progressive jackpot award, the licensee may petition the Director or Director's Designee in writing for permission to either reduce the qualifications or criteria for winning the award, allowing the award to be paid more quickly, or to transfer the award liability to the jackpot offered by a different game. If a retail licensee intends to close its business while having a progressive jackpot award liability, the licensee may petition the Director or Director's

Designee in writing for permission to transfer the award liability, together with the award fund, to another retail licensee offering a comparable jackpot award. *Amended 10/16/13, Amended 12/15/17*

(d) When a player has a progressive winner, the dealer shall press the appropriate button on the keypad and then contact a supervisor. *Amen 10/16/13*

(e) Once the casino verifies the progressive win, house procedures are then followed for paying the prize. *Amen 10/16/13*

(f) In the event more than one progressive hand, payable from the progressive meter, hits at the same table during the same time, house procedures are then followed for paying the prize. *Eff 10/16/13*

(g) After keying in the progressive winner, the meter may be reduced, depending on the winning hand. Keying in a 100% award will reset the meter to the seed amount, plus any reserve amount. The dealer will continue handling progressive awards in a counter clockwise fashion. *Eff 10/16/13*

(h) An incorrect number of cards dealt to any player constitutes a dead hand for that player only. The player receiving the misdealt cards retains the player's ante and any bet. An incorrect number of cards dealt to the dealer constitutes a misdeal to the table and the players may play their hands for the purpose of the progressive jackpot only. If there are no progressive jackpot hands, all hands at the table are dead and the players retain their antes and bets. *Amen 10/16/13*

Envy Bonus:

(a) A player making the progressive wager also qualifies to win an envy pay out. If another player at the table hits a hand associated with an envy pay, all other players who made the progressive bet win the envy pay. The player hitting the hand receives the normal prize pay only, but does not receive the envy pay. *Amen 10/16/13*

(b) If a player's hand triggers an envy pay out, the dealer will leave the hand face-up on the layout; otherwise, the dealer will lock up the cards. The dealer will then move on to the next player. *Amen 10/16/13*

(c) The dealer pays any Envy Bonuses at the end of the round. In the event that more than one player is involved in a qualifying envy pay, then all players win multiple envy pay outs. *Amen 10/16/13*

(20) The retail licensee may offer the game using any one of the following seventeen pairs of pay schedules along with either Progressive pay schedule. Pay schedules 5 through 17, when used with their respective table layouts, are to be used only as per written agreement between each licensee and SG Gaming, Inc. of Las Vegas, Nevada. The pay schedules in use, or pay outs derived from the pay schedules, must be displayed on the table layout or on signage at the table: *Amended 03/16/2012, Amended 10/16/13, Amended 1/14/2015, Amended 9/14/20*

	Pay Schedule 1		**Pay Schedule 2**	
Player Hand	**Ante Bonus**	**Pair Plus**	**Ante Bonus**	**Pair Plus**
Straight flush	5 to 1	40 to 1	4 to 1	40 to 1
Three of a kind	4 to 1	30 to 1	3 to 1	25 to 1
Straight	1 to 1	6 to 1	1 to 1	6 to 1
Flush		4 to 1		4 to 1
One Pair		1 to 1		1 to 1

	Pay Schedule 3		Pay Schedule 4	
Player Hand	**Ante Bonus**	**Pair Plus**	**Ante Bonus**	**Pair Plus**
Straight flush	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	30 to 1
Straight	1 to 1	5 to 1	1 to 1	6 to 1
Flush		4 to 1		3 to 1
One Pair		1 to 1		1 to 1

	Pay Schedule 5		Pay Schedule 6	
Player Hand	**Ante Bonus**	**Pair Plus**	**Ante Bonus**	**Pair Plus**
Mini Royal	50 to 1		50 to 1	
Straight flush	8 to 1	40 to 1	8 to 1	40 to 1
Three of a kind	6 to 1	30 to 1	6 to 1	25 to 1
Straight		6 to 1		6 to 1
Flush		4 to 1		4 to 1
One Pair		1 to 1		1 to 1

	Pay Schedule 7		Pay Schedule 8	
Player Hand	**Ante Bonus**	**Pair Plus**	**Ante Bonus**	**Pair Plus**
Mini Royal	50 to 1		50 to 1	
Straight flush	8 to 1	40 to 1	8 to 1	40 to 1
Three of a kind	6 to 1	30 to 1	6 to 1	30 to 1
Straight		5 to 1		6 to 1
Flush		4 to 1		3 to 1
One Pair		1 to 1		1 to 1

	Pay Schedule 9		Pay Schedule 10	
Player Hand	**Ante Bonus**	**Pair Plus**	**Ante Bonus**	**Pair Plus**
Mini Royal	5 to 1	50 to 1	4 to 1	50 to 1
Straight flush	5 to 1	40 to 1	4 to 1	35 to 1
Three of a kind	4 to 1	25 to 1	3 to 1	25 to 1
Straight	1 to 1	6 to 1	1 to 1	6 to 1
Flush		4 to 1		4 to 1
One Pair		1 to 1		1 to 1

	Pay Schedule 11		Pay Schedule 12	
Player Hand	**Ante Bonus**	**Pair Plus**	**Ante Bonus**	**Pair Plus**
Mini Royal	5 to 1	50 to 1	5 to 1	50 to 1
Straight flush	5 to 1	40 to 1	5 to 1	40 to 1
Three of a kind	4 to 1	25 to 1	4 to 1	25 to 1
Straight	1 to 1	5 to 1	1 to 1	25 to 1
Flush		4 to 1		3 to 1
One Pair		1 to 1		1 to 1

	Pay Schedule 13	
Player Hand	**Ante Bonus**	**Pair Plus**
Mini Royal	5 to 1	50 to 1
Straight flush	5 to 1	35 to 1
Three of a kind	4 to 1	30 to 1
Straight	1 to 1	5 to 1

Flush		4 to 1
One Pair		1 to 1

	Pay Schedule 14		**Pay Schedule 15**	
Player Hand	**Ante Bonus**	**Pair Plus**	**Ante Bonus**	**Pair Plus**
Mini Royal	50 to 1		50 to 1	
Straight flush	10 to 1		10 to 1	
Three of a kind	4 to 1	40 to 1	4 to 1	40 to 1
Straight	3 to 1	30 to 1	3 to 1	25 to 1
Flush		6 to 1		6 to 1
One Pair		4 to 1		4 to 1

	Pay Schedule 16		**Pay Schedule 17**	
Player Hand	**Ante Bonus**	**Pair Plus**	**Ante Bonus**	**Pair Plus**
Mini Royal	50 to 1		50 to 1	
Straight flush	10 to 1		10 to 1	
Three of a kind	4 to 1	40 to 1	4 to 1	40 to 1
Straight	3 to 1	30 to 1	3 to 1	30 to 1
Flush		5 to 1		6 to 1
One Pair		4 to 1		3 to 1

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

Effective 9/16/2012

	Progressive Pay Schedule 1	**Progressive Pay Schedule 1**	**Progressive Pay Schedule 2**	**Progressive Pay Schedule 2**
Player Hand	**Pay out**	**Envy Bonus**	**Pay out**	**Envy Bonus**
AKQ Spades	100 percent	$100	100 percent	$100
AKQ Hearts/ Diamonds/Clubs	500 for 1	$25	500 for 1	$25
Straight Flush	70 for 1		100 for 1	
Three of a Kind	60 for 1		90 for 1	
Straight	6 for 1			
Seed Amount	$1,000	$1,000	$1,000	$1,000

The original wager is not returned on the progressive pay schedules. The seed amount on the progressive pay schedules reflects a $1 wager. All numbers are multiplied by the factor of a larger wager.

Hand	**Pay table 1***	**Envy (both pay tables)**
AKQ Spades	100% of Major	$100
AKQ Hearts/Diamonds/Clubs	100% of Minor	$25
Straight Flush	70 for 1	
Three of a Kind	60 for 1	

Straight	6 for 1	
*Original Wager is NOT Returned		

Effective 10/15/14

Cover All Bonus Pay Schedule (Dealer's hand included)							
Highest Hand Rank	**8 Total Hands**	**7 Total Hands**	**6 Total Hands**	**5 Total Hands**	**4 Total Hands**	**3 Total Hands**	**2 Total Hands**
AKQ Suited (Royal Flush)	40	50	60	70	80	90	100
Straight Flush	12	15	20	25	30	40	60
Three of a Kind	9	12	15	20	25	35	50
Straight	1	1	1	1.5	2	3	5
All pays are TO 1							

Effective 8/14/18

(21) The retail licensee may offer any of the below "Nexus" pay tables if it wishes to connect other SG Gaming, Inc. progressive games that also have these pay schedules approved. *Effective 8/14/19, Amended 9/14/20*

	PMG Schedule 1		**PMG Schedule 2**	
Hand***	Pays*	Envy**	Pays*	Envy**
Royal Flush	100%	$1,000	100%	$5,000
Straight Flush	10%	$300	10%	$1,500
4 of a Kind	300 for 1		300 for 1	
Full House	50 for 1		50 for 1	
Flush	40 for 1		40 for 1	
Straight	30 for 1		30 for 1	
3 of a Kind	9 for 1		9 for 1	

**Original Wager is NOT Returned.*
***Envy and seed amount adjusted up and down accordingly with changes made to the wager amount.*
****Based on the Player's 5 card hand (the player's three cards, and the two community cards).* *Amended 11/14/21*

	PMG-ML-01		**PMG-ML-02**		**PMG-ML-03**	
Hand***	Pays*	Envy**	Pays*	Envy**	Pays*	Envy**
Royal Flush	100% Major	$1,000	100% Mega	$1,000	100% Mega	$1,000
Straight Flush	100% Minor	$300	100% Major	$300	100% Major	$300
4 of a Kind	300 for 1		100% Minor		100% Minor	
Full House	50 for 1		50 for 1		50 for 1	
Flush	40 for 1		40 for 1		40 for 1	
Straight	30 for 1		30 for 1		30 for 1	
3 of a Kind	9 for 1		10 for 1		9 for 1	

**Original Wager is NOT Returned.*
***Envy and seed amount adjusted up and down accordingly with changes made to the wager amount.*
****Based on the Player's 5 card hand (the player's three cards, and the two community cards).* *Amended 11/14/21*

(30-1017.24, renumbered as 30-1099.18, effective 12/15/17)

30-1099.19 The play -- Bonus 6.

Bonus 6 is a patented poker variation game, the rights to which on November 1, 1998 were owned by Thomas F. Perkins, of Atlanta, Georgia, and which may be transferred or assigned. Bonus 6 must be played according to the following rules:

(1) Bonus 6 may be played only on tables displaying the Bonus 6 table layout. A single deck of fifty-two cards will be used. Each player may play only one hand following each shuffle of the deck. Players do not play against the dealer or against any other player, but win if their hands qualify for payment according to the pay schedule which shall be displayed on table signage or as part of the table layout. Players may not discuss or expose their hands during play.

(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 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. *Amended 5/1/21*

(3) At the discretion of the retail licensee, a player who wishes to tip the dealer by making a bet for the dealer shall place the tip next to the player's ante wager. At the discretion of the retail licensee, a player may be permitted, but shall not be required, to place an additional tip bet for the dealer each time the player makes an additional wager. A tip bet shall not be required to be in any minimum amount, except that the second and third tip bets, if any, shall be in amounts equal to the amount of the tip bet on the ante. Dealer tip bets placed on winning hands shall be paid at the same odds as players' bets on winning hands. No insurance fee or bonus card fee shall be required or accepted on behalf of the dealer as part of the tip.

(4) At the same time that the ante wager is placed, each player may pay an optional insurance fee by placing one-half the amount of the ante wager in the designated "insurance" area in front of the player's position. Payment of the insurance fee will give the player the right to exercise the option to receive a bonus sixth card later in the game. (amended perm. 11/30/03)

(5) Immediately prior to each round of play, the dealer shall shuffle and cut the cards, and shall burn the top card. The dealer shall deal two cards to each player, face down, one card at a time in clockwise rotation around the table, beginning with the player to the left of the dealer. When the final player has received the player's second card, a single card will be dealt to the dealer's position, face up, and will serve as a community card for all players.

(6) An incorrect number of cards dealt to any player constitutes a misdeal with respect to that player only, voiding the player's wager(s) and insurance fee. An exposed card does not constitute a misdeal. The dealer will turn the card over and continue to deal. If a player's card falls from the table, that player's hand is dead and the player's wager(s) and insurance fee is void.

(7) After each player has received his/her first two cards, the player may fold or may play the hand. To continue play, the player must place an additional bet equal to the player's ante bet. To fold, the player will discard the player's cards in front of the player's position. The dealer collects the cards, the ante wagers, the tip bets (if any), and the insurance fees (if any) from the players who have folded.

(8) When all wagers have been placed, the dealer shall burn the top card then deal a third card to each player. After each player has received his/her third card, the player may fold or may play the hand. To continue play, the player must place an additional bet equal to the ante bet. To fold, the player will discard the player's cards in front of the player's position. The dealer collects the cards, the wagers, the tip bets, and the insurance fees (if any) from the players who have folded. (amended perm. 11/30/03)

(9) When all wagers have been placed, the dealer shall burn the top card then deal a fourth card to each player. After each player has received his/her fourth card, the player shall take one of these actions:

(a) A player holding a winning hand (a hand qualifying for payment according to the payment schedule) shall tuck the player's cards under the final wager. The dealer shall collect the insurance fee, if any. A player holding a winning hand may not attempt to improve the hand by receiving a fifth dealt card, but must play the five card hand (the four cards dealt to the player combined with the community card).

(b) A player who does not have a winning hand and who did not pay the insurance fee shall discard the player's hand in front of the player's position. The dealer shall collect the cards, the wagers, and the tip bets (if any) from the players who have folded.

(c) A player who does not have a winning hand, and who paid the insurance fee but does not wish to receive a fifth dealt card, shall discard the player's hand in front of the player's position. The dealer shall collect the cards, the wagers, the tip bets, and the insurance fees from the players who have folded.

(d) A player who does not have a winning hand, but who paid the insurance fee described in (4) above and wishes to receive a fifth dealt card, shall pay a bonus card fee equal to the amount of the ante. The dealer shall burn the top card and beginning with the player to the dealer's left the dealer shall expose each player's hand. The dealer shall verify that the hand is not a winning hand, and will deal a fifth card, face down, to the player. The dealer will then collect the insurance and Bonus 6 fees from the player, and will continue in like manner with all remaining players at the table. If the dealer determines that a player holds a winning five card hand, including the community card, a fifth card will not be dealt to the player, and the dealer will tuck the player's hand under the ante wager. The dealer shall collect the insurance fee from the player, and shall push the Bonus 6 fee back to the player. (amended perm. 11/30/03)

(10) The dealer will expose each player's final card, beginning with the player to the right of the dealer, and working counter-clockwise around the table. For each player, either the cards and wagers on non-winning hands will be collected, or the best five-card winning poker hand formed from the cards dealt to the player combined with the community card will be identified and will be paid.

(11) Only the highest ranked hand held by a player shall be paid as a winning hand. Hands shall be settled and paid according to one of the following pay schedule options. A substitute award for the royal flush and/or a straight flush may be set at the discretion of the licensee for pay tables A through E.

Option A

Royal flush pays	1,000 to 1
Straight flush pays	100 to 1
Four of a kind pays	50 to 1
Full house pays	20 to 1
Flush pays	6 to 1
Straight pays	4 to 1
Three of a kind pays	3 to 1
Two pairs	2 to 1
Pair of 6's or higher pays	1 to 1

Option B

Royal flush pays	500 to 1
Straight flush pays	100 to 1
Four of a kind pays	30 to 1
Full house pays	15 to 1
Flush pays	7 to 1

Straight pays	4 to 1
Three of a kind pays	3 to 1
Two pairs	2 to 1
Pair of 6's or higher pays	1 to 1

or

Option C (Double plus Bonus (6) Poker)

Royal flush pays	500 to 1
Straight flush pays	100 to 1
Four aces pays	100 to 1
Four twos through fours pays	75 to 1
Four fives through kings pays	50 to 1
Full house pays	20 to 1
Flush pays	6 to 1
Straight pays	4 to 1
Three of a kind pays	3 to 1
Two pairs	2 to 1
Pair of 6's or higher pays	1 to 1

Option D

Royal Flush pays	200 to 1
Straight Flush pays	50 to 1
Four of a Kind pays	20 to 1
Full House pays	10 to 1
Flush pays	6 to 1
Straight pays	3 to 1
Three of a Kind pays	3 to 1
Two Pairs pays	2 to 1
Pair of 6's or higher pays	1 to 1

Option E

Royal Flush pays	100 to 1
Straight Flush pays	50 to 1
Four of a Kind pays	20 to 1
Full House pays	10 to 1
Flush pays	6 to 1
Straight pays	3 to 1
Three of a Kind pays	3 to 1
Two Pairs pays	2 to 1
Pair of 6's or higher pays	1 to 1

(30-1017.28 amended perm. 11/30/03; amended 12/30/04; 30-1017.28 renumbered as 30-1099.19, effective 12/15/17)

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

Home Run Hold 'em is the copyrighted and patented poker variation game, the rights to which on June 1, 1999 were owned by the Gilpin County Collective Braintrust, Inc. of Golden, Colorado, and which may be transferred or assigned. Home Run Hold 'em must be played according to the following rules:

(1) The object of the game is for each player to make the best possible five card hand out of the seven cards dealt to the player and as community cards. The player holding the high hand at showdown wins the pot. The first player in the game to win four hands qualifies to receive all, or a portion of, a progressive pool.

(2) Home Run Hold ’em must be played only on tables displaying the Home Run Hold ’em table layout and equipment.

(a) A single deck of cards will be used.

(b) A button will be used to indicate the dealer position.

(c) Special markers termed “base runners” shall be used to indicate the number of hands a player has won since the start of the game or since the game’s progressive pool was most recently awarded.

(d) A transparent box shall be placed on the table layout to hold the progressive pool.

(e) Each player may play only one hand following each shuffle of the deck.

(f) Tip bets may not be placed for the benefit of the dealer.

(g) At the discretion of the retail licensee, a jackpot award may also be offered.

(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 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. *Amended 5/1/21*

(4) After all wagers have been placed, the dealer collects the ante or blind wagers and places them in the pot on the table layout. The strike out wagers may be gathered at this time and kept separate from the pot until a winner is determined. The winner’s strike out wager shall be returned to the winning player, and the remainder is placed into the Home Run progressive pool.

(5) Prior to dealing, and after each hand has been completed, the dealer shall shuffle the cards. Following shuffle and cut, the dealer deals two cards to each player, face downward and one card at a time in rotation among the players. The first player to receive a card is the player to the left of the player who is assigned the dealer button, and the last player to receive cards is the player assigned the button. The dealer then deals three cards, face down, in the flop area on the table layout, and immediately turns them over and leaves them face up on the layout in the ante variation. These three cards are community cards, common to the hands of every active player in the pot. In the blind variation, there shall be a betting round before the three card flop, in which players may call or raise the blind bet, or fold.

(6) Beginning with the player to the left of the button, the dealer will offer the player the opportunity to check, bet, or fold, and will continue check, bet, call, raise, or fold to each subsequent player in the game.

(a) A player who wishes to fold should surrender the player’s cards to the muck. The dealer then picks up the cards and mucks them into the discard rack or discard area.

(b) A player who wishes to bet on the player's hand shall place a wager on the layout in front of the player.

(c) A player who wishes to raise shall place a raising wager on the layout in front of the player.

(7) When all bets and raises are called, the dealer burns the top card off the deck and deals a fourth community card face upward in the designated spot on the table layout. If the dealer fails to burn a card before the deal, it shall be a harmless error, and no misdeal shall have occurred. Another betting round occurs in the same manner as the first. When all bets and raises are called, the dealer collects the wagers into the pot.

(8) The dealer burns the top card off the deck and deals a fifth and final community card face upward in the designated spot on the table layout. If the dealer fails to burn a card before the deal, it shall be a harmless error, and no misdeal shall have occurred. Another betting round occurs in the same manner as the preceding. When all bets and raises are called, the dealer collects the wagers into the pot.

(9) After all bets, raises, and calls have been made and if there are two or more players remaining in the game, there is a showdown. All remaining players who want to claim the pot place their cards face up. Three or more of the five face up community cards can be combined with none, one, or two cards from each player to determine each player's best five card hand. The dealer determines the winning hand, and after raking the pot, awards the pot to the winner. The dealer returns the strike out wager to the winner of the pot and the remainder is placed into the home run progressive pool.

(a) The winning player also is awarded a base runner, which the dealer places on a base on the player's baseball diamond which appears on the table layout in front of the player. A player who wins with a four-of-a-kind shall be awarded two base runners; a player who wins with a straight flush shall be awarded three base runners; and a player who wins with a royal flush shall be awarded four base runners. No player shall at any time be awarded more base runners than needed to win the current progressive pool.

(b) If two or more players hold the same winning hand, the pot is split between or among the winning players, no base runners are awarded to any players, and their strike out wagers are returned.

(10) The game continues in like manner, with the dealer button moving one player position clockwise with each new hand. The first player at the table to win four base runners wins the home run progressive pool. (30-1017.30 added perm. 09/30/99)

(a) The progressive pool may first be raked, and following the rake, if any, the balance of the progressive pool is given to the winning player.

(b) Following the award of the home run progressive pool, the dealer collects all base runners remaining on the table, from all players.

(11) Winning a base runner creates no future right of a player to qualify to share in the Home Run progressive pool at some time later than the current table play. A player who collects the player's chips and leaves the game shall return all awarded base runners to the dealer. Players are not permitted to remove base runners from the table. Any player who places on the table layout a base runner which has not been awarded to such player in current table play commits a fraudulent act.

(12) When it is necessary or desirable for the retail licensee to close the game or table when unawarded money remains in the progressive pool, each player at the table who has base runners on board shall be awarded a pro-rated portion of the progressive pool, based on the total number of base runners on the table. Following distribution of the progressive pool, the table may be closed. (30-1017.30 amended 12/30/04; 30-1017.30 renumbered as 30-1099.20, effective 12/15/17)

30-1099.21 The play – 208 Poker.

208 Poker is a copyrighted and trademarked poker variation game, the rights to which on October 20, 2000 were owned by Tim Braun and Larry Lawson, doing business as Braunson Gaming, Inc., a Colorado Corporation, and which may be transferred or assigned. 208 Poker must be played according to the following rules:

(1) 208 Poker may be played only on an approved 208 Poker table layout. Each player may play only five cards in any one game. Each player must play with both standard house chips and tokens and with special game chips displaying the 208 Poker logo. The 208 Poker game chips may be purchased only at the 208 Poker table with cash or standard casino chips and tokens. No player may introduce into a game any 208 Poker game chips which were not purchased at the 208 Poker table during that same period of play. At the finish of play, the chips may be redeemed at the value at which they were purchased for standard casino chips and tokens only at the 208 Poker table at which the player has played.

(2) 208 Poker is played with four standard decks of playing cards. Three of the decks, which will be commingled and dealt from a shoe or a shuffling shoe, must have a common design on the card backs. The fourth deck, which will be dealt “out of hand,” must have a card back different than that on the shoe decks.

(3) Players do not play against either the dealer nor against any other player. A player wins if the player holds a hand which qualifies for payment based upon one of the game’s pay schedules, or if the player has placed an optional wager on any other event in the game which qualifies the player for payment based upon one or more of the game’s applicable pay schedules. All pay schedules, or the payoff odds for all possible outcomes, must be displayed on the table layout or on table signage.

(4) Players may place wagers on three distinct components of the game, all of which are concurrently applicable in each hand of play.

(a) The primary game is wagering on the value of a five card poker hand. Each player’s five card hand is formed by two cards dealt to the player, combined with three community cards which all players have in common. A player must place an ante wager on the player’s five card hand to play any part of the game of 208 poker. An optional jackpot wager may also be placed on the outcome of the five card hand.

(b) The second game component is a wager on the value of a three card poker hand formed by the three community cards. All wagers on the three card hand are optional and retail licensees may not require players to place any such wagers.

(c) The third game component is wagering on one or more of the value, face, and suit of each individual card of the three community cards. There are three opportunities to place these wagers, once in advance of each community card being dealt. All wagers on the individual cards are optional and retail licensees may not require players to place any such wagers.

(5) At the start of play, the dealer shall combine and shuffle three decks of cards, and shall place them in a dealing or shuffling shoe. The dealer shall shuffle the fourth deck and retain it to deal by hand.

(6) Players must place an ante bet on the outcome of the five card hand, using standard house chips and tokens, on the designated spot in front of the player on the table layout. Each player may place an additional, optional, jackpot wager in an amount not greater than one dollar on the outcome of the five card hand. Each player may also place an additional, optional, wager on the final constitution of a three card hand formed by three community cards which will later be dealt. The jackpot wager and the three card wager may be made using only the special 208 Poker game chips.

(7) A tip bet for the dealer, based upon the outcome of the five card hand, may be placed using standard house chips or tokens by placing the tip adjacent to a player's ante bet, and upon winning, shall be paid at the same odds as the player's bet. Tip bets for the dealer, to be paid upon the player winning an optional wager, may be placed using only coins and tokens by placing the tips on any of the proposition outcomes upon which the player has also placed a wager. Tips may also be given directly to a dealer using either standard house chips and tokens or using the 208 Poker game chips. The dealer must exchange 208 Poker game chip tips to house chips and tokens or coins before dropping the tips in the tip box.

(8) Using the "out of hand" single deck, the dealer will burn the top card and then deal two cards face down to each player who has placed an ante wager, one card at a time in clockwise rotation around the table, beginning with the player to the dealer's left. The dealer will not receive any cards. After all players have been dealt two cards, this deck shall be set aside in a discard rack and shall not be used further in the game.

(9) An incorrect number of cards dealt to any player constitutes a misdeal with respect to that player only, voiding the player's wager(s). Exposed cards dealt to a player do not constitute a misdeal; the dealer will turn the card(s) over and continue to deal. If a player's card falls from the table, that player's hand is dead and the player's wagers are void.

(10) Players who did not place a three card wager at the time they placed their ante wagers have a final opportunity to do so before the next card is dealt.

(11) Players may now place one or more optional wagers on the nature of the next single card to be dealt. The nature of the card may include one or more features based upon the value, face, and suit of the card. These wagers may be placed using only the special 208 Poker game chips.

(12) When all wagers have been placed, the dealer shall burn the front card from the card stack in the shoe and will turn the next card face up and place on the designated community card spot on the table layout. After this card has been placed on the layout, a marker shall be placed on the image of the corresponding card on the table layout.

(13) The dealer will collect all non-winning wagers which have been placed on the nature of the first community card. Winning wagers will be paid according to the following pay schedule:

Value and suit of card	48 to 1
Value of card, except for sevens, of any suit	11 to 1
Suit of card, except for sevens	3 to 1
Three-way split deck	2 to 1
Over 7 or under 7 in value	1 to 1

(14) When all wagers on the first community card have been settled, players shall be instructed to remove their winning payments from the table layout, and will be given the opportunity to place

one or more optional wagers on the nature of the second single card to be dealt as a community card. The procedure for wagering, dealing, and settling these wagers shall follow the procedures described in paragraphs (11) through (13), above.

(15) When all wagers on the second community card have been settled, players shall be instructed to remove their winning payments from the table layout, and will be given the opportunity to place one or more optional wagers on the nature of the third and final single card to be dealt as a community card. The procedure for wagering, dealing, and settling these wagers shall follow the procedures described in paragraphs (11) through (13), above.

(16) When all wagers on the third community card have been settled, the dealer shall determine if the value of the three card hand formed by the three community cards qualifies for payment under the pay schedule, and whether any players have placed wagers on the winning outcome. The dealer shall first collect all non-winning wagers, and shall then pay off all wagers qualifying for payment according to the following pay schedule. “Identical” shall mean exactly alike, having both the same suit and the same numeric or face value.

Any three of an identical kind	2,500 to 1
Royal flush	2,000 to 1
Straight flush	300 to 1
Any A+K+Q	200 to 1
Any three of a kind	125 to 1
Any straight	20 to 1
Any flush	15 to 1
Any identical two cards	15 to 1

(17) When all wagers on the three card hand have been settled, the dealer shall determine the best five card hand which can be made for each player by combining the two cards dealt to the player together with the three community cards. A player holds a winning hand if the hand qualifies for payment according to the applicable pay schedule provided below. Beginning with the player to the dealer’s right, and moving counter-clockwise around the table, the dealer shall turn each player’s cards face up in front of the dealer to read the best poker hand. Payment shall be made only on the single highest paying qualifying hand held by a player within each pay group. Cards which do not form a winning hand shall be placed face down in front of the non-winning players, and the dealer shall collect the players’ wagers.

(a) Players’ jackpot wagers qualifying for payment shall be paid according to the following pay schedule. “Identical” shall mean exactly alike, having both the same suit and the same numeric or face value.

Five of a kind, with four identical cards	5,000 to 1
Four of an identical kind	3,000 to 1
Five of a kind	2,500 to 1
Full house identical (Three identical cards with two identical cards)	1,500 to 1

(b) Players’ ante wagers qualifying for payment shall be paid according to the following schedule. “Identical” shall mean exactly alike, having both the same suit and the same numeric or face value.

Royal flush	1,000 to 1
Straight flush	250 to 1
Three of an identical kind	25 to 1
Four of a kind	20 to 1
Flush	10 to 1

Any two pairs of identical cards	8 to 1
Full House	6 to 1
Straight	6 to 1
Three of a kind	2 to 1
Two pairs	1 to 1
Any two identical cards	1 to 1
Any pair	Push

(18) When all hands have been settled, the dealer may start a new game. Not more than three games may be dealt out of one shuffle of the shoe, except that if two or more identical cards, which were dealt from the shoe, appear in the same hand, then the shoe decks must be reshuffled prior to the next game being dealt. When a shuffling shoe is used by the dealer, the shoe decks need not be reshuffled by hand at any time during play. The single deck of cards used in the game must always be shuffled before each new game.

(19) No player may play with more than one color of 208 Poker game chips, and each player shall play with a different color of 208 Poker game chips. 208 Poker chips shall have a value of 25 cents each, unless the retail licensee shall allow a player to declare and buy in at a higher per-chip value. A lammer shall be used by the dealer to indicate the value of each color of chip in play, if other than 25 cents. All 208 Poker chips should be redeemed by the dealer at the end of a player's period of play at the table. Any chips not redeemed at the 208 Poker gaming table during the same period of play in which they were purchased may be redeemed at a later time at a 208 Poker game table or by a casino cashier at value of 25 cents each, regardless of the value at which they may have been purchased.

(30-1017.32 added perm. 05/30/01; 30-1017.32 renumbered as 30-1099.21, effective 12/15/17)

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

Boston 5 Stud Poker and Boston 7 Stud Poker are patented poker variation games, the rights to which on July 1, 2001 were owned by John Feola, doing business as New Vision Gaming of North Reading, Massachusetts, and which may be transferred or assigned. Boston 5 Stud Poker and Boston 7 Stud Poker must be played according to the following rules: *Eff 04/01/2007* *Amended 03/16/2012*

(1) Both the Boston 5 Stud Poker version and the Boston 7 Stud Poker version may be played only on tables displaying the Boston 5 Stud Poker or the Boston 7 Stud Poker table layout. A single deck of fifty-two cards will be used. The object of the game is for each player to get a better five card poker hand than the dealer's hand, and/or to get a five card hand qualifying for payment according to the Ante Bonus pay schedule. With the three card Optional Bonus bet, the object is for the player to get a three card hand qualifying for payment according to the Optional Bonus pay schedule. Players may play only one hand of cards with each shuffle of the deck. *Eff 04/01/2007* *Amended 03/16/2012*

(2) Table limits shall be posted at the table. Prior to any cards being dealt, each player must place a wager not to exceed the maximum wager limit determined by the house and in accordance with applicable law, in the circle marked Ante Bonus and 1st 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 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 09/14/12, Amended 5/1/21*

(3) At the discretion of the retail licensee, a player who wishes to tip the dealer by placing bets for the dealer shall place the tip(s) above or adjacent to the player's wagers at the same time that the

player places the player's wagers. A tip bet can only be placed where a player bet has been made. A tip bet shall not be required to be in any minimum amount, but the amount of each tip bet may not exceed the amount of each of the player's specific wagers placed. Players may be permitted to place a tip bet for the dealer on any or all of the following bets: the three card Optional Bonus bet, the Ante Bonus bet and the 1st Wager bet. An Ante Bonus tip bet is not required to be in an amount of half of the player's 1st Wager bet. Only when a player has placed a tip bet on the 1st Wager, the player may, but is not required to, place an additional tip bet for the dealer on the 2nd Wager at the same time that the player places the player's 2nd Wager. Dealers' tip bets placed on tying hands shall push, and dealers' tip bets on winning hands shall be paid at the same odds as players' bets on winning hands. *Eff 04/01/2007*

(4) Immediately prior to each round of play, the dealer shall shuffle and cut the cards. At the discretion of the retail licensee, the dealer may burn the top card. The dealer shall deal three cards to each player and to the dealer, all three at the same time, face down, in clockwise rotation around the table, beginning with the player to the left of the dealer and lastly to the dealer. *Eff 04/01/2007*

(5) An incorrect number of cards dealt to any player constitutes a misdeal with respect to that player only, voiding the player's wager(s). Exposed cards dealt to a player do not constitute a misdeal; the dealer will turn the card(s) over and continue to deal. If a player's card falls from the table, that player's hand is dead and the player's wagers are void. *Eff 04/01/2007*

(6) If the dealer misses dealing one card to the dealer, the dealer shall, after all other cards have been dealt to the players, take the next card from the deck stub to complete the dealer's hand. If the dealer fails to deal two cards to the dealer, then the entire hand is a misdeal; all wagers are void and all cards are collected. An exposed card dealt to the dealer does not constitute a misdeal, and the exposed card will be played as dealt. *Eff 04/01/2007*

(7) After all players have received their three cards, the dealer shall ask the players if they hold cards qualifying for a three card Optional Bonus payment, and if so, the players will expose their three card hands. Players who fail to declare and show their three card hands qualifying for payment at this time shall not be permitted to do so at any later time in the game. The dealer will collect all wagers on hands not qualifying for a three card Optional Bonus payment, and will pay all winning hands according to the following pay schedules: *Eff 04/01/2007*

Hand	**B7S-01 Pays***	**B7S-02 Pays***	**B7S-03 Pays***	**B7S-04 Pays***
Royal Flush	NA	NA	NA	100
Straight Flush	40	40	40	40
Three of a Kind	30	30	30	30
Straight	6	6	5	5
Flush	4	3	4	4
Pair	1	1	1	1
Payback	97.6833%	92.7240%	94.4253%	95.5113%
House Advantage	2.3167%	7.2760%	5.5765%	4.4887%

Effective 9/14/2012

Hand	**B7S-05 Pays***	**B7S-06 Pays***	**B7S-07 Pays***	**B7S-08 Pays***
Royal Flush	50	100	100	100
Straight Flush	40	40	50	40
Three of a Kind	30	30	30	25
Straight	6	6	6	6
Flush	3	3	3	4
Pair	1	1	1	1

Payback	92.9050%	93.8100%	95.8009%	97.5928%
House Advantage	7.0950%	6.1900%	4.1991%	2.4072%

Effective 9/14/2012

(8) Each player then has the option either to fold or to continue playing. Players who do not fold must make an additional wager in an amount equal to the 1st Wager by placing the additional wager in the 2nd Wager circle in front of the player's position. *Eff 04/01/2007*

(9) After all players have had the opportunity to place their wagers, the dealer shall pick up the wagers and cards from players who have folded. The dealer shall begin with the player to the dealer's right and continue in a counterclockwise rotation around the table, first picking up wagers, and then repeating the rotation picking up cards. The dealer shall not show the cards, and shall place them in the discard rack. *Eff 04/01/2007*

(10) At the discretion of the retail licensee, the dealer may burn the top card from the deck. The dealer shall deal two or four more cards (depending on whether they are playing Boston 5 or Boston 7, respectively), all at the same time, face down, in clockwise rotation around the table, to each remaining player and lastly to the dealer. The remainder of the deck will be placed in the discard rack. *Eff 04/01/2007 Amended 03/16/2012*

(11) The dealer then turns the dealer's five or seven cards face up (again, depending on whether they are playing Boston 5 or Boston 7, respectively) and determines the best 5 card poker hand held by the dealer. For Boston 5, each player's cards are then turned over by the dealer and are compared to the dealer's hand. For Boston 7, players have to make their best 5 card hand out of seven, discarding 2 cards. The dealer begins with the player to the dealer's right and continues in a counterclockwise rotation around the table. The higher five card poker hand wins between the dealer and each player. In the event of a tie, the hands push and the player's 1st and 2nd Wagers are neither won nor lost. *Eff 04/01/2007 Amended 03/16/2012*

(12) When a dealer's five card hand beats a player's five card hand, the dealer collects both the 1st and 2nd Wagers as well as the Ante Bonus wager. When a player's hand beats the dealer's hand, the player retains both the player's wagers placed on the 1st and 2nd Wagers and is paid at odds of 1 to 1 on the 1st and 2nd Wagers. *Eff 04/01/2007 Amended 3/16/2012 Amended 09/14/2012*

(13) A player is eligible to receive an Ante Bonus award when the player holds a five, six or seven card hand qualifying for payment pursuant to the Ante Bonus pay schedule below. The player will retain his original wager ONLY if his best 5-card poker hand beat or tied the dealer's best 5-card poker hand. If the dealer's hand beats the player's hand, but the player had a hand qualifying for an Ante Bonus, the player will still be paid his Ante Bonus but will lose his original Ante Bonus wager. *Eff 04/01/2007, Amended 03/16/2012, Amended 9/14/2012*

(a) Boston 5 pay table *Eff 03/16/2012*

Player Holds:	**Ante Bonus pay schedule**
Royal flush	1,000 to 1
Straight flush	200 to 1
Four of a kind	100 to 1
Full House	25 to 1
Flush	15 to 1
Straight	8 to 1
Three of a kind	5 to 1
Two Pairs	2 to 1

(b) Boston 7 pay table *Amended 9/14/2012*

Pay tables for "1-1-1" Betting Structure					
Hand	**B7-01 Pays***	**B7-02 Pays***	**B7-03 Pays***	**B7-04 Pays***	**B7-05 Pays***
7-Card Royal Flush	$25000	$25000	$25000	$25000	NA
6-Card Royal Flush	$5000	$5000	$5000	$5000	NA
5-Card Royal Flush	500	250	250	200	250
Straight Flush	100	100	100	50	50
Four of a Kind	20	20	25	20	20
Full House	4	4	4	4	4
Flush	3	3	3	3	3
Straight	2	2	2	2	2
Three of a Kind	1	1	1	1	1

(14) After all wagers have been settled, the dealer shall pick up all cards from the table, beginning with the player to the dealer's right and continuing in a counterclockwise rotation around the table. Players may not touch any wagers placed or recover any winnings until the completion of each game. *Eff 04/01/2007*

(30-1017.34, renumbered as 30-1099.22, effective 12/15/17)

30-1099.23 The play – Player's Choice Poker.

Player's Choice Poker is the copyrighted and patented poker variation game, the rights to which on December 1, 2001 were owned by John Feola, doing business as New Vision Gaming of Medford, Massachusetts, and which may be transferred or assigned. Player's Choice Poker must be played according to the following rules:

(1) Player's Choice Poker may be played only on tables displaying the Player's Choice Poker table layout. A single deck of fifty-two cards will be used to deal either six three-card hands or six five-card hands, at the discretion of the retail licensee. The object of the game is for each player to choose one or more hands of cards which will qualify for payment pursuant to a pay schedule. More than one hand can qualify for payment and players may wager on more than one hand. More than one player may wager on the same hand.

(2) Before the dealer deals any cards, each player must place a wager on one or more of the six numbered circles in front of the player's position, with each circle representing the hand of cards the player is wagering on.

(3) At the discretion of the retail licensee, a player who wishes to tip the dealer by placing bets for the dealer shall place the tip(s) above or below the player's wagers at the same time that the player places the player's wagers. A tip bet shall not be required to be in any minimum amount, and the amount of each tip bet shall not exceed the amount of the player's own wager on the same hand. Winning tip bets shall be paid at the same odds as winning players' bets.

(4) Immediately before each round of play, the dealer shall shuffle and cut the cards. At the discretion of the retail licensee, the dealer may burn the top card. The dealer shall deal one card at a time, either face down or face up (at the discretion of the retail licensee), in rotation to each hand until either three cards or five cards are dealt to each of the six hands, as appropriate for the variation of play being used.

(5) An incorrect number of cards dealt to any hand constitutes a misdeal with respect to that hand only, voiding all players' wagers on that hand. When the cards are dealt face down, exposed

cards do not constitute a misdeal and the dealer will turn the card(s) over and continue to deal. If a card falls from the table, that hand is dead and the all players' wagers on the hand are void.

(6) After all six hands have been dealt, the dealer shall announce each hand's value or rank and shall determine whether each hand qualifies for an award according to the pay schedule in use, which must appear on the table layout or on signage at the table. The dealer shall collect all losing wagers and shall pay all winning wagers according to the one of the following pay schedules:

(a) Three-Card Hands (only the highest ranked hand qualifying for payment shall be paid on each different wager):

Straight flush	40 to 1
Three of a kind	30 to 1
Straight	6 to 1
Flush	4 to 1
Pair	1 to 1

(b) Five-Card Hands (only the highest ranked hand qualifying for payment shall be paid on each different wager):

Royal flush	$5,000	Without regard to amount of wager
Straight flush	$1,000	Without regard to amount of wager
Four of a kind	150 to 1	
Full house	50 to 1	
Flush	30 to 1	
Straight	15 to 1	
Three of a kind	5 to 1	
Two pairs	2 to 1	
One pair	1 to 1	

(7) After all wagers have been paid, the dealer shall place the cards from all hands in the discard rack and may reshuffle the deck for the next game. (added perm. 01/30/02)

(30-1017.36, renumbered as 30-1099.23, effective 12/15/17)

30-1099.24 The play – 3-5-7 Poker.

3-5-7 Poker is the trademarked poker variation game, the rights to which on November 21, 2003, were owned by Gaming Entertainment, Inc., Las Vegas, Nevada. 3-5-7 Poker must be played according to the following rules:

(1) 3-5-7 Poker may be played only on tables displaying the 3-5-7 Poker table layout. A single deck of fifty-two (52) cards will be used. Each player may play only one 3-5-7 Poker hand following each shuffle of the deck. Each hand of 3-5-7 Poker consists of three games: 3-card poker, 5-card poker, and 7-card poker. Each hand of 3-5-7 Poker shall be complete after the dealer has settled all wagers made on the hand.

(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 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. *Amended 5/1/21*

(3) Immediately prior to each round of play, the dealer shall shuffle and cut the cards. The dealer shall deal a total of three cards face downward to each player who has made a wager and four community cards face downward to be used by all players in one of the following methods:

(a) The dealer will deal one card face down on the table and then deal a second card, also face down, on top of the first card. The dealer will deal a third card face down and scoop the three card stack and deliver the cards, still face down, to the first player. This procedure is repeated for each player that has made a wager on the game. The dealer then deals four community cards into the designated position on the layout for community cards. The dealer will place the remainder of the deck into the discard rack.

(b) The dealer will deal a card face down into the designated area for the first community card to the dealers left. The dealer will then deal one card face down in a clockwise rotation, from left to right, to each player who has made a wager. The dealer will then deal a second community card face down into the appropriate position on the layout and a second card face down in rotation to each player. This procedure is repeated for a third community card and a third player card. A final (fourth) community card is dealt face down to the appropriate position on the layout and the remainder of the deck is placed into the discard rack.

(4) If a shuffle device is used, the licensee shall have a second deck of cards at the table which are of a predominately different color back. As one deck is being shuffled by the machine, the other deck is in use. The decks are alternated between hands. The dealer shall deliver cards from the shuffling device in groups of three to each player and the dealer. To set the community cards, the dealer places the first group of three cards on the table, burning the bottom card and retaining two cards. The dealer places a second group of three cards on the table, once again burning the bottom card and retaining two cards. These four remaining cards are placed into the white and yellow rectangles, constituting the community cards.

(5) An incorrect number of cards dealt to any player or the dealer constitutes a misdeal; all wagers are void and all cards are picked up and re-shuffled. An exposed card does not constitute a misdeal. The dealer will turn the card over and continue to deal. An exposed community card will constitute a misdeal; all remaining wagers are void. If a player's card falls from the table, that player's hand is dead and that player's wager(s) is void.

(6) At the discretion of the retail licensee, a player who has made a wager on all three games may be allowed to surrender half the wager on the 7-card game. The surrender option is only available for the 7-card wager.

(7) After each player has received and viewed the player's first three cards, and has made the surrender decision, the player shall place the cards face down behind his wager or tuck the cards under the first wager. The dealer will expose, and spread each players cards in front of the players wagers on the layout, from right to left in a counter clockwise rotation. All wagers are also settled from right to left in a counter clockwise rotation.

(a) The dealer shall settle each player's 3-card Poker wager by placing non-winning wagers in the table tray and paying winning wagers according to the posted pay schedule. If a player has not placed a wager on 5-card or 7-card games, the player's cards shall be removed and placed in the discard rack.

(b) After all wagers on the 3-card Poker game have been settled, the dealer shall turn the first two community cards face up on the layout and announce “5-card Poker.” The 5-card Poker hand shall consist of the player’s 3-card poker hand and the first two community cards turned up by the dealer. The dealer shall settle each player’s 5-card poker wager by placing non-winning wagers in the table tray and paying winning wagers according to the posted pay schedule. If a player has not placed a wager on the 7-card game the player’s cards shall be removed and placed in the discard rack.

(c) After all wagers on the 5-card Poker game have been settled, the dealer shall turn the last two community cards face up on the layout and announce “7-card Poker.” The 7-card Poker hand shall consist of the player’s 3-card poker hand and the four community cards turned up by the dealer. The dealer shall settle each player’s 7-card poker wager by placing non-winning wagers in the table tray and paying winning wagers according to the posted pay schedule. The dealer shall then remove all of the remaining cards and place them in the discard rack for the next hand.

(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 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. *Amended 5/1/21*

(a) In the 3-card game, optional wagers are collected into a pot prior to the player’s 3-card hand being exposed, and the pot is awarded prior to pay schedule wagers being settled for the 3-card game. The retail licensee may collect a rake on the player-banked pot of not more than 10% or five dollars, whichever is less. The amount of rake must be posted at the table.

(b) In the 5-card game, optional wagers are collected into a pot prior to the first two community cards being exposed, and the pot is awarded prior to pay schedule wagers being settled for the 5-card game. The retail licensee may collect a rake on the player-banked pot of not more than 10% or five dollars, whichever is less. The amount of the rake must be posted at the table.

(c) In the 7-card game, optional wagers are collected into a pot prior to the last two community cards being exposed, and the pot is awarded prior to pay schedule wagers being settled for the 7-card game. The retail licensee may collect a rake on the player-banked pot of not more than 10% or five dollars, whichever is less. The amount of the rake must be posted at the table.

(d) If only one player has placed an additional optional player banked wager the dealer shall return the wager to the player as void. Two or more player must place the wager to form a pot.

(9) Any rake collected by the retail licensee shall be placed into the table tray and included in the calculation of AGP.

(10) The dealer shall collect all losing wagers and shall pay all winning wagers according to one of the following pay tables. The appropriate pay table shall be printed on the table layout or provided on table signage:

‘3’ BET

	Pay out Schedule 1	**Pay out Schedule 2**
Straight Flush	40 to 1	40 to 1
3 of a Kind	30 to 1	25 to 1
Straight	6 to 1	6 to 1
Flush	4 to 1	4 to 1
One Pair	1 to 1	1 to 1

'5' BET

	Pay out Schedule 3	**Pay out Schedule 4**
	Pays (to 1)	**Pays (to 1)**
Royal Flush	500	500
Straight Flush	100	100
4 of a Kind	40	40
Full House	15	12
Flush	8	9
Straight	6	6
3 of a Kind	4	4
Two Pair	3	3
Pair 6s or better	1	1

'7' BET

	Pay out Schedule 5	**Pay out Schedule 6**
	Pays (to 1)	**Pays (to 1)**
Royal Flush	100	100
Straight Flush	20	25
4 of a Kind	7	15
Full House	5	6
Flush	4	4
Straight	3	3
3 of a Kind	2	2
Ten-high Two Pair (Pay out Schedule 5)	1 to 1	
Jack-high Two Pair (Pay out Schedule 6)		1 to 1

(30-1017.37 added perm. 11/30/04; 30-1017.37 renumbered as 30-1099.24, effective 12/15/17)

30-1099.25 The play – Trips Poker.

Trips Poker is the trademarked poker variation game, the rights to which on September 6, 2004, were owned by Digideal in Spokane Valley, Washington. Trips Poker must be played according to the following rules:

(1) Trips Poker may be played only on tables displaying the Trips Poker table layout. A single deck of fifty-two (52) virtual cards is used plus two (2) jokers, which are used as wild cards.

(2) Trips Poker is played on the proprietary Digital Card System platform of the Digideal Corporation.

(3) Trips Poker is a bet or fold game. All bets are equal and raises are not allowed.

(4) All cards are dealt face up.

(5) The objective of the game is to build a qualifying hand out of five (5) cards that contains three (3) of a kind (Trips) or better.

(6) Before receiving any cards, each player places an initial wager in the designated area on the layout. After the wagers are placed, the dealer presses the deal button and the virtual cards are electronically shuffled. No initial wagers may be placed after this has occurred.

(7) For each round of betting the dealer may prompt the players to either bet or fold. The dealer will then pull all bets to the center of the table prior to dealing the cards. The dealer deals two cards for the first round and one card for each subsequent round until five cards are dealt to each player. The player must place a wager before additional cards can be dealt to him/her.

(8) If a player chooses to fold, he/she has a chance to reenter the game in consecutive, subsequent rounds if no other player has a qualifying hand. If all players fold, the dealer presses the deal button, collects the appropriate rake, and the pot rolls over to the next round.

(9) If a player sits out a hand by not placing an initial wager that player is no longer eligible to play another hand until the pot is won and it is time for a new round to begin.

(10) If no player has a qualifying hand (three of a kind or higher), the pot rolls over to the next round. At the end of a non-winning round, the dealer will award up to 95 percent (casino option of between 5 percent and 95 percent in increments of 5 percent) of the pot to the player with the highest poker hand. In the event there are two or more hands of equal value, the high hand pay out is divided evenly among those hands.

(11) If one or more players have a qualifying hand, the highest hand is awarded the pot. In the event there are two or more hands of equal value, the high hand pay out is divided evenly among those hands.

(12) Before the pot or pay out for the high hand is awarded, the dealer collects a rake. The house may collect a rake for each hand of poker dealt. The rake is dropped in the drop box.

(13) The casino has the option to end the game after round 5 regardless of whether three of a kind or better has been attained. In the event the casino decides to end the game after completion of the fifth round, the player's screen will display "final round" and the entire pot will be awarded to the highest poker hand.

(14) Any licensee offering this game must have a pre-established contingency plan in regard to how the pot will be awarded if it has not been won by the time the casino closes, if it closes. The plan must allow for the pot to be awarded prior to the casino closing.

(15) Table stakes do not apply to this game. A player is not allowed to go all in. The inability of a player to make a bet results in a mandatory fold.

(16) Inadvertent dealer action resulting in the folding of a player or multiple player hands will result in the player's wager(s) being returned to them for that round. Play will then continue in a normal fashion with each player understanding that the carry over pot total found on their player screen and the corresponding high hand pay out award will be incorrect until the pot is won. It will be the responsibility of the dealer and/or supervisor to keep a manual count of the pot total and to subsequently do a manual calculation of the high hand pay out.

(30-1017.38, renumbered as 30-1099.25, effective 12/15/17)

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

Texas Hold'Em Bonus 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. Texas Hold'Em Bonus Poker must be played according to the following rules: *Amended 03/16/2012, Amended 10/16/13, Amended 1/14/2015, Amended 9/14/20*

(1) Texas Hold'Em Bonus Poker may be played only on tables displaying the Texas Hold'Em Bonus Poker table layout. A single deck of fifty-two (52) cards is used. Players play against the dealer but not any other players. The objective of the game is to beat the dealer by making a higher ranking five card poker hand utilizing the five community cards and the player's two hole cards. Neither of the player's hole cards needs to be used in the final hand. Table stakes does not apply to this game.

(2) Each player must make an initial wager on the ante (blind). At this time, the player has the option to make an additional bonus wager. The bonus wager does not have to equal the ante bet. Winning bonus wagers are paid according to a pay table that must be prominently displayed at the table. The player may also place an optional progressive wager as long as the ante wager is in place. Once all players place their bets, the dealer will press the appropriate button on the keypad to indicate a progressive wager. The sensors will then light up, indicating a progressive wager. The dealer will then remove all progressive bets from the table and place them in the tray. The dealer then follows house procedures for dealing the regular game. *Amen 03/16/2012, Amen 10/16/13*

(3) Any dealer tip delivered as a wager may be placed on the ante hand, provided that the player has placed a personal wager on the same hand. If a player continues play with any subsequent wager, the dealer's tip on the ante may remain in play whether or not the player adds a subsequent and corresponding wager(s) for the dealer. *Eff 03/16/2012*

(4) Immediately prior to each round of play, the dealer shall shuffle and cut the cards. The dealer will deal two cards to each player and the dealer position area, one at a time face down in a clockwise manner starting to the dealer's left. If using a mechanical shuffling device, the cards can be dispensed in two card groups for the players and dealer then five card groups for the community or five community cards first and then two card groups for the players and dealer. The first player to receive a card, or cards, is the player to the left of the dealer; the dealer receives cards last. *Amended 03/16/2012*

(5) An incorrect number of cards dealt to a player constitutes a misdeal to that player only. The player receiving the misdealt cards retains the player's ante, and any wager. An incorrect number of cards dealt to the dealer constitutes a misdeal for the hand, and all players retain their ante, and any wagers. Any number of exposed cards does not constitute a misdeal. If the dealer exposes a card, the dealer will turn the card over and continue dealing. *Eff 03/16/2012*

(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 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 03/16/12, Amended 5/1/21*

(7) The dealer then burns one card, deals three community cards from the deck, and turns them face upward in the designated flop area. Community cards are common to the hand of every active player in the pot and the dealer. If the dealer is using a mechanical shuffling device, this step is not needed. *Amended 03/16/2012*

(8) After the flop, each player has the option to check or bet before the turn card is dealt. A player can make a bet, equal to the ante wager, on the turn. Should a player choose to check (not bet), the player is still active in the game. The turn bet is an optional bet. *Amended 03/16/2012*

(9) The dealer then burns one card and deals another community card face upward in the designated turn area. *Amended 03/16/2012*

(10) After the turn, each player has the option to check or bet before the river card is dealt. A player can make a bet, equal to the ante wager, on the river. Should a player desire to check (not bet), the player is still active in the game. The river bet is an optional bet. *Amended 03/16/2012*

(11) The dealer then burns one card and deals another community card face upward in the designated river area. *Amended 03/16/2012*

(12) The dealer then returns the remaining cards in the deck to the discard rack, exposes his/her two hole cards and sets his/her best five card poker hand utilizing the five community cards and the dealer's two hole cards. *Amended 03/16/2012*

(13) Starting to the dealer's right, the dealer exposes each player's two hole cards, one player at a time. If the player made the optional bonus wager, the dealer takes or pays the player's bonus wager according to the posted pay table. The dealer then sets the player's best five card poker hand, utilizing the five community cards and the player's two hole cards. There is a showdown between the player and the dealer with the best high hand winning. If the player wins, the player is paid even money on the flop, turn and river bets with the ante wager being paid even money on a straight or higher. The ante wager is a push on a winning hand lower than a straight. If the dealer's hand is higher, the dealer takes all of the player's wagers. The dealer then collects the player's two cards and places them in the discard rack and moves on to the next player. *Amended 03/16/2012*

(14) Winning bonus wagers shall be paid according to a payment schedule prominently displayed on the table. Either of the following payment schedules may be used. *Amended 03/16/2012*

(15) Progressive Winners: *Eff 03/16/2012*

(a) The percentage pays are paid from the progressive jackpot shown on the progressive meter. *Eff 03/16/2012*

(b) Other hands are paid from the tray; they do not come off the meter. *Eff 03/16/2012*

(c) In the event more than one progressive hand, payable from the progressive meter, hits at the same table during the same time, house procedures are then followed for paying the prize. *Eff 03/16/2012, Amen 10/16/13*

(d) As the terms "jackpot," "jackpot award," and "progressive jackpot" are used in these rules of play for Texas Hold'Em Bonus Progressive, the terms shall apply to Texas Hold'Em Bonus Progressive only. A retail licensee may not discontinue offering a Texas Hold'Em Bonus Progressive jackpot until the highest progressive jackpot award has been won by a qualified player or players. If a licensee wishes to discontinue offering a progressive jackpot award, the licensee may petition the Director or Director's Designee in writing for permission to either reduce the qualifications or criteria for winning the award, allowing the award to be paid more quickly, or to transfer the award liability to the jackpot offered by a different game. If a retail licensee intends to close its business while having a progressive jackpot award liability, the licensee may petition the Director or Director's Designee in writing for permission to transfer the award liability, together with the award fund, to another retail licensee offering a comparable jackpot award. *Effective 03/16/2012, Amended 12/15/17*

(e) If one of the PMG ("Nexus") pay schedules, listed below, are used on this game, other progressive table themes that have the same pay schedules approved can be connected to the same jackpot. *Eff 03/16/2012*

(f) When a player has a progressive winner, the dealer shall press the appropriate hand button on the keypad and then contact a supervisor. *Eff 03/16/2012*

(g) Once the casino verifies the progressive win, house procedures are then followed for paying the prize. *Eff 03/16/2012*

(h) After keying in the progressive winner, the meter may be reduced, depending on the winning hand. Keying in a 100% award will reset the meter to the seed amount, plus any reserve amount. The dealer will continue handling progressive awards in a counter clockwise fashion. *Eff 10/16/13*

(i) An incorrect number of cards dealt to any player constitutes a dead hand for that player only. The player receiving the misdealt cards retains the player's ante and any bet. An incorrect number of cards dealt to the dealer constitutes a misdeal to the table and the players may play their hands for the purpose of the progressive jackpot only. If there are no progressive jackpot hands, all hands at the table are dead and the players retain their antes and bets. *Eff 03/16/2012, Amen 10/16/13*

Envy Bonus: *Eff 03/16/2012*

A player making the progressive wager also qualifies to win an envy pay out. If another player at the table hits a hand associated with an envy pay, all other players who made the progressive bet win the envy pay. The player hitting the hand receives the normal prize pay only, but does not receive the envy pay. If a player's hand triggers an envy pay out, the dealer will leave the hand face-up on the layout; otherwise, the dealer will lock up the cards. The dealer will then move on to the next player. *Eff 03/16/2012, Amen 10/16/13*

(16) If a player's card goes off the table, that player's hand is considered dead. The player will retain all wagers and the dealer will place the player's cards in the discard rack. *Amended 03/16/2012*

(17) If a dealer exposes any of the dealer's cards this will be considered a misdeal for the entire table. All player's wagers will be retained. *Amended 03/16/2012*

(18) If the player or a dealer exposes any of the player's cards, the dealer will turn over the exposed card and the hand will continue. *Amended 03/16/2012*

(19) If the dealer deals out an incorrect number of cards for the flop, the dealer will muck the flop cards and shuffle them along with the burn card and the remainder of the deck. The dealer will cut the cards, burn the top cards and flop three cards face up. The same procedure will apply to any mistakes during the turn and river; however, all cards placed prior to the mistake will remain in play. Folded cards will not be included in the shuffle. *Amended 03/16/2012*

(20) If the dealer forgets to burn a card at any time the hand will remain in play and each player will have the option to continue the hand or fold. The players that fold will retain all wagers and the cards will be placed in the discard rack. *Amended 03/16/2012*

(21) If the turn and/or the river cards are exposed prematurely prior to the player having a chance to act on the hand, the player will be given a chance to either check or place a wager. *Amended 03/16/2012*

(22) In all instances, the dealer will notify the floor supervisor prior to correcting any mistakes. *Amended 03/16/2012*

(23) The retail licensee may offer the game using the following pay schedules. The pay schedules in use, or pay outs derived from the pay schedules, must be displayed on the table layout or on signage at the table: *Eff 03/16/2012*

Schedule I

A-A (Player's hand) & A-A (Dealer hand)	1000 to 1

A-A (Player's hand only)	30 to 1
A-K (Suited)	25 to 1
A-Q or A-J (Suited)	20 to 1
A-K (Unsuited)	15 to 1
K-K or Q-Q or J-J (High Pairs)	10 to 1
A-Q or A-J (Unsuited)	5 to 1
10-10 through 2-2 (Low Pairs)	3 to 1

Amended 10/16/13

Schedule II

A-A	30 to 1
A-K (Suited)	25 to 1
A-Q or AJ (Suited)	20 to 1
A-K (Unsuited)	15 to 1
K-K or Q-Q or J-J (High Pairs)	10 to 1
A-Q or A-J (Unsuited)	5 to 1
10-10 through 2-2 (Low Pairs)	3 to 1

	THBP-1	**THBP-2**	**THBP-3**	**THBP-4**
Hand*	**$1 Pays**	**$1 Pays**	**$1 Pays**	**$1 Pays**
Royal Flush	100% from Meter	100% from Meter	100% from Meter	100% from Meter
Straight Flush	10% from Meter	10% from Meter	10% from Meter	10% from Meter
Four of a kind	500 from Meter	500 from Meter	500 from Meter	500 from Meter
Full House	100 from Meter	100 from Meter	100 from Meter	100 from Meter
Flush	50 from Meter	50 from Meter	50 from Meter	50 from Meter
Straight			10 from Meter	10 from Meter
*First 5 Cards - player's two cards and the first three community cards (the flop)				

	THBP-5	**THBP-6**	**THBP-7**
Hand*	**$1 Pays**	**$5 Pays**	**$5 Pays**
Royal Flush	100% from Meter	100% from Meter	100% from Meter
Straight Flush	10% from Meter	10% from Meter	$25,000 from Meter
Four of a kind	500 from Meter	$2,500 from Meter	$2,500 from Meter
Full House	100 from Meter	$500 from Meter	$500 from Meter
Flush	50 from Meter	$250 from Meter	$250 from Meter
Straight	10 Not from Meter		
*First 5 Cards - player's two cards and the first three community cards (the flop)			

	THBP-8
	$1 Pays
Royal After 5	100% (from Meter)
Royal After 6	25% (from Meter)
Royal After 7	5% (from Meter
Community Royal	$3000 (not from Meter)
Straight Flush	$250 (not from Meter)
4 of a Kind	$100 (not from Meter)
Full House	$10 (not from Meter)

	THBP-09 (PMG Nexus)		**THBP-10 (PMG Nexus)**	
Hand	$1 Pays	Envy	$5 Pays	Envy
Royal Flush	100% (from Meter)	$1,000	100% (from Meter)	$5,000
Straight Flush	10% (from Meter)	$300	10% (from Meter)	$1,500

Four of a Kind	300 for 1		300 for 1	
Full House	50 for 1		50 for 1	
Flush	40 for 1		40 for 1	
Straight	30 for 1		30 for 1	
Three of a Kind	9 for 1		9 for 1	
*First 5 Cards - player's two cards and the first three community cards (the flop)				

	PMG-ML-01		**PMG-ML-02**		**PMG-ML-03**	
Hand***	Pays*	Envy**	Pays*	Envy**	Pays*	Envy**
Royal Flush	100% Major	$1,000	100% Mega	$1,000	100% Mega	$1,000
Straight Flush	100% Minor	$300	100% Major	$300	100% Major	$300
4 of a Kind	300 for 1		100% Minor		100% Minor	
Full House	50 for 1		50 for 1		50 for 1	
Flush	40 for 1		40 for 1		40 for 1	
Straight	30 for 1		30 for 1		30 for 1	
3 of a Kind	9 for 1		10 for 1		9 for 1	
*Original Wager is NOT Returned						
**Envy and Seed amounts adjust up or down accordingly with changes made to the Wager amount						
*** Based on the Player's 5 card hand						

(30-1017.39, renumbered as 30-1099.26, effective 12/15/17)

30-1099.27 The play – Champion Poker.

Champion Poker is the trademarked poker variation game, the rights to which are owned by Gaming Entertainment, Inc., Las Vegas, Nevada. Champion Poker must be played according to the following rules: *Eff 11/30/2006*

(1) Champion Poker may be played only on tables displaying the Champion Poker table layout. A single deck of fifty-two (52) cards will be used. Each player may play only one Champion Poker hand following each shuffle of the deck. Each hand of Champion Poker consists of two games: A 5 Card (or 7 Card) Hold Em Bonus and Texas Hold Em (ante blind). Players must bet on the 5 Card (or 7 Card) Hold Em Bonus game in order to play Texas Hold Em or they may bet the 5 Card (or 7 Card) Hold Em Bonus game only. Each hand of Champion Poker shall be complete after the dealer has settled all wagers made on the hand. *Eff 11/30/2006*

(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 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. *Amended 5/1/21*

(3) Immediately prior to each round of play, the dealer shall shuffle and cut, the cards. The dealer shall deal two (2) cards face downward to each player who has made a Hold Em Bonus wager, two (2) cards face downward to be used as the dealer hand, and five (5) community cards face downward to be used by all players. Specific dealing procedures should be in line with the

standard dealing practices at each casino. Once all cards have been dealt, the dealer will place the remainder of the deck into the discard rack. *Eff 11/30/2006*

(4) If a shuffle device is used, the licensee shall have a second deck of cards at the table, which are of a predominately different color back. As the machine is shuffling one deck, the other deck is in use. The decks are alternated between hands. The dealer shall deliver cards from the shuffling device in accordance with the dealing option chosen by each casino. *Eff 11/30/2006*

(5) An incorrect number of cards dealt to any player or the dealer constitutes a misdeal; all wagers are void and all cards are picked up and re-shuffled. A misdeal would occur if either dealer card were exposed. An exposed community card will constitute a misdeal; all remaining wagers are void. If a player's card falls from the table, that player's hand is dead and that player's wager(s) is void. *Eff 11/30/2006*

(6) Players must bet on the 5 Card (or 7 Card) Hold Em Bonus game in order to play Texas Hold Em, or they may bet the 5 Card (or 7 Card) Hold Em Bonus game only. The Texas Hold Em (ante blind) wager and the 5 Card (or 7 Card) Hold Em Bonus wager must be equal. If the player chooses to make the Texas Hold Em (ante blind) bet, the player will have two additional decisions to make. The first decision is made after the player receives his/her two (2) cards - the player may choose to play or fold. If the player chooses to play, he/she must match the ante blind wager; if he/she chooses to fold, the player will forfeit his/her ante blind wager. The second decision is made after the community three card flop cards are exposed - the player may choose to raise by placing a third wager in the raise circle equal to the play wager. After all cards have been dealt, face down, the dealer first determines whether or not any of the players wish to forfeit their ante blind wager or continue to play Texas Hold Em. If the player chooses to play, he/she will place a bet in the "Play" circle equal to his/her "ante blind" bet. If the player chooses not to play, he/she will forfeit his/her "ante blind" wager; however, the 5 Card (or 7 Card) Hold Em Bonus wager will remain in action. Upon players making this first decision, the dealer will proceed to expose the three (3) flop community cards and determine if any players choose to "Raise" the Texas Hold Em wager. Once the "Raise" wagers are made, the dealer will proceed to either settle the 5 Card Hold Em bonus wagers, based on the posted pay table or expose the final two (2) Community Cards known as the turn and the river and settle all 7 Card Hold Em Bonus wagers based on the posted pay table. Beginning to the dealer's right, the dealer will say "Five Card Bonus" (or "Seven Card Bonus"). After the Hold Em Bonus wagers are settled, the dealer will then expose his/her two cards. From these seven cards, the dealer and the player make the best five-card poker hand where the higher of the dealer's and each player's hands wins. The dealer's best five-card poker hand should be isolated from the five (5) community cards. Ties are pushes. The winning players are paid even money on all wagers, i.e., the ante blind, play and raise wagers. In addition, if the casino opts for the 5 Card Hold Em Bonus game, the players are eligible for an ante bonus if the player has made a Texas Hold Em (ante blind) wager and the best five of the player's seven cards form a full house or better, the player will receive an additional bonus paid on the ante. The outcome of the player hand versus the dealer hand has no bearing on the ante bonus; the ante bonus is paid as long as the player has a full house or better. Once the dealer settles all bets he/she moves on to the next game. *Eff 11/30/2006*

(7) The dealer shall collect all losing 5 Card (or 7 Card) Hold Em Bonus wagers and shall pay all winning 5 Card (or 7 Card) wagers according to the following pay tables. The pay tables shall be printed on the table layout or provided on table signage: *Eff 11/30/2006*

Pay Schedules for Five-Card Hold Em Bonus *Eff 11/30/2006*

Pay Out Schedule A *Eff 11/30/2006*

Royal Flush	200 to 1
Straight Flush	50 to 1
4 of a Kind	20 to 1

Full House	10 to 1
Flush	8 to 1
Straight	5 to 1
3 of a Kind	3 to 1
Two Pair	2 to 1
Pair 8's or Better	1 to 1

Pay Out Schedule B *Eff 11/30/2006*

Royal Flush	100 to 1
Straight Flush	40 to 1
4 of a Kind	20 to 1
Full House	10 to 1
Flush	7 to 1
Straight	4 to 1
3 of a Kind	3 to 1
Two Pair	2 to 1
Pair 8's or Better	1 to 1

Ante bonus pay table for the Five-Card Hold Em Bonus Game *Eff 11/30/2006*

Royal Flush	25 to 1
Straight Flush	10 to 1
4 of a Kind	4 to 1
Full House	1 to 1

Pay Schedules for Seven-Card Hold Em Bonus *Eff 11/30/2006*

Pay Out Schedule E *Eff 11/30/2006*

Royal Flush	100 to 1
Straight Flush	25 to 1
4 of a Kind	15 to 1
Full House	6 to 1
Flush	5 to 1
Straight	4 to 1
3 of a Kind	2 to 1

Pay Out Schedule F *Eff 11/30/2006*

Royal Flush	50 to 1
Straight Flush	25 to 1
4 of a Kind	15 to 1
Full House	6 to 1
Flush	5 to 1
Straight	4 to 1
3 of a Kind	2 to 1

Pay Out Schedule G *Eff 11/30/2006*

Royal Flush	50 to 1
Straight Flush	20 to 1
4 of a Kind	10 to 1
Full House	7 to 1

There is no ante bonus for the 7 card Hold Em bonus game. *Eff 11/30/2006*

(30-1017.40, renumbered as 30-1099.27, effective 12/15/17)

30-1099.28 The play – Longhorn Hold'em.

Longhorn Hold'em Poker is the patented, trademarked and copyrighted poker variation game, the rights to which on September 1, 2006, were owned by Stacey Perry and/or MAO Gaming Corporation both of Biloxi, Mississippi, and which may be transferred or assigned. Longhorn Hold'em must be played according to the following rules: *Eff 01/30/2008*

(1) Longhorn Hold'em may be played only on tables displaying the Longhorn Hold'em table layout and signage. A single deck of fifty-two (52) cards is used. The objective is to make the highest ranking traditional five card poker hand utilizing one to two of the player's cards and three to four community cards. Players must place a Bonus wager. The Bonus wager is won and paid in accordance to a posted pay table. The Bad Beat Jackpot wager is an optional wager. The Bad Beat Jackpot is paid when any player holding Aces Full or better is beaten; with at least one of the qualifying cards being the player's card, not a community card. All players that placed and have not forfeited the bad beat wager share in the Bad Beat Jackpot: The player who is beaten is paid fifty percent of the posted amount, the player who beat that player is paid twenty five percent of the posted amount and the remaining players split twenty five percent of the posted amount. Players who choose to fold during the play for the pot forfeit their stake in the bad Beat Jackpot for that round of play. Any player at the table may hold a qualifying hand. *Eff 01/30/2008*

(2) Initially, each player must make the Bonus wager. Each player has the option of placing a Bad Beat Jackpot wager. *Eff 01/30/2008*

(3) The dealer shall shuffle and cut the cards once; after the shuffle, no new players may enter the game until the start of a new round. *Eff 01/30/2008*

(4) The dealer shall deal two cards to each player, face down and one at a time. The first player to receive a card is the player to the left of the player who has the button marked "Dealer" . The last player to receive cards is the player assigned the button marked "Dealer" . *Eff 01/30/2008*

(5) After each player has received two cards, there is a betting round. Each player can opt to stay in the game to see the first three community cards, called the Flop, by making a Pot wager. The player may choose to fold, forfeiting both his/her Bad Beat and Bonus wagers. If a player folds, the dealer will place the Bonus wagers in the tray and drop the Bad Beat Jackpot wager in the Jackpot drop box; and place the player's two cards into the discard rack. *Eff 01/30/2008*

(6) The dealer moves the posted Pot wagers to the area in the center of the layout marked Pot. *Eff 01/30/2008*

(7) The dealer burns the top card of the deck and deals three community cards face up in the designated Flop section of the layout. These community cards can be common to the hand of every active player in the pot. *Eff 01/30/2008*

(8) After the flop, the betting continues for another round. Each player can opt to stay in the game to see the next community card, called the Turn, by making another Pot wager. The player may choose to fold, forfeiting both his/her Bad Beat and Bonus wagers. If a player folds, the dealer will place the Bonus wagers in the tray and drop the Bad Beat Jackpot wager in the Jackpot drop box; and place the player's two cards into the discard rack. *Eff 01/30/2008*

(9) The dealer moves the posted Pot wagers to the area in the center of the layout marked Pot. *Eff 01/30/2008*

(10) The dealer burns the top card of the deck and deals a community card face up in the designated Turn section of the layout. This community card can be common to the hand of every active player in the pot. *Eff 01/30/2008*

(11) After the Turn, the betting continues for another round. Each player can opt to stay in the game to see the next community card, called the River, by making another Pot wager. The player may choose to fold, forfeiting both his/her Bad Beat and Bonus wagers. If a player folds, the dealer will place the Bonus wagers in the tray and drop the Bad Beat Jackpot wager in the Jackpot drop box; and place the player's two cards into the discard rack. *Eff 01/30/2008*

(12) The dealer moves the posted Pot wagers to the area in the center of the layout marked Pot. *Eff 01/30/2008*

(13) The dealer burns the top card of the deck and deals a community card face up in the designated River section of the layout. This community card can be common to the hand of every active player in the pot. *Eff 01/30/2008*

(14) The round is over. The player with the highest ranking poker hand wins the Pot. *Eff 01/30/2008*

(15) The dealer will determine if any of the players win the Bonus wager. For winning hands, the dealer will pay the bet at posted odds. All losing Bonus wagers will be placed in the tray. *Eff 01/30/2008*

(16) The dealer will determine if any of the players qualify for the Bad Beat Jackpot. If so, a Games Supervisor is called to verify the qualifying hands. Jackpot pay outs will be made in accordance with all state and federal laws. *Eff 01/30/2008*

(17) The dealer shall collect all Bad Beat Jackpot wagers, which shall be dropped in the Jackpot drop box. *Eff 01/30/2008*

(18) The dealer will count the chips in the Pot and take a rake for the house. The dealer will then award the Pot to the winner. *Eff 01/30/2008*

(19) After all hands are settled the dealer will pick up the cards and move the button marked "Dealer" to the next player to the right. The table is ready for the next round. *Eff 01/30/2008*

(20) As the terms "Jackpot," and "Jackpot award," are used in these rules of play for Longhorn Hold'em, the terms shall apply to Longhorn Hold'em only. *Eff 01/30/2008*

(21) The Bad Beat Jackpot award is seeded by the retail operator, in an amount between $100 and $500. *Eff 01/30/2008*

(22) All monies collected for the Bad Beat Jackpot shall be distributed as follows: 60% is placed in the Primary Jackpot; 40 % is placed in the Secondary Jackpot, which replaces the Primary Jackpot when it is won. When the Primary Jackpot is won, the table top signage will be updated with the amount representing the total of the secondary Jackpot prior to the beginning of the next round of play. The Primary Jackpot amount is updated daily after the soft count and posted on the table top signage. *Eff 01/30/2008*

(23) Winning Bonus wagers will be paid in accordance with one of the following pay tables: *Eff 01/30/2008*

	Pay Table Schedule I.		**Pay Table Schedule II.**
Royal Flush	1000 to 1	Royal Flush	500 to 1
Straight Flush	200 to 1	Straight Flush	100 to 1

Four of a Kind	30 to 1	Four of a Kind	30 to 1
Full House	6 to 1	Full House	7 to 1
Flush	4 to 1	Flush	4 to 1
Straight	3 to 1	Straight	3 to 1
3 of a Kind	1 to 1	3 of a Kind	1 to 1
Two Pair	push	Two Pair	push

(24) Any dealer tip delivered as a wager shall be placed on the Bonus wager only. *Eff 01/30/2008*

(25) Required bet amounts for each wager shall be posted on signage at the table. The Bonus wager does not have to equal the Bad Beat Jackpot wager; the Pot bet does not have to equal either the Bonus wager or Bad Beat Jackpot wager. *Eff 01/30/2008*

(26) If the dealer exposes a player's card, that player's hand is declared dead. The player's Bad Beat and Bonus wagers are returned to the player. *Eff 01/30/2008*

(27) If the dealer exposes too many community cards during the Flop, Turn, or River, the extra card(s) will be added back into the deck and the dealer will reshuffle. The dealer will continue to deal cards where he/she left off. *Eff 01/30/2008*

(28) If the dealer drops a card, he/she shall pick up the card, add it back into the deck, reshuffle and resume play where he/she left off. *Eff 01/30/2008*

(29) If a dealer deals a card before wagers are made, he/she shall pick up the card, add it back into the deck, reshuffle and resume play where he/she left off. *Eff 01/30/2008*

(30) If a dealer skips a player while dealing pocket cards, the player skipped is dealt out, all moneys placed for bonus and bad beat wagers are returned to player. *Eff 01/30/2008*

(31) Table games stakes do not apply to this game. A player is not allowed to go all in. The inability of a player to make a bet results in a mandatory fold. If the last player in fails to complete play for the bonus bet and pot, both are forfeited to the house. *Eff 01/30/2008*

(32) At the discretion of the retail licensee, proposition players may be used. *Eff 01/30/2008*

(33) A retail licensee may not discontinue offering Longhorn Hold'em until a qualifying player(s) has won the jackpot award. If the retail licensee wishes to discontinue offering Longhorn Hold'em the retail licensee may combine the primary and secondary jackpots and reduce the qualifying criteria for winning the award, allowing the award to be paid at once and more quickly. It is the retail licensee's responsibility to ensure all jackpot award funds are paid to the qualifying winning player(s) during the reduced criteria rounds, after the jackpot has been won. *Eff 01/30/2008*

(30-1017.41, renumbered as 30-1099.28, effective 12/15/17)

30-1099.29 The play – Wild Six Card Draw Poker.

Wild Six Card Draw Poker is a trademarked and patented poker variation game, the rights to which are owned by Mike Timpano of Timpano Gaming Inc., Ontario, Canada. Wild Six Card Draw Poker must be played in accordance to the following rules:

(1) Wild Six Card Draw Poker must be played on tables displaying the Wild Six Card Draw Poker layout. A standard 52 card deck with the inclusion of two wild card jokers will be used for the play of the game. Each player will be permitted to play only one hand in any new round of play. The two jokers may be used in any form as wild cards to form a pair, 3 of a kind, flush, straight, full house, four of a kind, 5 of a kind, straight flush or royal flush. The dealer must verify the 54 cards

prior to each new dealer tapping into the game, unless an automated shuffler is used that verifies the number of cards being used in each deck.

(2) The ranking of the hands from highest to lowest will be as follows: royal flush, five of a kind, straight flush, 4 of a kind, full house, flush, straight, 3 of a kind, 2 pair, highest pair, highest card.

(3) Each participant of the game will make at least one initial wager on the "Poker Bet" wager. The wager will be in the amount of the minimum and/or maximum amount specified at the table by the retail licensee as permitted by the state's wagering limits and regulations. The "Poker Bet" is for the highest ranking hand between the player's final 5 card hand versus the ranking of the dealer's final 5 card hand. The player may choose to make two additional wagers, which are optional, at the beginning of each new round of play. These two optional wagers are strictly a hand ranking against a pay schedule and have no play against the dealer's hand. These wagers are: (1) "Queens or Better," which requires a player to have at least a pair of queens or better to win, using only the player's original five cards; and (2) "Draw Bonus Bet," which requires the player to have at least 2 pair or better to win. All three wagers are placed in the player's play area and on the circles indicating the wager. All wagers must be placed prior to receiving any cards. *Amended 12/15/17*

(4) Players may tip the dealer and may place the tip above any one, two or three of the betting circles so long as the players have their own personal bets on each of the tipped wagers.

(5) The play begins with the players making their mandatory "Poker Bet" and any of the two optional side wagers. Once the cards are shuffled and cut, the dealer will deal one card at a time from left to right and back right to left, to create a stack of five cards in front of the table tray/bank for each active player at the table, plus one stack for the dealer. An active player is considered any player who has at least one wager on the "Poker Bet" option. The dealer will send out a stack of five cards to each active player from left to right. The last stack to the right of the stacks of five will be the dealer's stack of five. If a mechanical shuffling device is used, the players will be sent five cards at a time starting with the player to the left and to the dealer receiving the final five-card hand.

(6) An incorrect number of cards dealt to any player and/or the dealer will constitute a misdeal and the round of play will be re-played. An exposed or flashed card does not constitute a dead round so long as all the players and dealer received five cards.

(7) Players will pick up their hand and look for a pair of queens or better if the player placed the "Queens or Better" wager. If the player has a pair of queens or better on the player's original five cards, the player will lay the winning hand on the table face up so the dealer can acknowledge the winning ranking of the hand. The dealer will then pay the player the Queens or Better wager in accordance to the pay schedule. Once paid, the player will then pick up the player's hand and discard one card face down on the "Draw" box and then place the remaining four cards face down in the box just below the player's "Draw" area. Once all the players have selected a discard, the dealer will then collect all losing Queens or Better wagers. The dealer will then place a new card on the top of the player's other remaining four cards face down and continue to the dealer's hand and place a card face down on the dealer's original 5 cards. Again this procedure is from left to right. If any player misreads his/her original five cards for the Queens or Better wager, and the sixth card is dealt, the Queens or Better wager is no longer active for the Queens or Better pay out, and becomes a losing wager.

(8) The players are not allowed to look at the new draw card. After receiving the dealer's additional card, the dealer will then turn over the dealer's six cards and select the best five-card poker hand. The dealer will then rank the dealer's hand and discard the worst card. Starting with the first player on the dealer's right, the dealer will turn over the player's five card hand. The dealer will then compare the ranking of the player's hand and the ranking of the dealer's own hand. If the player's hand is of higher ranking, the dealer will pay the player even money. If the player's hand

is lower than the dealer's hand, the dealer will take the player's losing wager. After the pay or collect of the Poker Bet, the dealer will turn over the player's discard and re-unite the card with the player's other five cards. If the player has 2 Pair or better using the best five of six cards, the dealer will pay that winning pay scale hand in accordance to the ranking of the hand. The dealer will then remove the player's hand from the table and go to the next player's hand and follow the same pay and collect procedures. This order of sequence is from the dealer's right to left. Once all the hands have been played out, the dealer will re-shuffle and once players make a new round of bets, play will resume with a new round of play.

(9) There is no need for players to fold their hand as there are no additional wagers needed to continue play nor are there any qualifications on the dealer's hand or player's hand. The Poker Bet is best hand wins between the player's and dealer's hand. The optional "Queens or Better" wager and "Draw Bonus" wager are simply the ranking of the player's hand in accordance to the pay schedule. The player's hand does not need to outrank the dealer's hand to win either of the optional "Queens or Better" or "Draw Bonus" wagers.

(10) There will be, as printed out in the center of the table layout, a provision for an "Automatic Winner" on the player's Poker Bet. If a player is dealt a straight or better on the player's original five cards, the player will be an automatic winner. The player will show the dealer the straight or better on the original five cards and the dealer will proceed to pay according to the retail establishment's pay schedule. If the player places a "Queens or Better" wager, the dealer will pay out first in accordance to the ranking of the player's hand and the pay schedule. The dealer will then pay all Poker Bets at even money or 3-2 according to the retail establishment's pay schedule. If the player places a "Draw Bonus" wager, the player will still receive another card face down whether the card can or cannot improve the player's final ranking. All players will always receive a sixth card, with winning hands paid out in accordance to the ranking of the hand and the pay schedule.

(11) If the player and dealer have the same five-card hand, it is considered a tie and the Poker Bet would be a push.

(12) The following pay schedules may be used for play. The pay schedule being used shall be visible to the players either on the table layout and/or on table signage.

(a) On the Poker Bet, even money is paid on all wagers, with the exception that a retail licensee at its discretion may choose to pay 3-to-2 on an "Automatic Winner" on the player's original five cards. *Eff 09/14/2011*

(b) Payments made to winners on the "Queens or Better" optional wager shall be made according to the following pay schedules based on the player's original five cards: *Eff 09/14/2011*

Hand type	**A1**	**A2**	**A3**	**A4**	**A5**	**A6**
Natural royal flush	500 to 1	500 to 1	500 to 1	500 to 1	500 to 1	500 to 1
5 of a kind	100 to 1	100 to 1	100 to 1	100 to 1	150 to 1	100 to 1
Wild royal flush	80 to 1	80 to 1	80 to 1	80 to 1	100 to 1	80 to 1
Straight flush	50 to 1	50 to 1	50 to 1	50 to 1	50 to 1	50 to 1
4 of a kind	20 to 1	20 to 1	20 to 1	20 to 1	20 to 1	20 to 1
Full house	15 to 1	15 to 1	15 to 1	15 to 1	15 to 1	14 to 1
Flush	10 to 1	12 to 1	11 to 1	10 to 1	9 to 1	10 to 1
Straight	7 to 1	6 to 1	6 to 1	6 to 1	6 to 1	6 to 1
3 of a kind	3 to 1	3 to 1	3 to 1	3 to 1	3 to 1	3 to 1
2 pair	2 to 1	2 to 1	2 to 1	2 to 1	2 to 1	2 to 1
Pair of queens or better	1 to 1	1 to 1	1 to 1	1 to 1	1 to 1	1 to 1

(c) Payments made to winners on the optional "Draw Bonus" bet wager shall be made according to the following pay schedules based on the player's best five of six cards:

Hand type	B1	B2	B3	B4
Natural royal flush	250 to 1	250 to 1	250 to 1	250 to 1
5 of a kind	50 to 1	60 to 1	60 to 1	50 to 1
Wild royal flush	40 to 1	50 to 1	50 to 1	30 to 1
Straight flush	20 to 1	20 to 1	15 to 1	15 to 1
4 of a kind	7 to 1	6 to 1	6 to 1	6 to 1
Full house	5 to 1	5 to 1	5 to 1	5 to 1
Flush	4 to 1	4 to 1	4 to 1	4 to 1
Straight	3 to 1	3 to 1	3 to 1	3 to 1
3 of a kind	2 to 1	2 to 1	2 to 1	2 to 1
2 pair	1 to 1	1 to 1	1 to 1	1 to 1

(30-1017.42, renumbered as 30-1099.29, effective 12/15/17)

30-1099.30 The play – Pai Gow Poker. *Eff 03/17/2011*

(1) The game of Pai Gow Poker must be played according to the rules listed below. The object of the game is for the player to create two poker hands out of the seven-card hand dealt by the dealer. A five-card hand and a two-card poker hand. The five-card hand value must exceed the two-card hand. Pai Gow Poker is a card game in which players are dealt seven cards, which they then arrange to form a five card high hand and a two card low hand, using poker rankings to determine the relative rank of the hands. The two hands of the player are then compared to the two hands of the dealer. A player wins if both his/her high hand and low hand are higher in rank than the high hand and low hand of the dealer. The player's wager is considered to be a tie ("push"), if one of his/her hands is higher than one of the hands of the dealer and one is identical or lower. The player loses if both of his/her hands are identical to or lower than the hands of the dealer. Winning wagers in Pai Gow Poker are paid 1 to 1. A vigorish or commission, not to exceed 5%, may be charged on player's winning hands.

(2) The object of the game is to have both of the player's hands rank higher than both hands of the dealer. Hands are ranked as traditional poker hands. A player receives seven cards which must be arranged into two separate hands:

(a) Two card "2nd highest" or "low" front hand;

(b) Five card "highest" or "high" back hand.

The player wins his/her bet if he/she wins both the front and the back hands against the dealer. The player loses his/her bet if he/she loses both the front and back hands. If he/she wins one hand and loses the other, his/her bet pushes. If either hand ranks exactly the same as the dealer's hand, this is a tie and the dealer wins all tie hands. The licensee handles all bets.

(3) The following words and terms shall have the following meaning in Pai Gow Poker.

(a) Copy Hand shall mean either a two card hand or a five card hand of a player which is identical in rank to the corresponding two card hand or five card hand of the dealer.

(b) High Hand shall mean the five card hand which is formed from the seven cards dealt at the game of Pai Gow Poker so as to rank higher than the two card low hand.

(c) Low Hand shall mean the two card hand which is formed from the seven cards dealt at the game of Pai Gow Poker so as to rank lower than the five card high hand.

(d) Rank or Ranking shall mean the relative position of a card or group of cards in descending order.

(e) Set or Setting The Hands shall mean the process of forming a high hand and low hand from the seven cards dealt.

(f) Suit shall mean one of the four categories of cards, i.e., diamond, spade, club or heart.

(g) Chung is a white plastic marker, marking who will have first option for the Dragon Hand.

(4) Pai Gow Poker shall be played with one standard deck of cards plus one joker. All cards shall be dealt from hand, shuffler or a dealing shoe.

(5) Pai Gow Poker shall be played with three dice which shall be maintained at all times inside a Pai Gow Poker Shaker or a random number generator to determine who receives the first hand. The Pai Gow Poker 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 Poker will be inspected at a minimum of every 24 hours and changed at the discretion of management.

(6) When determining the order that hands are dealt out, the dealer counts as one and rotation is counter-clockwise. Hands will be delivered to corresponding seats until all players, including the dealer, have a hand. Any remaining dead hands may be directly discarded. Dead hands must not be exposed. The remaining four cards should be spread face down to check integrity of deck. Players may pick up their hands immediately. Other than four cards remaining will result in a misdeal. Re-deal with the next deck and take a new random number. Players' hands with plus or minus seven cards will be void if the integrity of the deck is found to be valid (four cards remain). A misdeal will always be called if the dealer hand is plus or minus seven cards. Players must be seated to play the hand.

(7) If cards are dealt by hand, they will be dealt facedown in front of the dealer one at a time, from left to right back to left until seven piles have been created. At the end of this process there should be four discards spread facedown, verifying that the cards have been distributed properly. If less than four cards are counted, the entire deck must be reshuffled.

(8) If dice are used, the dealer will shake the dice cup after the hands have been dealt in front of the tray. The dice cup will not be moved and will remain uncovered until all hands have been passed out. The total of the dice will determine which position gets the first hand. The dealer will count counter clockwise counting the bank as one. The dealer will announce the outcome of the dice total while the cup remains visible on the layout. If a die is cocked (cocked dice result when a die leans against another die rather than resting flat on the surface of the bottom of the cup), call the natural fall of the die (the way the die would have fallen if the object were not present). If the dice land with one on top of the other it will not be counted. Dice will be shaken again. Players may change the amount of their bets prior to the shaking of the dice cup after which all bets are set.

(9) Player's wagers must be in increments established by the retail licensee. If both of the player's hands win, the cards are left spread on the table and the dealer proceeds to the next hand. If both of the player's hands lose, the wager shall be removed and put in the rack, and the cards will be put in the discard tray. When one of the player's hands wins and the other loses, the dealer will announce a push and place the cards in the discard tray. In the case of an exact tie on a given hand, the dealer hand wins. The losing bets will be collected before paying the winning bets. Acting on each hand individually, winning bets are paid and the commission is collected. Cards are placed in the discard tray.

(10) The dealer may collect up to a 5% commission on all winning bets. The dealer, in front of the chip rack, must prove all commissions. Commission will not be collected on wagers bet for the dealer.

(11) Dragon Hand will be the last hand dealt that is not used on the table. Player selection will move counter clockwise offering each player a chance to play the Dragon Hand. Only one player per round could play the Dragon Hand. Players must set their hands before looking and setting the Dragon Hand. When the cards are dealt out, the Chung will be placed on the Dragon hand. Once all hands are set, the Dragon Hand will be offered in order until someone accepts the hand. If no one wants the Dragon Hand, the cards will be placed in the discard rack.

(a) If the licensee offers a community Dragon Hand, it will play after all players have set their hand. The dealer will announce to the players they have the option to wager on the Dragon Hand. Players will wager to their right of the betting circle or in a betting circle specified as the Dragon betting circle, if they chose to wager on the Dragon Hand. After all wagers are set, the dealer will open the Dragon Hand and set it according to “house ways”. Once the dealer sets the Dragon Hand, then he/she will set the dealer hand. After both the Dragon Hand and dealer’s hand are set, the dealer will settle all Dragon Hand wagers. Once Dagon wagers are settled, the dealer will proceed with each individual player’s hand and pay or take wagers according to house procedures.

(b) On a six spot wagering layout dragon hand wagering will be offered if a spot is not being played. On a five spot wagering layout the dragon hand will be the six spot on the layout and will always offered. The Dragon Hand will always be designated as spot 7 or spot 14, and will be clearly marked on the layout for cards to be placed and set.

(12) The order in which dealers set their hands shall be determined by the policy of the retail licensee.

(13) The ranking of hands in Rule 30-1004 shall apply except that a retail licensee may designate the ranking of specific straights and straight flushes in their house rules.

(30-1017.43, renumbered as 30-1099.30, effective 12/15/17)

30-1099.31 The play – Crazy 4 Poker. *Eff 03/17/2011*

Crazy 4 Poker is a copyrighted and patented poker variation game, the rights to which are owned by SG Gaming, Inc. of Las Vegas, Nevada and which may be transferred or assigned. Crazy 4 Poker must be played according to the following rules: *Amended 10/16/13, Amended 1/14/2015, Amended 9/14/20*

(1) Crazy 4 Poker may be played only on tables displaying the Crazy 4 Poker layout. A single deck of cards will be used. Each player may play only one hand following each shuffle of the deck. The rank of hands in Crazy 4 Poker, from highest to lowest, is: four aces, royal flush, four of a kind, straight flush, three of a kind, flush, straight, two pair, pair, and high card. *Amended 8/14/18*

(2) Each player will make initial bets in the amount specified at the table by the retail licensee, and will place the bets in the ante and the super bonus with an optional queens up or cover all bet in the wagering areas in front of the player’s position. He/she may also place an optional progressive wager as long as the ante and super bonus wagers are in place. The super bonus and queens up bets are placed to play for hand value only; the ante bet is placed to play against the dealer. Once all players place their bets, the dealer will press the appropriate button on the keypad to indicate a progressive wager. The sensor will light up. The dealer will then remove all progressive bets from the table and place them in the tray. The dealer then follows house procedures for dealing the regular game. *Amended 10/16/13, Amended 8/14/18*

(3) Any dealer tip delivered as a wager may be placed on either the ante, super bonus, queens up, cover all hands, or all, provided that the player has placed a personal wager on the same hands. If a player continues play with any subsequent wager(s), the dealer’s tip on the ante or super

bonus may remain in play whether or not the player adds a subsequent and corresponding wager(s) for the dealer. *Amended 8/14/18*

(4) Immediately prior to the commencement of play and after each round of play has been completed, the dealer shall shuffle the cards. Following shuffle and cut, the dealer deals five cards to each player and to the dealer, either face downward and one at a time in rotation among the players and the dealer, or in a five card group dispensed by a mechanical shuffling device. The first player to receive a card, or cards, is the player to the left of the dealer; the dealer receives cards last. When offering the cover all bonus, a mechanical shuffling device is required. *Amended 8/14/18*

(5) When playing the cover all bonus, after the dealer removes his hand from the shuffler, he/she will press the green button on the mechanical shuffling device. The device will determine the number of players in the round and will display the pay outs on its front screen. Pay outs are dynamic; they change based on the number of players in a round. *Effective 8/14/18*

(6) An incorrect number of cards dealt to a player constitutes a misdeal to that player only. The player receiving the misdealt cards retains the player's ante, super bonus, and any wager. An incorrect number of cards dealt to the dealer constitutes a misdeal for the hand, and all players retain their ante, super bonus, and any wagers. Any number of exposed cards does not constitute a misdeal. If the dealer exposes a card, the dealer will turn the card over and continue dealing.

(7) Wagers are collected or paid in this order: play, ante, queens up (if applicable), super bonus, cover all bonus (if applicable) and progressive (if applicable). *Amended 8/14/18*

(8) For the dealer's hand to qualify to play against the players' hands, the dealer's hand must have a King-high or better. If the dealer's hand does not qualify to play, all play bets are won by the players and paid at a rate of 1 to 1. If the dealer's hand does not qualify to play, all ante bets are pushes. *Amended 10/16/13*

(9) If a player has placed an ante wager and does not wish to play, the player has the option to fold and forfeit the ante, super bonus and queens up (if applicable) bets. After all players who wish to fold have folded, the dealer collects the ante and super bonus wagers and the cards from each player who folded. All bets will be collected in the order in which the players fold. As the dealer collects the cards, the cards are spread face down to count them, and then placed in the discard rack. A player may view the folded hands upon request. *Amended 9/14/2012,*

(10) If a player has made a cover all bonus wager and has folded his/her ante wager, he/she is still eligible to win the cover all wager. The dealer will verify if the player has a three of a kind or higher, will leave the cards exposed on the table and will collect the folded ante wager. If the dealer finds a higher hand, he will leave those cards exposed and will remove any previous folded cards. *Effective 8/14/18*

(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 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 9/14/12, Amended 5/1/21*

(12) After all players have acted, the dealer exposes the dealer's cards and creates the best possible four card poker hand, ranking the cards from the dealer's left to the right and allowing the players to see the hand. The dealer will bring the player's hand into the "work area" between the dealer's hand and the queens up wager and reveal the player's cards.

(a) If the dealer does not have a qualifying hand, the play bets pay even money, all play bets are paid, and the ante bets require no action.

(b) If the dealer has a qualifying hand, the play and ante wagers are paid or taken; and the queens up and super bonus wagers are paid or taken.

(c) SUPER BONUS—The SUPER BONUS wins when the player gets a straight or better. However, failure to get at least a straight does not result in an automatic loss of the SUPER BONUS.

(i) Wins: When the player has a straight or better.

(ii) Loses: When the player has less than a straight and loses to the dealer's qualifying hand.

(iii) Pushes: When the player has less than a straight and beats the dealer's qualifying hand or when the player has less than a straight and the dealer doesn't qualify.

(13) If after ranking the cards, the dealer finds that the dealer's hand is a tie, a tie hand is a push on the play and the ante; however, the super bonus and queens up wagers are always paid if applicable.

(14) If a player beats the dealer's qualifying hand, the player wins the player's ante and play bets, both of which are paid at a rate of 1 to 1. If the dealer's hand has a higher poker rank than the player's hand, the player loses both the player's ante and play bets. Tied hands are pushes.

(15) Optional queens up wager - While the ante and super bonus wagers are mandatory, the queens up bet is optional. However, players may make the queens up wager for any amount within the posted table limits. Players may bet more on the queens up bet than they bet on the ante and super bonus.

The queens up wager wins when the player receives a pair of Queens or better. Odds are printed on the layout. The bet loses when the player fails to get at least a pair of Queens.

(16) Optional cover all bonus wager – if a player(s) has bet on the cover all bonus option and the player or dealer's hands contain a three of a kind or better, all players who made the wager win. Only the highest qualifying hand pays. If the players' or dealer's hand contain less than a three of a kind, the player(s) loses this bet. *Effective 8/14/18*

(17) 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) As the terms "jackpot," "jackpot award," and "progressive jackpot" are used in these rules of play for Crazy 4 Poker Progressive, the terms shall apply to Crazy 4 Poker Progressive only. A retail licensee may not discontinue offering a Crazy 4 Poker Progressive jackpot until the highest progressive jackpot award has been won by a qualified player or players. If a licensee wishes to discontinue offering a progressive jackpot award, the licensee may petition the Director or the Director's designee in writing for permission to either reduce the qualifications or criteria for winning the award, allowing the award to be paid more quickly, or to transfer the award liability to the jackpot offered by a different game. If a

retail licensee intends to close its business while having a progressive jackpot award liability, the licensee may petition the Director or the Director's designee in writing for permission to transfer the award liability, together with the award fund, to another retail licensee offering a comparable jackpot award. *Amended 10/16/13, Amended 12/15/17*

(d) When a player has a progressive winner, the dealer shall press the appropriate hand button on the keypad and then contact a supervisor. *Amen 9/14/2012, Amen 10/16/13*

(e) Once the casino verifies the progressive win, house procedures are then followed for paying the prize. *Amen 10/16/13*

(f) In the event more than one progressive hand, payable from the progressive meter, hits at the same table during the same time, house procedures are then followed for paying the prize. *Eff 10/16/13*

(g) After keying in the progressive winner, the meter may be reduced, depending on the winning hand. Keying in a 100% award will reset the meter to the seed amount, plus any reserve amount. The dealer will continue handling progressive awards in a counter clockwise fashion. *Eff 10/16/13*

(h) An incorrect number of cards dealt to any player constitutes a dead hand for that player only. The player receiving the misdealt cards retains the player's ante and any bet. An incorrect number of cards dealt to the dealer constitutes a misdeal to the table and the players may play their hands for the purpose of the progressive jackpot only. If there are no progressive jackpot hands, all hands at the table are dead and the players retain their antes and bets. Envy Bonus: *Amen 10/16/13*

Envy Bonus:

(a) A player making the progressive wager also qualifies to win an envy pay out. If another player at the table hits a hand associated with an envy pay, all other players who made the progressive bet win the envy pay. The player hitting the hand receives the normal prize pay only, but does not receive the envy pay. *Amen 10/16/13*

(b) If a player's hand triggers an envy pay out, the dealer will leave the hand face-up on the layout; otherwise, the dealer will lock up the cards. The dealer will then move on to the next player. *Amen 10/16/13*

(c) The dealer pays any Envy Bonuses at the end of the round. In the event that more than one player is involved in a qualifying envy pay, then all players win multiple envy pay outs. *Amen 10/16/13*

(18) The retail licensee may offer the game using any one of the following four pairs of pay schedules. The pay schedules in use, or pay outs derived from the pay schedules, must be displayed on the table layout or on signage at the table: *Amen 10/16/13*

	Pay Schedule 09		**Pay Schedule 10**	
Player Hands	**Super Bonus**	**Queens Up**	**Super Bonus**	**Queens Up**
4 Aces	200 to 1		200 to 1	
4 of a Kind	30 to 1	50 to 1	30 to 1	50 to 1
Straight Flush	15 to 1	30 to 1	15 to 1	40 to 1
3 of a Kind	2 to 1	9 to 1	2 to 1	8 to 1
Flush	3 to 2	4 to 1	3 to 2	4 to 1
Straight	1 to 1	3 to 1	1 to 1	3 to 1
2 Pair		2 to 1		2 to 1

Queens or Better		1 to 1		1 to 1

	Pay Schedule 11		**Pay Schedule 12**	
Player Hands	**Super Bonus**	**Queens Up**	**Super Bonus**	**Queens Up**
4 Aces	200 to 1		200 to 1	
4 of a Kind	30 to 1	50 to 1	30 to 1	50 to 1
Straight Flush	15 to 1	30 to 1	15 to 1	40 to 1
3 of a Kind	2 to 1	8 to 1	2 to 1	7 to 1
Flush	3 to 2	4 to 1	3 to 2	4 to 1
Straight	1 to 1	3 to 1	1 to 1	3 to 1
2 Pair		2 to 1		2 to 1
Queens or Better		1 to 1		1 to 1

	Progressive Pay Schedule 1		**Progressive Pay Schedule 2**	
Player Hands	**Pay out**	**Envy**	**Pay out**	**Envy**
Four Aces	100%	$100	100%	$100
Four of a Kind	300 for 1	$10	300 for 1	$25
Straight Flush	100 for 1	$5	100 for 1	
Three of a Kind	9 for 1		15 FOR 1	*Row Amended 7/15/2014*

(19) The retail licensee may offer either of the below "Nexus" pay tables if it wishes to connect other SG Gaming, Inc. progressive games that also have these pay schedules approved. *Eff 03/16/2012, Amended 11/30/2012, Amended 10/16/13, Amended 1/14/2015, Amended 9/14/20*

	PMG Schedule 1		**PMG Schedule 2**	
Hand	Pays*	Envy**	Pays*	Envy**
Royal Flush	100%	$1,000	100%	$5,000
Straight Flush	10%	$300	10%	$1,500
4 of a Kind	300 for 1		300 for 1	
Full House	50 for 1		50 for 1	
Flush	40 for 1		40 for 1	
Straight	30 for 1		30 for 1	
3 of a Kind	9 for 1		9 for 1	

**Original Wager is NOT Returned*
***Envy and seed amount adjust up and down accordingly with changes made to the wager amount.*

	PMG-ML-01		**PMG-ML-02**		**PMG-ML-03**	
Hand***	Pays*	Envy**	Pays*	Envy**	Pays*	Envy**
Royal Flush	100% Major	$1,000	100% Mega	$1,000	100% Mega	$1,000
Straight Flush	100% Minor	$300	100% Major	$300	100% Major	$300
4 of a Kind	300 for 1		100% Minor		100% Minor	
Full House	50 for 1		50 for 1		50 for 1	
Flush	40 for 1		40 for 1		40 for 1	
Straight	30 for 1		30 for 1		30 for 1	
3 of a Kind	9 for 1		10 for 1		9 for 1	

**Original Wager is NOT Returned*
***Envy and Seed amounts adjust up or down accordingly with changes made to the Wager amount*
**** Based on the Player's 5 card hand*

Cover All Bonus Pay Schedule

Highest Hand Rank	7 Total Hands	6 Total Hands	5 Total Hands	4 Total Hands	3 Total Hands	2 Total Hands
Four Aces	100	125	150	200	250	300
Royal Flush	50	80	100	125	150	200
Four of a Kind (other)	25	50	60	80	100	150
Straight Flush	20	35	40	60	90	125
Three of a Kind	4	4	5	6	8	13
All Pays are TO 1						

Effective 8/14/18

(30-1017.44, renumbered as 30-1099.31, effective 12/15/17)

30-1099.32 The play – High Five Poker and High Five Poker Progressive. *Eff 03/17/11, Amended 4/14/14*

High Five Poker and High Five Poker Progressive are copyrighted, patent pending poker variation games, the rights to which are owned by SG Gaming, Inc. of Las Vegas, Nevada and which may be transferred or assigned. High Five Poker and High Five Poker Progressive must be played according to the following rules: *Amended 4/14/14, Amended 1/14/2015, Amended 9/14/20*

(1) High Five Poker may be played only on tables displaying the High Five Poker layout. A single deck of cards will be used, including one Joker. Each player may play only one hand following each shuffle of the deck. The rank of hands in High Five Poker, from highest to lowest, are: five aces, royal flush, straight flush, four of a kind, full house, flush, straight, three of a kind, two pair, pair and high card.

(2) Each player will make initial bets in the amount specified at the table by the retail licensee, and will place the bets in the “ante” with an optional “trips” bet in the wagering area in front of the player’s position. The trips bet is placed to play for hand value only; the ante bet is placed to play against the dealer. The player may also place an optional progressive wager as long as the initial bets are also in place. Once all players place their bets, the dealer will press the appropriate button on the keypad to indicate a progressive wager. The dealer will then remove all progressive bets from the table and place them in the tray. The dealer then follows house procedures for dealing the regular game. *Amended 4/14/14*

(3) Any dealer tip delivered as a wager may be placed on either the “ante” or “trips” hands or both, provided that the player has placed a personal wager on the same hands. If a player continues play with any subsequent wager(s), the dealer’s tip on the “ante” or “trips” may remain in play whether or not the player adds a subsequent and corresponding wager(s) for the dealer.

(4) Immediately prior to the commencement of play and after each round of play has been completed, the dealer shall shuffle the cards. Following shuffle and cut, the dealer deals seven cards to each player and to the dealer, either face downward and one at a time in rotation among the players and the dealer, or in a seven card group dispensed by a mechanical shuffling device. The first player to receive a card, or cards, is the player to the left of the dealer; the dealer receives cards last.

(5) An incorrect number of cards dealt to a player constitutes a misdeal to that player only. The player receiving the misdealt cards retains the player’s ante, and any wager. An incorrect number of cards dealt to the dealer constitutes a misdeal for the hand, and all players retain their ante, and any wagers. Any number of exposed cards does not constitute a misdeal. If the dealer exposes a card, the dealer will turn the card over and continue dealing.

(6) Wagers are collected or paid in this order: Play, Ante, Trips and Progressive (if applicable). Folded hands do not qualify for pay outs on the progressive wager. *Amended 4/14/14*

(7) For the dealer's hand to qualify to play against the players' hands, the dealer's hand must have a pair of 6s or better. If the dealer has less than a pair of 6s, he/she does not qualify. If the dealer's hand does not qualify to play, all play bets are pushes. If the dealer's hand does not qualify to play, all ante bets are won by the players and paid at a rate of 1 to 1.

(a) Exception, if the player has a straight or better, the Play also wins 1 to 1.

(8) If a player has placed an "ante" wager and does not wish to play, the player has the option to fold and forfeit the ante. After all players who wish to fold have folded, the dealer collects the ante wager and the cards from each player who folded. All bets will be collected in the order in which the players fold. As the dealer collects the cards, the cards are spread face down to count them, and then placed in the discard rack. A player may view the folded hands upon request.

(9) At the discretion of the retail licensee, the player has the option to only make the trips bet.

(10) The player may also make a wager to play in the blind.

(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, and will place the player's hand under the wager in the play area.

(12) After all players have acted, the dealer exposes the dealer's cards and creates the best possible five card poker hand, ranking the cards from the dealer's left to the right and allowing the players to see the hand. The dealer will bring the player's hand into the "work area" between the dealer's hand and the trips wager and reveal the player's cards. *Amended 10/15/14*

(a) If the dealer does not have a qualifying hand, the play bet pushes and the ante bet is paid even money. The trips bet is paid or taken.

(b) Exception: If the player has a straight or better, the Play also wins 1 to 1.

(c) If the dealer has a qualifying hand, the play and ante wagers are paid or taken; and the Trips wager is paid or taken.

(13) If after ranking the cards, the dealer finds that the dealer's hand is a tie, a tie hand is a push on the play and the ante; however, the trips wager is always paid if applicable.

(14) If a player beats the dealer's qualifying hand, the player wins the player's ante and play bets, both of which are paid at a rate of 1 to 1. If the dealer's hand has a higher poker rank than the player's hand, the player loses both the player's ante and play bets. Tied hands are pushes; and the trips wager is paid or taken.

(15) The following hands are always paid when a trips bet is made, as the trips does not play against the dealer: five aces, royal flush, straight flush, four of a kind, full house (aces full), full house (other), flush, straight, and three of a kind.

(16) The retail licensee may offer the game using any one of the following three pay schedules. The pay schedules in use, or pay outs derived from the pay schedules, must be displayed on the table layout or on signage at the table:

	Pay Schedule 01	**Pay Schedule 02**	**Pay Schedule 03**
Player Hands	**Pay out**	**Pay out**	**Pay out**

Five Aces	200 to 1	200 to 1	200 to 1
Royal Flush	100 to 1	100 to 1	100 to 1
Straight Flush	50 to 1	50 to 1	50 to 1
Four of a Kind	40 to 1	40 to 1	40 to 1
Full House (Aces Up)	20 to 1	25 to 1	15 to 1
Full House (Other)	7 to 1	7 to 1	7 to 1
Flush	4 to 1	4 to 1	4 to 1
Straight	2 to 1	2 to 1	2 to 1
Trips	1 to 1	1 to 1	1 to 1

(17) Progressive Winners: *eff 4/14/14*

(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) As there can be only one winner of a progressive meter prize in a single round, no multi-winner resolution process is needed.

(d) When a player has a progressive winner, the dealer shall press the appropriate hand button on the keypad. (If the hand button is pressed by accident, pressing it again will turn it off.)

(e) The dealer shall then contact a supervisor.

(f) Once the casino verifies the progressive win, house procedures are then followed for paying the prize.

(g) As the terms “jackpot,” “jackpot award,” and “progressive jackpot” are used in these rules of play for High Five Poker Progressive, the terms shall apply to High Five Poker Progressive only. A retail licensee may not discontinue offering a High Five Poker Progressive jackpot until the highest progressive jackpot award has been won by a qualified player or players. If a licensee wishes to discontinue offering a progressive jackpot award, the licensee may petition the Director or the Director’s designee in writing for permission to either reduce the qualifications or criteria for winning the award, allowing the award to be paid more quickly, or to transfer the award liability to the jackpot offered by a different game. If a retail licensee intends to close its business while having a progressive jackpot award liability, the licensee may petition the Director or the Director’s designee in writing for permission to transfer the award liability, together with the award fund, to another retail licensee offering a comparable jackpot. *Amended 12/15/17*

(18) The retail licensee may offer the game using the following pay schedule(s). The pay schedule in use or pay outs derived from the pay schedule(s) must be displayed on the table layout or on signage at the table: *Eff 4/14/14*

Hand	**Pay Table 1**
Five Aces	100%
Royal Flush	500 for 1
Straight Flush	100 for 1
Four of a Kind	75 for 1
Full House	10 for 1

Eff 4/14/14

(30-1017.45, renumbered as 30-1099.32, effective 12/15/17)

30-1099.33 The play – Mississippi Stud. *Eff 03/17/2011*

Mississippi Stud is a copyrighted and 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. *Eff 10/16/13, Amended 1/14/2015, Amended 9/14/20*

(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 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. *Amended 5/1/21*

(2) Each player will make initial bets in the amount specified at the table by the retail licensee, and will place the bet in the ante wagering area in front of the player's position. The player may also place optional 3 Card Bonus, Cover All Bonus and progressive wagers as long as the ante wager is in place. Once all players place their bets, the dealer will press the appropriate button on the keypad to indicate a progressive wager. The sensor will light up. The dealer will then remove all progressive bets from the table and place them in the tray. The dealer then follows house procedures for dealing the regular game. *Amended 10/16/13, Amended 8/14/18*

(3) Any dealer tip delivered as a wager may be placed on the ante hand, provided that the player has placed a personal wager on the same hand and/or the 3 Card Bonus, and/or Cover All Bonus wagers. If a player continues play with any subsequent wager, the dealer's tip on the ante and/or the 3 Card Bonus wager may remain in play whether or not the player adds a subsequent and corresponding wager(s) for the dealer. *Amended 9/14/2012, Amended 8/14/18*

(4) Immediately prior to the commencement of play and after each round of play has been completed, the dealer shall shuffle the cards. Following shuffle and cut, the dealer deals two cards to each player and three community cards, either face downward and one at a time in rotation among the players and the community area; or in a two card group for the players and three card group for the community cards. The first player to receive a card, or cards, is the player to the left of the dealer. If using a mechanical shuffling device, the dealer may deal the three community cards first and then two card groups for the players. When offering the Cover ALL Bonus wager, a mechanical shuffling device is required. *Amended 8/14/18*

(5) When playing the Cover All Bonus, after the dealer removes his/her hand from the shuffler, he/she will press the green button on the mechanical shuffling device. The device will determine the number of players in the round and will display the pay outs on its front screen. Pay outs are dynamic; they change based on the number of players in a round. *Effective 8/14/18*

(6) An incorrect number of cards dealt to a player constitutes a misdeal to that player only. The player receiving the misdealt cards retains the player's ante, and any wager. An incorrect number of cards dealt to the dealer constitutes a misdeal for the hand, and all players retain their ante, and any wagers. Any number of exposed cards does not constitute a misdeal. If the dealer exposes a card, the dealer will turn the card over and continue dealing.

(7) After the first two cards have been dealt to the players and three cards to the community area, a player who has placed an ante wager has the option to fold and surrender his/her ante wager or place an additional wager in an amount 1X to 3X his/her ante in the 3rd Street wagering area in front of the player's position. Players may make their 4th and 5th Street wagers in the blind at this time. After all players who wish to fold have folded, the dealer collects the ante and blind wagers and the cards from each player who folded. All bets will be collected in the order in which the

players fold. As the dealer collects the cards, the cards are spread face down to count them, and then placed in the discard rack. If the player who has folded made a 3 Card Bonus wager or a progressive wager, then the cards will be tucked under the 3 Card Bonus wager or placed on the progressive sensor until the end of the game when the dealer pays according to the posted pay table. *Amended 9/14/2012*

(8) After all players have acted, the dealer will reveal the first community card. The players who have not folded have the option to fold and surrender their ante and 3rd Street wagers or place an additional wager in an amount 1X to 3 X their ante in the 4th Street wagering area in front of the player's position. Players may make their 5th Street wager in the blind at this time. After all players who wish to fold have folded, the dealer collects the ante and blind wagers and the cards from each player who folded. All bets will be collected in the order in which the players fold. As the dealer collects the cards, the cards are spread face down to count them, and then placed in the discard rack. If a 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 out according to the posted pay table.

(9) After all players have acted, the dealer will reveal the second community card. The players who have not folded have the option to fold and surrender their ante, 3rd Street and 4th Street wagers or place an additional wager in an amount 1X to 3X their ante in the 5th Street wagering area in front of the player's position. After all players who wish to fold have folded, the dealer collects the ante and blind wagers and the cards from each player who folded. All bets will be collected in the order in which the players fold. As the dealer collects the cards, the cards are spread face down to count them, and then placed in 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.

(10) After all players have acted, the dealer will reveal the third community card. The dealer then works from right to left revealing the player's two card starting hand and combines it with the three community cards. The dealer then collects losing wagers or pays winning wagers according to the posted pay tables. The dealer can pay each of the Ante, 3rd Street, 4th Street and 5th Street bets in that order separately or the dealer can stack each of these bets and pay as one bet. Then the dealer will pay the 3 Card Bonus bet (if applicable), Cover All Bonus bet (if applicable), the Progressive bet (if applicable), and Envy (if applicable). *Amended 11/30/2012, Amended 8/14/18*

(11) 3 Card Bonus Winners:

The 3 Card Bonus wager is based on the three community cards **ONLY.** Players win with at least a pair or better. A player who has placed a 3 Card Bonus hand is also paid a bonus amount according to the approved 3 Card Bonus pay table. Eff 9/14/2012, Amen 10/16/13

(12) Cover All Bonus Winners:

When resolving this wager, if the dealer finds a higher hand, he/she will leave those cards exposed and remove any previous cards left on the table. Once the dealer has finished reconciling all players' bets, he/she will go back and reconcile the Cover All Bonus bets. If a player(s) has bet on the Cover All Bonus option 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. *Effective 8/14/18*

(13) 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) When a player has a progressive winner, the dealer shall press the appropriate button on the keypad. The dealer shall then contact a supervisor. *Eff 10/16/13*

(d) In the event more than one progressive hand, payable from the progressive meter, hits at the same table during the same time, house procedures are then followed for paying the prize. *Amen 10/16/13*

(e) As the terms "jackpot," "jackpot award," and "progressive jackpot" are used in these rules of play for Mississippi Stud Progressive, the terms shall apply to Mississippi Stud Progressive only. A retail licensee may not discontinue offering a Mississippi Stud Progressive jackpot until the highest progressive jackpot award has been won by a qualified player or players. If a licensee wishes to discontinue offering a progressive jackpot award, the licensee may petition the Director or the Director's designee in writing for permission to either reduce the qualifications or criteria for winning the award, allowing the award to be paid more quickly, or to transfer the award liability to the jackpot offered by a different game. If a retail licensee intends to close its business while having a progressive jackpot award liability, the licensee may petition the Director or the Director's designee in writing for permission to transfer the award liability, together with the award fund, to another retail licensee offering a comparable jackpot award. *Amen 10/16/13, Amended 12/15/17*

(f) If one of the PMG ("Nexus") pay schedules, listed below, are used on this game, other progressive table themes that have the same pay schedules approved can be connected to the same jackpot. *Eff 3/16/12, Amen 10/16/13*

(g) Once the casino verifies the progressive win, house procedures are then followed for paying the prize. *Amen 10/16/13*

(h) After keying in the progressive winner, the meter may be reduced, depending on the winning hand. Keying in a 100% award will reset the meter to the seed amount, plus any reserve amount. The dealer will continue handling progressive awards in a counter clockwise fashion. *Eff 10/16/13*

(i) An incorrect number of cards dealt to any player constitutes a dead hand for that player only. The player receiving the misdealt cards retains the player's ante and any bet. An incorrect number of cards dealt to the dealer constitutes a misdeal to the table and the players may play their hands for the purpose of the progressive jackpot only. If there are no progressive jackpot hands, all hands at the table are dead and the players retain their antes and bets. *Amen 10/16/13*

Envy Bonus:

(a) A player making the progressive wager also qualifies to win an envy pay out. If another player at the table hits a hand associated with an envy pay, all other players who made the progressive bet win the envy pay. The player hitting the hand receives the normal prize pay only, but does not receive the envy pay.

(b) If a player's hand triggers an envy pay out, the dealer will leave the hand face-up on the layout; otherwise, the dealer will lock up the cards. The dealer will then move on to the next player. Amen 10/16/13

(c) The dealer pays any Envy Bonuses at the end of the round. In the event that more than one player is involved in a qualifying envy pay, then all players win multiple envy pay outs. Amen 10/16/13

(14) The retail licensee may offer the game using the following pay schedule. The pay schedule in use, or pay outs derived from the pay schedules, must be displayed on the table layout or on signage at the table: *Amen 10/16/13*

Pay Schedule 01	
Player Hands	Pay out
Royal Flush	500 to 1
Straight Flush	100 to 1
Four of a Kind	40 to 1
Full House	10 to 1
Flush	6 to 1
Straight	4 to 1
Three of a Kind	3 to 1
Two Pair	2 to 1
Pair of Jacks or better	1 to 1
Pair of 6s of 10s	Push

	Progressive Pay Schedule 1	
Player Hands	Pay out	Envy
Royal Flush	100%	$1000
Straight Flush	10%	$300
4 of a Kind	300 to 1	
Full House	50 to 1	
Flush	40 to 1	
Straight	30 to 1	
3 of a Kind	9 to 1	

(15) The retail licensee may offer either of the below "Nexus" pay tables if it wishes to connect other SG Gaming, Inc. of Las Vegas progressive games that also have these pay schedules approved. *Eff 03/16/2012, Amended 10/16/13, Amended 1/14/2015, Amended 12/15/20*

	PMG Schedule 1		**PMG Schedule 2**	
Hand	**Pays***	**Envy****	**Pays***	**Envy****
Royal Flush	100%	$1,000	100%	$5,000
Straight Flush	10%	$300	10%	$1,500
4 of a Kind	300 for 1		300 for 1	
Full House	50 for 1		50 for 1	
Flush	40 for 1		40 for 1	
Straight	30 for 1		30 for 1	
3 of a Kind	9 for 1		9 for 1	

Original Wager is **NOT Returned*
***Envy and seed amount adjust up and down accordingly with changes made to the wager amount. Amended 11/30/2012*

Effective 10/15/14	**PMG-ML-01**		**PMG-ML-02**		**PMG-ML-03**	
Hand***	**Pays***	**Envy****	**Pays***	**Envy****	**Pays***	**Envy****
Royal Flush	100% Major	$1,000	100% Mega	$1,000	100% Mega	$1,000
Straight Flush	100% Minor	$300	100% Major	$300	100% Major	$300

4 of a Kind	300 for 1		100% Minor		100% Minor	
Full House	50 for 1		50 for 1		50 for 1	
Flush	40 for 1		40 for 1		40 for 1	
Straight	30 for 1		30 for 1		30 for 1	
3 of a Kind	9 for 1		10 for 1		9 for 1	
Original Wager is NOT Returned* ***Envy and Seed amounts adjust up or down accordingly with changes made to the Wager amount* ** Based on the Player's 5 card hand*						

(16) Payments to winners of the 3 Card Bonus optional bet shall be made according to the following pay schedules. The retail licensee may choose from any of the following pay schedules. The selected pay schedule must appear on signage at the table. *Effective 9/14/2012, Amen 10/16/13*

	Pay Schedule 1	**Pay Schedule 2**	**Pay Schedule 3**
Straight Flush pays	40 to 1	40 to 1	40 to 1
Three of a Kind pays	30 to 1	30 to 1	30 to 1
Straight pays	6 to 1	5 to 1	6 to 1
Flush pays	4 to 1	4 to 1	3 to 1
Pair pays	1 to 1	1 to 1	1 to 1

	Pay Schedule 4	**Pay Schedule 5**	**Pay Schedule 6**
Mini Royal pays	50 to 1	50 to 1	50 to 1
Straight Flush pays	40 to 1	40 to 1	40 to 1
Three of a Kind pays	30 to 1	30 to 1	30 to 1
Straight pays	6 to 1	5 to 1	6 to 1
Flush pays	4 to 1	4 to 1	3 to 1
Pair pays	1 to 1	1 to 1	1 to 1

(17) Payments to winners of the Cover All Bonus optional bet shall be made according to the following pay schedule. The selected pay schedule must appear on signage at the table.

Cover All Bonus Pay Schedule (Dealer's hand included)						
Highest Hand Rank	**7 Total Hands**	**6 Total Hands**	**5 Total Hands**	**4 Total Hands**	**3 Total Hands**	**2 Total Hands**
Royal Flush	100	125	150	200	250	500
Straight Flush	50	60	70	80	100	20
Four of a Kind	30	35	40	50	80	150
Full House	20	20	25	35	50	100
Flush	10	11	15	20	30	60
Straight	6	8	10	12	20	40
Three of a Kind	3	4	5	7	10	20
All pays are TO 1						

Effective 8/14/18

(30-1017.46, renumbered as 30-1099.33, effective 12/15/17)

30-1099.34 The play – Ultimate Texas Hold 'Em. *Eff 03/17/2011*

Ultimate Texas Hold 'Em is a copyrighted and patented poker variation game, the rights to which are owned by SG Gaming, Inc. of Las Vegas, Nevada and which may be transferred or assigned. Ultimate Texas Hold 'Em must be played according to the following rules: *Amended 10/16/13, Amended 1/14/2015, Amended 9/14/20*

(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 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. *Amended 1/14/2015*

(2) Each player will make initial bets in the amount specified at the table by the retail licensee, and will place the bets in the ante and the blind with trips (optional), ultimate pairs bonus (optional), and cover all bonus (optional) bet(s) in the wagering areas in front of the player's position. The player may also place an optional progressive wager as long as the ante and blind wagers are in place. The trips and blind bets are placed to play for hand value only and the blind bet hands must beat the dealer; the ante bet is placed to play against the dealer. Once all players place their bets, the dealer will press the appropriate button on the keypad to indicate a progressive wager. The sensors will light up. The dealer will then remove all progressive bets from the table and place them in the tray. The dealer then follows house procedures for dealing the regular game. *Amended 10/16/13, 1/14/2015, Amended 8/14/18*

(3) Any dealer tip delivered as a wager may be placed on either the ante, blind, trips, or cover all bonus hands or all, provided that the player has placed a personal wager on the same hands. If a player continues play with any subsequent wager(s), the dealer's tip on the ante or blind may remain in play whether or not the player adds a subsequent and corresponding wager(s) for the dealer. *Amended 8/14/18*

(4) Immediately prior to the commencement of play and after each round of play has been completed, the dealer shall shuffle the cards. Following shuffle and cut, the dealer deals two cards to each player and to the dealer, either face downward and one at a time in rotation among the players and the dealer, or in a two card group dispensed by a mechanical shuffling device. The first player to receive a card, or cards, is the player to the left of the dealer; the dealer receives cards last. When offering the cover all bonus, a mechanical shuffling device is required. *Amended 8/14/18*

(5) When playing the cover all bonus, after the dealer removes his/her hand from the shuffler, he/she will press the green button on the mechanical shuffling device. The device will determine the number of players in the round and will display the pay outs on its front screen. Pay outs are dynamic; they change based on the number of players in a round, including the dealer. *Effective 8/14/18*

(6) An incorrect number of cards dealt to a player constitutes a misdeal to that player only. The player receiving the misdealt cards retains the player's ante, blind, and any wager. An incorrect number of cards dealt to the dealer constitutes a misdeal for the hand, and all players retain their ante, blind, and any wagers. Any number of exposed cards does not constitute a misdeal. If the dealer exposes a card, the dealer will turn the card over and continue dealing.

(7) Wagers are collected or paid in this order: play, ante, trips (if applicable), blind, and progressive (if applicable).

(8) For the dealer's hand to qualify to play against the players' hands, the dealer's hand must have a pair or better.

(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, 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, in the "play" wagering area in front of the player's position. *Amended 9/14/2012*

(11) After all players have acted, the dealer places two additional community cards face-up on the layout. A player who has placed an ante and blind wager and who has not yet placed a play wager has the option to fold and forfeit the ante and blind wagers or place an additional wager in an amount equal to his/her ante in the play wagering area in front of the player's position. The players who do not fold will then place the player's hand under the wager in the play area. After all players who wish to fold have folded, the dealer collects the ante and blind wagers and the cards from each player who folded. If the player has a trips wager, the dealer will tuck the players cards under the trips wager and the wager will be settled according to (14) below. All bets will be collected in the order in which the players fold. As the dealer collects the cards, the cards are spread face down to count them, and then placed in the discard rack. A player may view the folded hands upon request.

(12) If a player has made a cover all bonus wager and has folded his/her ante wager, he/she is still eligible to win the cover all bonus wager. The dealer will verify if the player has a full house or higher, will leave the cards exposed on the table and will collect the folded ante and blind wagers. If the dealer finds a higher hand, he will leave those cards exposed and remove any previous folded cards. *Effective 8/14/18*

(13) After all players have acted, the dealer exposes the dealer's cards and creates the dealer's best possible five-card poker hand from the dealer's two cards and five community cards and announces the dealer's hand to the players.

(a) If the dealer does not have a qualifying hand, all remaining ante wagers are returned to the players by the dealer. This is done prior to the dealer exposing any player's cards. All remaining wagers are resolved according to (b) below. If the dealer qualifies with at least a pair, all player wagers receive action.

(b) The dealer, working from right to left, combines each player's two cards with the five community cards to make the player's best five-card poker hand. When the player's hand beats the dealer's hand, the ante (if the dealer qualified), play wagers are paid even money. The blind wagers are a push unless paid according to a pay table for all straights or better. When the dealer's hand and player's hand tie, the ante (if the dealer qualified), play, and blind wagers are pushes. When the dealer's hand beats the player's hand, the ante (if the dealer qualified), play, and blind wagers are taken.

(14) The trips wager is always paid for the following hands, even if the player folds, as the trips wager does not play against the dealer: three of a kind, straight, flush, full house, four of a kind, straight flush, royal flush.

(15) The Ultimate Pairs Bonus wager wins if the player's two hole cards match one of the hands listed on the posted pay table and the dealer will pay the player accordingly. If a player folds his/her hand, the Ultimate Pairs Bonus wager (if played) remains in action. The dealer will remove the losing wagers and tuck the player's two hole cards under the Ultimate Pairs Bonus wager. *Effective 1/14/2015*

(16) The cover all bonus wager wins when combining a player's two cards with the five community cards to make the player's best five-card poker hand. If a player(s) has bet on the cover all bonus option and the player(s) or dealer hands contain a full house or better, all players who made the wager win. Only the highest qualifying hand pays. If the player(s) and dealer's hands contain less than a full house, the player(s) wager is taken. *Effective 8/14/18*

(17) 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) In the event more than one progressive hand, payable from the progressive meter, hits at the same table during the same time, house procedures are then followed for paying the prize. Amen 10/16/13

(d) As the terms "jackpot," "jackpot award," and "progressive jackpot" are used in these rules of play for Ultimate Texas Hold 'Em Progressive, the terms shall apply to Ultimate Texas Hold 'Em Progressive only. A retail licensee may not discontinue offering an Ultimate Texas Hold 'Em Progressive jackpot until the highest progressive jackpot award has been won by a qualified player or players. If a licensee wishes to discontinue offering a progressive jackpot award, the licensee may petition the Director or the Director's designee in writing for permission to either reduce the qualifications or criteria for winning the award, allowing the award to be paid more quickly, or to transfer the award liability to the jackpot offered by a different game. If a retail licensee intends to close its business while having a progressive jackpot award liability, the licensee may petition the Director or the Director's designee in writing for permission to transfer the award liability, together with the award fund, to another retail licensee offering a comparable jackpot award. *Amended 12/15/17*

(e) When a player has a progressive winner, the dealer shall press the appropriate hand button on the keypad and then contact a supervisor. If one of the PMG ("Nexus") pay schedules, listed below, are used on this game, other progressive table themes that have the same pay schedules approved can be connected to the same jackpot. *Amended 03/16/2012*

(f) Once the casino verifies the progressive win, house procedures are then followed for paying the prize.

(g) After keying in the progressive winner, the meter may be reduced, depending on the winning hand. Keying in a 100% award will reset the meter to the seed amount, plus any reserve amount. The dealer will continue handling progressive awards in a counter clockwise fashion. Eff 10/16/13

(h) An incorrect number of cards dealt to any player constitutes a dead hand for that player only. The player receiving the misdealt cards retains the player's ante and any bet. An incorrect number of cards dealt to the dealer constitutes a misdeal to the table and the players may play their hands for the purpose of the progressive jackpot only. If there are no progressive jackpot hands, all hands at the table are dead and the players retain their antes and bets. *Amen 10/16/13*

(18) The retail licensee may offer the game using any one of the following pay schedules. The pay schedules in use, or pay outs derived from the pay schedules, must be displayed on the table layout or on signage at the table:

Pay Schedule 1		
Player Hand	**Trip Bonus**	**Blind**
Royal flush	50 to 1	500 to 1
Straight flush	40 to 1	50 to 1
Four of a kind	30 to 1	10 to 1

Full house	9 to 1	3 to 1
Flush	7 to 1	3 to 2
Straight	4 to 1	1 to 1
Three of a kind	3 to 1	

Pay Schedule 2		
Player Hand	**Trip Bonus**	**Blind**
Royal flush	50 to 1	500 to 1
Straight flush	40 to 1	50 to 1
Four of a kind	30 to 1	10 to 1
Full house	8 to 1	3 to 1
Flush	7 to 1	3 to 2
Straight	5 to 1	1 to 1
Three of a kind	3 to 1	

Pay Schedule 3		
Player Hand	**Trip Bonus**	**Blind**
Royal flush	50 to 1	500 to 1
Straight flush	40 to 1	50 to 1
Four of a kind	30 to 1	10 to 1
Full house	8 to 1	3 to 1
Flush	7 to 1	3 to 2
Straight	4 to 1	1 to 1
Three of a kind	3 to 1	

Pay Schedule 4		
Player Hand	**Trip Bonus**	**Blind**
Royal flush	50 to 1	500 to 1
Straight flush	40 to 1	50 to 1
Four of a kind	20 to 1	10 to 1
Full house	7 to 1	3 to 1
Flush	6 to 1	3 to 2
Straight	5 to 1	1 to 1
Three of a kind	3 to 1	

Progressive Pay Schedule 1	
Player Hand	**Pays**
Royal flush-First 5 cards	100%
Royal flush-First 7 cards	5%
Community royal flush	3000 for 1
Straight flush	250 for 1
4 of a kind	100 for 1
Full house	10 for 1
Effective 9/14/2012	

Progressive Pay Schedule 2	
Player Hand	**Pays**
Royal flush	100%
Community royal flush	1,000 for 1
Straight flush	250 for 1
4 of a kind	75 for 1

Full house	10 for 1

Ultimate Pairs Bonus Pay tables	**1**	**2**
A-A (Player) / A-A (Dealer)	N/A	1000 to 1
A-A	30 to 1	30 to 1
A-K (Suited)	25 to 1	25 to 1
A-Q or A-J (Suited)	20 to 1	20 to 1
A-K (Unsuited)	15 to 1	15 to 1
K-K or Q-Q or J-J (High Pairs)	10 to 1	10 to 1
A-Q or A-J (Unsuited)	5 to 1	5 to 1
10-10 through 2-2 (Low Pairs)	3 to 1	3 to 1

Effective 1/14/15

Ultimate Pairs Bonus Pay tables	**3**	**4**	**5**	**6**
Ace Hearts / Ace Diamonds	N/A	100 to 1	50 to 1	N/A
Pair of Aces	30 to 1	30 to 1	25 to 1	25 to 1
Ace / Face Suited	20 to 1	20 to 1	20 to 1	20 to 1
Ace / Face	10 to 1	10 to 1	10 to 1	10 to 1
Pair	5 to 1	4 to 1	5 to 1	5 to 1

Effective 1/14/15

Cover All Bonus Pay Schedule						
Highest Hand Rank	**7 Total Hands**	**6 Total Hands**	**5 Total Hands**	**4 Total Hands**	**3 Total Hands**	**2 Total Hands**
Royal Flush	70	80	100	125	150	200
Straight Flush	30	40	40	70	80	100
Four of a Kind	20	30	35	40	50	70
Full House	4	4	5	6	8	12
All Pays are TO 1						

Effective 8/14/18

(19) The retail licensee may offer either of the below "Nexus" pay tables if it wishes to connect other SG Gaming, Inc. progressive games that also have these pay schedules approved. *Effective 03/16/2012, Amended 10/16/13, Amended 1/14/15, Amended 9/14/20*

	PMG Schedule 1		**PMG Schedule 2**	
	$1 wager		**$5 wager**	
Hand***	Pays*	Envy**	Pays*	Envy**
Royal flush	100%	$1,000	100%	$5,000
Straight flush	10%	$300	10%	$1,500
4 of a kind	300 for 1		300 for 1	
Full house	50 for 1		50 for 1	
Flush	40 for 1		40 for 1	
Straight	30 for 1		30 for 1	
3 of a kind	9 for 1		9 for 1	

*Original Wager is **NOT** Returned
**Envy and seed amount adjust up and down accordingly with changes made to the wager amount
***First 5 Cards - player's two cards and the first three community cards (the flop)

Amended 7/15/2014

Effective 10/15/14	**PMG-ML-01**	**PMG-ML-02**	**PMG-ML-03**

Hand* **	**Pays***	**Envy****	**Pays***	**Envy****	**Pays***	**Envy****
Royal flush	100% Major	$1,000	100% Mega	$1,000	100% Mega	$1,000
Straight flush	100% Minor	$300	100% Major	$300	100% Major	$300
4 of a kind	300 for 1		100% Minor		100% Minor	
Full house	50 for 1		50 for 1		50 for 1	
Flush	40 for 1		40 for 1		40 for 1	
Straight	30 for 1		30 for 1		30 for 1	
3 of a kind	9 for 1		10 for 1		9 for 1	

*Original Wager is **NOT** Returned
**Envy and Seed amounts adjust up or down accordingly with changes made to the wager amount
*** Based on the player's 5 card hand

(30-1017.47, renumbered as 30-1099.34, effective 12/15/17)

30-1099.35 The Play - Three Card Split.

Three Card Split is the copyrighted and trademarked poker variation game, the rights to which are owned by Galaxy Gaming, Inc. of Las Vegas, Nevada and which may be transferred or assigned. Three Card Split must be played according to the following rules:

(1) In "Three Card Split" (The Game), each player must place three equal bets for the primary game, and may place a fourth optional side wager. Both the player and the dealer receive three cards and split their hand into two sub-hands, the high sub-hand containing two cards and the remaining card in the low sub-hand.

(2) In The Game, once all hands are set, the dealer compares his/her low (1 card) hand to the player's low (1 card) hand. To win the first bet, the player's low (1 card) hand must be greater than the dealer's corresponding low (1 card) hand. To lose, the player's low (1 card) hand must be equal or lower than the dealer's low (1 card) hand. The dealer then compares his/her high (2 card) hand to the player's high (2 card) hand. To win the 2nd bet, the player's high (2 card) hand must be greater than the dealer's corresponding high (2 card) hand. To lose, the player's high (2 card) hand must be less than or equal to the dealer's corresponding high (2 card) hand. In the event the player's and the dealer's corresponding sub-hands are of the same ranking (a "copy"), the dealer's sub-hand wins, unless the cards are of the same color – and then the player's hand pushes. To win the 3rd bet, the player's 3 card hand must be greater than the dealer's corresponding 3 card hand. To lose, the player's 3 card hand must be less than or equal to the dealer's corresponding 3 card hand.

(3) There is one optional side wager available to the player. The wager compares the ranking of a combination of the player's three cards and a single community card to form a four card hand which is compared to a pay table.

(4) The dealer begins by shuffling a standard deck of cards. Alternatively, a shuffling machine may be used.

(5) Players place the three (mandatory) primary wagers within the designated bet spot on the table layout. A player's wager(s) must be within the posted minimum and maximum wager limits determined by the house and in accordance with applicable law. In addition, players may place the optional side wager in the corresponding bet spot, as depicted on the table layout. The amount of the optional side wager must similarly be within the posted minimum and maximum limits determined by the house and in accordance with applicable law.

(6) After all wagers are placed, the dealer deals three cards, face down, to each player's position and to him/herself, in a clockwise rotation beginning with the player on the dealer's immediate left.

The dealer's hand is dealt last. After the dealer has dealt his/her hand, he/she deals one more card from the deck which will be used by the players as a community card. This community card is not used for any purpose except to accommodate the four card bonus wager. This card is placed face down on the corresponding indicia on the table layout.

(7) Each player determines which two cards he/she desires to play in his/her high (2 card) hand. The remaining card comprises the low (1 card) hand. The two card hand must be of a higher ranking than the one card low hand. In the event the player's low hand is of a higher value than his/her high hand, his/her hand is declared "foul" and his/her wager is forfeited. The hands selected for play are placed face up on the table layout.

(8) After all players have set their hands, the dealer exposes his three cards face-up on the table layout directly in front of him/her. The dealer selects two cards to play in his/her high (2 card) hand with the remaining card in his/her low (1 card) hand according to a pre-determined house-way strategy. The dealer must play by the house-ways which are available for inspection by any player. In the event the dealer's hand is not set according to house-ways, either the dealer or a table game supervisor must reset the house hand to conform to the house-way strategy.

(9) Once the dealer has completed setting his hand, he/she reveals the community card by flipping it over.

(10) The dealer compares each player's low (1 card) hand to the dealer's low (1 card) hand and each player's high (2 card) hand to the dealer's high (2 card) hand. In the event the player's and the dealer's corresponding sub-hands are of the same ranking (a "copy"), the dealer's sub-hand wins, unless the cards are of the same color. If they are the same color, the player's bet pushes. By cards "of the same color" – this means the player's and the dealer's cards must all be red or must all be black. Winning wagers are paid one-to-one odds, also referred to as "even money."

(11) The low sub-hand ranking is simply the highest value card. The high sub-hand ranking is as follows:

(a) Suited Connectors. A suited connector (aka straight flush) is two cards of the same suit that are adjacent in value to one another, (e.g. 4 clubs-5 clubs; Jack diamonds-Queen diamonds). Ace-2 is the lowest suited connector.

(b) Pair.

(c) Connected Cards. Connected cards (aka straight) are two cards of different suits but are adjacent in value to one another, (e.g. 4 clubs-5 diamonds; Ace diamonds-2 spades). Ace-2 is the lowest connected cards.

(d) Suited Cards.

(e) High Card.

(12) Beginning with the player on the dealer's immediate right and continuing in a counter-clockwise rotation, the dealer shall determine whether each player's hand is a winner or loser and takes or pays each player's wagered bets. If a player placed a wager on the optional side wager, the dealer also then determines if the player's hand wins according to the posted pay table. If it does, the dealer pays the player accordingly. If not, the dealer collects the player's optional side wager.

(13) After all wagers have been settled, the dealer collects all remaining cards and reshuffles the deck in preparation for the next round.

(14) HOUSE WAYS - The house dealer must set his/her hand as follows:

(a) With a Three-of-a-Kind, the same colored pair is placed in the high sub-hand.

(b) With a Three-Card straight, flush or straight flush, the highest card is placed in the low sub-hand. Examples: 4 spades 5 hearts|6 clubs; 2 hearts 7 hearts|9 hearts.

(c) With the possibility of a pair or a Two-Card flush, straight or straight flush, the dealer has the option of playing "ANY" of the above two card hands. Always play the hand that allows the dealer to put a 10 or greater in the low sub hand. (e.g. 9 hearts 9 clubs|10 clubs; 9 spades King spades|Queen hearts; 2 clubs Ace spades|King clubs). If the combination happens to be one where there is a decision on which card should be played in the low sub-hand as in this scenario (e.g. 9 hearts 10 clubs 10 spades), the low sub-hand will always contain the lowest suit (alphabetical order…clubs, diamonds, hearts, spades). Therefore, in this scenario, the above hand would be played as such: 9 hearts 10 spades|10 clubs, allowing the "club" to be in the low sub-hand, which is lower alphabetically than the "spade".

(d) If the low sub-hand cannot be 10 or greater, the highest possible high sub-hand is played. (e.g. 4 hearts 5 hearts|4 clubs; 7 spades 10 spades|5 hearts; 7 clubs 8 hearts|5 clubs).

(e) When there are multiple ways of playing a 10 or greater in the low (1 card) hand, always play the one card hand that allows for the highest two card sub hand to be played.

(f) With no flush, straight, pair or straight flush possibilities, the second highest card is placed in the low sub-hand.

(15) APPENDIX C - FOUR CARD BONUS PAY TABLES

(a) A player also has the option to place an optional side wager before the hand is dealt. The player's three card hand is combined with the community card to form a four card hand. This hand is compared to the winning combination depicted on the posted pay table and paid accordingly. Various pay tables are shown below:

Hand Type	**1a**	**2a**	**3a**	**1b**	**2b**	**3b**
Four Aces	500	500	500	1000	1000	1000
Four-of-a-Kind	200	200	200	200	200	200
Four Card Straight Flush	100	100	100	100	100	100
Three Card Straight Flush	20	20	15	20	20	15
Three-of-a-Kind	10	10	10	10	10	10
Four Card Straight or Flush	5	4	4	5	4	4
Two Pair	3	2	2	3	2	2
Three Card Straight or Flush	1	1	1	1	1	1
(1017.48 added, perm. 4/30/11)						

(30-1017.48 added, perm. 4/30/11, renumbered as 30-1099.35, effective 12/15/17)

30-1099.36 The play – Emperor's Challenge and Emperor's Challenge Exposed. *Eff 03/16/2012, Amended 6/14/21*

Emperor's Challenge and Emperor's Challenge Exposed are the copyrighted, trademarked and patent pending poker variation game, the rights to which are owned by Galaxy Gaming, Inc., of Las Vegas, Nevada and which may be transferred or assigned. Emperor's Challenge and Emperor's Challenge Exposed must be played according to the following rules: Eff 03/16/2012, *Amended 6/14/21*

(1) Emperor's Challenge and Emperor's Challenge Exposed (The Games) are played at a blackjack-style table with a maximum of six player positions on a custom game layout. The Game uses one standard deck of fifty-two cards plus one joker for a total of fifty-three cards. The joker may be used to complete straights, flushes or play as an ace. When used in flushes, the joker is considered the highest possible card for the situation. When used alone, the joker becomes an ace. The Games may be hand dealt directly from the dealer or from a shuffler/dispenser device. *Amended 6/14/21*

(2) Dealer limit applies to all wagers between players and dealer. With Emperor's Challenge, if the house determines, a 5% commission will be collected on all winning primary bets. With Emperor's Challenge Exposed, a 5% commission is not collected on all winning primary bets as the game is commission-free. *Eff 03/16/2012, Amended 6/14/21*

(3) The shuffle is determined by the dealer, however, a shuffling machine is recommended for speed of play. *Eff 03/16/2012*

(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. *Eff 03/16/2012*

(5) At their option, players may also place an additional wager(s) on the Emperor's Treasure and/or Pai Gow Insurance proposition bet(s), provided that they are within the minimum and maximum limits posted at the table. *Eff 03/16/2012*

(6) In the event a player's Emperor's Treasure wager matches or exceeds a predetermined amount, (e.g. five dollars), a specially marked button which designates Envy Bonus on both sides is placed next to the player's proposition wager. This allows the player to receive additional payoffs according to the pay table located on the game table surface. *Eff 03/16/2012*

(7) A player may optionally place a wager for the benefit of the dealer. That wager is placed immediately in front of (the dealer's side) the primary wager, the proposition wager(s), or both. *Eff 03/16/2012*

(8) After all players have placed their wager(s) and the corresponding actions by the dealer have been made, the dealer begins play by determining which playing position, including the dealer's, will receive cards first. (See "Determining the Starting Position".) *Eff 03/16/2012*

(9) Each player is dealt seven cards face down. *Eff 03/16/2012*

(a) The player will make two hands (one 2 card hand and one 5 card hand) from the seven cards. *Eff 03/16/2012*

(b) The 5 card hand must have a higher poker ranking than the 2 card hand. *Eff 03/16/2012*

(c) Any player's hand that is set incorrectly is an automatic loser and the pit supervisor must be notified. *Eff 03/16/2012*

(10) The primary bet is evaluated as follows: *Eff 03/16/2012, Amended 6/14/21*

(a) Player winning both front (low) and back (high) hand is a winner. *Eff 03/16/2012*

(b) Player winning either front (low) or back (high) hand is a push. *Eff 03/16/2012*

(c) Player losing both front (low) and back (high) hands is a loser. *Eff 03/16/2012*

(d) The dealer will win all ties consisting of identically ranking hands. *Eff 03/16/2012*

(11) With Emperor's Challenge Exposed, the retail licensee has three commission-free options to choose from. The configured commission-free option will be printed on the layout. *Effective 6/14/21*

(a) Option 1: If the dealer has an Ace-high Pai Gow, all player primary wagers automatically push.

(b) Option 2: If the dealer has a King-high Pai Gow or less, all player primary wagers automatically push.

(c) Option 3: If the dealer has any Pai Gow, all players' winning hands are paid 1 to 2.

(12) The dealer may never foul his/her hand. If he/she does, the hand must be reset under the dealer rule. *Eff 03/16/2012*

(13) With Emperor's Challenge, once the dealer has exposed his/her cards, the players cannot touch their cards. With Emperor's Challenge Exposed, the dealer's cards are dealt face up.*Eff 03/16/2012, Amended 6/14/21*

(14) Players are not allowed to show their hands or talk to other players about their hands before all cards are exposed. *Eff 03/16/2012*

(15) Players are responsible for arranging their own hands. *Eff 03/16/2012*

(16) Dealer assisted hands will be set the "house way" only. *Eff 03/16/2012*

(17) The dealer hand will win all absolute ties. *Eff 03/16/2012*

(18) If a player placed the optional Emperor's Treasure proposition bet, the hand qualifies for a bonus payoff if any combination of the seven cards in his/her two original sets obtains one of the hand rankings depicted on the pay table posted at the table. The following example is representative of a typical Emperor's Treasure pay table: *Eff 03/16/2012*

Hand Ranking	**Pays to 1**
Seven Card Straight Flush without Joker	8,000
Royal Flush + Ace / King Suited	2,000
Seven Card Straight Flush with Joker	1,000
Five Aces	400
Royal Flush	150
Straight Flush	50
Four-of-a-Kind	25
Full Dealer	5
Flush	4
Three-of-a-Kind	3
Straight	2

(19) If a player's Emperor's Treasure wager equals or exceeds a predetermined minimum, (e.g. five dollars), the wager qualifies for the Envy Bonus pay table. Any player who wagers $5 or more on the Emperor's Treasure proposition bet qualifies for the Envy Bonus. Envy Bonuses start at 4-of-a-kind and are awarded to all the players except the player who has the qualifying bonus hand. The following example is representative of a typical Envy Bonus pay table: *Eff 03/16/2012*

Hand Ranking	**Pays $**
Seven Card Straight Flush without Joker	$5,000
Royal Flush + Ace / King Suited	$1,000
Seven Card Straight Flush with Joker	$500

Five Aces	$250
Royal Flush	$50
Straight Flush	$20
Four-of-a-Kind	$5

The joker may be used as an ace to complete the royal flush only. The ace/king suited combination must include a natural ace. *Eff 03/16/2012*

Actual pay-tables are included in Appendix "A". *Eff 03/16/2012*

(20) If a player placed the optional Pai Gow Insurance proposition bet, the hand qualifies for a bonus payoff if the total of the seven cards in his/her two original sets obtains one of the hand rankings depicted on the pay table posted at the table. Additionally, players may choose to make a Pai Gow Insurance bet wagering that the dealer's hand will achieve a hand ranking depicted on the Pai Gow Insurance pay table. Players may only wager that either their hand, or the dealer's hand will achieve a hand ranking depicted on the Pai Gow Insurance pay table; not both. To indicate which hand the player is wagering on, a lammer button will be placed adjacent to the Pai Gow Insurance wager with the words "player" or "dealer". The following example is representative of a typical Pai Gow Insurance pay table: *Eff 03/16/2012*

Hand Ranking	**Pays to 1**
Nine-High Pai Gow	100
Ten-High Pai Gow	50
Jack-High Pai Gow	25
Queen-High Pai Gow	10
King-High Pai Gow	5
Ace-High Pai Gow	1

In qualifying for Pai Gow Insurance, the ace is always considered high and the joker always is considered an ace. If a player has the joker and it fulfills a straight or flush, the Pai Gow Insurance bet is a loser. Pai Gow Insurance qualifying hands cannot contain a pair or better. If the joker cannot fulfill a straight or a flush, it must be used as an ace just like in the primary game. *Eff 03/16/2012*

Actual pay tables are included in Appendix "A". *Eff 03/16/2012*

If not used to complete a straight or a flush, the joker must always be considered an ace in determining the Pai Gow Insurance outcome. *Eff 03/16/2012*

(21) If using dice: To determine where the first hand is to be placed, shake the dice three times and place in the center of the table. Open the lid for players to view dice. *Eff 03/16/2012*

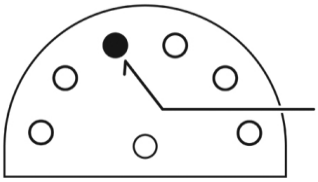
(a) Dealer/banker is always Position 1, 8 and 15. *Eff 03/16/2012, Amended 6/14/21*

(b) Counting clockwise or counterclockwise, the positions increment by 1 and continue clockwise or counterclockwise, until the number 18 is reached. *Eff 03/16/2012, Amended 6/14/21*

(c) Once hands are dealt, the cover is put back on dice and moved to the side of the chip tray, out of play. *Eff 03/16/2012*

(22) If using a random number generator: The dealer will count, clockwise or counterclockwise, the number on the L.E.D. starting with the dealer/banker. The player in the last number counted will receive the 1st hand. *Eff 03/16/2012, Amended 6/14/21*

Example: L.E.D shows four (4) - 4th position gets 1st hand. *Eff 03/16/2012*



(23) There will always be seven hands dealt no matter the number of players. Once all hands are dealt, the dealer will spread the remaining 4 cards showing that there has not been a misdeal and place them in the discard rack. Then, the dead hands will be picked up and placed in the discard rack. *Eff 03/16/2012*

(24) If there is a misdeal, all cards are picked up and a new hand is dealt. *Eff 03/16/2012*

(25) All players will set their hands and place their cards on the table face down. *Eff 03/16/2012*

(26) After all players have configured their hands, the dealer exposes the dealer's hand and determines which five cards to play in his/her high hand and which two cards to play in his/her low hand, according to a predetermined "dealer-way" strategy. (See "House Way of Setting Hands".) *Eff 03/16/2012*

(27) Beginning with the player to the dealer's immediate right, the dealer compares each player's two-card set to the dealer's two-card set and each player's five-card set to the dealer's five- card set. In the event the player's and the dealer's corresponding card sets are of the same ranking, (a "copy"), the dealer's card set wins. *Eff 03/16/2012*

(28) A player wins the primary wager if both his/her two-card set and his/her five-card set are greater than the dealer's corresponding two-card set and five-card set. A player loses the primary wager if both his/her two-card set and his/her five-card set is lower than or equal to the dealer's corresponding two-card set and five-card set. If neither the player nor the banker can provide a hand with two winning sets, the result is a tie and the player's wager results in a push. Emperor's Challenge Exposed contains exceptions to the above evaluations with regards to the commission-free options (see step 11). *Eff 03/16/2012, Amended 6/14/21*

(29) If a player placed a wager on the optional Emperor's Treasure proposition bet, the dealer determines if the player's hand qualifies for one of the winning combinations posted on the pay table. If it does, the dealer pays the player accordingly. If not, the dealer collects the player's proposition wager. *Eff 03/16/2012*

(30) Push hands will be verbally acknowledged as well as indicated by patting the table. *Eff 03/16/2012*

(a) Cards will then be placed in the discard rack. *Eff 03/16/2012*

(31) If either of the following conditions occurs, or any time the red light indicating a misdeal comes on (if using a shuffler), a pit supervisor must be notified immediately. *Eff 03/16/2012*

(a) If any player is dealt more or less than seven cards, the hand is declared dead. *Eff 03/16/2012*

(b) If the dealer has more or less than seven cards, the entire hand is declared dead. *Eff 03/16/2012*

(32) All primary wager bets must be in $5.00 increments. *Eff 03/16/2012*

(33) The dealer will deal seven hands containing seven cards, distributing cards clockwise. *Eff 03/16/2012*

(a) There are always seven hands dealt regardless of the number of players. *Eff 03/16/2012*

(b) The remaining four cards will be verified visibly to all players and placed in the discard rack. *Eff 03/16/2012*

(c) If the remaining cards do not total four, an error has been made in the stacking procedure. *Eff 03/16/2012*

(d) The dealer must notify the pit supervisor before reshuffling. *Eff 03/16/2012*

(34) Cards can only be handled by one player and must stay within the radius of the table at all times. *Eff 03/16/2012*

(35) Only one hand per player is allowable unless authorized by the Pit Manager. When two or more hands are permitted for one player, the additional hands must be set by the dealer the house way. *Eff 03/16/2012*

(36) House way of setting cards: *Eff 03/16/2012*

(a) A house way is set at the discretion of the retail licensee. The house way for setting hands and cards must be posted. *Effective 6/14/21*

(37) Setting Hands: *Eff 03/16/2012*

(a) Players will rank their cards and set the low hand (2 cards) in the front and the high hand (5 cards) at the back as indicated on the layout. *Eff 03/16/2012*

(b) In Emperor's Challenge, the dealer will always arrange and set the dealer hand AFTER all players' hands have been set. *Amended 6/14/21*

(c) In Emperor's Challenge Exposed, the dealer hand is dealt face up. *Effective 6/14/21*

(i) The dealer hand will be placed in front of the bankroll tray.

(ii) The dealer will always play the "house way".

(d) If a customer requests assistance from the dealer to set his/her hand, the "house way" will be recommended, but the dealer takes no responsibility on any winning or losing hands. *Eff 03/16/2012*

(i) The dealer can only help set a player's hand after all other player's hands are set. *Eff 03/16/2012*

(38) Taking & paying: *Eff 03/16/2012*

(a) After the dealer sets the dealer hand, he/she will turn over and spread the players' cards in a counterclockwise rotation beginning with the position farthest to the dealer's right. *Eff 03/16/2012*

(b) Beginning with the player on the dealer's immediate right and continuing in a counter-clockwise rotation, the dealer shall determine whether each player's hand is a loser, winner or a tie and will correspondingly take, pay or push each player's wager. Winning primary wagers are paid one-to-one odds, also referred to as "even money." The

Emperor's Treasure and/or Pai Gow Insurance wagers are paid according to the odds posted on the pay table. *Eff 03/16/2012*

(c) If the player's primary wager is a loser, the dealer removes the player's wager and then acts on the Emperor's Treasure bet and/or the Pai Gow Insurance bet, taking the losing bet first, and then paying the winning bet, if applicable. The dealer then removes the player's cards and places them in the discard rack. *Eff 03/16/2012*

(d) If the player's hand is a winner, the dealer takes no action on the player's wager and leaves the player's cards on the table surface. The dealer then acts on the Emperor's Treasure bet and/or the Pai Gow Insurance bet, taking the losing bet first, then paying the winning bet, if applicable. *Eff 03/16/2012*

(e) If the player's hand is a push, the dealer taps his/her fist on the table surface signifying a push, and then acts on the Emperor's Treasure bet and/or the Pai Gow Insurance bet, taking the losing bet first, and then paying the winning bet, if applicable. The dealer then removes the player's cards and places them in the discard rack, leaves the player's wager and removes the player's cards. *Eff 03/16/2012*

(f) After all hands have been acted upon, the dealer then pays all winning primary wagers, takes 5% commission (if applicable) and concurrently removes each player's cards. *Eff 03/16/2012*

(39) House Commissions: *Eff 03/16/2012*

(a) If the house decides to collect a commission, all primary wager winning bets will be charged a 5% commission and will be collected immediately. *Eff 03/16/2012*

Appendix A *Eff 03/16/2012*

Pay Table	**A**	**B**	**C**	**D**	**E**	**F**	**G**
Envy Bonus	**$ Pay**	**$ Pay**	**$ Pay**	**$ Pay**	**$ Pay**	**$ Pay**	**$ Pay**
7-card Straight Flush	1000	5000	3000	1000	2500	2500	5000
Royal Flush with AK Suited	250	1000	1000	750	500	500	1000
7-card Straight Flush with Joker	100	500	500	250	250	250	500
5 Aces	50	250	250	100	150	150	250
Royal Flush	25	50	50	50	55	55	50
Straight Flush	10	20	20	20	25	25	220
4 of a Kind	5	5	5	5	6	6	5
Additional Bet	Pay	Pay	Pay	Pay	Pay	Pay	Pay
7- card Straight Flush	5000	8000	5000	2500	5000	5000	5000
Royal Flush with AK Suited	1000	2000	2000	1000	2000	1000	2000
7-card Straight Flush with Joker	750	1000	1000	750	2000	500	1000
5 Aces	250	400	400	250	400	300	400
Royal Flush	100	150	150	125	150	110	150
Straight Flush	50	50	50	50	50	45	50
4 of a Kind	20	25	25	25	25	25	25
Full House	5	5	5	5	5	5	5
Flush	4	4	4	4	4	4	4
3 of a Kind	3	3	3	3	3	3	3
Straight	2	2	2	2	2	2	2
3 Pair	Push	-1	-1	-1	-1	-1	-1

A “royal flush with AK suited” must include a natural or wild royal flush and a suited ace-king with no joker. An example would be: *Eff 03/16/2012*

Joker-K(hearts)Q(hearts)J(hearts)10(hearts)-A(spades)K(spades). *Eff 03/16/2012*

Pai Gow Insurance Pay Tables *Eff 03/16/2012*

Hand	J	K	L	M	N
9-high	400	250	100	100	100
T-high	40	75	50	25	25
J-high	20	25	25	15	15
Q-high	5	5	10	6	7
K-high	3	3	5	5	5
A-high	2	2	1	3	3

(40) Emperor's Challenge Exposed. *Effective 6/14/21*

(a) Emperor's Challenge Exposed is played the same as Emperor's Challenge and all pay tables apply, except:

(i) The dealer's cards are dealt face up; and,

(ii) It is commission-free.

(30-1017.49, renumbered as 30-1099.36, effective 12/15/17)

30-1099.37 The play – Fortune Pai Gow Poker. *Eff 03/16/2012*

Fortune Pai Gow Poker is a patented and 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. Fortune Pai Gow Poker must be played according to the following rules: *Eff 03/16/2012, Amended 10/16/13, Amended 1/14/2015, Amended 9/14/20*

(1) Fortune Pai Gow Poker may be played only on tables displaying the Fortune Pai Gow Poker layout. A single deck of cards plus one joker will be used. Each player may play only one high and low hand following each shuffle of the deck. The base Pai Gow game is unchanged and follows rules of play as outlined in 30-1099.30. The retail licensee may allow a player to play multiple hands following each shuffle of the deck. Additionally, each player may optionally place a Fortune Bonus wager and/or Pai Gow'd wager. If a player placed the optional Fortune Bonus wager, the hand qualifies for a bonus pay off if any combination of the seven cards obtains one of the hand rankings depicted on the pay table posted at the table. The Pai Gow'd wager pays if the dealer has less than a pair in the seven cards dealt to the dealer and pays against a pay table. *Effective 03/16/2012, Amended 12/15/17, Amended 8/14/18*

(a) At the discretion of the retail licensee, the joker is considered fully wild or semi wild. If fully wild, the joker is used as any card the player deems fit. If semi wild, the joker is used to complete a straight flush, straight, and flush; or substitutes for an ace. *Eff 03/16/2012*

(2) Each player will make an initial bet in the amount specified at the table by the retail licensee, and will place the bet in the "ante" wagering area in front of the player's position. He/she may also place an optional "Fortune Bonus", "Pai Gow'd" and progressive wagers as long as the ante wager is in place. If the Fortune Bonus wager is at least $5, the dealer will place an "envy" button next to the wager. The ante bet is placed to play against the dealer; the Fortune Bonus and Pai Gow'd bets are placed to play for hand value only. Once all players place their bets, the dealer will press the appropriate button on the keypad to indicate a progressive wager. The sensor will light up. The dealer will then remove all progressive bets from the table and place them in the tray. *Eff 03/16/2012, Amen 10/16/13*

(3) Any dealer tip delivered as a wager may be placed on the “ante”, “Fortune Bonus” and “Pai Gow’d” location. *Eff 03/16/2012*

(4) The dealer will determine who receives the first hand by either using dice or a random number generator. When the table is using dice, the dealer will shake the dice cup and release the dice in front of the tray. The total of the dice or the number displayed on the random number generator determines which position gets the first hand. The dealer will count counter-clockwise counting the bank as one. The dealer will announce the outcome of the dice total while the cup remains visible on the layout. *Eff 03/16/2012*

(5) Immediately prior to the commencement of play and after each round of play has been completed, the dealer shall shuffle the cards. Following shuffle and cut, the dealer deals seven cards to each player position and to the dealer, either face downward and one at a time in rotation among the players and the dealer, or in seven card groups dispensed by a mechanical shuffling device. At the end of this process there should be four discards spread facedown, verifying that the cards have been distributed properly. The dealer will collect and discard any remaining dead hands. *Eff 03/16/2012*

(6) An incorrect number of discards spread facedown will result in a misdeal. Re-deal with next deck and take a new random number. An incorrect number of cards dealt to the dealer constitutes a misdeal for the hand, and all players retain their ante and any other wagers. *Eff 03/16/2012*

(7) Wagers are collected or paid in this order: Pai Gow’d (if applicable), Fortune Bonus (if applicable), Envy Bonus (if applicable), ante, and progressive (if applicable). *Eff 03/16/2012*

(8) The dealer may collect up to a 5% commission on all winning bets. The dealer, in front of the chip rack, must prove all commissions. Commission will not be collected on wagers bet for the dealer. *Eff 03/16/2012*

(9) After all players have created their two and five card poker hands, the dealer exposes the dealer’s cards and creates the best possible two and five card poker hands, ranking the cards from the dealer’s left to the right and allowing the players to see the hand. *Eff 03/16/2012*

(a) The player wins if both front and back hands are higher than the dealer’s; the ante bet is paid 1 to 1. *Eff 03/16/2012*

(b) The player loses his/her ante bet if he/she loses both the front and back hands; the ante bet is taken. *Eff 03/16/2012*

(c) If the player wins one hand and loses the other, the ante bet pushes; the ante bets require no action. *Eff 03/16/2012*

(d) If either hand ranks exactly the same as the dealer’s hand, this is a tie and the dealer wins all tie hands; the ante bet is taken. *Eff 03/16/2012*

(10) Optional Fortune Bonus additional bet - While the ante wager is mandatory, the Fortune Bonus bet is optional. Players may make the Fortune Bonus wager for any amount within the posted table limits and players may bet more on the Fortune Bonus bet than they bet on the ante. *Eff 03/16/2012*

(a) If the player’s hand qualified for pay outs, the dealer pays according to the posted pay schedule. The dealer leaves the “Envy” button, if applicable, next to the player’s original wager and pay outs. He/she will not pick up envy buttons until he/she reconciles all wagers. *Eff 03/16/2012*

(b) If the player's hand does not qualify for pay outs, the dealer takes the fortune wager. The dealer leaves the "Envy" button, if applicable, next to the player's original wager and pay outs. He/she will not pick up envy buttons until he/she reconciles all wagers. *Eff 03/16/2012*

(11) Optional Pai Gow'd additional bet - While the ante wager is mandatory, the Pai Gow'd bet is optional. Players may make the Pai Gow'd wager for any amount within the posted table limits and players may bet more on the Pai Gow'd bet than they bet on the ante. *Eff 03/16/2012*

(a) If the dealer's five-card hand is less than a pair, the Pai Gow'd wager pays according to the posted pay schedule. *Eff 03/16/2012*

(b) If the dealer's five-card hand is a pair or better, the Pai Gow'd wager is taken. *Eff 03/16/2012*

(12) Optional Envy Bonus – Players qualify for the Envy Bonus pay out if they bet as least $5 on the optional Fortune Bonus additional bet. Players win the Envy Bonus when someone else at the table receives a four of a kind or higher. Once all wagers are reconciled: *Eff 03/16/2012*

(a) If any player at the table received a four of a kind or higher, any player that qualified for the Envy Bonus will be paid according to the posted pay schedule. All qualifying players will be paid and the envy buttons will be collected. *Eff 03/16/2012*

(b) If any player at the table does not receive a four of a kind or higher, all envy buttons will be collected. *Eff 03/16/2012*

(c) In the event more than one player has at least a four of a kind, then all players with envy buttons win multiple pay outs. *Eff 03/16/2012*

(d) A player cannot win an Envy Bonus for his/her own or the dealer's hand. *Eff 03/16/2012*

(13) Progressive Winners: *Eff 03/16/2012*

(a) The percentage pays are paid from the progressive jackpot shown on the progressive meter. *Eff 03/16/2012*

(b) Other hands are paid from the tray; they do not come off the meter. *Eff 03/16/2012*

(c) In the event more than one progressive hand, payable from the progressive meter, hits at the same table during the same time, house procedures are then followed for paying the prize. *Eff 03/16/2012, Amen 10/16/13*

(d) As the terms "jackpot," "jackpot award," and "progressive jackpot" are used in these rules of play for Fortune Pai Gow Poker Progressive, the terms shall apply to Fortune Pai Gow Poker Progressive only. A retail licensee may not discontinue offering a Fortune Pai Gow Poker Progressive jackpot until the highest progressive jackpot award has been won by a qualified player or players. If a licensee wishes to discontinue offering a progressive jackpot award, the licensee may petition the Director or the Director's designee in writing for permission to either reduce the qualifications or criteria for winning the award, allowing the award to be paid more quickly, or to transfer the award liability to the jackpot offered by a different game. If a retail licensee intends to close its business while having a progressive jackpot award liability, the licensee may petition the Director or the Director's designee in writing for permission to transfer the award liability, together with the award fund, to another retail licensee offering a comparable jackpot award. *Effective 03/16/2012, Amended 12/15/17*

(e) When a player has a progressive winner, the dealer shall press the appropriate hand button on the key pad and then contact a supervisor. If one of the "linked Pai Gow Progressive" pay schedules, listed below, are used on this game, other Pai Gow progressive table themes that have the same pay schedules approved can be connected to the same jackpot. *Eff 03/16/2012, Amended 8/14/19*

(f) Once the casino verifies the progressive win, house procedures are then followed for paying the prize. *Eff 03/16/2012*

(g) After keying in the progressive winner, the meter may be reduced, depending on the winning hand. Keying in a 100% award will reset the meter to the seed amount, plus any reserve amount. The dealer will continue handling progressive awards in a counter clockwise fashion. *Eff 10/16/13*

(h) An incorrect number of cards dealt to the dealer constitutes a misdeal for the hand, and all players may play their hands for the purpose of the progressive jackpot only. If there are no progressive jackpot hands, all hands at the table are dead and the players retain their antes and other bets. Re-deal with next deck and take a new random number. *Eff 03/16/2012, Amen 10/16/13*

Progressive Envy Bonus: *Eff 03/16/2012*

(a) A player making the progressive wager also qualifies to win an envy pay out. If another player at the table hits a hand associated with an envy pay, all other players who made the progressive bet win the envy pay. The player hitting the hand receives the normal prize pay only, but does not receive the envy pay. *Eff 03/16/2012, Amen 10/16/13*

(b) If a player's hand triggers an envy pay out, the dealer will leave the hand face-up on the layout; otherwise, the dealer will lock up the cards. The dealer will then move on to the next player. *Eff 03/16/2012, Amen 10/16/13*

(c) The dealer pays any Envy Bonuses at the end of the round. In the event that more than one player is involved in a qualifying envy pay, then all players win multiple envy pay outs. A player cannot win an Envy Bonus for his own or the dealer's hand. *Eff 03/16/2012, Amen 10/16/13*

(14) The retail licensee may offer the game using any one of the following pay schedules. The pay schedules in use, or pay outs derived from the pay schedules, must be displayed on the table layout or on signage at the table: *Eff 03/16/2012, Amen 10/16/13*

Fortune Bonus Pay Schedules: *Eff 03/16/2012*

	Pay Schedule 01		**Pay Schedule 02**	
Player Hands	**Pays**	**Envy**	**Pays**	**Envy**
7 Card Straight Flush	5,000 to 1	$1,000	8,000 to 1	$5,000
Royal Flush + Royal Match*	1,000 to 1	$250	2,000 to 1	$1,000
7 Card Straight Flush with Joker	750 to 1	$100	1,000 to 1	$500
5 Aces	250 to 1	$50	400 to 1	$250
Royal Flush	100 to 1	$25	150 to 1	$50
Straight Flush	50 to 1	$10	50 to 1	$20
4 of a Kind	20 to 1	$5	25 to 1	$5
Full House	5 to 1		5 to 1	
Flush	4 to 1		4 to 1	
3 of a Kind	3 to 1		3 to 1	
Straight	2 to 1		2 to 1	
Three Pair	Push			

* Joker is completely wild; pay outs double if dealer has ace-high or lower.

	Pay Schedule 03		**Pay Schedule 04**	
Player Hands	**Pays**	**Envy**	**Pays**	**Envy**
7 Card Straight Flush	5,000 to 1	$3,000	2,500 to 1	$1,000
Royal Flush + Royal Match	2,000 to 1	$1,000	1,000 to 1	$750
7 Card Straight Flush with Joker	1,000 to 1	$500	750 to 1	$250
5 Aces	400 to 1	$250	250 to 1	$100
Royal Flush	150 to 1	$50	125 to 1	$50
Straight Flush	50 to 1	$20	50 to 1	$20
4 of a Kind	25 to 1	$5	25 to 1	$5
Full House	5 to 1		5 to 1	
Flush	4 to 1		4 to 1	
3 of a Kind	3 to 1		3 to 1	
Straight	2 to 1		2 to 1	

	Pay Schedule 06		**Pay Schedule 07**	
Player Hands	**Pays**	**Envy**	**Pays**	**Envy**
7 Card Straight Flush	5,000 to 1	$2,500	5,000 to 1	$2,500
Royal Flush + Royal Match	1,000 to 1	$500	2,000 to 1	$500
7 Card Straight Flush with Joker	500 to 1	$250	1,000 to 1	$250
5 Aces	300 to 1	$150	400 to 1	$50
Royal Flush	110 to 1	$55	150 to 1	$55
Straight Flush	45 to 1	$25	50 to 1	$25
4 of a Kind	25 to 1	$6	25 to 1	$6
Full House	5 to 1		5 to 1	
Flush	4 to 1		4 to 1	
3 of a Kind	3 to 1		3 to 1	
Straight	2 to 1		2 to 1	

	Fully Wild Pay Schedule 01		**Fully Wild Pay Schedule 02**	
Player Hands	**Pays**	**Envy**	**Pays**	**Envy**
7 Card Straight Flush (No Joker)	8,000 to 1	$1,000	1,000 to 1	$500
7 Card Straight Flush (with Joker)	1,000 to 1	$100	500 to 1	$100
5 Aces	400 to 1	$50	400 to 1	$50
5 of a Kind	250 to 1	$25	250 to 1	$25
Royal Flush	100 to 1	$10	100 to 1	$10
Straight Flush	40 to 1	$5	40 to 1	$5
4 of a Kind	25 to 1	$5	25 to 1	$5
Full House	5 to 1		5 to 1	
Flush	3 to 1		3 to 1	
Straight	2 to 1		2 to 1	

	Fully Wild Pay Schedule 03		**Fully Wild Pay Schedule 11**	
Player Hands	**Pays**	**Envy**	**Pays**	**Envy**
7 Card Straight Flush (No Joker)	500 to 1	$ 250		
7 Card Straight Flush (with Joker)	500 to 1	$ 250		
5 Aces	250 to 1	$ 50	500 to 1	$200
5 of a Kind	200 to 1	$ 25	200 to 1	$100
Royal Flush	100 to 1	$ 10	100 to 1	$50
Straight Flush	50 to 1	$ 5	50 to 1	$25

Straight Flush (with Joker)			30 to 1	$10
4 of a Kind	25 to 1	$ 5	10 to 1	
Full House	5 to 1		5 to 1	
Flush	3 to 1		4 to 1	
Straight	2 to 1		2 to 1	

Pai Gow'd Pay Schedules:

Dealer Hand	**01**	**02 Pays**	**03 Pays**
Nine-high	100 to 1	100 to1	100 to 1
Ten-high	40 to 1	50 to 1	40 to 1
Jack-high	10 to 1	10 to 1	10 to 1
Queen-high	7 to 1	7 to 1	7 to 1
King-high	6 to 1	5 to 1	5 to 1
Ace-high	3 to 1	3 to 1	3 to 1

Progressive Pay Schedules:

	Semi Wild Pay Schedule 01		**Fully Wild Pay Schedule 02**
Player Hands	**Pays**	**Player Hands**	**Pays**
7 Card Straight Flush	100%	7 Card Natural Straight Flush	100%
5 Aces	10%	7 Card Wild Straight Flush	10%
Royal Flush	500 for 1	5 of a Kind	500 for 1
Straight Flush	100 for 1	Royal Flush	300 for 1
4 of a Kind	75 for 1	Straight Flush	100 for 1
Full House	4 for 1	4 of a Kind	30 for 1
		Full House	7 for 1
Original Wager Not Returned		Original Wager Not Returned	

	Semi Wild Pay Schedule 03
Player Hands	**Pays**
7 Card Straight Flush	100%
5 Aces	10%
Royal Flush	500 for 1
Straight Flush	100 for 1
4 of a Kind	75 for 1
Full House	4 for 1
Original Wager Not Returned	

	Semi Wild Pay Schedule 04	
Player Hands	**Pays**	**Envy**
7 Card Straight Flush	1,000 to 1 + 100%	$1,000
Royal Flush + Royal Match*	1,000 to 1 + 25%	$750
7 Card Straight Flush with Joker	1,000 to 1 + 10%	$250
5 Aces	500 to 1	$100
Royal Flush	100 to 1	$50
Straight Flush	40 to 1	$20
4 of a Kind	20 to 1	$5
Full House	5 to 1	
Flush	4 to 1	
3 of a Kind	3 to 1	
Straight	3 to 2	

*Original Wager Not Returned

Hand	3-Level Progressive	2-Level Progressive
7 Card Straight Flush	100% of Mega Progressive Meter	100% of Major Progressive Meter
5 Aces	100% of Major Progressive Meter	100% of Minor Progressive Meter
Royal Flush	100% of Minor Progressive Meter	500 for 1
5 Card Straight Flush	100 for 1	100 for 1
Four of a Kind	75 for 1	75 for 1
Full House	4 for 1	4 for 1

Effective 1/14/2015

Linked Pai Gow Progressive Pay Schedules: *Effective 8/14/2019*

Hand	Semi Wild Pay Schedule 01*
7 Card Straight Flush	100%
5 Aces	10%
Royal Flush	500 for 1
Straight Flush	100 for 1
Four of a Kind	75 for 1
Full House	4 for 1
*Original Wager is NOT Returned	

Hand	Fully Wild Pay Schedule 02*
7 Card Straight Flush	100%
7 Card Wild Straight Flush	10%
5 of a Kind	500 for 1
Royal Flush	300 for 1
Straight Flush	100 for 1
Four of a Kind	30 for 1
Full House	7 for 1
*Original Wager is NOT Returned	

Hand	Semi Wild Pay Schedule 03*
7 Card Straight Flush	100%
5 Aces	10%
Royal Flush	500 for 1
Straight Flush	100 for 1
4 of a Kind	75 for 1
Full House	4 for 1
*Original Wager is NOT Returned	

	Semi Wild Pay Schedule 04	
Hand	**Pays***	**Envy**
7 Card Straight Flush	1,000 to 1 + 100%	$1,000
Royal Flush + Royal Match*	1,000 to 1 + 25%	$750
7 Card Straight Flush with Joker	1,000 to 1 + 10%	$250
5 Aces	500 to 1	$100
Royal Flush	100 to 1	$50
Straight Flush	40 to 1	$20
4 of a Kind	20 to 1	$5
Full House	5 to 1	
Flush	4 to 1	

3 of a Kind	3 to 1	
Straight	3 to 2	
*Original Wager is NOT Returned		

Hand	**Multi Level Pays 01***	**Multi Level Pays 02***
7 Card Straight Flush	100% of Mega Progressive Meter	100% of Major Progressive Meter
5 Aces	100% of Major Progressive Meter	100% of Minor Progressive Meter
Royal Flush	100% of Minor Progressive Meter	500 for 1
5 Card Straight Flush	100 for 1	100 for 1
Four of a Kind	75 for 1	75 for 1
Full House	4 for 1	4 for 1
*Original Wager is NOT Returned		

(30-1017.50, renumbered as 30-1099.37, effective 12/15/17)

30-1099.38 The play – Texas Shootout. *Effective 9/14/2012*

Texas Shootout is the copyrighted, trademark and patent pending poker variation game, the rights to which are owned by Galaxy Gaming, Inc. of Las Vegas, Nevada and which may be transferred or assigned. Texas Shootout must be played according to the following rules:

(1) The Game is played on a blackjack-style table using six standard decks of 52 cards each, dealt from a shoe by a house dealer.

(2) Minimum and maximum wagering limits shall be posted at the table.

(3) At the discretion of the house, players may be permitted to play more than one hand.

(4) The primary Texas Shootout wager and the Quick Draw wager are mandatory bets, and must be made in an equal dollar amount prior to each round of play.

(5) Players and dealer are dealt four cards face down. At this time, players reveal and declare winning Quick Draw hands. Players then determine which two cards to play and discard the two unused cards. Dealer will determine his/her two cards according to a predetermined “house-way” and discard the two unused cards.

(6) The dealer will deal five community cards in addition to his/her two-card hand which are used by the players and the dealer to make the best possible five-card poker hand.

(7) NOTE: If players or the dealer receive less than or more than the correct number of cards, this constitutes a misdeal and the house must follow house procedures.

(8) Since six decks are used, the five-card poker hand rankings are modified and will be posted at each table.

(9) Regarding the primary wager, if the player has a higher hand than the dealer, the player is paid even money. If the player’s hand is lower than the dealer’s hand, the player loses. If the player’s hand is equal to the dealer’s hand, the player will tie or push.

(10) In the event players receive any four-card hand that they wish to split into two, two-card hands, they may do so provided they make a wager on the second hand in an amount equal to the original primary wager.

(11) There is an optional independent additional wager known as a “Shootout Bonus”, whereby the player attempts to obtain one of several predetermined poker rankings and is paid odds according to the ranking obtained.

(12) If the player’s Shootout Bonus wager is at least five dollars, he/she qualifies for the “Envy Bonus” feature.

(13) NOTE: Dealer tips are allowed and are based on house procedure.

OPENING PROCEDURES, SHUFFLE AND CUTTING THE CARDS

(See approved shuffle and cutting procedures for Colorado)

CARDS: NUMBER OF DECKS AND CARD VALUE

(1) The game uses six decks of 52 cards each dealt from a shoe.

(2) The back of each card in the deck will be identical and no card shall contain any marking, symbol or design that will enable a person to know the identity of any element printed on the face of the card or that will in any way differentiate the back of that card from any other card in the deck.

(3) The poker hand rankings are as follows:

- Five-of-a-kind Suited
- Straight Flush (A-K-Q-J-10 is a Royal Flush and the highest of straight flushes, and A-2-3-4-5 is the lowest straight flush)
- Five-of-a-kind
- Four-of-a-kind
- Full House
- Flush
- Straight (A-K-Q-J-10 is the highest, and A-2-3-4-5 is the lowest straight)
- Three-of-a-kind
- Two Pair
- One Pair
- High Card

CARD DELIVERY AND PLACEMENT

(1) Prior to card delivery, the dealer will ask for all bets and bonus bets to be placed.

(2) Once all bets have been placed, the dealer will put an “Envy” lammer next to each Shootout Bonus bet that is $5 or more.

(3) The dealer will then deal four cards face down, to each player’s position in front of the player’s main bet and to the dealer in a clockwise rotation beginning with the player on the dealer’s immediate left. The dealer will place his/her cards in front of the chip rack and cover with a “Dealer” button, as close to the tray as possible.

(4) If a player has a winning Quick Draw hand, the player must reveal and declare these cards to the dealer at this time. The players are paid and the game continues.

(5) Each player will determine whether to play one or two hands.

(6) If playing only one hand, the player will choose which two cards to keep and place them face up directly behind his/her wager. The two cards discarded will be placed face down in front of the player's wager.

(7) If playing two hands, the player will place another wager next to the player's original primary wager. This wager must be equal to the original bet placed.

(8) Each two-card hand will be placed face up directly behind each wager.

(9) The player has the option of placing a Shootout Bonus wager on the 2nd hand. This wager must be equal to the original bonus wager.

(10) If a player does not place a 2nd Shootout Bonus wager, the player must declare which hand the original Shootout Bonus bet will be played on.

(11) When all the players have discarded their cards, the dealer will pick up all the discarded cards and place them into the discard rack.

(12) The dealer will then expose his/her four cards on the table and select two cards to play according to a predetermined "house-way" strategy. The two unused cards will be placed into the discard rack.

(13) The dealer will deal five cards face down in the center of the table. The dealer will then scoop up all five cards and turn them face up. These five cards are known as the "flop".

(14) The dealer will then arrange the cards in descending order. If the "flop" contains a "pair" or higher, the "pair" or higher will be placed to the left of the other "flop" cards. The "flop" is used as community cards to form both the dealer's hand and each player's hand.

(15) The dealer and each player will use any combination of their two cards and the "flop" to make the best possible five card poker hand. Once the dealer has determined the house's hand, the dealer will announce the hand.

(16) NOTE: If a player is playing multiple hands, the player must act on the first hand (deciding which 2 cards to keep) prior to looking at the second hand.

HOUSE WAYS

- Highest Pair, 8's or Better
- Ace – Jack or Better
- Any Pair, Suited
- Any Pair, Unsuited
- Ace High, Suited
- Ten – Jack or Better, Suited
- Ten – Jack or Better, Unsuited
- Ace High, Unsuited
- Face Card High, Suited
- Face Card High, Unsuited
- Connected Cards, Suited
- Connected Cards, Unsuited
- Two Highest Cards, Suited
- Two Highest Cards, Unsuited

(17) In the event the dealer's initial hand consists of a four-of-a-kind involving two suited pairs, the decision on which suited pair to play shall be based on the alphabetical ranking of the suit, (e.g.

Clubs; Diamonds; Hearts; Spades). For example: If the dealer has four 8's, two 8's of Clubs and two 8's of Spades, the dealer will choose the two 8's of Clubs and discard the two 8's of Spades.

(18) In the event the dealer receives a hand of three or four-of-a-kind consisting of all different suits, the decision on which pair to play will revert to the alphabetical rankings, (e.g. Clubs; Diamonds; Hearts; Spades).

TAKE AND PAY PROCEDURES

(1) Once the dealer's five-card hand is established, beginning with the player on the dealer's immediate right and continuing in a counter-clockwise rotation, the dealer will determine whether each player's hand is a win or a loss. Then the dealer will take or pay each player's wager. All primary wager Texas Shootout winning hands pay even money.

(2) If a player originally made the optional Shootout Bonus wager, the dealer also determines whether or not the player's hand qualifies to receive the bonus pay out.

(a) If the player qualifies, the dealer pays the player according to the odds posted at the table and places the pay out in front of the bonus wager.

(b) If the player does not qualify, the dealer collects the losing Shootout Bonus wager. The Shootout Bonus wager has no bearing on the primary wager and vice-versa.

(3) After all wagers have been settled, the dealer collects the player's cards and places them face-down into the discard rack. The dealer will then collect the "flop," then the dealer's two card hand and place them into the discard rack. (If cards needed to be "backed up", the first two cards from the discard rack would be the dealer's, next would be the "flop" and the players' cards would follow.)

(4) Then the next round of play begins. Play will continue until the cut card is reached, at which time the dealer shall only use the remaining cards to complete the hand.

SHOOTOUT BONUS

(1) In addition to the poker hand bet, a player has the option to place this additional wager before the hand is dealt. The winning hands' payoff odds are as follows:

HAND TYPE	PAYS
Five-of-a-kind, suited	1000 to 1
Royal flush	200 to 1
Straight flush	75 to 1
Five-of-a-kind	40 to 1
Four-of-a-kind	7 to 1
Full house	3 to 1
Flush	2 to 1
Straight	1 to 1
Three-of-a-kind	PUSH

(2) When a player wagers $5 or more on the Shootout Bonus wager, the dealer will place an Envy Bonus button adjacent to the wager.

(3) If a player splits his/her hand, the player has the option to place another bet on the split hand equal to the original Shootout Bonus wager.

ENVY BONUS

(1) In the event a player's Shootout Bonus wager is at least five dollars, the player also qualifies for the Envy Bonus. The Envy Bonus is paid to a player if any other player's hand contains one of the following predetermined arrangement of cards:

HAND TYPE	PAYS
Five-of-a-kind, suited	$1,000
Royal flush	$250
Straight flush	$50
Five-of-a-kind	$10

(2) Only the highest hand each round qualifies for the Envy Bonus.

(3) Should a player split his/her hand, then both hands not only qualify for the Envy Bonus but are used for qualifying purposes for other players.

(4) In the event the board represents the highest hand on the table, none of the players will receive the Envy Bonus.

QUICK DRAW

(1) A player wins and is paid at odds on his/her Quick Draw wager if the player's first four cards have achieved a pre-determined triggering event according to the corresponding pay table. The player's Quick Draw wager is to be equal to or greater than his/her Texas Shootout wager.

HAND TYPE	ODDS
Four-of-a-kind, suited	200 to 1
Royal flush	100 to 1
Straight flush	50 to 1
Four-of-a-kind	20 to 1
Straight	5 to 1
Flush	4 to 1
Three-of-a-kind	3 to 1
Two Pair	2 to 1
Suited Pair	1 to 1
Pair of Jack's or Better	1 to 1
Pair of 8's or Better	1 to 1
Any Pair	1 to 1

(2) Only the highest qualifying hand is paid.

(3) A Royal Flush is Ace, King, Queen and Jack of the same suit.

(30-1017.51, renumbered as 30-1099.38, effective 12/15/17)

30-1099.39 The play – Straight Edge Poker. *Effective 4/14/14*

Straight Edge Poker is a copyrighted and patent-protected poker variation game, the rights to which are owned by SG Gaming, Inc. of Las Vegas, Nevada, and which may be transferred or assigned. Straight Edge Poker must be played according to the following rules: *Amended 1/14/2015, Amended 9/14/20*

(1) Straight Edge Poker may be played only on tables displaying the Straight Edge Poker layout. A single deck of 52 cards will be used. Each player may only play one hand following each shuffle

of the deck. Straight Edge Poker features head-to-head play against the dealer with two optional bonus bets. Players get seven cards to make their longest straight possible, while the dealer does the same with eight cards.

(2) The game allows “wrap-around” straights, where the Ace is used as something other than a starting or ending point. For example, J-Q-K-A-2-3 counts as a six-card straight.

(3) If the player and dealer have straights of identical length, the rank of the ending card in the straight determines the winner. For example, 3-4-5 loses to 5-6-7. Players win copies (an identical straight as the dealer).

(4) The player may also place an optional progressive wager, as long as he/she has also placed an Ante wager. Folded hands do not qualify for a progressive win.

(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.

(6) The dealer working clockwise, from his left to his right, will give each player a packet of seven cards.

(7) When all players have cards, the dealer will then give him/herself eight cards. The dealer will take a packet of seven cards and then add the top card from the next packet and discard the rest.

(8) Players then look at their hands and make a decision:

(a) Fold or stay in the game by making a Play bet of 1x their Ante.

(i) Players should discard their non-straight cards.

(b) If players fold with a winning Insurance bet, they should tuck their cards under the Insurance bet.

(9) The dealer reveals his/her hand and working counter-clockwise from right to left, compares his/her hand with the hand of each player that has stayed in the game.

(10) Players win if their straight is longer than the dealer’s. Players also win if they have a straight of equal length but their kicker (final card in the straight) is equal to or higher than the dealer’s:

(a) When players win, their Ante pays 1 to 1 and their Play bet pays according to the margin of victory. See posted pay table.

(11) Players lose if the dealer has a straight with more cards or has a straight with the same number of cards but with a higher final card. When players lose, their Ante and Play bets lose.

(12) Players win the Bonus wager if they can make a four-card straight or better, even if they lose to the dealer. See posted pay table.

(13) Players win the Insurance bet if they have less than a two-card straight. This bet pays 25 to 1.

(14) Straight Edge Poker Play Pay table:

Win By	Pays
6 Cards	200 to1
5 Cards	25 to 1
4 Cards	8 to 1
3 Cards	3 to 1
2 Cards	2 to1
0/1 Cards	1 to1

(15) Straight Edge Poker Bonus Pay Tables:

	1	**2**
Length of Straight	**Pays**	**Pays**
7	40 to 1	50 to 1
6	15 to 1	20 to 1
5	6 to 1	4 to 1
4	1.5 to 1	1.5 to 1

Length of Straight, Player's hand only

(16) Straight Edge Poker Progressive is an optional Two Way Bad Beat (TWBB) Progressive wager that wins if the player is involved in a bad beat with the dealer.

(a) The bet wins if the player and the dealer each have a 4-card straight or better, and they do not tie. If there is a tie, the progressive wager loses.

(b) The pay out is based on the lowest hand.

(17) The meter will be reseeded when the 100% award hits. The cost of the reseed has been factored into the casino's mathematical advantage.

(18) To begin each round, players must make their regular game's wager. They may also place the optional progressive wager. Players must place the progressive wager on the sensor in front of their betting position. The sensor will light up.

(19) Once all players place their wagers, the dealer will press the appropriate button on the keypad. The sensors will then light up, indicating a progressive wager. The dealer will remove all progressive wagers from the table.

(20) The dealer then follows house procedures for dealing the regular game.

(21) The dealer reconciles the Ante, Play, Bonus, Insurance and Progressive wagers at the same time. Follow the procedures in the next section for reconciling the percentage pay from the progressive meter.

(22) Progressive wagers:

(a) The percentage pay is 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) In the event more than one progressive hand, payable from the progressive meter, hits at the same table during the same time, house procedures are then followed for paying the prize.

(d) When a player has a progressive winner, the dealer shall press the appropriate hand button on the keypad and then contact a supervisor.

(e) Once the casino verifies the progressive win, house procedures are then followed for paying the prize.

(f) After keying in the progressive winner, the meter may be reduced, depending on the winning hand. Keying in a 100% award will reset the meter to the seed amount, plus any reserve amount. The dealer will continue handling progressive awards in a counter clockwise fashion.

(g) An incorrect number of cards dealt to any player constitutes a dead hand for that player only. The player receiving the misdealt cards retains the player's ante and any bet. An incorrect number of cards dealt to the dealer constitutes a misdeal to the table and the players may play their hands for the purpose of the progressive jackpot only. If there are no progressive jackpot hands, all hands at the table are dead and the players retain their antes and bet.

(h) As the terms "jackpot," "jackpot award," and "progressive jackpot" are used in these rules of play for Straight Edge Poker Progressive, the terms shall apply to Straight Edge Poker Progressive only. A retail licensee may not discontinue offering a Straight Edge Poker Progressive jackpot until the highest progressive jackpot award has been won by a qualified player or players. If a licensee wishes to discontinue offering a progressive jackpot award, the licensee may petition the Director or Director's designee in writing for permission to either reduce the qualifications or criteria for winning the award, allowing the award to be paid more quickly, or to transfer the award liability to the jackpot offered by a different game. If a retail licensee intends to close its business while having a progressive jackpot award liability, the licensee may petition the Director or Director's designee in writing for permission to transfer the award liability, together with the award fund, to another retail licensee offering a comparable jackpot award. *Effective 12/15/17*

Envy Bonus:

(a) A player making the progressive wager also qualifies to win an envy pay out. If another player at the table hits a hand associated with an envy pay, all other players who made the progressive bet win the envy pay. The player hitting the hand receives the normal prize pay only, but does NOT receive the envy pay.

(b) If a player's hand triggers an envy pay out, the dealer will leave the hand face-up on the layout; otherwise, the dealer will lock up the cards. The dealer will then move on to the next player.

(c) The dealer pays any Envy Bonuses at the end of the round. In the event that more than one player is involved in a qualifying envy pay, then all players win multiple envy pay outs.

(23) Straight Edge Poker Progressive Pay Tables:

TWBB Hand	**1***	**Envy****	**2***
7-Card Straight	100%	$100	100%
6-Card Straight	250 for 1		250 for 1
5-Card Straight	25 for 1		25 for 1
4-Card Straight	5 for 1		5 for 1

**The player may bad beat the dealer or the dealer may bad beat the player*
***The Envy is only available on Pay Table #1*

(30-1017.52, renumbered as 30-1099.39, effective 12/15/17)

30-1099.40 The play – Big Raise Stud Poker. *Eff 4/14/14*

Big Raise Stud Poker is a copyrighted and patent-protected poker variation game, the rights to which are owned by SG Gaming, Inc. of Las Vegas, Nevada, and which may be transferred or assigned. Big Raise Stud Poker must be played according to the following rules: *Amended 1/14/2015, Amended 9/14/20*

(1) Big Raise Stud Poker may be played only on tables displaying the Big Raise Stud Poker layout. A single deck of 52 cards will be used. Each player may only play one hand following each shuffle of the deck. The object of Big Raise Stud Poker is to get a pair of 6's or better. Players get three cards and combine them with the two community cards to make their best five-card poker hand.

(2) Big Raise Stud Poker also features an optional 3 Card Bonus wager that wins if the players first three cards make a pair or better.

(3) The player may also place an optional progressive wager, as long as he/she has also placed an Ante wager. Folded hands do not qualify for a progressive win.

(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.

(5) The dealer working clockwise from left to right, will give each player a packet of three cards.

(6) When all players have cards, the dealer will set the community cards. The dealer will take a packet of three cards and discard the bottom one, leaving two cards in the marked area.

(7) Players then look at their first three cards and make a decision:

(a) Fold; or

(b) Make a Raise bet of 1x to 4x their Ante.

(i) Note: A folded hand is still eligible to win the 3 Card Bonus wager (if placed). If the player folds his hand and has made the 3 Card Bonus wager, the dealer will pick up the Ante bet and tuck the player's three cards under the 3 Card Bonus bet.

(8) Once all wagers have been placed and the folded hands have been resolved, the dealer will reveal the two community cards.

(9) The dealer, working counter-clockwise from right to left, will reveal each player's three cards and combine them with the community cards to make a five-card poker hand.

(10) If players have less than a pair of 6's, their Raise and Ante bets lose.

(11) If players have a pair of 6's or higher, their Raise and Ante bets are paid according to the posted odds.

(12) The 3 Card Bonus bet wins if the player's first three cards are a pair or better.

(13) Big Raise Stud Poker pay tables:

Hand	**BRSP-01**	**BRSP-02**	**BRSP-03**	**BRSP-04**	**BRSP-05**
Royal Flush	500 to 1	500 to 1	200 to 1	200 to 1	500 to 1
Straight Flush	100 to 1	100 to 1	100 to 1	100 to 1	100 to 1
Four of a kind	40 to 1	40 to 1	40 to 1	40 to 1	40 to 1
Full House	8 to 1	6 to 1	8 to 1	9 to 1	9 to 1
Flush	6 to 1	5 to 1	6 to 1	6 to 1	6 to 1
Straight	4 to 1	4 to 1	4 to1	5 to 1	5 to 1
Three of a Kind	3 to 1	3 to 1	3 to 1	3 to 1	3 to 1
Two Pairs	2 to 1	2 to 1	2 to 1	2 to 1	2 to 1
Pair 10's or Better	1 to 1	1 to 1	1 to 1	1 to 1	1 to 1
Pair 6's to 9's	Push	Push	Push	Push	Push

(14) Big Raise Stud Poker 3 Card Bonus pay tables:

	1	**2**	**3**
Hand	Pays	Pays	Pays
Straight Flush	40 to 1	40 to 1	40 to 1
Three of a Kind	30 to 1	30 to 1	30 to 1
Straight	6 to 1	5 to 1	6 to 1
Flush	4 to 1	4 to 1	3 to 1
Pair	1 to 1	1 to 1	1 to 1

(15) Big Raise Stud Poker Progressive is an optional progressive wager that can be played two ways, depending on the pay table selected. The Quick Hit Progressive pay table considers the best hand possible among the player's three cards in his/her hand and does NOT consider the two community cards. The Multi-Game Link Progressive considers the best 5-card hand between the player's three cards and the two community cards.

(16) The meter will be reseeded when the 100% award hits. The cost of the reseed has been factored into the casino's mathematical advantage.

(17) To begin each round, players must make their regular game's wager. They may also place the optional progressive wager. Players must place the progressive wagers on the sensors in front of their betting position. The sensor will light up.

(18) Once all players place their wagers, the dealer will press the appropriate button on the keypad. The sensors will then light up, indicating a progressive wager. The dealer will remove all progressive wagers from the table.

(19) The dealer then follows house procedures for dealing the regular game.

(20) The dealer reconciles the Ante, Raise, 3 Card Bonus, and Progressive wagers at the same time. Follow the procedures in the next section for reconciling the percentage pay from the progressive meter.

(21) Progressive winners:

(a) The percentage pay is 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) In the event more than one progressive hand, payable from the progressive meter, hits at the same table during the same time, house procedures are then followed for paying the prize.

(d) When a player has a progressive winner, the dealer shall press the appropriate hand button on the keypad and then contact a supervisor. If one of the PMG ("Nexus") pay schedules, listed below, is used on this game, other progressive table themes that have the same pay schedules approved can be connected to the same jackpot.

(e) Once the casino verifies the progressive win, house procedures are then followed for paying the prize.

(f) After keying in the progressive winner, the meter may be reduced, depending on the winning hand. Keying in a 100% award will reset the meter to the seed amount, plus any reserve amount. The dealer will continue handling progressive awards in a counter-clockwise fashion.

(g) An incorrect number of cards dealt to any player constitutes a dead hand for that player only. The player receiving the misdealt cards retains the player's ante and any bet. An incorrect number of cards dealt to the dealer constitutes a misdeal to the table and the players may play their hands for the purpose of the progressive jackpot only. If there are no progressive jackpot hands, all hands at the table are dead and the players retain their antes and bets.

(h) As the terms "jackpot," "jackpot award," and "progressive jackpot" are used in these rules of play for Big Raise Stud Poker Progressive, the terms shall apply to Big Raise Stud Poker Progressive only. A retail licensee may not discontinue offering a Big Raise Stud Poker Progressive jackpot until the highest progressive jackpot award has been won by a qualified player or players. If a licensee wishes to discontinue offering a progressive jackpot award, the licensee may petition the Director or Director's designee in writing for permission to either reduce the qualifications or criteria for winning the award, allowing the award to be paid more quickly, or to transfer the award liability to the jackpot offered by a different game. If a retail licensee intends to close its business while having a progressive jackpot award liability, the licensee may petition the Director or Director's designee in writing for permission to transfer the award liability, together with the award fund, to another retail licensee offering a comparable jackpot award. *Effective 12/15/17*

Envy Bonus:

(a) A player making the progressive wager also qualifies to win an envy pay out. If another player at the table hits a hand associated with an envy pay, all other players who made the progressive bet win the envy pay. The player hitting the hand receives the normal prize pay only, but does not receive the envy pay.

(b) If a player's hand triggers an envy pay out, the dealer will leave the hand face-up on the layout; otherwise, the dealer will lock up the cards. The dealer will then move on to the next player.

(c) The dealer pays any Envy Bonuses at the end of the round. In the event that more than one player is involved in a qualifying envy pay, then all players win multiple envy pay outs.

(22) Big Raise Stud Poker Progressive pay tables:

Hand	Pay table 1*	Pay table 2*	Envy Bonus (Both pay Tables)
AKQ Spades	100%	100%	$100
AKQ Hearts/Diamonds/Clubs	500 for 1	500 for 1	$25
Straight Flush	70 for 1	100 for 1	
Three of a Kind	60 for 1	90 for 1	
Straight	6 for 1	N/A	
**Based on the Player's three cards only*			

These pay tables can also be used to connect to a retail licensee's three card poker progressive game (same pay table).

(23) The retail licensee may offer either of the below "Nexus" Multi-Game Link Pay tables if it wishes to connect other SG Gaming, Inc. progressive games that also have these pay schedules approved. *Amended 1/14/15, Amended 9/14/20*

Multi-Game Link Progressive	PMG-01		PMG-02	
Hand	**Pays***	**Envy****	**Pays***	**Envy****
Royal Flush	100%	$1000	100%	$5000
Straight Flush	10%	$300	10%	$1500
4 of a Kind	300 for 1		300 for 1	
Full House	50 for 1		50 for 1	
Flush	40 for 1		40 for 1	
Straight	30 for 1		30 for 1	
3 of a Kind	9 for 1		9 for 1	
***Based on the Player's 5 card hand*				

Effective 10/15/14	PMG-ML-01		PMG-ML-02		PMG-ML-03	
Hand***	**Pays***	**Envy****	**Pays***	**Envy****	**Pays***	**Envy****
Royal Flush	100% Major	$1,000	100% Mega	$1,000	100% Mega	$1,000
Straight Flush	100% Minor	$300	100% Major	$300	100% Major	$300
4 of a Kind	300 for 1		100% Minor		100% Minor	
Full House	50 for 1		50 for 1		50 for 1	
Flush	40 for 1		40 for 1		40 for 1	
Straight	30 for 1		30 for 1		30 for 1	
3 of a Kind	9 for 1		10 for 1		9 for 1	
**Original Wager is NOT Returned*						
***Envy and Seed amounts adjust up or down accordingly with changes made to the Wager amount*						
****Based on the Player's 5 card hand*						

(30-1017.53, renumbered as 30-1099.40, effective 12/15/17)

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

Double Draw Poker is a copyrighted and patent-protected poker variation game, the rights to which are owned by SG Gaming, Inc. of Las Vegas, Nevada, and which may be transferred or assigned. Double Draw Poker must be played according to the following rules: *Amended 1/14/2015, Amended 9/14/20*

(1) Double Draw Poker may be played only on tables displaying the Double Draw Poker layout. A single deck of 52 cards plus two (2) Jokers will be used. The Jokers can be used as Aces or to complete Straights or Flushes. Each player may only play one hand following each shuffle of the deck. The object of Double Draw Poker is to get a two-pair or better. Players get five cards, and then they have the chance to draw three cards and then draw another one card, to make the best possible five card poker hand.

(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 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. *Amended 5/1/21*

(3) The dealer, working clockwise from his/her left to right, will give each player a packet of five cards.

(4) When all players have cards, the dealer will then hold the remaining cards in his/her hand.

(5) The dealer, working clockwise from his/her left to right, will give each player the following option to either fold or stay in the game by making a Draw bet in an amount equal to his/her Ante.

(a) If the player stays in the game, he/she has the option to replace 0, 1, 2 or 3 of the cards in his/her hand.

(b) Players will place their discards face down above their Ante bet. The dealer will replace those cards with new ones.

(6) Once all players have acted, the dealer, working from his/her left to right, will give each player the option to fold or stay in the game by making a Draw bet in an amount equal to his/her Ante.

(a) If the player stays in the game, he/she has the option to replace 0 or 1 card in his/her hand.

(b) Players will place their discards face down above their Ante bet. The dealer will replace that card with a new one.

(7) Once all players have acted, the dealer will work counter-clockwise from his/her right to left and resolve all action.

(8) If players have less than two-pair, all wagers lose.

(9) If players have two-pair or better, the dealer will pay bets as follows:

(a) Ante and Draw bets will be paid 1 to 1.

(b) Bonus bets will be paid according to the posted pay table:

	Bonus	
Hand	**1**	**2**
Five Aces	500 to 1	500 to 1
Natural Royal Flush	100 to 1	100 to 1

Wild Royal Flush	50 to 1	50 to 1
Straight Flush	50 to 1	50 to 1
Four of a Kind	20 to 1	20 to 1
Full House	5 to 1	5 to 1
Flush	3 to 1	3 to 1
Straight	2 to 1	2 to 1
Three of a Kind	1 to 1	Push
Two Pair	Push	Push

(30-1017.54, renumbered as 30-1099.41, effective 12/15/17)

30-1099.42 The play – Six Card Poker. *Effective 10/15/14*

Six Card Poker is a copyrighted and patent-protected poker variation game, the rights to which are owned by SG Gaming, Inc. of Las Vegas, Nevada, and which may be transferred or assigned. Six Card Poker must be played according to the following rules: *Amended 1/14/2015, Amended 9/14/20*

(1) Six Card Poker may be played only on tables displaying the Six Card Poker layout. A single deck of 52 cards will be used. Each player may only play one hand following each shuffle of the deck. The object of Six Card Poker is for the player to make the best five card poker hand out of his/her six cards and to beat the dealer's hand. Dealer and players each get six cards.

(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 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. *Amended 5/1/21*

(3) The dealer, working clockwise from his/her left to right, will give each player and him/herself a packet of six cards face down.

(4) When all players have cards, the dealer will spread his/her cards from left to right leaving one card in each of the designated spots on the layout. The dealer will then turn the three cards to his/her left face up.

(5) Players look at their cards and must decide:

(a) Fold and lose their Ante and Aces Up (if less than a pair of Aces) bets; or

(b) Stay in the game by making a Play bet of 1x their Ante.

(6) When players fold, the dealer will immediately collect their Ante bets.

(a) If players fold and have a Two-Way Bad Beat and/or the Aces Up wager in play, the dealer will leave the folded cards in front of the player. The Two-Way Bad Beat and/or Aces Up wager will be resolved at the end of the hand along with the rest of the non-folded player hands.

(7) The dealer then reveals the last three cards and announces his/her best five card poker hand.

(8) The dealer qualifies with Ace-King. If the dealer has less than Ace-King, he/she will refund all player ante bets still in action. All other bets receive full action.

(9) The dealer then, working counter-clockwise from his/her right to left, reconciles the action.

(10) If the player beats the dealer, the Ante (if applicable) and Play bets pay 1 to 1.

(11) If the dealer beats the player, the Ante (if applicable) and Play bets lose.

(12) If the dealer and the player tie, the Ante (if applicable) and Play bets push.

(13) Players win the Aces Up bet if they have a pair of Aces or better. The dealer's hand has no effect on this bet.

(14) Players win the Two-Way Bad Beat bet if they and the dealer get at least a pair of Aces, and they do not tie each other. The Bad Beat is paid on the strength of the losing hand.

(15) Note: Players are eligible to win the Aces Up and Bad Beat bets even if they fold.

Aces Up Pay Tables				
Hand	**SCP-01**	**SCP-02**	**SCP-03**	**SCP4**
Royal Flush	500 to 1	500 to 1	500 to 1	500 to 1
Straight Flush	100 to 1	100 to 1	100 to 1	100 to 1
Four of a Kind	30 to 1	30 to 1	30 to 1	30 to 1
Full House	9 to 1	10 to 1	9 to 1	9 to 1
Flush	8 to 1	8 to 1	8 to 1	7 to 1
Straight	7 to 1	6 to 1	6 to 1	6 to 1
Three of a Kind	4 to 1	4 to 1	4 to 1	4 to 1
Two Pair	2 to 1	2 to 1	2 to 1	2 to 1
Pair of Aces	1 to 1	1 to 1	1 to 1	1 to 1

Two Way Bad Beat Pay Tables			
Rank of Losing Hand	**TWBB-001**	**TWBB-002**	**TWBB-003**
Straight Flush	10,000 to 1	2,500 to 1	500 to 1
Four of a Kind	5,000 to 1	1,000 to 1	500 to 1
Full House	500 to 1	500 to 1	500 to 1
Flush	200 to 1	200 to 1	200 to 1
Straight	100 to 1	100 to 1	100 to 1
Three of a Kind	35 to 1	35 to 1	35 to 1
Two Pair	10 to 1	10 to 1	10 to 1
Pair of Aces	9 to 1	9 to 1	9 to 1

(30-1017.55, renumbered as 30-1099.42, effective 12/15/17)

30-1099.43 The play – High Card Flush. *Effective 1/14/2015*

High Card Flush is a patent-pending poker variation game, the rights to which are owned by Galaxy Gaming, Inc., of Las Vegas, Nevada, and which may be transferred or assigned. High Card Flush must be played according to the following rules:

(1) High Card Flush may be played only on tables displaying the High Card Flush layout. A single deck of 52 cards will be used. At the discretion of the licensee, each player may play up to two hands following each shuffle of the deck.

(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 maximum wager limit determined by the house and in accordance with applicable law. *Amended 5/1/21*

(3) At the discretion of the retail licensee, players may also place a dealer tip bet on their Ante bet by placing the dealer tip bet next to their Ante bet. If such tip bets are accepted, winning tip bets must be paid at the same odds as the player's winning Ante bet. The retail licensee may require tip bets to be in an even dollar amount, and may limit the maximum amount of such tip bets.

(4) Immediately prior to each round of play, the dealer shall shuffle the cards. Following the shuffle and cut, the dealer will deal seven cards to each player and to the dealer, one at a time face down, starting with the player to his/her left, or in a seven card group dispensed by a mechanical shuffling device.

(5) An incorrect number of cards dealt to a player constitutes a misdeal to that player only and that player retains his/her Ante and any other bets. An incorrect number of cards dealt to the dealer constitutes a misdeal for the hand, and all players retain their Antes and any other bets.

(6) Players will then examine their cards. Each player who wants to remain in the hand must place a Raise wager. The Raise wager must be equal to the Ante wager unless the player's hand consists of five (5) or more cards of the same suit. Players with five (5) or more cards of the same suit may place a Raise wager that is up to double their Ante wager. Players with six (6) or seven (7) cards of the same suit may increase their Raise wager up to three times their Ante wager. Players also have the option of folding their hand and surrendering their ante wager.

(7) The object is for the player to have more cards of the same suit (a "flush") than the dealer, regardless of suit.

(8) Once all players have acted on their hands, the dealer will turn over the dealer cards. The dealer's hand must qualify by having at least a three card, 9-high flush:

(a) If the dealer does not possess a qualifying hand, all players with an active Ante wager will be paid even money on their Ante Wager and their Raise wagers will be a push.

(b) If the dealer does possess a qualifying hand, the dealer's hand is compared to each player's hand, and;

(i) If the player's hand ranks higher than the dealer's hand, the player's Ante and Raise wagers win and are paid even money.

(ii) If the player's hand ranks lower than the dealer's hand, the player's Ante and Raise wagers lose and are collected.

(iii) If the player's and dealer's hand tie, the Ante and Raise wagers push.

(c) In the event both the player and the dealer have the same number of cards in their flush, the winning hand is determined by the highest ranking card (Ace – 2) of the flush in each hand. If the highest ranking card is the same in both hands, the second highest card is used, then the third, etc. If both the player's and the dealer's number of cards and values are identical, the ante wager and Raise wagers are a push.

(9) At the same time that the Ante wager is placed, each player may also place two additional optional wagers, the Flush Bonus wager and the Straight Flush Bonus wager.

(a) Players win the Flush Bonus wager if their hand contains a four (4) card flush or better. See posted pay table.

(b) Players win the Straight Flush Bonus wager if their hand contains a three (3) card straight flush or better. See posted pay table.

(i) If a player has made the Straight Flush Bonus wager and his/her hand contains at least a three (3) card straight flush but he/she wishes to fold his/her hand for consideration in the Ante and/or Raise wagers, player should turn his/her straight flush cards face up on top of the remaining cards in his/her hand and place all seven (7) cards in the discard area. Dealer should verify the hand qualifies for a Straight Flush Bonus wager pay out, pay the player according to the posted Straight Flush Bonus wager pay table and then place all seven cards in the discard rack. This should be completed before picking up the discards of players who are remaining in the hand.

(ii) If the licensee chooses pay table 5 (see below), a patron will also win this wager if he/she holds a "4 of a kind."

(10) Pay tables:

(a) Flush Bonus Wager

Result	**Pay tables**						
	V01	V02	V03	V04	V05	V06	V07
7 Card	300 to 1	100 to 1	200 to 1	300 to 1	200 to 1	500 to 1	400 to 1
6 Card	100 to 1	20 to 1	20 to 1	75 to 1	60 to 1	50 to 1	60 to 1
5 Card	10 to 1	10 to 1	10 to 1	5 to 1	12 to 1	12 to 1	12 to 1
4 Card	1 to 1	2 to 1	2 to 1	2 to 1	1 to 1	1 to 1	1 to 1

Result	**Pay tables**							
	V08	V09	V10	V11	V12	V13	V14	V15
7 Card	1000 to 1	150 to 1	150 to 1	400 to 1	300 to 1	500 to 1	500 to 1	250 to 1
6 Card	50 to 1	20 to 1	25 to 1	100 to 1	80 to 1	80 to 1	100 to 1	100 to 1
5 Card	10 to 1	10 to 1	10 to 1	10 to 1	11 to 1	11 to 1	10 to 1	10 to 1
4 Card	1 to 1	2 to 1	2 to 1	1 to 1	1 to 1	1 to 1	1 to 1	1 to 1

(b) Straight Flush Bonus Wager

Result	**Pay tables**					
	V01	V02	V03	V04	V06	V07
7 Card Straight Flush	8000 to 1	500 to 1	500 to 1	1000 to 1	500 to 1	1000 to 1
6 Card Straight Flush	1000 to 1	200 to 1	200 to 1	500 to 1	200 to 1	500 to 1
5 Card Straight Flush	100 to 1	100 to 1	100 to 1	100 to 1	100 to 1	100 to 1
4 Card Straight Flush	60 to 1	50 to 1	75 to 1	75 to 1	60 to 1	60 to 1
3 Card Straight Flush	7 to 1	9 to 1	7 to 1	7 to 1	8 to 1	8 to 1

Pay Table 5	
Result	**Pay**
7 Card Straight Flush	500 to 1
6 Card Straight Flush	200 to 1
5 Card Straight Flush	100 to 1
4 Card Straight Flush	50 to 1
4 of a Kind	25 to 1
3 Card Straight Flush	8 to 1

(30-1017.56, renumbered as 30-1099.43, effective 12/15/17)

30-1099.44 The play – WPT Heads Up Hold'Em. *Effective 4/14/2015*

WPT Heads Up Hold'Em is a patent-pending poker variation game, the rights to which are owned by Galaxy Gaming, Inc., Las Vegas, Nevada, and which may be transferred or assigned. WPT Heads Up Hold'Em must be played according to the following rules:

(1) WPT Heads Up Hold'Em may be played only on tables displaying the WPT Heads Up Hold'Em layout. A single deck of 52 cards will be used. Each player may play only one hand following each shuffle of the deck.

(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 maximum wager limit as determined by the house and in accordance with applicable law. *Amended 5/1/21*

(3) At the discretion of the retail licensee, players may place dealer tip bets on any of their bets by placing the dealer tip bet in front of their bet. If such tip bets are accepted, winning tip bets must be paid at the same odds as the player's winning bets. The retail licensee may require tip bets to be in an even dollar amount, and may limit the maximum amount of such tip bets. *Amended 8/14/16*

(4) Immediately prior to each round of play, the dealer shall shuffle the cards. Following the shuffle and cut, the dealer will deal two cards (player hole cards) to each player and to him/herself (dealer hole cards) one at a time face down starting with the player to his/her left. These two cards also represent both the player's and the dealer's two-card hand. The dealer will then deal five community board cards, face down, on the layout. Players are not allowed to exchange information about their hands.

(5) An incorrect number of cards dealt to a player constitutes a misdeal to that player only and that player retains his/her Ante, Odds and any other bets. Exposed cards dealt to a player do not constitute a misdeal. The dealer will turn the card(s) over and continue to deal. An incorrect number of cards and/or exposed cards dealt to the dealer constitutes a misdeal for the hand, and all players retain their Ante, Odds and any other bets. If a player's card falls from the table, that player's hand is dead and the player's wagers are void.

(6) Players will then examine their cards. Players will then have the option to either make a Raise wager equal to their Ante, twice their Ante, three times their Ante or to check. Players who have made a tip bet on their ante wager may also place a tip bet on their Raise wagers.

(7) The dealer will then reveal the flop by turning over the first three community cards.

(8) Players who have not made a Raise wager may now make a Raise wager equal to their Ante, twice their Ante or they may check.

(9) The dealer will then turn over the last two community cards (the turn and the river).

(10) Players who have not yet made a Raise wager now must either make a Raise wager equal to their Ante wager or fold their hand and forfeit both their Ante and Odds wagers. If a player who has folded has made the optional Pocket Bonus wager and it is a winning combination, the player will tuck his/her cards under the Pocket Bonus wager until the end of the game when the dealer pays out according to the posted pay table.

(11) After all players have acted, the dealer will then turn over the dealer cards and create the best five card poker hand from the dealer's two cards and the five community cards and will announce the dealer's hand to the players. The dealer must have at least a pair or better to qualify.

(a) The dealer, working right to left, combines each player's two cards with the five community cards to make the player's best five-card poker hand.

(b) If the dealer does not possess a qualifying hand, all remaining Ante wagers will be returned to the player by the dealer. All other wagers remain in action.

(c) If the dealer's hand qualifies with a pair or better, and the player's hand beats the dealer's hand, the Ante wager is paid even money. If the dealer's hand beats the player's hand, the Ante wager loses and is collected by the dealer. If the dealer's hand and the player's hand are equal copies, the Ante wager is a push and is returned to the player by the dealer.

(d) If the player beats the dealer with a straight or better, the Raise wager is paid even money and the Odds wager is paid according to the posted pay table.

(e) If the player beats the dealer with a three-of-a-kind or less, the Raise wager wins and is paid even money and the Odds wager is a push and is returned to the player by the dealer.

(f) If the player's hand ties or "copies" the dealer's hand, both the Raise and Odds wagers are pushes and are returned to the player by the dealer.

(g) If the player's hand is a three-of-a-kind or less and is beaten by the dealer, both the Raise and Odds wagers lose and are collected by the dealer.

(h) If the player's hand is a straight or better and is beaten by the dealer, the Raise wager loses and is collected by the dealer. The Odds bet wins and is paid according to the posted Bad Beat Bonus pay table.

(12) The Pocket Bonus and the Trips Plus wagers.

(a) Players win the Trips Plus wager if their hand contains a three-of-a-kind or better and will be paid according to the posted pay table.

(b) Players win the Pocket Bonus wager if their two hole cards contain a pair or an ace combined with a face card (Jack, Queen, King) and will be paid according to the posted pay table.

(13) The dealer will reconcile the Pocket Bonus and Trips Plus wagers at the same time he/she is reconciling the Ante, Raises and Odds wagers.

Odds Pay Table – Player Wins	
Hand	**Pay**
Royal Flush	500 to 1
Straight Flush	50 to 1
Four of a Kind	10 to 1
Full House	3 to 1
Flush	1.5 to 1
Straight	1 to 1

Odds Pay Table – Player Loses				
Hand	**Pay Table 1**	**Pay Table 2**	**Pay Table 3**	**Pay Table 4**
Straight Flush	500 to 1	500 to 1	500 to 1	500 to 1
Four of a Kind	50 to 1	50 to 1	50 to 1	25 to 1
Full House	10 to 1	10 to 1	10 to 1	6 to 1
Flush	8 to 1	6 to 1	5 to 1	5 to 1
Straight	5 to 1	5 to 1	4 to 1	4 to 1

Trips Plus Pay Table				
Hand	**Pay Table 1**	**Pay Table 2**	**Pay Table 3**	**Pay Table 4**
Royal Flush	100 to 1	100 to 1	100 to 1	100 to 1
Straight Flush	40 to 1	40 to 1	40 to 1	40 to 1
Four of a Kind	30 to 1	30 to 1	30 to 1	30 to 1
Full House	9 to 1	8 to 1	8 to 1	7 to 1
Flush	7 to 1	6 to 1	7 to 1	6 to 1
Straight	4 to 1	5 to 1	4 to 1	5 to 1
Three of a Kind	3 to 1	3 to 1	3 to 1	3 to 1

Pocket Bonus Pay Table			
Hand	**Pay Table 1**	**Pay Table 2**	**Pay Table 3**
Pair of Aces	30 to 1	25 to 1	30 to 1
Suited Ace and Face	20 to 1	20 to 1	20 to 1
Unsuited Ace and Face	10 to 1	10 to 1	10 to 1
Pair	5 to 1	5 to 1	4 to 1

(30-1017.57, renumbered as 30-1099.44, effective 12/15/17)

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

DJ Wild Stud Poker and DJ Wild Stud Poker Progressive are copyrighted and patent-protected poker variation games, the rights to which are owned by SG Gaming, Inc. of Las Vegas, Nevada, and which may be transferred or assigned. DJ Wild Stud Poker must be played according to the following rules: *Amended 9/14/20*

(1) DJ Wild Stud Poker may be played only on tables displaying the DJ Wild Stud Poker layout. Each player may only play one hand following each shuffle of the deck. The object of DJ Wild Stud Poker is to have a higher 5-card poker hand than the dealer's hand. The game is played with a 53-card deck, with the Joker and all deuces serving as fully-wild cards.

(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 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. *Amended 8/14/18, amended 5/1/21*

(3) The dealer working clockwise, from his/her left to his/her right, will give each player and him/herself a packet of five cards face down. When offering the Coverall All Bonus wager, a mechanical shuffling device is required. *Amended 8/14/18*

(4) When playing the Cover All Bonus, after the dealer removes his/her hand from the shuffler, he/she will press the green button on the mechanical shuffling device. The device will determine

the number of players in the round and will display the pay outs on its front screen. Pay outs are dynamic; they change based on the number of players in a round. *Effective 8/14/18*

(5) Players look at their cards and must decide:

(a) Fold and lose their Ante and Blind (if less than a pair of Aces) bets. If a player folds, the Trips, Two-Way Bad Beat and Cover All Bonus wagers (if played) are still in action. The dealer will pick up the player's Ante and Blind bets and will put them in the rack. The player's cards are tucked face down under the Trips wager (if played) and will be resolved at the same time as the remaining hands; *Amended 8/14/18*

(b) If a player has made a Cover All Bonus wager and has folded his/her ante wager, he/she is still eligible to win the Cover All wager. The dealer will verify if the player has a full house or higher, will leave the cards exposed on the table and will collect the folded Ante wager. If the dealer finds a higher hand, he/she will leave those cards exposed and will remove any previous folded cards; or *Effective 8/14/18*

(c) Stay in the game by making a Play bet of 2x his/her ante.

(6) The dealer then reveals his/her hand and working counter-clockwise from his/her right to left, compares his/her hand with each player's.

(7) If the dealer beats the player, the Ante, Play and Blind bets lose.

(8) If the dealer and the player tie, the Ante, Play and Blind bets push.

(9) If the player beats the dealer, the Ante and Play bets pay 1 to 1 and the Blind bet pays per the posted pay table.

(10) Players win the Trips bonus bet if they have a three-of-a-kind or better. Winning hands pay more if they are achieved without the use of wild cards. See layout for odds. The dealer's hand has no effect on this bet.

(11) All hands that use a Joker are considered wild.

(12) All hands with a deuce are not necessarily wild. If a deuce is not used as a wild card to make a winning Trips hand, it will be considered "natural."

(13) Players win the Two-Way Bad Beat bonus if both the player and the dealer each have three-of-a-kind or better, and do not tie. The Bad Beat is paid on the strength of the losing hand.

(14) If a player(s) has made the Cover All Bonus wager and the player(s) or dealer hands contain a three of a kind or better, all players who made the wager win. Only the highest qualifying hand pays. If the player(s) and dealer's hands contain less than a Full House, the player(s) loses this bet. *Effective 8/14/18*

(15) Pay tables:

Blind pay table:

Hand	Pays
Five Wilds	1000 to 1
Royal Flush	50 to 1
Five-of-a-Kind	10 to 1
Straight Flush	9 to 1

Four-of-a-Kind	4 to 1
Full House	3 to 1
Flush	2 to 1
Straight	1 to 1
Trips or less	push

Trips pay tables:

	01		**02**		**03**		**04**	
Hand	**Natural**	**Wild**	**Natural**	**Wild**	**Natural**	**Wild**	**Natural**	**Wild**
Five Wilds	2000 to 1		2000 to 1		2000 to 1		2000 to 1	
Royal Flush	1000 to 1	100 to 1	1000 to 1	100 to 1	1000 to 1	100 to 1	1000 to 1	90 to 1
Straight Flush	200 to 1	30 to 1	200 to 1	30 to 1	200 to 1	30 to 1	200 to 1	25 to 1
Five-of-a-Kind	100 to 1		100 to 1		100 to 1		70 to 1	
Four-of-a-Kind	90 to 1	6 to 1	90 to 1	6 to 1	90 to 1	6 to 1	60 to 1	6 to 1
Full House	40 to 1	5 to 1	40 to 1	5 to 1	30 to 1	5 to 1	30 to 1	5 to 1
Flush	25 to 1	4 to 1	30 to 1	4 to 1	25 to 1	4 to 1	25 to 1	4 to 1
Straight	20 to 1	3 to 1	20 to 1	3 to 1	20 to 1	3 to 1	20 to 1	3 to 1
Trips	7 to 1	1 to 1	6 to 1	1 to 1	6 to 1	1 to 1	6 to 1	1 to 1

	05		**06**	
Hand	**Natural**	**Wild**	**Natural**	**Wild**
Five Wilds	2000 to 1		500 to 1	
Royal Flush	1000 to 1	70 to 1	400 to 1	70 to 1
Straight Flush	200 to 1	25 to 1	200 to 1	25 to 1
Five-of-a-Kind	60 to 1		60 to 1	
Four-of-a-Kind	50 to 1	6 to 1	50 to 1	6 to 1
Full House	30 to 1	5 to 1	30 to 1	5 to 1
Flush	25 to 1	4 to 1	25 to 1	4 to 1
Straight	20 to 1	3 to 1	20 to 1	3 to 1
Trips	6 to 1	1 to 1	6 to 1	1 to 1

Two-Way Bad Beat Bonus pay tables:

Hand	**TWBB -01**	**TWBB-02**	**TWBB-03**
Royal Flush	500 to 1	10,000 to 1	500 to 1
Five-of-a-Kind	500 to 1	10,000 to 1	500 to 1
Straight Flush	500 to 1	5,000 to 1	500 to 1
Four-of-a-Kind	500 to 1	500 to 1	300 to 1
Full House	400 to 1	400 to 1	200 to 1
Flush	300 to 1	300 to 1	100 to 1
Straight	100 to 1	100 to 1	50 to 1
Three-of-a-Kind	9 to 1	9 to 1	15 to 1

Cover All Bonus pay table:

Cover All Bonus Pay Schedule (Dealer's hand included)						
Highest Hand Rank	**7 Total Hands**	**6 Total Hands**	**5 Total Hands**	**4 Total Hands**	**3 Total Hands**	**2 Total Hands**
5 Wilds	100	150	200	300	400	500
Royal Flush	40	50	60	80	90	100
Straight Flush	35	40	50	70	80	90

Four of a Kind	20	20	25	30	40	70
Full House	3	4	5	6	9	15
All Pays are TO 1						

Effective 8/14/18

(16) DJ Wild Progressive is an optional progressive wager where the bet considers the best hand possible among each individual player's cards and can be played two ways:

(a) Progressive Version: Progressive wager evaluation of the hand follows the base game, so wild cards (all deuces and a Joker) are used to make the best possible hand.

(b) Multi-Game Progressive Version: Progressive wager evaluation considers the best natural hand (no wild cards.) In the event the player's hand contains a Joker, the dealer will substitute another card to use in its place. For the purposes of the progressive wager, there are no wild cards.

(17) The meter will be reseeded when the 100% award hits. The cost of the reseed has been factored into the casino's mathematical advantage.

(18) To begin each round, players must make their regular game's wager. They may optionally place any additional optional 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.

(19) 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.

(20) The dealer then follows house procedures for dealing the regular game.

(a) If the casino chooses to play the Multi-Game Progressive Version, after all hands are dealt, the dealer will place a single card face down in the designated area of the layout.

(21) The dealer reconciles all wagers, including the progressive wager, at the same time. Folded hands do NOT qualify for pay outs on the progressive wager. Follow the procedure in the next section for reconciling percentage pays from the progressive meter.

(a) If the casino chooses to play the Multi-Game Progressive Version, when reconciling the progressive wager, the dealer will consider the additional card drawn in place of a Joker in the player's hand. The additional card will NOT be considered for any other wager (base game or optional wager). No cards are considered wild when reconciling the progressive wager.

(22) 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) When a player has a progressive winner, the dealer shall press the appropriate hand button on the keypad. (If the hand button is pressed by accident, pressing it again will turn it off.)

(d) The dealer shall then contact a supervisor.

(e) Once the casino verifies the progressive win, the supervisor shall swipe the keycard and press the corresponding seat number and then press the hand the player received. This records the win onto the Game Manager. 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.)

(f) When the dealer reconciles all action, he/she presses "END GAME." This resets the system to begin the next hand.

(g) Once the keycard is swiped after choosing the jackpot on the touchscreen, 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.

(h) As the terms "jackpot," "jackpot award," and "progressive jackpot" are used in these rules of play for DJ Wild Stud Poker Progressive, the terms shall apply to DJ Wild Stud Poker Progressive only. A retail licensee may not discontinue offering a DJ Wild Stud Poker Progressive jackpot until the highest progressive jackpot award has been won by a qualified player or players. If a licensee wishes to discontinue offering a progressive jackpot award, the licensee may petition the Director or Director's designee in writing for permission to either reduce the qualifications or criteria for winning the award, allowing the award to be paid more quickly, or to transfer the award liability to the jackpot offered by a different game. If a retail licensee intends to close its business while having a progressive jackpot award liability, the licensee may petition the Director or Director's designee in writing for permission to transfer the award liability, together with the award fund, to another retail licensee offering a comparable jackpot award. *Effective 12/15/17*

(23) Progressive pay tables:

Progressive:

DJWP-1	
Hand	**Pays**
Five Wilds	100%
Natural Royal Flush	10%
Wild Royal Flush	200 for 1
Five-of-a-Kind	150 for 1
Straight Flush	50 for 1
Four-of-a-Kind	10 for 1
Full House	9 for 1
Flush	8 for 1
Straight	5 for 1

Multi-game Link Progressive:

MGL-1		
Hand	**Pays**	**Envy**
Royal Flush	100%	$1,000
Straight Flush	10%	$300
Four-of-a-Kind	300 for 1	
Full House	50 for 1	
Flush	40 for 1	
Straight	30 for 1	

Three-of-a-Kind	9 for 1

(30-1017.58, renumbered as 30-1099.45, effective 12/15/17)

30-1099.46 The play – 2 Card Poker. *Effective 1/14/16*

2 Card Poker is a copyrighted and patent-protected poker variation game, the rights to which are owned by American Gaming Systems of Las Vegas, Nevada, and which may be transferred or assigned. 2 Card Poker must be played according to the following rules:

(1) 2 Card Poker may be played only on tables displaying the 2 Card Poker layout. A single deck of 52 cards will be used. At the discretion of the retail licensee, players may be permitted to play more than one hand.

(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 maximum wager limit as determined by the house and in accordance with applicable law. *Amended 5/1/21*

(3) At the discretion of the retail licensee, players may also place a dealer tip bet on any of their bets by placing the dealer tip bet next to the bet. If such tip bets are accepted, winning tip bets must be paid at the same odds as the player's winning bet. The retail licensee may require tip bets to be in an even dollar amount, and may limit the maximum amount of such tip bets.

(4) Immediately prior to each round of play, the dealer shall shuffle and cut the cards. At the discretion of the retail licensee, the dealer may burn the top card from the deck. Following the shuffle and cut, the dealer working clockwise, from his/her left to his/her right, will give each player and him/herself four cards face down. Alternatively, cards may be dealt in a four card group dispensed by a mechanical shuffling device starting with the first player to the left of the dealer and continuing until the dealer has received the four card group.

(5) An incorrect number of cards dealt to a player constitutes a misdeal to that player only and that player retains his/her bets. An incorrect number of cards dealt to the dealer constitutes a misdeal for the hand, and all players retain any bets. Any number of exposed cards does not constitute a misdeal. If the dealer exposes a card, the dealer will turn the card(s) over and continue dealing. If a player's card falls from the table, it will be up to the discretion of the retail licensee as to whether the hand will be declared dead or whether the player's hand will be allowed to continue.

(6) Players look at their cards and form the best two card poker hand possible.

(a) If a player has placed an Ante wager, the player has the option to fold and forfeit the Ante bet or to place a Play bet equal to his/her Ante bet.

(i) All Bonus bets placed by the player remain in play, even if he/she folds his/her Ante bet.

(ii) If players have made both the 2 Card Bonus bet and the 4 Card Bonus bet in addition to the Ante bet and they choose to fold, they will tuck their two card poker hand under their 4 Card Bonus wager. If the players have made only the 2 Card Bonus bet in addition to the Ante bet and they have a winning 2 Card

Bonus hand (pair of 7's or better) but choose to not make a Play wager, they will tuck their two card poker hand under their 2 Card Bonus wager or else fold the players' cards and surrender both bets. If players have made only the 4 Card Bonus bet in addition to the Ante and they choose to fold, they will tuck their two card poker hand under their 4 Card Bonus wager.

(b) If the player has only placed a 2 Card Bonus wager and does not receive at least a pair of 7's or better, the wager is lost and the player should fold the player's cards.

(c) If a player has only placed a 4 Card Bonus bet, the player will tuck his/her two card poker hand under the 4 Card Bonus bet. All 4 Card Bonus wagers will remain in play until the dealer's hand is settled.

(7) After all players who wish to fold have folded, the dealer collects the forfeited wagers and the cards from each player who folded. All bets will be collected in the order in which the players fold. As the dealer collects the cards, the cards are spread face down to count them, and then placed in the discard rack. A player may view the folded hands upon request.

(8) The two card poker hand rankings are as follows (in descending order):

(a) Pairs;

(b) 2-card straight flush (Ace/King suited is high, 2/Ace suited is low);

(c) 2-card flushes (Ace/Queen suited is high and 2/4 suited is low);

(d) High card, if no flush (straights have no value).

(9) Once all players have acted on their hands, the dealer will turn over the dealer's four cards and form the best two card poker hand possible. The dealer must qualify with a Jack-high flush or better.

(10) If the dealer does not qualify, the remaining Ante bets are paid even money and all Play bets push.

(11) If the dealer does qualify, and the dealer hand beats the player hand, the player loses both his Ante and Play bets.

(12) If the dealer does qualify, and the dealer hand ties the player hand, the Ante and Play bets both push.

(13) If the dealer does qualify, and the player hand beats the dealer hand, the Ante and Play bets both win and are paid even money.

(14) Players win the 2 Card Bonus wager if their hand contains a pair of 7's or better. See posted pay table.

(15) 4 Card Bonus bet:

(a) The player's two card poker hand will be combined with the dealer's two card poker hand to form the four card poker hand for this bet.

(b) The player wins the 4 Card Bonus bet if this four card poker hand contains at least two pair or better. Straights do not apply. See posted pay table.

(16) Pay tables:

2 Card Bonus Pay Table	
Hand	**Pays**
Red Aces	20 to 1
Black Aces	15 to 1
Aces	10 to 1
Kings	5 to 1
Queens	4 to 1
Jacks	3 to 1
10's	2 to 1
7's-9's	1 to 1

4 Card Bonus Pay Table	
Hand	**Pays**
Royal Flush	200 to 1
Four-of-a-Kind	50 to 1
Straight Flush	30 to 1
Three-of-a-Kind	5 to 1
Flush	3 to 1
Two Pair	1 to 1

(30-1017.59, renumbered as 30-1099.46, effective 12/15/17)

30-1099.47 The play – Flushes Gone Wild. *Effective 2/14/2017*

Flushes Gone Wild and Flushes Gone Wild Progressive are copyright and patent-protected poker variation games, the rights to which are owned by SG Gaming, Inc. of Las Vegas, Nevada, and which may be transferred or assigned. Flushes Gone Wild must be played according to the following rules: *Amended 9/14/20*

(1) Flushes Gone Wild may only be played on tables displaying the Flushes Gone Wild layout.

(2) Flushes Gone Wild features head-to-head play against the dealer and an optional Flush Rush bonus bet. Players and the dealer are dealt 5 cards and combine them with the community hand (2 cards) to make their longest flush hand possible. Deuces (2-valued cards) are always wild and can be used to complete the flush hand. If the player and dealer have flushes of identical length, the rank of the highest kicker card in the flush determines the winner. For example, an Ace,7,3 of clubs will lose to an Ace,10,7 of hearts. An Ace will be the highest card in a flush hand.

(3) To begin the game, players make equal bets on the Ante and Blind betting spots. Players may also make the optional Flush Rush bonus bet at this time. See pay table below for odds.

(4) Immediately prior to the start of play and after each round of play has been completed, the dealer shall shuffle the cards. Following the shuffle and cut, the dealer will deal 5 cards face downward, and place them in the center of the table. These 5 cards will be used for the community hand.

(5) The dealer, working clockwise from his/her left to right, then gives each player and him/herself a packet of five cards face downward. The dealer will then discard the remainder of the deck.

(6) The dealer will then spread the 5 community cards. He or she will then remove cards 1, 2 and 5 as they are counted from the dealer's left. These cards will be discarded. The cards that remain will be used as the community cards.

(a) Alternatively to the dealing procedures outlined above in (4) through (6), the retail licensee may elect to deal each player and him/herself five cards, face downward and one at a time in rotation. After the players and the dealer have received their five cards, the dealer will deal the next two cards, face downward, and place them in the center of the table. These two cards will be used for the community hand.

(7) Each player will then look at his/her cards and make a choice:

(a) Fold his/her cards and lose his/her Ante and Blind bets. If the player who has chosen to fold made a Flush Rush bonus bet, the dealer will pick up the player's Ante and Blind bets and will tuck the player's cards face down under the Flush Rush bonus bet.

(b) Remain in the game by making a Play bet of 2 times his/her ante.

(8) The dealer will then reveal his/her hand and will then turn over both community cards.

(9) The dealer, working counter-clockwise from his/her right to left, will compare his/her hand with the hand of each player that remained in the game.

(10) If the player's hand beats the dealer's hand, the player is paid 1 to 1 on his/her Ante and Play bets. His/her Blind bet is resolved based on the margin of victory over the dealer per the pay table below:

Win by	Pays
5 cards or more	200 to 1
4 cards	25 to 1
3 cards	5 to 1
2 cards	3 to 1
0 or 1 card	Push

(11) If the player's hand loses to the dealer's hand, his/her Ante, Play and Blind bets all lose.

(12) If the player's hand ties the dealer's hand, his/her Ante, Play and Blind bets all push.

(13) Players will win the Flush Rush bonus bet if they can make a 4-card flush or better, even if they lose to the dealer. See pay table below:

Hand	FGW-01	FGW-02	FGW-03	FGW-04
7-Card Natural Flush	250	200	250	250
7-Card Wild Flush	100	75	100	100
6-Card Natural Flush	50	50	50	60
6-Card Wild Flush	10	10	10	10
5-Card Natural Flush	6	6	5	5
5-Card Wild Flush	3	3	3	4
4-Card Natural Flush	1	1	1	1

If the casino licensee offers the optional Flushes Gone Wild Progressive bet, the following game rules will apply:

(1) Flushes Gone Wild Progressive is an optional progressive bonus bet which may only be played on tables displaying the Flushes Gone Wild progressive layout.

(2) The Flushes Gone Wild Progressive bet considers the best hand possible among the player's 5 cards. Community cards are not considered for this bet. Note: Deuces (2-valued cards) are NOT considered to be wild cards for this bet.

(3) The meter will be reseeded when the 100% award hits. The cost of the reseed has been factored into the casino's mathematical advantage.

(4) To begin each round, a player must make his/her regular game's wager. He or she may also place any bonus wagers and the progressive wager. A player must place the progressive wager on the sensor in front of his/her betting position. The sensor will light up.

(5) The dealer then follows house procedures for dealing the regular game.

(6) All hands are resolved at the same time. The dealer reconciles the standard wager and the Flush Rush bonus wager using the player's 5 card hand and the 2 community cards. To reconcile the progressive wager, only the player's 5 cards will be considered. Deuces will NOT be considered wild for the progressive wager. Folded hands do NOT qualify for pay outs on the progressive wager. Follow the procedures in the next section for reconciling percentage pays from the progressive meter.

(7) 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) In the event more than one progressive meter pay hits during the same round during the same time, house procedures are then followed for paying the prize.

(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 contact a supervisor.

(f) Once the casino verifies the progressive win, house procedures are then followed for paying the prize.

(g) When the dealer reconciles all action, he/she presses "End Game." This resets the system to begin the next hand.

(h) Once the Supervisor or Executive card (depending on the 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.

(i) An incorrect number of cards dealt to any player constitutes a dead hand for that player only. The player receiving the misdealt cards retains the player's ante and any bet. An incorrect number of cards dealt to the dealer constitutes a misdeal to the table and the players may play their hands for the purposes of the progressive jackpot only. If there are no progressive jackpot hands, all hands at the table are dead and the players retain their antes and bets.

(j) As the terms "jackpot," "jackpot award," and "progressive jackpot" are used in these rules of play for Flushes Gone Wild Progressive, the terms shall apply to Flushes Gone Wild Progressive only. A retail licensee may not discontinue offering a Flushes Gone Wild

Progressive jackpot until the highest progressive jackpot award has been won by a qualified player or players. If a licensee wishes to discontinue offering a progressive jackpot award, the licensee may petition the Director or Director's designee in writing for permission to either reduce the qualifications or criteria for winning the award, allowing the award to be paid more quickly, or to transfer the award liability to the jackpot offered by a different game. If a retail licensee intends to close its business while having a progressive jackpot award liability, the licensee may petition the Director or Director's designee in writing for permission to transfer the award liability, together with the award fund, to another retail licensee offering a comparable jackpot award. *Effective 12/15/17*

(8) Envy Bonus:

(a) A player making the progressive wager also qualifies to win an envy payout, if another player at the table hits a hand associated with an envy pay out. If another player at the table hits a hand associated with an envy pay, all other players who made the progressive bet win the envy pay. The player hitting the hand receives the normal prize pay only, but does NOT receive the envy pay.

(b) If a player's hand triggers an envy pay out, the dealer will leave the hand face-up on the layout; otherwise, the dealer will lock up the cards. The dealer will then move on to the next player.

(c) The dealer pays any Envy Bonuses at the end of the round. In the event that more than one player is involved in a qualifying envy pay, then all players win multiple envy pay outs.

(9) Pay Tables:

	FGWP-01		**FGWP-02**	
Hand	**Pays***	**Envy****	**Pays***	**Envy****
Royal Flush	100%	$1,000	100%	$5,000
Straight Flush	10%	$300	10%	$1,500
Four of a Kind	300 for 1		300 for 1	
Full House	50 for 1		50 for 1	
Flush	40 for 1		40 for 1	
Straight	30 for 1		30 for 1	
Three of a Kind	9 for 1		9 for 1	
*Original Wager is not returned **Envy and Seed amounts adjust up or down accordingly with changes made to the wager amount.				

(30-1017.60, renumbered as 30-1099.47, effective 12/15/17)

30-1099.48 The play – 3 Card Draw Poker. *Effective 4/30/17*

3 Card Draw Poker is a poker variation game, the rights to which are owned by Score Gaming, LLC, of Henderson, Nevada and which may be transferred or assigned. 3 Card Draw Poker shall be dealt and played following the standard rules of poker except as described below:

(1) 3 Card Draw Poker may only be played on tables utilizing a 3 Card Draw Poker style table layout. A single deck of fifty-two (52) cards will be used whereby both jokers will be removed and not used in the play of 3 Card Draw Poker. The dealer will shuffle the deck before each round of play, either by hand or by automatic shuffler. After all cards are shuffled, the game is then dealt by hand or automated shuffler.

(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 maximum wager limit determined by the house and in accordance with applicable law. *Amended 5/1/21*

(3) To receive cards, a player must make at least an Ante wager. Once all wagers are placed, beginning with the player on the dealer's immediate left and moving clockwise around the table, each player receives 3 cards face-down while the dealer receives 4 cards face-down. Alternatively, per house rules, the dealer may deal one card at a time (all face down), starting with the player on the dealer's immediate left and moving clockwise around the table until all players have received a card. The dealer will then deal one card to him/herself. The dealer will repeat this procedure until all players have three cards, and the dealer has three cards. The dealer will then deal the final fourth card to him/herself.

NOTE: If using a shuffle machine, all players and the dealer will receive 3 cards and the dealer will deal the top card from the stub (leftover cards not dealt from the machine) to him/herself to give the dealer a total of 4 cards. The dealer will keep the stub in his/her hand to deliver any further cards per the rules below.

(4) An incorrect number of cards dealt to any player constitutes a dead hand for that player only and the player retains any bets placed. An incorrect number of cards dealt to the dealer constitutes a misdeal for the hand, and all players retain any bets placed. If a player's card falls from the table, that player's hand is dead and any bets placed are void.

(5) Players may not share the composition of their cards with other players. In the event a player has shared the composition of his/her hand with another player'(s), the house in its discretion may void that player(s) wager(s) for any player(s) who has shared the composition of another player's hand.

(6) At the discretion of the licensee, a player may play a maximum of two (2) hands with each individual hand defined as one set of three (3) cards and the option to draw one more card per the rules described below.

Should the player elect to play two hands, the player must bet an equal amount on the Ante wager on each hand.

Additionally, the player must complete the play of the first hand defined as the hand closest to the dealer's left, before inspecting the cards in the player's second hand.

Should the player inspect the cards in his/her second hand before completing the play of his/her first hand, the house in its discretion may void that player's wager(s) on any and all hands.

(7) Once all hands have been dealt, the player will now have one of 3 options to play his/her hand:

(a) Fold and automatically lose his/her Ante wager as per the following:

If the player has not placed the optional First 3 Bonus wager, the player will surrender his/her cards, placing them face down on the table. The dealer will collect the player's Ante wager and cards, placing them in the discard rack.

If the player has placed the optional First 3 Bonus wager, the player will surrender his/her cards placing them face down on the table. The dealer will collect the player's

Ante wager and place the player's cards under the First 3 Bonus wager and then resolve the First 3 Bonus wager per paragraph 13 below.

or:

(b) Play their original 3 cards against the dealer by making an In To Win/Draw wager at an amount equal to his/her Ante wager on the designated spot on the layout labeled "In To Win/Draw". The player will place his/her original 3 cards face down on the table, tucking them underneath the In To Win Draw/Wager wagering spot;

or:

(c) Draw a Card by making a Draw wager, at an amount equal to his/her Ante wager on the designated spot on the layout labeled "In To Win/Draw". The player will tuck the 2 cards he/she would like to keep face down underneath the In To Win/Draw wager. The player will discard the undesired card placing it face down. The dealer will collect the discard and place it in the discard rack as well as deliver the next card from the top of the deck face down to the player, tucking the card under the player's First 3 Bonus wager if placed, otherwise under the Ante wager. The player will not be able to inspect the new card. This procedure is necessary for the dealer to resolve the First 3 Bonus wager, and will always be followed whether or not the player placed the First 3 Bonus wager.

(i) Note: If the player has placed a First 3 Bonus wager and has been dealt a hand that would qualify for a pay out per the First 3 Bonus wager pay table, and chooses to discard one of the cards that is required for that pay out, the player's First 3 Bonus wager will result in a loss. For example, if a player has been dealt a hand of 10, 10, 9 and chooses to discard a 10 and break up the winning combination of a pair, the player will lose his/her First 3 Bonus wager as they would no longer have a winning combination per the First 3 Bonus wager pay table.

(8) Once all players have acted on their hands, the dealer will reveal his/her 4 cards and make the best possible 3 card poker hand per standard 3 card poker rankings represented from lowest to highest as: High Card, Pair, Flush, Straight, Three of a Kind, Straight Flush, Mini-Royal defined as a suited Q, K, A.

(9) The dealer will identify the best 3 card hand by keeping these 3 cards vertical/up and down, and turn the fourth unused card horizontal/sideways.

(10) The dealer's hand always qualifies, i.e. the dealer will always play his/her hand regardless of the composition.

(11) The dealer will then compare his/her hand to the player's hand and resolve the player's wagers per standard 3 card poker rankings. All wagers will be resolved beginning with the player on the dealer's immediate right and then will proceed counterclockwise, addressing each player in turn until all wagers are resolved per the following:

(a) The player will win his/her Ante wager and In To Win/Draw wager if his/her hand beats the dealer's hand and be paid at a ratio of 1:1 on both wagers.

(b) The player will lose his/her Ante wager and In To Win/Draw wager if the dealer's hand beats his/her hand.

(c) The player will push his/her Ante wager and In to Win/Draw wager if the dealer's hand ties his/her hand.

(12) Irrespective of whether the player wins, loses, or ties the dealer's hand, he/she will be paid an In To Win/Draw Bonus according to the following table:

In To Win/Draw Bonus	
Straight	1 to 1
Trips/Three of a Kind	5 to 1
Straight Flush	10 to 1
Mini Royal	20 to 1

(13) At the same time, the dealer will resolve the optional First 3 Bonus wager according to one of the following pay tables listed below. The First 3 Bonus wager will only pay on the player's first 3 cards, therefore:

(a) If the player has made an In To Win/Draw wager, he/she will have retained the original first 3 cards and the dealer will inspect these cards to determine if they have won the First 3 Bonus wager.

(b) If the player made a Draw wager the dealer will inspect the remaining 2 cards from the original 3 card hand. The only possible hand the player could have that would qualify to win the First 3 Bonus wager is a pair, which will pay 1:1. Otherwise the player will lose the First 3 Bonus wager.

(c) For example, if the player placed the First 3 Bonus wager and had an original 3 card hand composed of a:

(i) 6, 7, and 10 and the player chose to draw removing one card; the player could not have a pair and would lose the First 3 Bonus wager.

(ii) 10, 10, 8 and the player elected to draw removing the 8, and placed the pair of 10's under his/her In To Win/Draw wager, the player would have a pair from the first 3 cards and would be paid 1:1 for the pair.

(14) After all wagers are resolved, the dealer will collect all cards and a new round may begin.

House Rules/Tips:

At the discretion of the retail licensee, players who have placed wagers on the Ante and/or First 3 Bonus wagers may be permitted to place tip wagers for the dealer on these spots before any cards are dealt. Additionally, if the player has placed a tip wager on the Ante, he/she may also place a tip wager on the In to Win/Draw wager at an amount equal to the tip wager placed on the Ante. The player may not place a tip wager on the In to Win/Draw wager spot if he/she has not placed a tip wager on the Ante wager before the cards were dealt. If such tip wagers are accepted, winning wagers must be paid at the same odds as the player's winning wagers. The retail licensee may require tip wagers to be in an even dollar amount, and may limit the maximum amount of such tip wagers.

(1) If such tip wagers are accepted, winning wagers must be paid at the same odds as the player's winning wagers. The retail licensee may require tip wagers to be in an even dollar amount, and may limit the maximum amount of such tip wagers.

Pay Schedules: First 3 Bonus wager

HAND	PAY SCHEDULE 1	PAY SCHEDULE 2	PAY SCHEDULE 3

PAIR	1:1	1:1	1:1
FLUSH	3:1	3:1	3:1
STRAIGHT	6:1	6:1	7:1
THREE OF A KIND/TRIPS	30:1	30:1	30:1
STRAIGHT FLUSH	50:1	60:1	40:1
MINI ROYAL	200:1	100:1	150:1

(30-1017.61, renumbered as 30-1099.48, effective 12/15/17)

Former regulations 30-1012 through 30-1017.61
(These regulations were relocated and renumbered as 30-1099.01 through 30-1099.48, effective 12/15/17)

30-1099.49 The play – Poker Burnout. *Effective 8/14/18*

Poker Burnout is a patent-pending poker variation game, the rights to which are owned by Angel Espino of Westminster, CO and which may be transferred or assigned.

(1) Poker Burnout may be played only on tables utilizing a Poker Burnout style table layout. The game shall be played using one standard 52 card deck. Up to seven players can play at a time. Each player may play only one hand following each shuffle of the deck.

(2) Before receiving any cards, each player shall place a Blind wager in the designated area on the layout. All wagers must be within the posted minimum and maximum wager limits determined by the house and in accordance with applicable law.

(3) Immediately prior to the start of play and after each round of play has been completed, the dealer shall shuffle and cut the cards. At the discretion of the retail licensee, the dealer may burn the top card from the deck. Following the shuffle and cut, the dealer will deal each player one card at a time face down in a clockwise manner starting with the player to the dealer's left and ending with the dealer. Each player will receive a total of three cards and the dealer will receive three cards to make up the flop in the Flop area. The dealer will then deal one card to the Turn area and a final card to the River area. These 5 cards represent the community cards.

(a) When using an automatic shuffler, five cards will be dealt to the community card area (Flop, Turn and River). Then each player will receive three cards at a time face down in a clockwise manner starting with the player to the dealer's left.

(4) An incorrect number of cards dealt to a player constitutes a misdeal to that player only. The player receiving the misdealt cards retains the player's Blind wager. An incorrect number of cards dealt to the community cards constitutes a misdeal for the hand, and all players retain their Blind wagers. Any number of exposed cards does not constitute a misdeal. The dealer will turn the card(s) over and continue to deal. If a player's card falls from the table, that player's hand is dead and the player's wagers are void.

(5) Players will then examine their cards and decide if they will play or fold. Each player who wants to remain in the hand must make an Ante wager. This wager must be equal to the Blind wager. If the player folds, the dealer will collect the cards and the Blind wager.

(a) At the discretion of the retail licensee, players may be permitted to place tip wagers for the dealer on any wager placed. If such tip wagers are accepted, winning wagers must be paid at the same odds as the player's winning wager. The retail licensee may require tip wagers to be in an even dollar amount, and may limit the maximum amount of such tip wagers. Notice of any such restrictions shall be provided on table signage.

(6) Dealer will then turn over the three Flop cards.

(7) Players must again decide if they want to play or fold. Players who want to remain in the hand must discard or "burn" a card and then place a Call wager. This wager must be equal to the Blind wager. The dealer will collect the burned card and place it in the discard rack. The burn card cannot be exposed. If the player folds, the dealer will collect the cards and the Ante and Blind wagers.

(8) Dealer will then turn over the Turn card and River card.

(9) Dealer will then turn over each player's two cards and create the best five card poker hand from the player's two cards and the five community cards.

(10) Player wins if his/her hand contains a Three of a Kind or better. Player will win 1:1 on his/her Call and Ante wagers. The Blind wager is paid according to the Five Card Poker Hand pay table which shall be posted at the table or appear on the table layout. Only the player's highest qualifying hand will be paid.

Table 1	
FIVE CARD POKER HAND	Pay out
Three of a Kind	4 to 1
Straight	6 to 1
Flush	8 to 1
Full House	10 to 1
Four of a Kind	50 to 1
Straight Flush	100 to 1
Royal Flush	500 to 1

Table 2 *Effective 8/14/19*	
FIVE CARD POKER HAND	**Pay out**
Three of a Kind	4 to 1
Straight	6 to 1
Flush	8 to 1
Full House	10 to 1
Four of a Kind	50 to 1
Straight Flush	100 to 1
Royal Flush	250 to 1

Poker Burnout Bonanza Option

At their discretion, the retail licensee may also provide a version of Poker Burnout known as Poker Burnout Bonanza. Poker Burnout Bonanza will be played according to the same rules posted above with the following exceptions:

(1) Poker Burnout Bonanza may only be played on table utilizing the Poker Burnout Bonanza layout.

(2) Players have the option of placing an additional, optional wager known as the Kicker wager. This wager is made at the same time the player makes his/her Blind wager. This wager considers the first three cards the player receives and pays according to the Kicker (Three Hold Card Poker Hand) pay table which shall be posted at the table or appear on the table layout.

(3) When making their Ante wager, players may wager up to 3x their Blind wager, not exceeding the maximum wager limit determined by the house and in accordance with applicable law. *Amended 5/1/21*

(4) A player's Call wager must match his/her Ante wager.

Table 3 *Amended 8/14/19*	
KICKER (Three Hold Card Poker Hand)	Pay out
Three of a Kind	10 to 1
Straight	10 to 1
Flush	10 to 1
Straight Flush	10 to 1
Royal Flush	10 to 1

Former regulations 30-1012 through 30-1017.61
(These regulations were relocated and renumbered as 30-1099.01 through 30-1099.48, effective 12/15/17)

30-1099.50 The play – 3 Card Super Shot Poker. *Effective 10/15/18*

3 Card Super Shot Poker is a patented poker variation game, the rights to which are owned by Black Chip Entertainment of Tama, IA, and which may be transferred or assigned. 3 Card Super Shot Poker must be played according to the following rules:

(1) 3 Card Super Shot Poker may be played only on tables utilizing a 3 Card Super Shot Poker style table layout. The game shall be played using one standard 52 card deck. The rank of hands in 3 Card Super Shot Poker, from highest to lowest, is: straight flush, three of a kind, straight, flush, pair, and high card. Each player may play a maximum of two hands following each shuffle of the deck.

(2) To start the game, each player must make at least one of four wagers: The Flush Plus, Pair X, Super Shot Any Pair, or Ante. All wagers must be within the posted minimum and maximum wager limits determined by the house and in accordance with applicable law. The Flush Plus, Pair X, and Super Shot Any Pair wagers are placed to play for hand value only; the Ante wager is placed to play against the dealer.

(3) The player may also place an optional 3 Card Money wager, Super Shot Trips or Super 6 Bonus wager.

(a) The 3 Card Money wager is limited to $1. It is placed to play for hand value only.

(b) The Super Shot Trips and Super 6 Bonus wager is based on the best 5-card poker hand made using the player's 3 cards and the dealer's 3 cards and pays according to the posted pay table.

(i) Note: The 3 Pair pay out listed on the Super 6 Bonus pay table uses all 6 cards.

(4) The player may place any or all of these seven available wagers. The retail licensee has the option to limit the number of optional wagers offered. Once all players have placed their wagers, the dealer will then follow house procedures for dealing the regular game.

(5) Any dealer tip delivered as a wager may be placed on the Flush Plus, Pair X, Super Shot Any Pair, 3 Card Money, Super Shot Trips, Super 6 Bonus, or Ante, provided that the player has placed a personal wager on the same. If the player continues to place a Play wager, the dealer's tip on the Ante may remain in play regardless whether the player adds a Tip wager on his/her Play wager. A dealer may also receive a tip if a player has bet on Super Shot Any Pair and the player's hand contains a 3 of a kind and (if applicable) the dealer would be paid a 3 of a kind Dealer Bonus of 1 to 1 or 2 to 1 on the player's Super Shot Any Pair wager. The 3 of a kind Dealer Bonus will be offered at the retail licensee's discretion.

(6) Immediately prior to the commencement of play and after each round of play has been completed, the dealer shall shuffle the cards. Following the shuffle and cut, the dealer deals three cards to each player and to the dealer, either face downward and one at a time in rotation among the players and the dealer, or in a three-card group dispensed by a mechanical shuffling device. The first player to receive a card, or cards, is the player to the left of the dealer; the dealer receives cards last.

(7) An incorrect number of cards dealt to a player constitutes a misdeal to that player only. The player receiving the misdealt cards retains the player's ante and any bets. An incorrect number of cards dealt to the dealer constitutes a misdeal for the hand, and all players retain their antes and any bets. Any number of exposed cards does not constitute a misdeal. If the dealer exposes a card, the dealer will turn the card over and continue dealing.

(8) Wagers are collected or paid in this order: Play, Play bonus (if applicable), Ante, Pair X, Flush Plus, Super Shot Any Pair, Super Shot Trips, Super 6 Bonus and 3 Card Money.

(9) If a player who has placed an Ante wager wants to stay in the hand, the player must place a Play wager in an amount equal to his/her Ante wager.

(10) If a player has placed an Ante wager and does not want to play, the player has the option to fold and forfeit the Ante wager. If a player has made a Super Shot Trips and/or Super 6 Bonus wager and has folded his/her Ante wager, he/she is still eligible to win the Super Shot Trips and Super 6 Bonus wager. The dealer will tuck the player's folded cards under the Super Shot Trips and/or Super 6 Bonus wager and collect the Ante wager. If a player who has placed a Flush Plus, Pair X, Super Shot Any Pair, or 3 Card Money wager and does not qualify as a winner, the wager(s) are lost and the player should fold the player's cards. After all players who wish to fold have folded, the dealer collects the Ante and/or the Flush Plus, Pair X, Super Shot Any Pair, 3 Card Money wagers and the cards from each player who folded. All bets will be collected in the order in which the players fold. As the dealer collects the cards, the cards are spread face down to count them, and then placed in the discard rack.

(11) After all players have acted, the dealer exposes his/her cards and creates the best possible three card poker hand, ranking the cards from the dealer's left to the right and allowing the players to see the hand.

(12) The dealer's hand must contain a queen high or better to qualify to play against the player's hand.

(13) If the dealer's hand does not qualify, all Play wagers are pushes, but Play bonuses are paid on all straights or better. All Ante wagers are paid 1:1 and all Flush Plus, Pair X, Super Shot Any Pair, Super Shot Trips, Super 6 Bonus, and 3 Card Money wagers are paid according to the posted pay table or taken.

(a) Players will receive a Play bonus on a straight, three of a kind, and a straight flush and is not dependent upon the player's hand beating the dealer's hand.

(14) If the dealer's hand does qualify, the dealer's hand is compared to the player's hand.

(a) If a player's hand beats the dealer's hand, the player's Ante and Play wagers are both paid 1:1, Play bonuses are paid on all straights or better, and all Flush Plus, Pair X, Super Shot Any Pair, Super Shot Trips, Super 6 Bonus, and 3 Card Money wagers, are paid according to the posted pay table or taken.

(b) If a dealer's hand beats the player's hand, the player loses on both the Ante and Play wagers. Play bonuses are still paid on all straights or better, and all Flush Plus, Super Shot

Any Pair, Super Shot Trips, Super 6 Bonus and 3 Card Money wagers, are paid according to the posted pay table or taken.

(i) If after ranking the cards, the dealer finds that the dealer's first two cards are a tie with the player's first two cards, the third card will determine the winner. A tied hand is a push on the Play and the Ante wagers. However, the bonus on the Play, Flush Plus, Pair X, Super Shot Any Pair, Super Shot Trips, Super 6 Bonus and 3 Card Money wagers are always paid, if applicable.

(15) A player making the 3 Card Money wager qualifies to win an Envy pay out, if another player at the table hits a hand associated with an envy pay (see 3 Card Money pay table below). The player hitting the hand receives the normal prize pay out but does not receive an Envy pay.

(16) If a player has made a Super Shot Any Pair wager and the player's hand contains a pair or three of a Kind, the player wins, regardless of the dealer's hand. If the player has made a Pair X wager and the player's hand contains a pair or better, the player wins, regardless of the dealer's hand. If the player has made a Flush Plus wager and the player's hand contains a flush or better, the player wins, regardless of the dealer's hand. If the player made a 3 Card Money wager and the player's hand contains a straight or better, the player wins, regardless of the dealer's hand. If a player has made a Super Shot Trips wager and the player's hand contains a 3 of a kind, full house or 4 of a kind, the player wins. If a player has made a Super 6 Bonus wager and the player's hand contains a straight or better, the player wins. If the player's hand contains less than the minimum qualifying hands for each wager, the player loses.

(17) The retail licensee may offer the game using any number of the following pay tables. The pay table in use must be displayed on the table layout or on table signage.

Flush Plus

Pay Schedule #1	
Flush Plus	**Pays**
Straight Flush	60 to 1
3 of a Kind	50 to 1
Straight	9 to 1
Flush	6 to 1

Pair X

Pay Schedule #1	
Pair X	**Pays**
3 Aces	40 to 1
Straight Flush	40 to 1
3 of a Kind	30 to 1
Straight	6 to 1
Flush	4 to 1
Pair	1 to 1

Pay Schedule #2	
Pair X	**Pays**
3 Aces	40 to 1
Straight Flush	40 to 1
3 of a Kind	30 to 1
Straight	6 to 1
Flush	3 to 1

Pair	1 to 1

Pay Schedule #3	
Pair X	**Pays**
3 Aces	50 to 1
Straight Flush	40 to 1
3 of a Kind	30 to 1
Straight	6 to 1
Flush	3 to 1
Pair	1 to 1

Super Shot Any Pair

Pay Schedule #1	
Super Shot Any Pair	**Pays**
Any Pair	4 to 1
3 of a Kind Bonus (Player)	40 to 1
3 of a Kind Bonus (Dealer)	1 to 1

Pay Schedule #2	
Super Shot Any Pair	**Pays**
Any Pair	4 to 1
3 of a Kind Bonus (Player)	40 to 1
3 of a Kind Bonus (Dealer)	2 to 1

Pay Schedule #3	
Super Shot Any Pair	**Pays**
Any Pair	4 to 1
3 of a Kind Bonus (Player)	40 to 1
3 of a Kind Bonus (Dealer)	No Dealer Bonus

Super Shot Trips

Pay Schedule #1	
6 Card Super Shot Trips	**Pays**
3 of a Kind	20 to 1
Full House	20 to 1
4 of a Kind	20 to 1

Super 6 Bonus

Pay Schedule #1	
Super 6 Bonus	**Pays**
Royal Flush (5 card)	1000 to 1
Straight Flush (5 card)	200 to 1
4 of a Kind (5 card)	120 to 1
3 Pair (6 card)	30 to 1
Full House (5 card)	25 to 1
Flush (5 card)	20 to 1
Straight (5 card)	15 to 1

Pay Schedule #2

Super 6 Bonus	**Pays**
Royal Flush (5 card)	299 to 1
Straight Flush (5 card)	150 to 1
4 of a Kind (5 card)	100 to 1
3 Pair (6 card)	25 to 1
Full House (5 card)	25 to 1
Flush (5 card)	25 to 1
Straight (5 card)	15 to 1

Pay Schedule #3	
Super 6 Bonus	**Pays**
Royal Flush (5 card)	500 to 1
Straight Flush (5 card)	200 to 1
4 of a Kind (5 card)	100 to 1
3 Pair (6 card)	20 to 1
Full House (5 card)	20 to 1
Flush (5 card)	20 to 1
Straight (5 card)	20 to 1

3 Card Money

Based on a $1 wager only

Pay Schedule #1		
3 Card Money	**Pays**	**Player Envy**
Royal Flush (AKQ Spades)	1000 to 1	$100
Royal Flush (Other)	500 to 1	$25
Straight Flush	100 to 1	
3 of a Kind	90 to 1	
Straight	6 to 1	

Pay Schedule #2		
3 Card Money	**Pays**	**Player Envy**
Royal Flush	299 to 1	$50
Straight Flush	100 to 1	
3 of a Kind	90 to 1	
Straight	8 to 1	

30-1099.51 The play – Cajun Stud. *Effective 1/30/20*

Cajun Stud is a poker variation game, the rights to which are owned by Galaxy Gaming, Inc., of Las Vegas, Nevada, and which may be transferred or assigned. Cajun Stud must be played according to the following rules:

(1) Cajun Stud may be played only on tables displaying the Cajun Stud layout. A single deck of cards will be used. At the discretion of the retail licensee, each player may only play one hand following the shuffle of the deck. The rank of hands in Cajun 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.

(2) Each player will make initial bets in the amount specified at the table by the retail licensee and will place the bet in the ante wagering area in front of the player's position. The player may also place optional bonus wagers: Board Bonus, Lo Ball, Pocket Bonus and All 6 wagers, if the ante wager

is in place. Once all players place their bets, the dealer then follows house procedures for dealing the regular game.

(3) At the discretion of the retail licensee, players may place dealer tip wagers on the ante, Board Bonus, Lo Ball, Pocket Bonus, and/or All 6, provided that the player has placed a personal wager on the same wager prior to any cards being dealt. Any dealer tip delivered as a wager on the Raise may be placed provided the player placed a personal wager on the Raise and the player previously placed a personal wager and a dealer wager on the ante prior to any cards being dealt.

(4) Immediately prior to the commencement of play and after each round of play has been completed, the dealer shall shuffle and cut the cards according to house procedure. Following the shuffle and cut, the dealer may deal four cards in the designated All 6 square, three community cards in front of the dealer and two cards to each player face down according to house procedure. If using a mechanical shuffling device, the dealer may deal four cards in the designated All 6 square, three community cards in front of the dealer and two cards to each player face down according to house procedure.

(5) An incorrect number of cards dealt to any player or dealer constitutes a misdeal for the hand, and all players retain their ante, and any optional bonus wagers. Any number of exposed cards does not constitute a misdeal. If the dealer exposes a card, the dealer will turn the card over and continue dealing.

(6) After all cards have been dealt, a player who has placed an ante wager has the option to fold and surrender their ante wager or place an additional wager in an amount of 1X to 3X their ante in the Raise wager furthest to the player's left. Players may also make the two remaining Raise wagers at this time. After all players who wish to fold have folded, the dealer collects the ante wagers and the cards from each player who folded and did not make any optional bonus wagers. All bets will be collected in the order in which the players fold. As the dealer collects the cards, the cards are spread face down to count them, and then placed in the discard rack. If a player folds and made a Board Bonus, Pocket Bonus or Lo Ball, and/or All 6 wager, the cards will be tucked under the optional bonus wager closest to the player until the end of the game when the dealer pays according to the posted pay table.

(7) After all players have acted, the dealer will reveal the first community card. The players who have not folded have the option to fold and surrender their ante and Raise wagers or place an additional wager in an amount of 1X to 3X their ante in the second Raise wagering area. Players may make their remaining Raise wagers at this time. After all players who wish to fold have folded, the dealer collects the ante and Raise wagers and the cards from each player who folded. All bets will be collected in the order in which the players fold. As the dealer collects the cards, the cards are spread face down to count them, and then placed in the discard rack. If a player who has folded made a Board Bonus, Pocket Bonus, Low Ball and/or All 6 wager, the cards will be tucked under the optional bonus wager closest to the player until the end of the game when the dealer pays according to the posted pay table.

(8) After all players have acted, the dealer will reveal the second community card. The players who have not folded have the option to fold and surrender their ante and all Raise wagers placed or place a final Raise wager in an amount of 1X to 3X their ante in the remaining Raise wagering area. After all players who wish to fold have folded, the dealer collects the ante and Raise wagers and the cards from each player who folded. All bets will be collected in the order in which the players fold. As the dealer collects the cards, the cards are spread face down to count them, and then placed in the discard rack. If a player who has folded made a Board Bonus, Pocket Bonus, Low Ball, and/or All 6 wager, the cards will be tucked under the optional bonus wager closest to the player until the end of the game when the dealer pays according to the posted pay table.

(9) After all players have acted, the dealer will reveal the third community card. The dealer then

exposes the four All 6 cards and works from right to left revealing the player's two card starting hand. The dealer then collects losing wagers or pays winning wagers according to the posted pay tables. The dealer can pay each of the Ante and Raise wagers separately or the dealer can stack each of these bets and pay as one bet. Then the dealer will pay the Board Bonus bet (if applicable), Pocket Bonus bet (if applicable), the Lo Ball bet (if applicable), and the All 6 bet (if applicable).

(10) Board Bonus Winners: The Board Bonus wager is based on the three community cards ONLY. Players win with a pair or better. A player who has placed a Board Bonus wager is paid according to the approved Board Bonus pay table. Pocket Bonus Winners: The Pocket Bonus wager is based on the player's first two cards ONLY. Players win with a pair or an Ace + Face Card (Ace + King, Queen or Jack). A player who has placed a Pocket Bonus wager is paid according to the approved Pocket Bonus pay table. Lo Ball Winners: The Lo Ball wager is based on the player's first two cards and the three community cards ONLY. Players win with a Jack high or less. A player who has placed a Lo Ball wager is paid according to the approved Lo Ball pay table. All 6 Winners: The All 6 wager is based on the player's first two cards and the four All 6 community cards ONLY. Players win with three of a kind or better. A player who has placed an All 6 wager is paid according to the approved All 6 pay table.

(11) Pay tables:

Ante/Raise Pay Tables

Outcome	**Pay Table 1**	**Pay Table 2**	**Pay Table 3**	**Pay Table 4**	**Pay Table 5**
Royal Flush	500 to 1	500 to 1	500 to 1	500 to 1	500 to 1
Straight Flush	100 to 1	100 to 1	100 to 1	100 to 1	100 to 1
Four of a Kind	40 to 1	40 to 1	40 to 1	40 to 1	40 to 1
Full House	10 to 1	10 to 1	11 to 1	11 to 1	10 to 1
Flush	6 to 1	6 to 1	7 to 1	7 to 1	8 to 1
Straight	4 to 1	4 to 1	4 to 1	5 to 1	4 to 1
Three of a Kind	3 to 1	3 to 1	3 to 1	3 to1	3 to 1
Two Pair	3 to 2	2 to 1	3 to 2	3 to 2	3 to 2
Pair Jacks or Better	1 to 1	1 to 1	1 to 1	1 to 1	1 to 1
Pair Sixes - Tens	Push	Push	Push	Push	Push

Board Bonus Pay Tables

Outcome	**Pay Table 1**	**Pay Table 2**	**Pay Table 3**	**Pay Table 4**
Royal Flush	50 to 1	50 to 1	40 to 1	50 to 1
Straight Flush	40 to 1	40 to 1	40 to 1	40 to 1
Three of a Kind	30 to 1	30 to 1	30 to 1	30 to 1
Straight	6 to 1	5 to 1	5 to 1	6 to 1
Flush	3 to 1	4 to 1	4 to 1	4 to 1
Pair	1 to 1	1 to 1	1 to 1	1 to 1

Pocket Bonus Pay Tables

Outcome	**Pay Table 1**	**Pay Table 2**	**Pay Table 3**
Pocket Rockets (Pair of Aces)	25 to 1	30 to 1	30 to 1
Ace Plus a Face - Suited	20 to 1	20 to 1	20 to 1
Ace Plus a Face - Unsuited	10 to 1	10 to1	10 to 1

Pair	5 to 1	5 to 1	4 to 1

Lo Ball Pay Tables

Outcome	Pay Table 1	Pay Table 2
7 High	100 to 1	100 to 1
8 High	50 to 1	50 to 1
9 High	15 to 1	10 to 1
10 High	5 to 1	5 to 1
Jack High	1 to 1	1 to 1
Queen High	Loss	Push

All 6 Pay Tables

Outcome	Pay Table 1	Pay Table 2	Pay Table 3	Pay Table 4	Pay Table 5
Six Card Royal (Diamonds)	1000 to 1	1000 to 1	1000 to 1	1000 to 1	200000 to 1
Six Card Royal (Other)	1000 to 1	1000 to 1	1000 to 1	1000 to 1	20000 to 1
Five Card Royal	1000 to 1	1000 to 1	1000 to 1	1000 to 1	1000 to 1
Five-Card Straight Flush	200 to 1	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	50 to 1
Full House	25 to 1	25 to 1	20 to 1	20 to 1	20 to 1
Flush	20 to 1	15 to 1	15 to 1	15 to 1	15 to 1
Straight	10 to 1	10 to 1	9 to 1	10 to 1	10 to 1
Three of a Kind	5 to 1	5 to 1	8 to 1	7 to 1	5 to 1

30-1099.52 The play – 3 Card Shine. *Effective 8/14/20*

3 Card Shine poker is a variation poker game, the rights to which are owned by aces up gaming. 3 Card Shine Poker must be played according to the following rules:

(1) 3 Card Shine Poker may be played only on tables utilizing a 3 Card Shine Poker style table layout. The game shall be played using one standard 52 card deck. The rank of hands in 3 Card Shine Poker, from highest to lowest, is: 3 aces, straight flush, three of a kind, straight, flush, pair, and high card. Each player may play a maximum of two hands following each shuffle of the deck.

(2) To start the game, Each player must make at least one of two wagers: Pair XXX or Ante. All wagers must be within the posted minimum and maximum wager limits determined by the house and in accordance with applicable law. The Pair XXX wager is placed to play for hand value only; the Ante wager is placed to play against the dealer.

(3) The player may also place an optional Super 6 Bonus wager.

(a) The Super 6 Bonus wager is based on the best 5-card poker hand made using the player's 3 cards and the dealer's 3 cards and pays according to the posted pay table.

(4) The player may place any or all of these three available wagers. The retail licensee has the option to limit the number of optional wagers offered. Once all players have placed their wagers, the dealer will then follow house procedures for dealing the regular game.

(5) At the discretion of the retail licensee, a dealer tip wager may be placed by the player on the Pair XXX, Super 6 Bonus, or Ante, provided that the player has placed a personal wager on the same. If the player continues to place a Play wager, the dealer's tip on the Ante may remain in play regardless whether the player adds a tip wager on his/her Play wager.

(6) Immediately prior to the commencement of play and after each round of play has been completed, the dealer shall shuffle the cards. Following the shuffle and cut, the dealer deals three cards to each player and to the dealer, either face downward and one at a time in rotation among the players and the dealer, or in a three-card group dispensed by a mechanical shuffling device. The first player to receive a card, or cards, is the player to the left of the dealer; the dealer receives cards last.

(7) An incorrect number of cards dealt to a player constitutes a misdeal to that player only. The player receiving the misdealt cards retains the player's Ante and any bets. An incorrect number of cards dealt to the dealer constitutes a misdeal for the hand, and all players retain their Antes and any bets. Any number of exposed cards does not constitute a misdeal. If the dealer exposes a card, the dealer will turn the card over and continue dealing.

(8) Wagers are collected or paid in this order: Play, Ante bonus (if applicable), Ante, Pair XXX and Super 6 Bonus.

(9) If a player who has placed an Ante wager wants to stay in the hand, the player must place a Play wager in an amount equal to his/her Ante wager.

(10) If a player has placed an Ante wager and does not want to play, the player has the option to fold and forfeit the Ante wager. If a player has made a Super 6 Bonus wager and has folded his/her Ante wager, he/she is still eligible to win the Super 6 Bonus wager. The dealer will tuck the player's folded cards under the Super 6 Bonus wager and collect the Ante wager. If a player has placed a Pair XXX wager, and does not qualify as a winner, the wager is lost and the player should fold the player's cards. After all players who wish to fold have folded, the dealer collects the Ante and/or the Pair XXX wager and the cards from each player who folded. All bets will be collected in the order in which the players fold. As the dealer collects the cards, the cards are spread face down to count them, and then placed in the discard rack.

(11) After all players have acted, the dealer exposes his/her cards and creates the best possible three card poker hand, ranking the cards from the dealer's left to the right and allowing the players to see the hand.

(12) The dealer's hand must contain a queen high or better to qualify to play against the player's hand.

(13) If the dealer's hand does not qualify, all Play wagers are pushes, but Ante bonuses are paid on all straights or better. All Ante wagers are paid 1:1 and all Pair XXX and Super 6 Bonus wagers are paid according to the posted pay table or taken.

(a) Players will receive an Ante bonus on a straight, three of a kind and straight flush. This is not dependent upon the player's hand beating the dealer's hand.

PAY TABLE FOR ANTE BONUS

straight flush	5 to 1
3 of a kind	4 to 1
straight	1 to 1

(14) If the dealer's hand does qualify, the dealer's hand is compared to the player's hand.

(a) If a player's hand beats the dealer's hand, the player's Ante and Play wagers are both paid 1:1, Ante bonuses are paid on all straights or better, and all Pair XXX and Super 6 Bonus wagers are paid according to the posted pay table or taken.

(b) If a dealer's hand beats the player's hand, the player loses on both the Ante and Play wagers. Ante bonuses are still paid on all straights or better, and all Pair XXX and Super 6 Bonus wagers are paid according to the posted pay table or taken.

(i) If after ranking the cards, the dealer finds that the dealer's first two cards are a tie with the player's first two cards, the third card will determine the winner. A tied hand is a push on the Play and the Ante wagers. However, the bonus on the Ante, Pair XXX and Super 6 Bonus wagers are always paid, if applicable.

(15) If a player has made a Pair XXX wager and the player's hand contains a pair or better, the player wins, regardless of the dealer's hand. If a player has made a Super 6 Bonus wager and the player's hand contains a 3 of a kind or better, the player wins, regardless of the dealer's hand. If the player's hand contains less than the minimum qualifying hands for each wager, the player loses.

(16) The retail licensee may offer the game using any number of the following pay tables. The pay table in use must be displayed on the table layout or on table signage.

Pair XXX Pay Table A	**Pays**
straight flush	40 to 1
3 of a kind	30 to 1
straight	6 to 1
flush	4 to 1
pair	1 to 1

Pair XXX Pay Table B	**Pays**
3 aces	50 to 1
straight flush	40 to 1
3 of a kind	30 to 1
straight	6 to 1
flush	3 to 1
pair	1 to 1

Pair XXX Pay Table C	**Pays**
3 aces	50 to 1
straight flush	40 to 1
3 of a kind	30 to 1
straight	5 to 1
flush	4 to 1
pair	1 to 1

Pair XXX Pay Table D	**Pays**
straight flush	40 to 1
3 of a kind	30 to 1
straight	6 to 1
flush	3 to 1
pair	1 to 1

Super 6 Bonus Pay Table A	**Pays**
royal flush	1000 to 1

straight flush	200 to 1
4 of a kind	100 to 1
full house	20 to 1
flush	15 to 1
straight	10 to 1
3 of a kind	7 to 1

Super 6 Bonus Pay Table B	**Pays**
royal flush	2000 to 1
straight flush	200 to 1
4 of a kind	50 to 1
full house	25 to 1
flush	15 to 1
straight	10 to 1
3 of a kind	5 to 1

Super 6 Bonus Pay Table C	**Pays**
royal flush	1000 to 1
straight flush	200 to 1
4 of a kind	50 to 1
full house	25 to 1
flush	15 to 1
straight	10 to 1
3 of a kind	5 to 1

Super 6 Bonus Pay Table D	**Pays**
royal flush	299 to 1
straight flush	200 to 1
4 of a kind	120 to 1
full house	20 to 1
flush	15 to 1
straight	10 to 1
3 of a kind	7 to 1

30-1099.53 The play - Stadium Three Card Poker. *Effective 5/1/21*

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 pay table.

(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 pay table.

(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. *Effective 5/1/21*

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. *Effective 5/1/21*

(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 valid 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. *Amended 11/14/21*

(c) 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.