

## 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

#### 30-1099.36 The play – Emperor’s Challenge and Emperor’s Challenge Exposed. *Eff 03/16/2012, Amended 6/14/21*

- (6) AT THEIR OPTION, PLAYERS MAY ALSO PLACE AN ADDITIONAL WAGER(S) ON THE EMPEROR’S TREASURE PROGRESSIVE AND/OR PAI GOW INSURANCE PROGRESSIVE PROPOSITION BET(S), PROVIDED THAT THEY ARE THE REQUIRED FIXED AMOUNT POSTED ON THE TABLEVISION DISPLAY. ONCE THE PROGRESSIVE BETS ARE PLACED ON THE SENSORS, THE SENSORS WILL FLASH, INDICATING A WAGER IS PRESENT.
- (67) 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*
- (78) 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*
- (9) ONCE ALL, AND IF ANY, EMPEROR’S TREASURE PROGRESSIVE AND/OR PAI GOW INSURANCE PROGRESSIVE WAGERS HAVE BEEN MADE, THE DEALER WILL LOCK IN THOSE WAGERS BY PRESSING THE DEALER BUTTON. THE DEALER WILL ENSURE THAT ALL SENSORS, WITH WAGERS, THAT WERE PREVIOUSLY FLASHING, ARE NOW CONTINUOUSLY LIT, WHILE SENSORS WITHOUT ANY WAGERS REMAIN UNLIT. THE DEALER THEN COLLECTS ALL PROGRESSIVE WAGERS, AS THEY ARE PAID ON A “FOR 1” BASIS.
- (810) 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*
- (911) Each player is dealt seven cards face down. *Eff 03/16/2012*
- (102) The primary bet is evaluated as follows: *Eff 03/16/2012, Amended 6/14/21*
- (113) 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*
- (124) 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*
- (135) 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*
- (146) 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*
- (157) Players are responsible for arranging their own hands. *Eff 03/16/2012*
- (168) Dealer assisted hands will be set the "house way" only. *Eff 03/16/2012*

(179) The dealer hand will win all absolute ties. *Eff 03/16/2012*

(1820) 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 DealerHOUSE	5
Flush	4
Three-of-a-Kind	3
Straight	2

(219) 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*

(229) 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 word "player" or "dealer". The following example is representative of a typical Pai Gow Insurance pay table: *Eff 03/16/2012*

(23) IF A PLAYER PLACED THE OPTIONAL EMPEROR'S TREASURE PROGRESSIVE 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 ON THE TABLEVISION DISPLAY. THE FOLLOWING EXAMPLE IS REPRESENTATIVE OF A TYPICAL EMPEROR'S TREASURE PROGRESSIVE PAY TABLE:

HAND RANKING	PAYS FOR 1
SEVEN CARD STRAIGHT FLUSH WITHOUT JOKER	100%
ROYAL FLUSH + ACE / KING SUITED	50%
SEVEN CARD STRAIGHT FLUSH WITH JOKER	25%
FIVE ACES	\$1,000
ROYAL FLUSH	\$175
STRAIGHT FLUSH	\$150
FOUR-OF-A-KIND	\$75
FULL HOUSE	\$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.

ACTUAL PAY TABLES ARE INCLUDED IN APPENDIX "A".

- (24) IF A PLAYER PLACED THE OPTIONAL PAI GOW INSURANCE PROGRESSIVE 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. PLAYERS MAY ONLY WAGER THAT THEIR HAND WILL ACHIEVE A HAND RANKING DEPICTED ON THE PAI GOW INSURANCE PAY TABLE. THE FOLLOWING EXAMPLE IS REPRESENTATIVE OF A TYPICAL PAI GOW INSURANCE PAY TABLE:

HAND RANKING	PAYS FOR 1
NINE-HIGH PAI GOW (SAME COLOR)	100%
NINE-HIGH PAI GOW	\$250
TEN-HIGH PAI GOW	\$125
JACK-HIGH PAI GOW	\$30
QUEEN-HIGH PAI GOW	\$7

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.

ACTUAL PAY TABLES ARE INCLUDED IN APPENDIX "A".

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.

- (245) 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*
- (226) 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*
- (237) 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*
- (248) If there is a misdeal, all cards are picked up and a new hand is dealt. *Eff 03/16/2012*
- (259) All players will set their hands and place their cards on the table face down. *Eff 03/16/2012*
- (2630) 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*
- (2731) 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*

- (2832) 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*
- (2933) If a player placed a wager on the optional Emperor's Treasure, PAI GOW INSURANCE, EMPEROR'S TREASURE PROGRESSIVE, AND/OR PAI GOW INSURANCE PROGRESSIVE proposition bets, the dealer determines if the player's hand (OR, OPTIONALLY, THE DEALER'S HAND IN THE CASE OF THE PAI GOW INSURANCE WAGER) 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*
- (304) Push hands will be verbally acknowledged as well as indicated by patting the table. *Eff 03/16/2012*
- (315) 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*
- (326) All primary wager bets must be in \$5.00 increments. *Eff 03/16/2012*
- (337) The dealer will deal seven hands containing seven cards, distributing cards clockwise. *Eff 03/16/2012*
- (348) Cards can only be handled by one player and must stay within the radius of the table at all times. *Eff 03/16/2012*
- (359) 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*
- (3640) House way of setting cards: *Eff 03/16/2012*
- (3741) Setting Hands: *Eff 03/16/2012*
- (3842) Taking & paying: *Eff 03/16/2012*
- (b) Beginning with the player on the dealer's immediate right and continuing in a counterclockwise 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, EMPEROR'S TREASURE PROGRESSIVE, AND/OR PAI GOW INSURANCE PROGRESSIVE 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, THE EMPEROR'S TREASURE PROGRESSIVE BET AND/OR THE PAI GOW INSURANCE PROGRESSIVE BET, taking the losing bet first (IN THE CASE OF THE EMPEROR'S TREASURE AND PAI GOW INSURANCE BETS), 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, THE EMPEROR'S TREASURE PROGRESSIVE BET AND/OR THE PAI GOW INSURANCE PROGRESSIVE BET, taking the losing bet first (IN THE CASE OF THE EMPEROR'S TREASURE AND PAI GOW INSURANCE BETS), 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, THE EMPEROR'S TREASURE PROGRESSIVE BET AND/OR THE PAI GOW INSURANCE PROGRESSIVE BET, taking the losing bet first (IN THE CASE OF THE EMPEROR'S TREASURE AND PAI GOW INSURANCE BETS), and then paying the winning bet, if applicable. The dealer then removes the player's cards, places them in the discard rack, and leaves the player's wager. *Eff 03/16/2012*

(439) House commissions: *Eff 03/16/2012*

**Pai Gow Insurance Pay Tables:** *Eff 03/16/2012*

**EMPEROR'S TREASURE PROGRESSIVE PAY TABLES:**

HAND RANKING	PT-BJS- EC-ET-01	PT-BJS- EC-ET-02	PT-BJS- EC-ET-03
SEVEN CARD STRAIGHT FLUSH WITHOUT JOKER	100%	100%	100%
ROYAL FLUSH + ACE / KING SUITED	50%	50%	N/A
SEVEN CARD STRAIGHT FLUSH WITH JOKER	25%	25%	100%
FIVE ACES	\$1,000	\$2,000	10%
ROYAL FLUSH	\$175	\$250	\$500
STRAIGHT FLUSH	\$150	\$150	\$100
FOUR-OF-A-KIND	\$75	\$65	\$75
FULL HOUSE	\$5	\$5	\$4

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:

JOKER-K(HEARTS)Q(HEARTS)J(HEARTS)10(HEARTS)-A(SPADES)K(SPADES).

THE EMPEROR'S TREASURE PROGRESSIVE PAY TABLES ARE BASED ON A \$1 WAGER. IF THE PROGRESSIVE IS CONFIGURED WITH A DIFFERENT BASE WAGERING UNIT, THE PAYS SHOULD BE MULTIPLIED ACCORDINGLY.

**PAI GOW INSURANCE PROGRESSIVE PAY TABLES:**

HAND RANKING	PT- BJS- EC- PGI-01	PT- BJS- EC- PGI-02	PT- BJS- EC- PGI-03	PT- BJS- EC- PGI-04	PT- BJS- EC- PGI-05
NINE-HIGH PAI GOW (SAME COLOR)	100%	100%	100%	100%	100%
NINE-HIGH PAI GOW	10%	10%	\$250	\$500	\$1,000

TEN-HIGH PAI GOW	\$125	\$100	\$125	\$125	\$100
JACK-HIGH PAI GOW	\$30	\$25	\$30	\$25	\$25
QUEEN-HIGH PAI GOW	\$7	\$10	\$7	\$5	\$5

THE PAI GOW INSURANCE PROGRESSIVE PAY TABLES ARE BASED ON A \$1 WAGER. IF THE PROGRESSIVE IS CONFIGURED WITH A DIFFERENT BASE WAGERING UNIT, THE SEED/RESEED AND PAYS SHOULD BE MULTIPLIED ACCORDINGLY.

(449) Emperor's Challenge Exposed. *Effective 6/14/21*

### **30-1099.56 THE PLAY – FOUR CARD FRENZY**

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

- (1) FOUR CARD FRENZY MAY ONLY BE PLAYED ON TABLES DISPLAYING THE FOUR CARD FRENZY LAYOUT AND USING A STANDARD 52-CARD DECK. EACH PLAYER MAY PLAY A MAXIMUM OF TWO HANDS FOLLOWING EACH SHUFFLE OF THE DECK. THE RANKS OF HANDS IN FOUR CARD FRENZY, FROM HIGHEST TO LOWEST, IS: FOUR-OF-A-KIND, STRAIGHT FLUSH, THREE-OF-A-KIND, FLUSH, STRAIGHT, TWO PAIR, ONE PAIR, AND HIGH CARD.
- (2) THE MINIMUM AND MAXIMUM WAGER LIMIT ON EACH BETTING SPOT WILL BE DETERMINED AND POSTED BY THE RETAIL LICENSEE AND IN ACCORDANCE WITH APPLICABLE LAW.
- (3) THE SHUFFLE IS DETERMINED BY THE RETAIL LICENSEE. A SHUFFLING MACHINE IS ALLOWED.
- (4) PLAYERS PLACE THEIR ANTE AND ODDS (PRIMARY) WAGERS OF EQUAL AMOUNTS IN THE DESIGNATED BET AREAS ON THE LAYOUT. THESE WAGERS ARE REQUIRED AND MUST BE WITHIN THE LIMITS POSTED AT THE TABLE.
- (5) AT THEIR OPTION, PLAYERS MAY ALSO PLACE ADDITIONAL WAGERS ON THE FOUR CARD BONUS, PRIME, AND/OR ALL 6 WAGERS, PROVIDED THEY ARE WITHIN THE LIMITS POSTED AT THE TABLE.
- (6) AT THEIR OPTION, PLAYERS MAY ALSO PLACE ADDITIONAL WAGERS ON THE FOUR CARD PROGRESSIVE, THE FIVE CARD PROGRESSIVE, AND/OR THE FIVE CARD LINKED PROGRESSIVE, PROVIDED THE WAGERS ARE OF THE REQUIRED FIXED AMOUNTS POSTED ON A DISPLAY. ONCE THE PROGRESSIVE WAGER(S) ARE PLACED ON THE SENSORS, THE SENSORS WILL FLASH, INDICATING A WAGER IS PRESENT.
- (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. ALL TIP WAGERS ARE THE DISCRETION OF THE RETAIL LICENSEE.
- (8) ONCE ALL WAGERS ARE PLACED, AND, IF ANY FOUR CARD PROGRESSIVE, FIVE CARD PROGRESSIVE, AND/OR FIVE CARD LINKED PROGRESSIVE WAGERS HAVE BEEN MADE, THE DEALER WILL LOCK IN THOSE WAGERS BY PRESSING THE DEALER BUTTON. THE DEALER WILL ENSURE THAT ALL SENSORS, WITH WAGERS, THAT WERE PREVIOUSLY FLASHING, ARE NOW CONTINUOUSLY LIT, WHILE SENSORS WITHOUT ANY WAGERS REMAIN UNLIT. THE DEALER THEN COLLECTS ALL PROGRESSIVE WAGERS, AS THEY ARE PAID ON A "FOR 1" BASIS.

- (9) IMMEDIATELY PRIOR TO THE COMMENCEMENT OF PLAY AND AFTER EACH ROUND OF PLAY HAS BEEN COMPLETED, THE DEALER SHALL SHUFFLE THE CARDS.
- (10) FOLLOWING SHUFFLE AND CUT, IF THE OPTIONAL ALL 6 WAGER IS CONFIGURED, THE FIRST CARD DEALT IS PLACED ON THE DESIGNATED ALL 6 CARD SPOT ON THE LAYOUT.
- (11) THE DEALER DEALS FIVE CARDS FACE-DOWN TO EACH PLAYER AND TO THE DEALER, EITHER ONE AT A TIME IN ROTATION AMONG THE PLAYERS AND THE DEALER, OR IN THE FIVE-CARD PACKET 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.
- (12) PLAYERS ARE NOT ALLOWED TO SHOW THEIR HANDS OR TALK TO OTHER PLAYERS ABOUT THEIR HANDS BEFORE ALL CARDS ARE EXPOSED.
- (13) 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, ODDS, AND ANY OTHER BET. AN INCORRECT NUMBER OF CARDS DEALT TO THE DEALER CONSTITUTES A MISDEAL FOR THE HAND, AND ALL PLAYERS RETAIN THEIR ANTES, ODDS, AND ANY OTHER 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.
- (14) AFTER THE PLAYER EXAMINES HIS/HER HAND, THE PLAYER MUST DECIDE WHETHER TO FOLD OR RAISE UPON DETERMINING THE BEST FOUR-CARD HAND THAT CAN BE MADE FROM HIS/HER FIVE-CARD HAND. NOTE THAT THE UNUSED FIFTH CARD MAY BE USED FOR ANY APPLICABLE BONUS WAGERS.
- (A) IF THE PLAYER CHOOSES TO FOLD HIS/HER HAND, HE/SHE LOSES HIS/HER ANTE AND ODDS WAGERS AND THE HAND IS DISCARDED. HOWEVER, IF THE PLAYER HAS MADE ANY OPTIONAL WAGER(S), HIS/HER HAND IS STILL USED TO DETERMINE THOSE OUTCOMES, AND AS SUCH, THAT PLAYER'S HAND IS TUCKED UNDER ONE OF THE OPTIONAL WAGERS.
- (B) IF THE PLAYER CHOOSES TO PLAY, HE/SHE MUST MAKE A RAISE WAGER IN THE DESIGNATED SPOT ON THE LAYOUT. IF HIS/HER HAND IS A PAIR OF KINGS OR LOWER, THE RAISE WAGER MUST BE EQUAL TO THE ANTE WAGER. IF HIS/HER HAND IS A PAIR OF ACES OR BETTER, THE RAISE WAGER MAY BE ONE, TWO, OR THREE TIMES HIS/HER ANTE WAGER.
- (15) AFTER ALL PLAYERS HAVE PLACED A RAISE WAGER OR FOLDED, THE DEALER'S HAND IS REVEALED. THE DEALER FORMS HIS/HER BEST FOUR-CARD HAND FROM HIS/HER FIVE CARDS.
- (16) AFTER THE DEALER'S HAND IS FORMED, EACH PLAYER'S FOUR-CARD HAND IS COMPARED TO THE DEALER'S BEST FOUR-CARD HAND.
- (17) FOR THE ANTE WAGER ONLY, THE DEALER NEEDS AT LEAST A KING-HIGH HAND TO QUALIFY:
- (A) IF THE DEALER'S HAND DOES NOT QUALIFY, ALL ANTE WAGERS PUSH, REGARDLESS OF THE PLAYER'S HAND.
- (B) IF THE DEALER'S HAND QUALIFIES AND THE PLAYER'S HAND BEATS (OUTRANKS) OR TIES THE DEALER'S HAND, THE ANTE WAGER WINS, AND IS PAID 1 TO 1.
- (I) NOTE THAT A TIE OCCURS WHEN BOTH HANDS ARE EXACT FOUR-CARD COPIES. THE FIFTH (UNUSED) CARD IS NOT USED AS A TIEBREAKER.

(C) IF THE DEALER'S HAND QUALIFIES AND THE PLAYER'S HAND LOSES TO THE DEALER'S HAND, THE ANTE WAGER LOSES.

(18) FOR THE RAISE WAGER:

(A) IF THE PLAYER'S HAND BEATS OR TIES THE DEALER'S HAND, THE RAISE WAGER WINS AND PAYS 1 TO 1.

(B) IF THE PLAYER'S HAND LOSES TO THE DEALER'S HAND, THE RAISE WAGER LOSES.

(19) FOR THE ODDS WAGER:

(A) IF THE PLAYER'S HAND BEATS OR TIES THE DEALER'S HAND, THE ODDS WAGER WINS AND PAYS ACCORDING TO THE RANK OF THE PLAYER'S HAND AS LISTED IN THE CORRESPONDING ODDS WIN PAY TABLE. THE ODDS WIN PAY TABLE IS INCLUDED IN APPENDIX A.

(B) IF THE PLAYER'S HAND LOSES TO THE DEALER HAND, AND THE PLAYER'S HAND IS A STRAIGHT OR BETTER, THE ODDS WAGER IS PAID ACCORDING TO THE CORRESPONDING ODDS BAD BEAT PAY TABLE. THE ODDS BAD BEAT PAY TABLES ARE INCLUDED IN APPENDIX A.

(C) IF THE PLAYER'S HAND LOSES TO THE DEALER HAND, AND THE PLAYER'S HAND IS LESS THAN A STRAIGHT, THE ODDS WAGER IS LOST.

(20) IF A PLAYER PLACED THE OPTIONAL FOUR CARD BONUS WAGER, THE WAGER QUALIFIES FOR A PAY OUT IF THE PLAYER'S HAND IS A PAIR OF QUEENS OR BETTER. IF THE PLAYER'S HAND DOES NOT QUALIFY FOR A PAY OUT, THE WAGER LOSES, AND THE DEALER COLLECTS THE FOUR CARD BONUS WAGER. THE FOUR CARD BONUS WAGER PAY TABLES ARE INCLUDED IN APPENDIX A.

(21) IF A PLAYER PLACED THE OPTIONAL PRIME WAGER, THE WAGER QUALIFIES FOR A PAY OUT IF THE PLAYER'S HAND HAS FOUR OR FIVE CARDS IN THE SAME COLOR (RED OR BLACK). IF THE PLAYER'S HAND DOES NOT QUALIFY FOR A PAY OUT, THE WAGER LOSES, AND THE DEALER COLLECTS THE PRIME WAGER. THE PRIME WAGER PAY TABLES ARE INCLUDED IN APPENDIX A.

(22) IF A PLAYER PLACED THE OPTIONAL ALL 6 WAGER, THE WAGER QUALIFIES FOR A PAY OUT IF THE SIX-CARD HAND, FORMED BY COMBINING THE PLAYER'S FIVE CARDS WITH THE ONE ALL 6 COMMUNITY CARD, IS A THREE-OF-A-KIND OR BETTER. IF NOT, THE WAGER LOSES, AND THE DEALER COLLECTS THE ALL 6 WAGER. THE ALL 6 WAGER PAY TABLES ARE INCLUDED IN APPENDIX A.

(23) IF A PLAYER PLACED THE OPTIONAL FOUR CARD PROGRESSIVE WAGER, THE WAGER QUALIFIES FOR A PAY OUT IF THE PLAYER'S BEST FOUR-CARD HAND OUT OF HIS/HER FIVE CARDS, IS ONE OF THE HAND RANKINGS DEPICTED ON THE PAY TABLE POSTED ON A DISPLAY ON THE TABLE. THE FOUR CARD PROGRESSIVE WAGER PAY TABLES ARE INCLUDED IN APPENDIX A.

(24) THE FOUR CARD PROGRESSIVE WAGER INCLUDES AN ENVY PAY OUT.

(A) TO QUALIFY FOR AN ENVY PAY, AT LEAST ONE PLAYER MUST WIN A QUALIFYING PROGRESSIVE AWARD. ALL OTHER PLAYERS WHO HAVE PLACED A PROGRESSIVE WAGER IN THAT ROUND WILL RECEIVE THE LISTED ENVY PAY. PLAYERS CAN RECEIVE MULTIPLE ENVY PAYS BUT CANNOT RECEIVE AN ENVY PAY ON THEIR OWN HAND.

(25) IF A PLAYER PLACED THE OPTIONAL FIVE CARD PROGRESSIVE WAGER, THE WAGER QUALIFIES FOR A PAY OUT IF THE PLAYER'S FIVE-CARD HAND IS ONE OF THE HAND RANKINGS DEPICTED ON THE PAY TABLE POSTED ON A DISPLAY ON THE TABLE. THE FIVE CARD PROGRESSIVE WAGER PAY TABLES ARE INCLUDED IN APPENDIX A.

(26) CERTAIN FIVE CARD PROGRESSIVE PAY TABLES ARE CONFIGURED WITH AN ENVY PAY OUT.



(A) TO QUALIFY FOR AN ENVY PAY, AT LEAST ONE PLAYER MUST WIN A QUALIFYING PROGRESSIVE AWARD. ALL OTHER PLAYERS WHO HAVE PLACED A PROGRESSIVE WAGER IN THAT ROUND WILL RECEIVE THE LISTED ENVY PAY. PLAYERS CAN RECEIVE MULTIPLE ENVY PAYS BUT CANNOT RECEIVE AN ENVY PAY ON THEIR OWN HAND.

(27) IF A PLAYER PLACED THE OPTIONAL FIVE CARD LINKED PROGRESSIVE WAGER, THE WAGER QUALIFIES FOR A PAY OUT IF THE FIVE-CARD HAND IS ONE OF THE HAND RANKINGS DEPICTED ON THE PAY TABLE POSTED ON A DISPLAY ON THE TABLE. THE FIVE-CARD LINKED PROGRESSIVE WAGER PAY TABLES ARE INCLUDED IN APPENDIX A.

(28) CERTAIN FIVE CARD LINKED PROGRESSIVE PAY TABLES ARE CONFIGURED WITH AN ENVY PAY OUT.

(A) TO QUALIFY FOR AN ENVY PAY, AT LEAST ONE PLAYER MUST WIN A QUALIFYING PROGRESSIVE AWARD. ALL OTHER PLAYERS WHO HAVE PLACED A PROGRESSIVE WAGER IN THAT ROUND WILL RECEIVE THE LISTED ENVY PAY. PLAYERS CAN RECEIVE MULTIPLE ENVY PAYS BUT CANNOT RECEIVE AN ENVY PAY ON THEIR OWN HAND.

(29) TAKING & PAYING:

(A) AFTER ALL PLAYERS HAVE EITHER CHOSEN TO FOLD OR PLAY (RAISE), THE DEALER EVALUATES THOSE PLAYERS WHO HAVE CHOSEN TO FOLD THEIR HANDS.

(B) FOR PLAYERS WHO HAVE FOLDED THEIR HAND AND HAD NOT PLACED ANY OPTIONAL WAGERS, THE DEALER WILL COLLECT THE ANTE AND ODDS WAGERS AND DISCARD THE PLAYER'S CARDS.

(C) FOR PLAYERS WHO HAVE FOLDED THEIR HAND AND HAD PLACED A FOUR CARD BONUS, PRIME, FOUR CARD PROGRESSIVE, FIVE CARD PROGRESSIVE, AND/OR FIVE CARD LINKED PROGRESSIVE, THE DEALER WILL COLLECT THE ANTE AND ODDS WAGERS, AND EVALUATE ALL OPTIONAL WAGERS, TAKING ANY LOSING WAGERS AND PAYING ANY WINNING WAGERS, IF APPLICABLE. PLAYERS THAT HAVE FOLDED BUT HAVE PLACED AN ALL 6 WAGER ARE EVALUATED, IN TURN, AFTER THE DEALER'S HAND IS REVEALED.

(D) THE DEALER REVEALS HIS/HER HAND (AND, IF CONFIGURED, THE ALL 6 COMMUNITY CARD) AND EVALUATES ALL PLAYERS WHO HAVE PLACED A RAISE WAGER, BEGINNING WITH THE PLAYER ON THE DEALER'S IMMEDIATE RIGHT AND CONTINUING IN A COUNTER-CLOCKWISE ROTATION.

(E) IF THE DEALER'S HAND DOES NOT QUALIFY, ALL ANTE WAGERS PUSH. IF THE DEALER'S HAND QUALIFIES AND THE PLAYER'S HAND BEATS OR TIES THE DEALER'S HAND, THE ANTE WAGER WINS AND IS PAID 1 TO 1. IF THE DEALER'S HAND QUALIFIES AND THE PLAYER'S HAND LOSES TO THE DEALER'S HAND, THE ANTE WAGER LOSES AND IS COLLECTED. ALL FOUR CARD BONUS, PRIME, ALL 6, FOUR CARD PROGRESSIVE, FIVE CARD PROGRESSIVE, AND/OR FIVE CARD LINKED PROGRESSIVE WAGERS ARE TAKEN OR PAID (INCLUDING ENVY PAYS) ACCORDING TO THE ODDS POSTED ON THE PAY TABLE.

(F) IF THE PLAYER'S HAND BEATS OR TIES THE DEALER'S HAND, THE RAISE WAGER WINS AND IS PAID 1 TO 1. OTHERWISE, THE RAISE WAGER LOSES AND IS COLLECTED. ALL FOUR CARD BONUS, PRIME, ALL 6, FOUR CARD PROGRESSIVE, FIVE CARD PROGRESSIVE, AND/OR FIVE CARD LINKED PROGRESSIVE WAGERS ARE TAKEN OR PAID (INCLUDING ENVY PAYS) ACCORDING TO THE ODDS POSTED ON THE PAY TABLE.

(G) IF THE PLAYER'S HAND BEATS OR TIES THE DEALER'S HAND, THE ODDS WAGER IS PAID ACCORDING TO THE ODDS POSTED ON THE ODDS WIN PAY TABLE. IF THE PLAYER'S HAND LOSES TO THE DEALER'S HAND, AND IS A STRAIGHT OR BETTER, THE ODDS WAGER WINS AND IS PAID ACCORDING TO THE ODDS BAD BEAT PAY TABLE. OTHERWISE, THE ODDS WAGER LOSES AND IS COLLECTED. ALL FOUR CARD BONUS, PRIME, ALL 6, FOUR CARD PROGRESSIVE, FIVE CARD

PROGRESSIVE, AND/OR FIVE CARD LINKED PROGRESSIVE WAGERS ARE TAKEN OR PAID (INCLUDING ENVY PAYS) ACCORDING TO THE ODDS POSTED ON THE PAY TABLE.

**APPENDIX A**

**ODDS WIN PAY TABLE:**

HAND	PT-FLT-FCF-OW-01
FOUR ACES	200
FOUR-OF-A-KIND	30
STRAIGHT FLUSH	15
THREE-OF-A-KIND	2
FLUSH	1.5
STRAIGHT	1
OTHER	PUSH

**ODDS BAD BEAT PAY TABLES:**

HAND	PT-FLT-FCF-BB-01	PT-FLT-FCF-BB-02	PT-FLT-FCF-BB-03	PT-FLT-FCF-BB-04	PT-FLT-FCF-BB-05	PT-FLT-FCF-BB-06
FOUR-OF-A-KIND	30	100	100	500	500	500
STRAIGHT FLUSH	15	30	50	50	50	50
THREE-OF-A-KIND	2	4	4	10	5	5
FLUSH	1.5	3	3	3	4	4
STRAIGHT	1	2	2	2	2	3

**FOUR CARD BONUS PAY TABLES:**

HAND	PT-FLT-4CB-01	PT-FLT-4CB-02	PT-FLT-4CB-03	PT-FLT-4CB-04	PT-FLT-4CB-05	PT-FLT-4CB-06	PT-FLT-4CB-07	PT-FLT-4CB-08	PT-FLT-4CB-09	PT-FLT-4CB-10	PT-FLT-4CB-11	PT-FLT-4CB-12
FOUR ACES	50	50	50	50	200	200	200	200	200	200	200	200
FOUR-OF-A-KIND	50	50	50	50	100	100	100	100	100	100	100	100
ROYAL	30	40	30	40	50	50	50	50	50	50	50	50
STRAIGHT FLUSH	30	40	30	40	30	40	30	40	40	40	40	40
THREE ACES	9	8	8	7	20	20	20	20	20	20	20	20
THREE-OF-A-KIND	9	8	8	7	8	7	6	5	8	7	6	5
FLUSH	4	4	4	4	4	4	4	4	4	4	4	4
STRAIGHT	3	3	3	3	3	3	3	3	3	3	3	3
TWO PAIR	2	2	2	2	2	2	2	2	2	2	2	2
QQ-AA	1	1	1	1	1	1	1	1	1	1	1	1

**PRIME WAGER PAY TABLES:**

<b>HAND</b>	<b>PT-FLT-FCF-PR-01</b>	<b>PT-FLT-FCF-PR-02</b>
<b>FIVE CARDS SAME COLOR</b>	<b>6</b>	<b>5</b>
<b>FOUR CARDS SAME COLOR</b>	<b>1</b>	<b>1</b>

**ALL 6 WAGER PAY TABLES:**

<b>HAND</b>	<b>PAY TABLE 1</b>	<b>PAY TABLE 2</b>	<b>PAY TABLE 3</b>	<b>PAY TABLE 4</b>	<b>PAY TABLE 5</b>
<b>SIX-CARD ROYAL DIAMONDS</b>	<b>:</b>	<b>:</b>	<b>:</b>	<b>:</b>	<b>200,000</b>
<b>SIX-CARD ROYAL OTHER</b>	<b>:</b>	<b>:</b>	<b>:</b>	<b>:</b>	<b>20,000</b>
<b>FIVE-CARD ROYAL</b>	<b>1,000</b>	<b>1,000</b>	<b>1,000</b>	<b>1,000</b>	<b>1,000</b>
<b>FIVE-CARD STRAIGHT FLUSH</b>	<b>200</b>	<b>200</b>	<b>200</b>	<b>200</b>	<b>200</b>
<b>FOUR-OF-A-KIND</b>	<b>50</b>	<b>50</b>	<b>100</b>	<b>100</b>	<b>50</b>
<b>FULL HOUSE</b>	<b>25</b>	<b>25</b>	<b>20</b>	<b>20</b>	<b>20</b>
<b>FLUSH</b>	<b>20</b>	<b>15</b>	<b>15</b>	<b>15</b>	<b>15</b>
<b>STRAIGHT</b>	<b>10</b>	<b>10</b>	<b>9</b>	<b>10</b>	<b>10</b>
<b>THREE-OF-A-KIND</b>	<b>5</b>	<b>5</b>	<b>8</b>	<b>7</b>	<b>5</b>

**FOUR CARD PROGRESSIVE PAY TABLES:**

<b>HAND</b>	<b>PT-BJS-FCF-4CP-E01</b>		<b>PT-BJS-FCF-4CP-E02</b>	
	<b>PAYS</b>	<b>ENVY</b>	<b>PAYS</b>	<b>ENVY</b>
<b>FOUR ACES</b>	<b>100%</b>	<b>\$100</b>	<b>100%</b>	<b>\$100</b>
<b>FOUR-OF-A-KIND</b>	<b>\$300</b>	<b>\$10</b>	<b>\$300</b>	<b>\$25</b>
<b>STRAIGHT FLUSH</b>	<b>\$100</b>	<b>\$5</b>	<b>\$100</b>	<b>N/A</b>
<b>THREE-OF-A-KIND</b>	<b>\$9</b>	<b>N/A</b>	<b>\$15</b>	<b>N/A</b>

THE FOUR CARD PROGRESSIVE PAY TABLES ARE BASED ON A \$1 WAGER. IF THE PROGRESSIVE IS CONFIGURED WITH A DIFFERENT BASE WAGERING UNIT, THE SEED/RESEED, PAYS, AND ENVY PAYS SHOULD BE MULTIPLIED ACCORDINGLY.

**FIVE CARD PROGRESSIVE PAY TABLES:**

<b>HAND</b>	<b>PT-BJS-FCF-5CP-01</b>	<b>PT-BJS-FCF-5CP-02</b>	<b>PT-BJS-FCF-5CP-03</b>	<b>PT-BJS-FCF-5CP-04</b>
<b>ROYAL FLUSH</b>	<b>100%</b>	<b>100%</b>	<b>100%</b>	<b>100%</b>
<b>STRAIGHT FLUSH</b>	<b>10%</b>	<b>10%</b>	<b>\$1,000</b>	<b>\$1,000</b>
<b>FOUR-OF-A-KIND</b>	<b>\$200</b>	<b>\$500</b>	<b>\$200</b>	<b>\$500</b>
<b>FULL HOUSE</b>	<b>\$100</b>	<b>\$100</b>	<b>\$100</b>	<b>\$100</b>
<b>FLUSH</b>	<b>\$25</b>	<b>\$25</b>	<b>\$25</b>	<b>\$25</b>
<b>STRAIGHT</b>	<b>\$15</b>	<b>\$15</b>	<b>\$15</b>	<b>\$15</b>

THREE-OF-A-KIND	\$10	\$7	\$10	\$7
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HAND	PT-BJS-FCF-5CP-E01		PT-BJS-FCF-5CP-E02	
	PAYS	ENVY	PAYS	ENVY
STRAIGHT FLUSH	100%	\$500	100%	\$500
FOUR-OF-A-KIND	\$500	:	\$200	:
FULL HOUSE	\$100	:	\$100	:
FLUSH	\$25	:	\$25	:
STRAIGHT	\$15	:	\$15	:
THREE-OF-A-KIND	\$7	:	\$10	:

THE FIVE CARD PROGRESSIVE PAY TABLES ARE BASED ON A \$1 WAGER. IF THE PROGRESSIVE IS CONFIGURED WITH A DIFFERENT BASE WAGERING UNIT, THE SEED/RESEED, PAYS, AND ENVY PAYS SHOULD BE MULTIPLIED ACCORDINGLY.

**FIVE CARD LINKED PROGRESSIVE PAY TABLES:**

NOTE THAT THE FIVE CARD LINKED PROGRESSIVE CAN BE USED TO LINK (THE JACKPOTS OF) FOUR CARD FRENZY TO OTHER LIKE TABLES OR DIFFERENT GAMES THAT CAN BE CONFIGURED WITH THE IDENTICAL FIVE CARD LINKED PROGRESSIVE PAY TABLE.

HAND	PT-BJS-5CL-01	PT-BJS-5CL-02	PT-BJS-5CL-03	PT-BJS-5CL-04	PT-BJS-5CL-05	PT-BJS-5CL-09	PT-BJS-5CL-10
ROYAL FLUSH	100%	100%	100%	100%	100%	100%	100%
STRAIGHT FLUSH	\$1,500	\$2,500	\$1,000	\$2,000	100%	\$1,500	100%
FOUR-OF-A-KIND	\$250	\$250	\$200	\$250	\$250	\$250	\$200
FULL HOUSE	\$100	\$100	\$100	\$75	\$75	\$75	\$75
FLUSH	\$50	\$50	\$75	\$50	\$50	\$50	\$50
STRAIGHT	\$25	\$25	\$20	\$20	\$20	\$20	\$30
THREE-OF-A-KIND	\$5	\$5	\$5	\$5	\$5	\$10	\$5
TWO PAIR	LOSS	LOSS	LOSS	LOSS	\$3	LOSS	\$3

HAND	PT-BJS-5CL-06	PT-BJS-5CL-07	PT-BJS-5CL-08	PT-BJS-5CL-11
5-CARD ROYAL FLUSH	100%	100%	100%	100%
5-CARD STRAIGHT FLUSH	\$500	\$1,000	\$2,500	\$500
4-CARD STRAIGHT FLUSH	\$200	\$200	\$150	\$200
5-CARD FLUSH	\$50	\$50	\$75	\$75
4-CARD FLUSH	\$5	\$5	\$5	\$5

HAND	PT-BJS-5CL-12	PT-BJS-5CL-13	PT-BJS-5CL-14	PT-BJS-5CL-15
ROYAL FLUSH	100%	100%	100%	100%
STRAIGHT FLUSH	\$2,000	\$2,500	\$2,000	10%
FOUR-OF-A-KIND	\$250	\$250	\$300	\$300

FULL HOUSE	\$75	\$100	\$50	\$50
FLUSH	\$50	\$50	\$40	\$40
STRAIGHT	\$25	\$20	\$30	\$30
THREE-OF-A-KIND	\$5	\$10	\$10	\$10
TWO PAIR	\$2	LOSS	LOSS	LOSS

HAND	PT-BJS-5CL-E01		PT-BJS-5CL-E02		PT-BJS-5CL-E03	
	PAYS	ENVY	PAYS	ENVY	PAYS	ENVY
ROYAL FLUSH	100%	\$1,000	100%	\$5,000	100%	\$1,000
STRAIGHT FLUSH	10%	\$300	10%	\$1,500	10%	\$250
FOUR-OF-A-KIND	\$300	!	\$300	!	\$250	!
FULL HOUSE	\$50	!	\$50	!	\$75	!
FLUSH	\$40	!	\$40	!	\$50	!
STRAIGHT	\$30	!	\$30	!	\$25	!
THREE-OF-A-KIND	\$9	!	\$9	!	\$10	!

THE FIVE-CARD LINKED PROGRESSIVE PAY TABLES ARE BASED ON A \$1 WAGER. IF THE PROGRESSIVE IS CONFIGURED WITH A DIFFERENT BASE WAGERING UNIT, THE SEED/RESEED, PAYS, AND ENVY PAYS SHOULD BE MULTIPLIED ACCORDINGLY.

### 30-1099.57 THE PLAY – THREE CARD PRIME.

THREE CARD PRIME IS A COPYRIGHTED, TRADEMARKED, AND PATENTED 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 PRIME MUST BE PLAYED ACCORDING TO THE FOLLOWING RULES:

- (1) THREE CARD PRIME MAY ONLY BE PLAYED ON TABLES DISPLAYING THE THREE CARD PRIME LAYOUT AND USING A STANDARD 52-CARD DECK. EACH PLAYER MAY PLAY A MAXIMUM OF TWO HANDS FOLLOWING EACH SHUFFLE OF THE DECK. THE RANK OF HANDS IN THREE CARD PRIME, FROM HIGHEST TO LOWEST, IS: ROYAL FLUSH, STRAIGHT FLUSH, THREE OF A KIND, STRAIGHT, FLUSH, PAIR, AND HIGH CARD.
- (2) THE MINIMUM AND MAXIMUM WAGER LIMIT ON EACH BETTING SPOT WILL BE DETERMINED AND POSTED BY THE RETAIL LICENSEE AND IN ACCORDANCE WITH APPLICABLE LAW.
- (3) THE SHUFFLE IS DETERMINED BY THE RETAIL LICENSEE. A SHUFFLING MACHINE IS ALLOWED.
- (4) PLAYERS PLACE THEIR ANTE (PRIMARY) WAGER IN THE DESIGNATED BET AREA ON THE LAYOUT. THIS WAGER IS REQUIRED AND MUST BE WITHIN THE LIMITS POSTED AT THE TABLE.
- (5) AT THEIR OPTION, PLAYERS MAY ALSO PLACE ADDITIONAL WAGERS ON THE PRIME, PAIR BONUS, AND/OR THE ALL 6 WAGERS, PROVIDED THEY ARE WITHIN THE LIMITS POSTED AT THE TABLE.
- (6) AT THEIR OPTION, PLAYERS MAY ALSO PLACE ADDITIONAL WAGERS ON THE MINI-ROYAL PROGRESSIVE OR THE FIVE-CARD LINKED PROGRESSIVE, PROVIDED THE WAGERS ARE OF THE REQUIRED FIXED AMOUNTS POSTED ON A DISPLAY. ONCE THE PROGRESSIVE WAGER(S) ARE PLACED ON THE SENSORS, THE SENSORS WILL FLASH, INDICATING A WAGER IS PRESENT.

- (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. ALL TIP WAGERS ARE THE DISCRETION OF THE RETAIL LICENSEE.
- (8) ONCE ALL WAGERS ARE PLACED, AND, IF ANY MINI-ROYAL PROGRESSIVE OR FIVE-CARD LINKED PROGRESSIVE WAGERS HAVE BEEN MADE, THE DEALER WILL LOCK IN THOSE WAGERS BY PRESSING THE DEALER BUTTON. THE DEALER WILL ENSURE THAT ALL SENSORS, WITH WAGERS, THAT WERE PREVIOUSLY FLASHING, ARE NOW CONTINUOUSLY LIT, WHILE SENSORS WITHOUT ANY WAGERS REMAIN UNLIT. THE DEALER THEN COLLECTS ALL PROGRESSIVE WAGERS, AS THEY ARE PAID ON A "FOR 1" BASIS.
- (9) 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-DOWN 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.
- (10) IF THE FIVE-CARD LINKED PROGRESSIVE IS CONFIGURED, THE HAND CAN BE EVALUATED USING TWO METHODS. THE RETAIL LICENSEE WILL CHOOSE WHAT METHOD IS CONFIGURED.
- (A) OPTION 1: THE DEALER WILL DEAL TWO FIVE-CARD LINKED PROGRESSIVE COMMUNITY CARDS FACE-DOWN IN THE DESIGNATED SPOT ON THE LAYOUT.
- (B) OPTION 2: THE 5-CARD HAND IS EVALUATED USING THE PLAYER'S 3-CARDS AND TWO OF THE DEALER'S CARDS. TWO PRINTED CARD SPOTS ON THE LAYOUT DENOTE THE POSITION OF THE TWO CARDS THAT WILL BE USED.
- (11) PLAYERS ARE NOT ALLOWED TO SHOW THEIR HANDS OR TALK TO OTHER PLAYERS ABOUT THEIR HANDS BEFORE ALL CARDS ARE EXPOSED.
- (12) 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 OTHER BET. 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. 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.
- (13) AFTER THE PLAYER EXAMINES HIS/HER HAND, THE PLAYER MUST DECIDE WHETHER TO FOLD OR PLAY.
- (A) IF THE PLAYER CHOOSES TO FOLD HIS/HER HAND, HE/SHE LOSES HIS/HER ANTE WAGER AND HIS/HER HAND IS DISCARDED. HOWEVER, IF THE PLAYER HAS MADE ANY OPTIONAL WAGER(S), HIS/HER HAND IS STILL USED TO DETERMINE THOSE OUTCOMES, AND AS SUCH, THAT PLAYER'S HAND IS TUCKED UNDER ONE OF THE OPTIONAL WAGERS.
- (B) IF THE PLAYER CHOOSES TO PLAY, HE/SHE MUST MAKE A PLAY WAGER EQUAL TO HIS/HER ANTE WAGER, IN THE DESIGNATED SPOT ON THE LAYOUT. THE PLAYER'S CARDS ARE TUCKED UNDER THE PLAY WAGER.
- (14) THE DEALER'S HAND QUALIFIES IF IT IS A QUEEN HIGH OR BETTER.
- (15) IF THE DEALER'S HAND DOES NOT QUALIFY TO PLAY, REGARDLESS OF THE PLAYER'S HAND, ALL ANTE WAGERS WIN AND ARE PAID 1 TO 1 AND ALL PLAY WAGERS PUSH.

- (16) IF THE DEALER'S HAND DOES QUALIFY TO PLAY, THE ANTE AND PLAY WAGERS ARE EVALUATED AS FOLLOWS:
- (A) IF THE PLAYER'S HAND BEATS THE DEALER'S HAND, THE ANTE AND PLAY WAGERS WIN AND PAY 1 TO 1.
  - (B) IF THE PLAYER'S HAND TIES THE DEALER'S HAND, THE ANTE AND PLAY WAGERS PUSH. THE DEALER'S NEXT HIGHEST CARDS(S) ARE USED TO BREAK TIES, IF POSSIBLE.
  - (C) IF THE PLAYER'S HAND LOSES TO THE DEALER, THE ANTE AND PLAY WAGERS LOSE.
- (17) REGARDLESS OF THE OUTCOME OF THE ANTE AND PLAY WAGERS AND BASED ON THEIR HAND, EACH PLAYER THAT HAS PLACED A PLAY WAGER IS ELIGIBLE TO RECEIVE AN ANTE BONUS PAY, IN ADDITION TO ANY OTHER APPLICABLE ANTE AND PLAY. ANTE BONUS PAY TABLES ARE INCLUDED IN APPENDIX A. THE ANTE BONUS IS PAID ON A "TO 1" BASIS RELATIVE TO THE ANTE WAGER.
- (18) IF A PLAYER PLACED THE OPTIONAL PRIME WAGER, THE WAGER QUALIFIES FOR A PAY OUT IF THE PLAYER'S HAND HAS ALL THREE CARDS IN THE SAME COLOR (RED OR BLACK). THE PAY OUT IS LARGER IF THE DEALER'S THREE CARDS ARE THE SAME COLOR AS THE PLAYER'S THREE CARDS. IF THE PLAYER'S HAND DOES NOT QUALIFY FOR A PAY OUT, THE WAGER LOSES, AND THE DEALER COLLECTS THE PRIME WAGER. THE PRIME WAGER PAY TABLES ARE INCLUDED IN APPENDIX A.
- (19) IF A PLAYER PLACED THE OPTIONAL PAIR BONUS WAGER, THE WAGER QUALIFIES FOR A PAY OUT IF THE PLAYER'S HAND IS A PAIR OR BETTER. IF NOT, THE WAGER LOSES, AND THE DEALER COLLECTS THE PAIR BONUS WAGER. THE PAIR BONUS WAGER PAY TABLES ARE INCLUDED IN APPENDIX A.
- (20) IF A PLAYER PLACED THE OPTIONAL ALL 6 WAGER, THE WAGER QUALIFIES FOR A PAY OUT IF THE SIX-CARD HAND, FORMED FROM THE PLAYER'S THREE CARDS AND THE DEALER'S THREE CARDS, IS A THREE-OF-A-KIND OR BETTER. IF NOT, THE WAGER LOSES, AND THE DEALER COLLECTS THE ALL 6 WAGER. THE ALL 6 WAGER PAY TABLES ARE INCLUDED IN APPENDIX A.
- (21) IF A PLAYER PLACED THE OPTIONAL MINI-ROYAL PROGRESSIVE WAGER, THE WAGER QUALIFIES FOR A PAY OUT IF THE PLAYER'S HAND IS ONE OF THE HAND RANKINGS DEPICTED ON THE PAY TABLE POSTED ON A DISPLAY ON THE TABLE. THE MINI-ROYAL PROGRESSIVE WAGER PAY TABLES ARE INCLUDED IN APPENDIX A.
- (21) CERTAIN MINI-ROYAL PROGRESSIVE PAY TABLES ARE CONFIGURED WITH AN ENVY PAY OUT.
- (A) TO QUALIFY FOR AN ENVY PAY, AT LEAST ONE PLAYER MUST WIN A QUALIFYING PROGRESSIVE AWARD. ALL OTHER PLAYERS WHO HAVE PLACED A PROGRESSIVE WAGER IN THAT ROUND WILL RECEIVE THE LISTED ENVY PAY. PLAYERS CAN RECEIVE MULTIPLE ENVY PAYS BUT CANNOT RECEIVE AN ENVY PAY ON THEIR OWN HAND.
- (22) IF A PLAYER PLACED THE OPTIONAL FIVE-CARD LINKED PROGRESSIVE WAGER, THE WAGER QUALIFIES FOR A PAY OUT IF THE 5-CARD HAND, FORMED FROM THE PLAYER'S 3-CARD HAND COMBINED WITH THE TWO FIVE CARD-LINKED PROGRESSIVE COMMUNITY CARDS OR FROM THE PLAYER'S 3-CARD HAND AND TWO OF THE DEALER'S CARDS, IS ONE OF THE HAND RANKINGS DEPICTED ON THE PAY TABLE POSTED ON A DISPLAY ON THE TABLE. THE FIVE-CARD LINKED PROGRESSIVE WAGER PAY TABLES ARE INCLUDED IN APPENDIX A.
- (23) TAKING & PAYING:
- (A) AFTER ALL PLAYERS HAVE EITHER CHOSEN TO FOLD OR PLAY, THE DEALER EVALUATES

THOSE PLAYERS WHO HAVE CHOSEN TO FOLD THEIR HANDS.

- (B) FOR PLAYERS WHO HAVE FOLDED THEIR HAND AND HAD NOT PLACED ANY OPTIONAL WAGERS, THE DEALER WILL COLLECT THE ANTE WAGER AND DISCARD THE PLAYER'S CARDS.
- (C) FOR PLAYERS WHO HAVE FOLDED THEIR HAND AND HAD PLACED A PRIME, PAIR BONUS, MINI-ROYAL PROGRESSIVE, AND/OR THE FIVE-CARD LINKED PROGRESSIVE, THE DEALER WILL COLLECT THE ANTE WAGER, AND EVALUATE ALL OPTIONAL WAGERS, TAKING ANY LOSING WAGERS AND PAYING ANY WINNING WAGERS, IF APPLICABLE. PLAYERS THAT HAVE FOLDED BUT HAVE PLACED AN ALL 6 WAGER ARE EVALUATED, IN TURN, AFTER THE DEALER'S HAND IS REVEALED. PLAYERS THAT HAVE FOLDED BUT HAVE PLACED A FIVE-CARD LINKED PROGRESSIVE WAGER ARE EVALUATED, IN TURN, AFTER THE TWO FIVE-CARD LINKED COMMUNITY CARDS ARE REVEALED, IF APPLICABLE.
- (D) THE DEALER REVEALS HIS/HER HAND, AND IF APPLICABLE, THE TWO FIVE-CARD LINKED COMMUNITY CARDS, AND EVALUATES ALL PLAYERS WHO HAVE PLACED A PLAY WAGER, BEGINNING WITH THE PLAYER ON THE DEALER'S IMMEDIATE RIGHT AND CONTINUING IN A COUNTER-CLOCKWISE ROTATION.
- (E) IF THE DEALER'S HAND DOES NOT QUALIFY, ALL ANTE WAGERS WIN AND ARE PAID 1 TO 1 AND ALL PLAY WAGERS PUSH, REGARDLESS OF THE PLAYER'S HAND. THE ANTE BONUS IS PAID ACCORDING TO THE ODDS POSTED ON THE PAY TABLE, ON A "TO 1" BASIS RELATIVE TO THE ANTE WAGER AMOUNT, IF APPLICABLE. ALL PRIME, PAIR BONUS, ALL 6, MINI-ROYAL PROGRESSIVE, AND/OR FIVE-CARD LINKED PROGRESSIVE WAGERS ARE TAKEN OR PAID ACCORDING TO THE ODDS POSTED ON THE PAY TABLE.
- (F) IF THE DEALER'S HAND QUALIFIES, AND THE PLAYER'S HAND BEATS THE DEALER'S HAND, ALL ANTE AND PLAY WAGERS WIN AND ARE PAID 1 TO 1. THE ANTE BONUS IS PAID ACCORDING TO THE ODDS POSTED ON THE PAY TABLE, ON A "TO 1" BASIS RELATIVE TO THE ANTE WAGER AMOUNT, IF APPLICABLE. ALL PRIME, PAIR BONUS, ALL 6, MINI-ROYAL PROGRESSIVE, AND/OR FIVE-CARD LINKED PROGRESSIVE WAGERS ARE TAKEN OR PAID (INCLUDING ENVY PAYS) ACCORDING TO THE ODDS POSTED ON THE PAY TABLE.
- (G) IF THE DEALER'S HAND QUALIFIES, AND THE PLAYER'S HAND TIES THE DEALER'S HAND, ALL ANTE AND PLAY WAGERS PUSH. THE ANTE BONUS IS PAID ACCORDING TO THE ODDS POSTED ON THE PAY TABLE, ON A "TO 1" BASIS RELATIVE TO THE ANTE WAGER AMOUNT, IF APPLICABLE. ALL PRIME, PAIR BONUS, ALL 6, MINI-ROYAL PROGRESSIVE, AND/OR FIVE-CARD LINKED PROGRESSIVE WAGERS ARE TAKEN OR PAID (INCLUDING ENVY PAYS) ACCORDING TO THE ODDS POSTED ON THE PAY TABLE.
- (H) IF THE DEALER'S HAND QUALIFIES, AND THE PLAYER'S HAND LOSES TO THE DEALER'S HAND, ALL ANTE AND PLAY WAGERS LOSE AND ARE COLLECTED. THE ANTE BONUS IS PAID ACCORDING TO THE ODDS POSTED ON THE PAY TABLE, ON A "TO 1" BASIS RELATIVE TO THE ANTE WAGER AMOUNT, IF APPLICABLE. ALL PRIME, PAIR BONUS, ALL 6, MINI-ROYAL PROGRESSIVE, AND/OR FIVE-CARD LINKED PROGRESSIVE WAGERS ARE TAKEN OR PAID (INCLUDING ENVY PAYS) ACCORDING TO THE ODDS POSTED ON THE PAY TABLE.
- (I) CERTAIN MINI-ROYAL PROGRESSIVE AND FIVE CARD LINKED PROGRESSIVE PAY TABLES ARE CONFIGURED WITH AN ENVY PAY OUT.
- (I) TO QUALIFY FOR AN ENVY PAY, AT LEAST ONE PLAYER MUST WIN A QUALIFYING PROGRESSIVE AWARD. ALL OTHER PLAYERS WHO HAVE PLACED A PROGRESSIVE WAGER IN THAT ROUND WILL RECEIVE THE LISTED ENVY PAY. PLAYERS CAN



RECEIVE MULTIPLE ENVY PAYS BUT CANNOT RECEIVE AN ENVY PAY ON THEIR OWN HAND.

**APPENDIX A**

(1) NOTE THAT ALL REFERENCES TO "SUIT SPECIFIC" IN ANY OF THE PAY TABLES BELOW, REFER TO A RETAIL LICENSEE CHOOSING A SPECIFIC SUIT THAT WILL BE DISPLAYED ON THE CORRESPONDING PAY TABLE AND USED TO DENOTE THE SPECIFIC WINNING HAND FOR THAT AWARD. FOR EXAMPLE, THE RETAIL LICENSEE CAN CHOOSE THE SUIT SPECIFIC TOP AWARD FOR THE MINI-ROYAL PROGRESSIVE TO BE A MINI-ROYAL FLUSH IN DIAMONDS. ALL OTHER MINI ROYAL HANDS WILL WIN THE LESSER AWARD, WHILE ONLY THE MINI-ROYAL IN DIAMONDS WILL WIN THE TOP AWARD.

**ANTE BONUS PAY TABLES:**

HAND	PT-FLT-TCPR-AB-01
STRAIGHT FLUSH	5
THREE-OF-A-KIND	4
STRAIGHT	1

**PRIME WAGER PAY TABLES:**

WINNING EVENT	PT-FLT-TCPR-PM-01
SAME COLOR PLAYER AND DEALER HANDS	4
SAME COLOR PLAYER HAND	3

**PAIR BONUS PAY TABLES:**

HAND	PT-FLT-TCPR-PB-02	PT-FLT-TCPR-PB-03	PT-FLT-TCPR-PB-04	PT-FLT-TCPR-PB-05	PT-FLT-TCPR-PB-06
MINI-ROYAL FLUSH	40	35	50	40	100
STRAIGHT FLUSH	40	35	50	40	50
THREE-OF-A-KIND	30	33	30	30	25
STRAIGHT	6	6	6	6	6
FLUSH	4	4	3	3	3
PAIR	1	1	1	1	1

**ALL 6 WAGER PAY TABLES:**

HAND	PT-FLT-A6-01	PT-FLT-A6-02	PT-FLT-A6-03	PT-FLT-A6-04	PT-FLT-A6-05
SIX-CARD ROYAL FLUSH (SUIT SPECIFIC)	1,000	1,000	1,000	1,000	200,000
SIX-CARD ROYAL FLUSH (OTHER)	1,000	1,000	1,000	1,000	20,000
FIVE-CARD ROYAL FLUSH	1,000	1,000	1,000	1,000	1,000
FIVE-CARD STRAIGHT FLUSH	200	200	200	200	200
FOUR-OF-A-KIND	50	50	100	100	50

FULL HOUSE	25	25	20	20	20
FIVE-CARD FLUSH	20	15	15	15	15
FIVE-CARD STRAIGHT	10	10	9	10	10
THREE-OF-A-KIND	5	5	8	7	5

**MINI-ROYAL PROGRESSIVE PAY TABLES:**

HAND	PT-BJS-TCPR-MR-01	PT-BJS-TCPR-MR-E01		PT-BJS-TCPR-MR-E02	
	PAYS	PAYS	ENVY	PAYS	ENVY
MINI-ROYAL FLUSH (SUIT SPECIFIC)	100%	100%	\$100	100%	\$100
MINI-ROYAL FLUSH (OTHER)	\$500	\$500	\$25	\$500	\$25
STRAIGHT FLUSH	\$75	\$100	-	\$70	-
THREE-OF-A-KIND	\$50	\$90	-	\$60	-
STRAIGHT	\$5	Loss	-	\$6	-

THE MINI-ROYAL PROGRESSIVE PAY TABLES ARE BASED ON A \$1 WAGER. IF THE PROGRESSIVE IS CONFIGURED WITH A DIFFERENT BASE WAGERING UNIT, THE SEED/RESEED, PAYS, AND ENVY PAYS SHOULD BE MULTIPLIED ACCORDINGLY.

**FIVE-CARD LINKED PROGRESSIVE PAY TABLES:**

HAND	PT-BJS-5CL-01	PT-BJS-5CL-02	PT-BJS-5CL-03	PT-BJS-5CL-04	PT-BJS-5CL-05	PT-BJS-5CL-09	PT-BJS-5CL-10
ROYAL FLUSH	100%	100%	100%	100%	100%	100%	100%
STRAIGHT FLUSH	\$1,500	\$2,500	\$1,000	\$2,000	100%	\$1,500	100%
FOUR-OF-A-KIND	\$250	\$250	\$200	\$250	\$250	\$250	\$200
FULL HOUSE	\$100	\$100	\$100	\$75	\$75	\$75	\$75
FLUSH	\$50	\$50	\$75	\$50	\$50	\$50	\$50
STRAIGHT	\$25	\$25	\$20	\$20	\$20	\$20	\$30
THREE-OF-A-KIND	\$5	\$5	\$5	\$5	\$5	\$10	\$5
TWO PAIR	Loss	Loss	Loss	Loss	\$3	Loss	\$3

HAND	PT-BJS-5CL-06	PT-BJS-5CL-07	PT-BJS-5CL-08	PT-BJS-5CL-11
5-CARD ROYAL FLUSH	100%	100%	100%	100%
5-CARD STRAIGHT FLUSH	\$500	\$1,000	\$2,500	\$500
4-CARD STRAIGHT FLUSH	\$200	\$200	\$150	\$200
5-CARD FLUSH	\$50	\$50	\$75	\$75
4-CARD FLUSH	\$5	\$5	\$5	\$5

HAND	PT-BJS-5CL-12	PT-BJS-5CL-13	PT-BJS-5CL-14	PT-BJS-5CL-15
ROYAL FLUSH	100%	100%	100%	100%
STRAIGHT FLUSH	\$2,000	\$2,500	\$2,000	10%
FOUR-OF-A-KIND	\$250	\$250	\$300	\$300
FULL HOUSE	\$75	\$100	\$50	\$50
FLUSH	\$50	\$50	\$40	\$40
STRAIGHT	\$25	\$20	\$30	\$30
THREE-OF-A-KIND	\$5	\$10	\$10	\$10
TWO PAIR	\$2	Loss	Loss	Loss

HAND	PT-BJS-5CL-E01		PT-BJS-5CL-E02		PT-BJS-5CL-E03	
	PAYS	ENVY	PAYS	ENVY	PAYS	ENVY
ROYAL FLUSH	100%	\$1,000	100%	\$5,000	100%	\$1,000
STRAIGHT FLUSH	10%	\$300	10%	\$1,500	10%	\$250
FOUR-OF-A-KIND	\$300	-	\$300	-	\$250	-
FULL HOUSE	\$50	-	\$50	-	\$75	-
FLUSH	\$40	-	\$40	-	\$50	-
STRAIGHT	\$30	-	\$30	-	\$25	-
THREE-OF-A-KIND	\$9	-	\$9	-	\$10	-

THE FIVE-CARD LINKED PROGRESSIVE PAY TABLES ARE BASED ON A \$1 WAGER. IF THE PROGRESSIVE IS CONFIGURED WITH A DIFFERENT BASE WAGERING UNIT, THE SEED/RESEED, PAYS, AND ENVY PAYS SHOULD BE MULTIPLIED ACCORDINGLY.

## BASIS AND PURPOSE FOR RULE 21

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

*Amended 8/14/16*

## RULE 21 RULES FOR BLACKJACK-POKER COMBINATION GAMES

### 30-2107 The play – 21+3.

21+3, and 21+3Xtreme, AND 21+3 PROGRESSIVE are the copyrighted, trademarked and patent issued blackjack/poker variation games, the rights to which are owned by Galaxy Gaming, Inc. of Las Vegas, Nevada and which may be transferred or assigned. 21+3, and 21+3 Xtreme, AND 21+3 PROGRESSIVE must be played according to the following rules: *Amen 10/16/13*

- (1) 21+3, or 21+3 Xtreme, AND 21+3 PROGRESSIVE is a house banked optional proposition wagers used in the game of blackjack. 21+3 may be played on 2 and 4-8 deck blackjack games only.

21+3 Xtreme may be played on 1, 2, and 4-8 deck blackjack games only. **21+3 PROGRESSIVE MAY BE PLAYED ON 4-8 DECK BLACKJACK GAMES ONLY.** *Amended 10/16/13, Amended 8/14/18*

- (2) The 21+3, ~~or~~ 21+3 Xtreme, **AND 21+3 PROGRESSIVE** wagers ~~is~~**ARE** based on a 3 card hand using the dealer's one (1) up card and the player's two (2) initial up cards to form a 3 card poker hand. Winning hands of a Straight Flush, 3 of a Kind, Straight and Flush are paid 9 to 1 in the standard version of 21+3 and according to the pay table (below) in 21+3 Xtreme version **AND 21+3 PROGRESSIVE.** *Amended 10/16/13*
- (3) There is no effect on the primary game of blackjack regardless of the outcome of the 21+3, ~~or~~ 21+3 Xtreme, **OR THE 21+3 PROGRESSIVE** wager. *Amen 10/16/13*

## **OPENING PROCEDURES, SHUFFLE AND CUTTING THE CARDS**

(See approved shuffle and cutting procedures for Colorado)

### **START OF GAME**

- (1) Prior to the start of each round of blackjack play, players may optionally make a 21+3, ~~or~~ 21+3 Xtreme, **AND/OR 21+3 PROGRESSIVE** wager in combination with their primary blackjack wager. Players must make a primary blackjack wager and cannot make a 21+3, ~~or~~ 21+3 Xtreme, **AND/OR 21+3 PROGRESSIVE** wager only. The 21+3, ~~or~~ 21+3 Xtreme, **AND THE 21+3 PROGRESSIVE** wagers ~~is~~**ARE** placed on the designated spots on the table layout at the same time the primary blackjack wager is made and before any cards are dealt. *Amended 10/16/13*
- (2) **WHEN A 21+3 PROGRESSIVE WAGER IS PLACED ON THE SENSOR, THAT SENSOR WILL FLASH, INDICATING A WAGER IS PRESENT. ONCE ALL, AND IF ANY, 21+3 PROGRESSIVE WAGERS HAVE BEEN MADE, THE DEALER WILL LOCK IN THOSE WAGERS BY PRESSING THE DEALER BUTTON. THE DEALER WILL ENSURE THAT ALL SENSORS, WITH WAGERS, THAT WERE PREVIOUSLY FLASHING, ARE NOW CONTINUOUSLY LIT, WHILE SENSORS WITHOUT ANY WAGERS REMAIN UNLIT. THE DEALER THEN COLLECTS ALL PROGRESSIVE WAGERS, AS THEY ARE PAID ON A "FOR 1" BASIS.**
- (23) The minimum and maximum wagering limits of the 21+3 or 21+3 Xtreme, **AND THE FIXED DOLLAR AMOUNT OF THE 21+3 PROGRESSIVE** wager, are determined by the house and/or Colorado law. The wagering limits and any aggregate pay out limitations must be posted on the table or layout. *Amended 10/16/13*
- (34) After all wagers have been placed, the dealer deals two cards to each participating player, and to themselves in the same manner as regular blackjack (1 card face up, 1 card face down for the dealer).

## **DETERMINATION OF WINNER; TAKE OR PAY PROCEDURES**

- (1) Once the dealer has dealt two cards to each player (4-8 deck versions, cards are dealt face up to the player, 1 or 2 deck versions, cards are dealt either face up or face down) and two cards to him/herself (1 card face up, 1 card face down), the dealer must determine if any players who have made the 21+3, ~~or~~ 21+3 Xtreme, **AND/OR THE 21+3 PROGRESSIVE** wagers have achieved a winning hand. A player will only be awarded for the wager's highest winning event according to the pay table. *Amended 10/16/13, Amen 10/16/13, Amended 8/14/18*

### **21+3 PROGRESSIVE WINNING HAND RANKINGS**

**THREE ACES (SUIT SPECIFIC):** THREE ACES OF THE SAME, SPECIFIED SUIT (E.G. THREE ACES OF HEARTS).

**THREE ACES (SUITED):** THREE ACES OF THE SAME SUIT.

THREE ACES OR KINGS (SUIT SPECIFIC): THREE ACES OR THREE KINGS OF THE SAME, SPECIFIED SUIT.

THREE ACES OR KINGS (SUITED): THREE ACES OR THREE KINGS OF THE SAME SUIT.

THREE ACES, KINGS, QUEENS (SUIT SPECIFIC): THREE ACES, THREE KINGS, OR THREE QUEENS OF THE SAME, SPECIFIED SUIT.

THREE ACES, KINGS, OR QUEENS (SUITED): THREE ACES, THREE KINGS, OR THREE QUEENS OF THE SAME SUIT.

THREE OF A KIND (SUITED): THREE CARDS OF THE SAME RANK AND OF THE SAME SUIT.

STRAIGHT FLUSH: THREE CARDS IN A SEQUENCE AND THE SAME SUIT.

THREE OF A KIND: THREE CARDS OF THE SAME RANK.

STRAIGHT: THREE CARDS IN A SEQUENCE (ACE CAN BE USED TO ACHIEVE AND ACE, 2, 3, STRAIGHT OR ACE, KING, QUEEN STRAIGHT).

FLUSH: THREE CARDS OF THE SAME SUIT.

(+2) Beginning from the dealer's right to left, in counterclockwise rotation, the dealer takes all losing 21+3 or 21+3 Xtreme wagers and pays all winning 21+3, ~~or~~ 21+3 Xtreme, AND/OR 21+3 PROGRESSIVE wagers. All 21+3 winning hands are paid 9 to 1 regardless of the ranking of the winning hand(s). All 21+3 Xtreme, AND 21+3 PROGRESSIVE winning hands are paid according to the pay table below. All pay outs and original 21+3, ~~or~~ 21+3 Xtreme, AND 21+3 PROGRESSIVE wagers should be removed from the betting area once the player(s) have been paid. *Amended 10/16/13*

**21+3 PROGRESSIVE PAY TABLES:**

OUTCOME	PT- BJS- 213-01	PT- BJS- 213-04	PT- BJS- 213-07	PT- BJS- 213-10
THREE ACES OR KINGS (SUIT SPECIFIC)	100%	100%	100%	100%
THREE ACES OR KINGS (SUITED)	100%	100%	\$2,000	\$3,000
THREE OF A KIND (SUITED)	\$125	\$150	\$150	\$200
STRAIGHT FLUSH	\$25	\$40	\$40	\$30
THREE OF A KIND	\$20	\$20	\$20	\$20
STRAIGHT	\$7	\$7	\$5	\$10
FLUSH	\$3	\$3	\$3	Loss

OUTCOME	PT- BJS- 213-02	PT- BJS- 213-05	PT- BJS- 213-08
THREE ACES, KINGS, OR QUEENS (SUIT SPECIFIC)	100%	100%	100%
THREE ACES (SUITED)	100%	100%	\$2,000
THREE OF A KIND (SUITED)	\$125	\$150	\$125
STRAIGHT FLUSH	\$25	\$40	\$40
THREE OF A KIND	\$20	\$20	\$20
STRAIGHT	\$6	\$7	\$6
FLUSH	\$2	\$2	\$2

OUTCOME	PT- BJS- 213-03	PT- BJS- 213-06	PT- BJS- 213-09	PT- BJS- 213-11
THREE ACES (SUIT SPECIFIC)	100%	100%	100%	100%
THREE ACES (SUITED)	100%	100%	\$2,000	\$3,000
THREE OF A KIND (SUITED)	\$125	\$150	\$150	\$200
STRAIGHT FLUSH	\$25	\$40	\$40	\$30
THREE OF A KIND	\$20	\$20	\$20	\$20
STRAIGHT	\$7	\$7	\$5	\$10
FLUSH	\$3	\$3	\$3	LOSS

THE 21+3 PROGRESSIVE PAY TABLES ARE BASED ON A \$1 WAGER. IF THE PROGRESSIVE IS CONFIGURED WITH A DIFFERENT BASE WAGERING UNIT, THE SEED/RESEED AND PAYS SHOULD BE MULTIPLIED ACCORDINGLY.

- (23) In the event the dealer's up card is an Ace, the dealer will reconcile all 21+3 or 21+3 Xtreme wagers prior to asking for Insurance and checking the dealer's hand for a blackjack. *Amen 10/16/13*
- (34) Once all 21+3 or 21+3 Xtreme wagers have been reconciled, regular blackjack dealing procedures resume. *Amen 10/16/13*

**30-2113 The play - Buffalo Blackjack Bonus 2.** *Effective 4/30/17*

- (1) Buffalo Blackjack Bonus 2 may be played only on tables utilizing a Buffalo style table layout. The game shall be played using one, two, four, or six standard 52 card decks and is dealt from a dealing shoe when using four or six decks, and hand dealt when using one or two decks. **THE 21+3 PROGRESSIVE CAN ONLY BE CONFIGURED WITH GAMES USING FOUR OR SIX DECKS.** *Amended 5/15/18, Amended 1/30/20*
- (2) At the same time a player makes his/her standard blackjack wager, the player has an opportunity to make an additional, optional 21+3 wager, in an even dollar amount, **AND/OR AN OPTIONAL 21+3 PROGRESSIVE WAGER, IN THE SPECIFIED FIXED DOLLAR AMOUNT.** The minimum and maximum wagering limits of the 21+3 or 21+3 Xtreme wager (see pay table below) **AND THE FIXED DOLLAR AMOUNT OF THE 21+3 PROGRESSIVE** are determined by the house and/or Colorado law. The wagering limits and any aggregate pay out limitations must be posted on the table or layout.
- (3) **WHEN A 21+3 PROGRESSIVE WAGER IS PLACED ON THE SENSOR, THAT SENSOR WILL FLASH, INDICATING A WAGER IS PRESENT. ONCE ALL, AND IF ANY, 21+3 PROGRESSIVE WAGERS HAVE BEEN MADE, THE DEALER WILL LOCK IN THOSE WAGERS BY PRESSING THE DEALER BUTTON. THE DEALER WILL ENSURE THAT ALL SENSORS, WITH WAGERS, THAT WERE PREVIOUSLY FLASHING, ARE NOW CONTINUOUSLY LIT, WHILE SENSORS WITHOUT ANY WAGERS REMAIN UNLIT. THE DEALER THEN COLLECTS ALL PROGRESSIVE WAGERS, AS THEY ARE PAID ON A "FOR 1" BASIS.**
- (34) At the discretion of the retail licensee, players who have placed 21+3 wagers and have already placed a dealer token on the blackjack wager, may be permitted to place tip bets for the dealer on that 21+3 wager. If such tip wagers are accepted, winning 21+3 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.

(45) Once the dealer has dealt two cards to each player and two cards to themselves (1 up, 1 down), the dealer must determine if any players who have made the 21+3 AND/OR 21+3 PROGRESSIVE wagers have achieved a winning 21+3 hand. The 21+3 AND/OR 21+3 PROGRESSIVE wagers ARE based on a 3 card hand using the dealer's one (1) up card and the player's two (2) initial cards to form a 3 card poker hand. A player will only be awarded for one winning event PER WAGER, although his/her 3 card hand may contain more than one winning event (for example: a suited Three of a Kind).

### **21+3 WINNING HAND RANKINGS**

#### **21+3 PROGRESSIVE WINNING HAND RANKINGS**

**THREE ACES (SUIT SPECIFIC):** THREE ACES OF THE SAME, SPECIFIED SUIT (E.G. THREE ACES OF HEARTS).

**THREE ACES (SUITED):** THREE ACES OF THE SAME SUIT.

**THREE ACES OR KINGS (SUIT SPECIFIC):** THREE ACES OR THREE KINGS OF THE SAME, SPECIFIED SUIT.

**THREE ACES OR KINGS (SUITED):** THREE ACES OR THREE KINGS OF THE SAME SUIT.

**THREE ACES, KINGS, QUEENS (SUIT SPECIFIC):** THREE ACES, THREE KINGS, OR THREE QUEENS OF THE SAME, SPECIFIED SUIT.

**THREE ACES, KINGS, OR QUEENS (SUITED):** THREE ACES, THREE KINGS, OR THREE QUEENS OF THE SAME SUIT.

**THREE OF A KIND (SUITED):** THREE CARDS OF THE SAME RANK AND OF THE SAME SUIT.

**STRAIGHT FLUSH:** THREE CARDS IN A SEQUENCE AND THE SAME SUIT.

**THREE OF A KIND:** THREE CARDS OF THE SAME RANK.

**STRAIGHT:** THREE CARDS IN A SEQUENCE (ACE CAN BE USED TO ACHIEVE AND ACE, 2, 3, STRAIGHT OR ACE, KING, QUEEN STRAIGHT).

**FLUSH:** THREE CARDS OF THE SAME SUIT.

(56) Beginning from the dealer's right to left, in counterclockwise rotation, the dealer takes all losing 21+3 wagers and pays all winning 21+3 AND/OR 21+3 PROGRESSIVE wagers. All winning hands are paid according to the approved posted pay table. All pay outs and original 21+3 AND/OR 21+3 PROGRESSIVE wagers should be removed from the betting area once the player(s) have been paid.

(a) In the event the dealer's up card is an Ace, the dealer will reconcile all 21+3 AND/OR 21+3 PROGRESSIVE wagers prior to asking for Insurance or checking his/her hand for a blackjack.

(67) After all 21+3 AND/OR 21+3 PROGRESSIVE wagers have been reconciled, regular blackjack dealing procedures resume.

(78) Once all players have acted on their hands, but prior to the dealer acting on his/her hand, players have the option of placing a second additional optional wager, otherwise known as "Bust Bonus." This wager must be made in an even dollar amount and may be made only by players who still

have an active hand (i.e., the player did not bust his/her hand). The minimum and maximum amounts of the optional Bust Bonus wagers permitted shall be posted on the table signage.

- (89) The dealer then acts on his/her hand as described in the standard blackjack rules.
- (910) As wagers on the standard game of blackjack are settled, the dealer shall also settle the Bust Bonus wagers according to the pay tables, selected at the discretion of the retail licensee. The pay table in use shall appear on the table layout or on signage at the table.
- (101) Dealer tip wagers may be made on both the 21+3 and Bust Bonus wager, as well as the blackjack primary wager.

**21+3 PROGRESSIVE PAY TABLES:**

OUTCOME	PT- BJS- 213-01	PT- BJS- 213-04	PT- BJS- 213-07	PT- BJS- 213-10
THREE ACES OR KINGS (SUIT SPECIFIC)	100%	100%	100%	100%
THREE ACES OR KINGS (SUITED)	100%	100%	\$2,000	\$3,000
THREE OF A KIND (SUITED)	\$125	\$150	\$150	\$200
STRAIGHT FLUSH	\$25	\$40	\$40	\$30
THREE OF A KIND	\$20	\$20	\$20	\$20
STRAIGHT	\$7	\$7	\$5	\$10
FLUSH	\$3	\$3	\$3	Loss

OUTCOME	PT- BJS- 213-02	PT- BJS- 213-05	PT- BJS- 213-08
THREE ACES, KINGS, OR QUEENS (SUIT SPECIFIC)	100%	100%	100%
THREE ACES (SUITED)	100%	100%	\$2,000
THREE OF A KIND (SUITED)	\$125	\$150	\$125
STRAIGHT FLUSH	\$25	\$40	\$40
THREE OF A KIND	\$20	\$20	\$20
STRAIGHT	\$6	\$7	\$6
FLUSH	\$2	\$2	\$2

OUTCOME	PT- BJS- 213-03	PT- BJS- 213-06	PT- BJS- 213-09	PT- BJS- 213-11
THREE ACES (SUIT SPECIFIC)	100%	100%	100%	100%
THREE ACES (SUITED)	100%	100%	\$2,000	\$3,000
THREE OF A KIND (SUITED)	\$125	\$150	\$150	\$200
STRAIGHT FLUSH	\$25	\$40	\$40	\$30
THREE OF A KIND	\$20	\$20	\$20	\$20
STRAIGHT	\$7	\$7	\$5	\$10
FLUSH	\$3	\$3	\$3	Loss

THE 21+3 PROGRESSIVE PAY TABLES ARE BASED ON A \$1 WAGER. IF THE PROGRESSIVE IS CONFIGURED WITH A DIFFERENT BASE WAGERING UNIT, THE SEED/RESEED AND PAYS SHOULD BE MULTIPLIED ACCORDINGLY.



30-2114

**The play - Buffalo Blackjack Bonus 3.** *Effective 5/15/18*

- (2) At the same time a player makes his/her standard blackjack wager, the player has an opportunity to make ~~two~~**THREE** additional optional wagers: the 21+3 wager, ~~and~~ the Top 3 wager, **AND THE 21+3 PROGRESSIVE WAGER**. ~~Both~~**THE 21+3 AND TOP 3** wagers must be placed in even dollar amounts **AND THE 21+3 PROGRESSIVE WAGER MUST BE OF SPECIFIED FIXED DOLLAR AMOUNT**. A player must place a 21+3 wager to be eligible to place a Top 3 wager. The minimum and maximum wagering limits of the 21+3, 21+3 Xtreme (see pay table below), ~~and~~ Top 3, **AND THE FIXED DOLLAR AMOUNT OF THE 21+3 PROGRESSIVE** wagers are determined by the house and/or Colorado law. The wagering limits and any aggregate pay out limitations must be posted on the table or layout.
- (3) **WHEN A 21+3 PROGRESSIVE WAGER IS PLACED ON THE SENSOR, THAT SENSOR WILL FLASH, INDICATING A WAGER IS PRESENT. ONCE ALL, AND IF ANY, 21+3 PROGRESSIVE WAGERS HAVE BEEN MADE, THE DEALER WILL LOCK IN THOSE WAGERS BY PRESSING THE DEALER BUTTON. THE DEALER WILL ENSURE THAT ALL SENSORS, WITH WAGERS, THAT WERE PREVIOUSLY FLASHING, ARE NOW CONTINUOUSLY LIT, WHILE SENSORS WITHOUT ANY WAGERS REMAIN UNLIT. THE DEALER THEN COLLECTS ALL PROGRESSIVE WAGERS, AS THEY ARE PAID ON A "FOR 1" BASIS.**
- (34) At the discretion of the retail licensee, players who have placed 21+3 and Top 3 wagers and have already placed a dealer tip on the blackjack wager, may be permitted to place tip bets for the dealer on that corresponding wager. If such tip wagers are accepted, winning 21+3 and Top 3 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.
- (45) Once the dealer has dealt two cards to each player and two cards to him/herself (1 up, 1 down), the dealer must determine if any players who have made 21+3, ~~and~~ Top 3, **AND THE 21+3 PROGRESSIVE** wagers have achieved winning hands. The 21+3, ~~and~~ Top 3, **AND THE 21+3 PROGRESSIVE** wagers are based on a 3 card hand using the dealer's one (1) up card and the player's two (2) initial cards to form a 3 card poker hand. A player will only be awarded for the highest winning event per wager, although his/her 3 card hand may contain more than one winning event (for example: A suited Three of a Kind).

**21+3 PROGRESSIVE WINNING HAND RANKINGS**

**THREE ACES (SUIT SPECIFIC):** **THREE ACES OF THE SAME, SPECIFIED SUIT (E.G. THREE ACES OF HEARTS).**

**THREE ACES (SUITED):** **THREE ACES OF THE SAME SUIT.**

**THREE ACES OR KINGS (SUIT SPECIFIC):** **THREE ACES OR THREE KINGS OF THE SAME, SPECIFIED SUIT.**

**THREE ACES OR KING (SUITED):** **THREE ACES OR THREE KINGS OF THE SAME SUIT.**

**THREE ACES, KINGS, QUEENS (SUIT SPECIFIC):** **THREE ACES, THREE KINGS, OR THREE QUEENS OF THE SAME, SPECIFIED SUIT.**

**THREE ACES, KINGS, OR QUEENS (SUITED):** **THREE ACES, THREE KINGS, OR THREE QUEENS OF THE SAME SUIT.**

**THREE OF A KIND (SUITED):** **THREE CARDS OF THE SAME RANK AND OF THE SAME SUIT.**

**STRAIGHT FLUSH:** **THREE CARDS IN A SEQUENCE AND THE SAME SUIT.**

**THREE OF A KIND:** THREE CARDS OF THE SAME RANK.

**STRAIGHT:** THREE CARDS IN A SEQUENCE (ACE CAN BE USED TO ACHIEVE AN ACE, 2, 3, STRAIGHT OR ACE, KING, QUEEN STRAIGHT).

**FLUSH:** THREE CARDS OF THE SAME SUIT.

- (56) Beginning from the dealer's right to left, in counterclockwise rotation, the dealer takes all losing 21+3 and Top 3 wagers and pays all winning 21+3, and Top 3, AND THE 21+3 PROGRESSIVE wagers. All winning hands are paid according to the approved posted pay table. All pay outs and original 21+3, and Top 3, AND THE 21+3 PROGRESSIVE wagers should be removed from the betting area once the player(s) have been paid.
- (a) In the event the dealer's up card is an Ace, the dealer will reconcile all 21+3, and Top 3, AND THE 21+3 PROGRESSIVE wagers prior to asking for Insurance or checking his/her hand for a blackjack.
- (67) After all 21+3, and Top 3, AND THE 21+3 PROGRESSIVE wagers have been reconciled but prior to the dealer exposing his/her hole card, players now have the option of placing an additional optional wager known as Bust Bonus. This wager must be made in an even dollar amount. The minimum and maximum amounts of the optional Bust Bonus wagers permitted shall be posted on the table signage.
- (78) The dealer then acts on his/her hand as described in the standard blackjack rules.
- (89) As wagers on the standard game of blackjack are settled, the dealer shall also settle the Bust Bonus wagers according to the pay tables, selected at the discretion of the retail licensee. The pay table in use shall appear on the table layout or on signage at the table.
- (910) Dealer tip wagers may be made on the 21+3, Top 3 and Bust Bonus wagers, as well as the blackjack primary wager.

**21+3 PROGRESSIVE PAY TABLES:**

<b>OUTCOME</b>	<b>PT- BJS- 213-01</b>	<b>PT- BJS- 213-04</b>	<b>PT- BJS- 213-07</b>	<b>PT- BJS- 213-10</b>
THREE ACES OR KINGS (SUIT SPECIFIC)	100%	100%	100%	100%
THREE ACES OR KINGS (SUITED)	100%	100%	\$2,000	\$3,000
THREE OF A KIND (SUITED)	\$125	\$150	\$150	\$200
STRAIGHT FLUSH	\$25	\$40	\$40	\$30
THREE OF A KIND	\$20	\$20	\$20	\$20
STRAIGHT	\$7	\$7	\$5	\$10
FLUSH	\$3	\$3	\$3	Loss

<b>OUTCOME</b>	<b>PT- BJS- 213-02</b>	<b>PT- BJS- 213-05</b>	<b>PT- BJS- 213-08</b>
THREE ACES, KINGS, OR QUEENS (SUIT SPECIFIC)	100%	100%	100%
THREE ACES (SUITED)	100%	100%	\$2,000
THREE OF A KIND (SUITED)	\$125	\$150	\$125
STRAIGHT FLUSH	\$25	\$40	\$40

THREE OF A KIND	\$20	\$20	\$20
STRAIGHT	\$6	\$7	\$6
FLUSH	\$2	\$2	\$2

OUTCOME	PT- BJS- 213-03	PT- BJS- 213-06	PT- BJS- 213-09	PT- BJS- 213-11
THREE ACES (SUIT SPECIFIC)	100%	100%	100%	100%
THREE ACES (SUITED)	100%	100%	\$2,000	\$3,000
THREE OF A KIND (SUITED)	\$125	\$150	\$150	\$200
STRAIGHT FLUSH	\$25	\$40	\$40	\$30
THREE OF A KIND	\$20	\$20	\$20	\$20
STRAIGHT	\$7	\$7	\$5	\$10
FLUSH	\$3	\$3	\$3	Loss

THE 21+3 PROGRESSIVE PAY TABLES ARE BASED ON A \$1 WAGER. IF THE PROGRESSIVE IS CONFIGURED WITH A DIFFERENT BASE WAGERING UNIT, THE SEED/RESEED AND PAYS SHOULD BE MULTIPLIED ACCORDINGLY.

## BASIS AND PURPOSE FOR RULE 22

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

## RULE 22 RULES FOR ROULETTE

### 30-2299.04 THE PLAY – ROULETTE UP.

ROULETTE UP IS A COPYRIGHTED, TRADEMARKED, AND PATENTED ROULETTE VARIATION GAME, THE RIGHTS TO WHICH ARE OWNED BY GALAXY GAMING, INC. OF LAS VEGAS, NEVADA AND WHICH MAY BE TRANSFERRED OR ASSIGNED. ROULETTE UP MUST BE PLAYED ACCORDING TO THE FOLLOWING RULES:

- (1) ROULETTE UP CONTAINS BONUS (FELT) AND PROGRESSIVE WAGERS THAT ARE HOUSE-BANKED OPTIONAL PROPOSITION WAGERS USED IN THE GAME OF ROULETTE.
- (2) ROULETTE UP IS BASED ON THE SEQUENCE OF SPINS AFTER THE WAGER IS PLACED. BETTING THAT THE NUMBERS SPUN WILL BE IN AN INCREASING SEQUENCE. THE WAGERS ARE PAID BASED ON THE STREAK LENGTH (AMOUNT OF SPINS OF INCREASING NUMBERS) BEFORE THE STREAK ENDS, ACCORDING TO THE RESPECTIVE PAY TABLES (BELOW).
- (3) THERE IS NO EFFECT ON THE PRIMARY GAME OF ROULETTE REGARDLESS OF THE OUTCOME OF THE ROULETTE UP BONUS AND/OR PROGRESSIVE WAGER.

### START OF GAME

- (1) PRIOR TO THE START OF EACH ROUND OF ROULETTE PLAY, PLAYERS MAY OPTIONALLY MAKE A ROULETTE UP BONUS AND/OR PROGRESSIVE WAGER IN COMBINATION WITH THEIR PRIMARY ROULETTE WAGER(S). THE RETAIL LICENSEE WILL CHOOSE WHETHER OR NOT PLAYERS ARE REQUIRED TO MAKE A STANDARD ROULETTE WAGER IN ORDER TO BE ELIGIBLE TO MAKE ANY ROULETTE UP WAGERS.

- (2) THE ROULETTE UP BONUS AND PROGRESSIVE WAGERS ARE PLACED ON THEIR DESIGNATED SPOTS ON THE TABLE LAYOUT AT THE SAME TIME AS ANY PRIMARY ROULETTE WAGERS. NOTE THAT ROULETTE UP BONUS AND PROGRESSIVE WAGERS MAY ONLY BE PLACED IF THERE IS NOT A STREAK (ROUND) CURRENTLY ACTIVE.
- (3) A PLAYER MAY OPTIONALLY PLACE A WAGER FOR THE BENEFIT OF THE DEALER. THAT WAGER IS PLACED ON TOP OF OR NEAR HIS/HER STANDARD ROULETTE WAGER, THE ROULETTE UP BONUS WAGER, OR BOTH. ALL TIP WAGERS ARE THE DISCRETION OF THE RETAIL LICENSEE.
- (4) WHEN A ROULETTE UP PROGRESSIVE WAGER IS PLACED ON THE SENSOR, THAT SENSOR WILL FLASH, INDICATING A WAGER IS PRESENT. ONCE ALL, AND IF ANY, ROULETTE UP PROGRESSIVE WAGERS HAVE BEEN MADE, THE DEALER WILL LOCK IN THOSE WAGERS BY PRESSING THE DEALER BUTTON. THE DEALER WILL ENSURE THAT ALL SENSORS, WITH WAGERS, THAT WERE PREVIOUSLY FLASHING, ARE NOW CONTINUOUSLY LIT, WHILE SENSORS WITHOUT ANY WAGERS REMAIN UNLIT. THE DEALER THEN COLLECTS ALL ROULETTE UP PROGRESSIVE WAGERS, AS THEY ARE PAID ON A "FOR 1" BASIS.
- (5) ALL ROULETTE UP BONUS WAGERS WILL REMAIN ON THEIR DESIGNATED BET SPOTS ON THE LAYOUT UNTIL THE STREAK HAS ENDED, AS DETAILED BELOW, SINCE THE WAGERS ARE ALWAYS ACTIVE FOR AT LEAST TWO SPINS AFTER THE INITIAL WAGERS ARE PLACED.
- (6) THE MINIMUM AND MAXIMUM WAGERING LIMITS OF THE ROULETTE UP BONUS WAGER, AND THE FIXED DOLLAR AMOUNT OF THE ROULETTE UP PROGRESSIVE WAGER, ARE DETERMINED BY THE HOUSE AND/OR COLORADO LAW. THE WAGERING LIMITS AND ANY AGGREGATE PAY OUT LIMITATIONS MUST BE POSTED ON THE TABLE OR LAYOUT.
- (7) THE ROULETTE UP WAGERS ARE CLOSED FOR BETTING AT THE SAME TIME AS ANY OF THE STANDARD ROULETTE WAGERS, BASED ON HOUSE PROCEDURES.
- (8) THE FIRST SPIN AFTER ANY ROULETTE UP WAGERS ARE PLACED ESTABLISHES THE STARTING NUMBER. A LAMMER OR DOLLY IS PLACED IN THE "1" BOX OF THE *UP STREAK* TRACKER ON THE TABLE LAYOUT, DENOTING THAT THE CURRENT STREAK LENGTH IS 1.

#### **CONTINUATION AND END OF THE STREAK**

- (1) THE ROULETTE UP BONUS AND/OR PROGRESSIVE WAGERS ARE ACTIVE FOR AS LONG AS EACH SUBSEQUENT SPIN IS A GREATER NUMBER THAN THE PREVIOUS NUMBER. THE STREAK LENGTH IS TRACKED ON THE *UP STREAK* TRACKER ON THE TABLE LAYOUT AFTER EACH INCREASING NUMBER IS SPUN, BY MOVING THE LAMMER OR DOLLY ALONG THE BOXES BASED ON THE AMOUNT OF SUBSEQUENT INCREASING SPINS. NOTE THAT 00 IS CONSIDERED GREATER THAN 0 AND LESS THAN 1.
- (2) WHILE THE ROULETTE UP BONUS AND PROGRESSIVE WAGERS REMAIN ACTIVE (THE STREAK CONTINUES), NO NEW ROULETTE UP BONUS OR PROGRESSIVE WAGERS CAN BE MADE.
- (3) THE ROULETTE UP BONUS AND PROGRESSIVE WAGER ENDS WHEN ONE OF THE FOLLOWING STREAK-ENDING EVENTS OCCUR:
  - (A) THE MOST RECENT NUMBER SPUN IS LESS THAN OR EQUAL TO THE PREVIOUS NUMBER.
  - (B) THE MOST RECENT NUMBER SPUN IS 36 (WHICH CANNOT BE EXCEEDED AND HENCE, NO NEED TO WAIT FOR ANOTHER SPIN).
  - (C) THE LONGEST STREAK LENGTH AVAILABLE ON THE ROULETTE UP BONUS OR PROGRESSIVE PAY TABLE(S) HAS BEEN REACHED.

NOTE: NONE OF THE ABOVE STREAK-ENDING EVENTS MOVE THE *UP STREAK* TRACKER ON THE TABLE LAYOUT (E.G., INCREASE THE STREAK LENGTH).

**END OF STREAK, DETERMINATION OF WINNER; TAKE OR PAY PROCEDURES**

(1) ONCE THE STREAK ENDS, THE DEALER WILL RECONCILE ALL ROULETTE UP BONUS AND PROGRESSIVE WAGERS ACCORDING TO THE STREAK LENGTH, AS POSTED ON THE CORRESPONDING PAY TABLE(S). PLAYERS WILL ONLY BE AWARDED FOR THE HIGHEST QUALIFYING STREAK LENGTH, ACCORDING TO THE PAY TABLE(S).

(A) IF THE ENDING STREAK IS NOT LONG ENOUGH TO ACHIEVE A WINNING EVENT, THE DEALER COLLECTS ALL ROULETTE UP BONUS WAGERS.

(B) IF THE ENDING STREAK IS LONG ENOUGH TO ACHIEVE A WINNING EVENT FOR THE ROULETTE UP BONUS AND/OR PROGRESSIVE WAGERS, ACCORDING TO THE CORRESPONDING PAY TABLE(S), THEN ALL QUALIFYING ROULETTE UP BONUS AND/OR PROGRESSIVE WAGERS ARE PAID ACCORDINGLY.

(2) ONCE ALL ROULETTE UP BONUS AND/OR PROGRESSIVE WAGERS HAVE BEEN RECONCILED, WAGERING ON ROULETTE UP IS ONCE AGAIN AVAILABLE.

**ROULETTE UP BONUS PAY TABLES:**

ROULETTE UP BONUS					
STREAK LENGTH	PT-FLT-RU-01	PT-FLT-RU-02	PT-FLT-RU-03	PT-FLT-RU-04	PT-FLT-RU-05
8	400	400	275	800	250
7	150	100	150	400	125
6	100	25	25	100	50
5	30	10	15	30	15
4	10	4	10	20	5
3	2	2	3	Loss	1
2	Loss	PUSH	Loss	Loss	PUSH
1	Loss	Loss	Loss	Loss	Loss

**ROULETTE UP PROGRESSIVE PAY TABLES:**

ROULETTE UP PROGRESSIVE							
STREAK LENGTH	PT-BJS-RU-01	PT-BJS-RU-02	PT-BJS-RU-03	PT-BJS-RU-04	PT-BJS-RU-05	PT-BJS-RU-06	PT-BJS-RU-07
9	100%	100%	100%				
8	\$3000	\$5000	\$1000	100%	100%	100%	100%
7	\$1500	\$2000	\$500	\$250	\$350	\$500	\$450
6	\$250	\$200	\$100	\$50	\$75	\$100	\$100
5	\$25	\$20	\$20	\$20	\$15	\$20	\$20
4	Loss	\$10	\$10	\$4	\$4	\$10	\$10
3	Loss	Loss	Loss	\$2	\$2	Loss	Loss
2	Loss	Loss	Loss	Loss	Loss	Loss	Loss
1	Loss	Loss	Loss	Loss	Loss	Loss	Loss

THE ROULETTE UP PROGRESSIVE PAY TABLES ARE BASED ON A \$1 WAGER. IF THE PROGRESSIVE IS CONFIGURED WITH A DIFFERENT BASE WAGERING UNIT, THE SEED/RESEED AND PAYS SHOULD BE MULTIPLIED ACCORDINGLY.

## BASIS AND PURPOSE FOR RULE 28

The purpose of Rule 28 is to establish playing rules for authorized types of baccarat, mini baccarat, midi baccarat and management procedures for conducting baccarat, mini baccarat and midi baccarat games in compliance with section 44-30-302(2), C.R.S. The statutory basis for Rule 28 is found in sections 44-30-201, C.R.S., 44-30-203, C.R.S., 44-30-302, C.R.S., 44-30-816, C.R.S., and 44-30-818, C.R.S.

## RULE 28 RULES FOR BACCARAT

### 30-2899.06 THE PLAY – INFINITE FORTUNE BACCARAT.

INFINITE FORTUNE IS A PATENTED BACCARAT VARIATION GAME, THE RIGHTS TO WHICH ARE OWNED BY SEVEN ACES 16125 OLIVE ST. BRIGHTON CO 80602 AND WHICH MAY BE TRANSFERRED OR ASSIGNED. INFINITE FORTUNE BACCARAT MUST BE PLAYED ACCORDING TO THE FOLLOWING RULES:

- (1) INFINITE FORTUNE BACCARAT MAY BE PLAYED ONLY ON TABLES UTILIZING THE INFINITE FORTUNE BACCARAT STYLE TABLE LAYOUT. THE GAME SHALL BE PLAYED USING 6 OR 8 DECKS OF STANDARD 52 CARDS. INFINITE FORTUNE MAY BE OFFERED EITHER AS A COMMISSION OR NO COMMISSION GAME.
- (2) ALL RULES PERTAINING TO BACCARAT REMAIN THE SAME AND ARE NOT ALTERED IN THIS GAME.
- (3) IF THE GAME IS PLAYED NO-COMMISSION ALSO KNOWN AS COMMISSION FREE, THERE WILL BE NO COMMISSION TAKEN AND THE BANKER HAND WILL PUSH WHEN BEATING THE PLAYER WITH A THREE CARD 7.
- (4) TO BEGIN, EACH PLAYER MAY PLACE THE BASE GAME WAGERS AND OR PLACE ADDITIONAL WAGERS ON THE 3 CARD 9 OVER 8, NATURAL 9 OVER 8, OR ANY 8 OVER 7, SUPER 7, FORTUNE 8 OR PAIR WAGERING SPOTS. (IT IS AT THE DISCRETION OF THE RETAIL LICENSEE TO MAKE THE BASE GAME BACCARAT WAGER MANDATORY. THE LICENSEE MUST THEN POST IN THEIR HOUSE RULES IF THE BASE GAME WAGER IS REQUIRED OR NOT).
- (5) ONCE ALL ADDITIONAL WAGERS ARE PLACED, THE GAME IS DEALT FOLLOWING APPROVED BACCARAT RULES AND PROCEDURES. NOTE: FOR NO-COMMISSION BACCARAT GAMES, IF THE BANKER HAND TOTALS 7 WITH THREE CARDS AND IS HIGHER THAN THE PLAYER HAND, ALL BANKER WAGERS PUSH.
- (6) AFTER THE BACCARAT HAND IS COMPLETED, ALL ADDITIONAL WAGERS ARE RESOLVED AS FOLLOWS:
  - (A) THERE ARE THREE INDIVIDUAL WAGERS CALLED SUPERSHOT WAGERS, EACH WINNING ON SPECIFIC OUTCOMES. THE HAND VALUES ARE INTERCHANGEABLE BETWEEN THE PLAYER AND THE BANKER HANDS.
  - (B) SUPERSHOT: 3 CARD 9 OVER 3 CARD 8 PAYS 200 TO 1.
  - (C) SUPERSHOT NATURAL: 9 OVER NATURAL 8, OPTION #1 PAYS 50 TO 1, OPTION #2 PAYS 45 TO 1, OPTION #3 PAYS 40 TO 1.
  - (D) SUPERSHOT: ANY 8 OVER ANY 7 PAYS 25 TO 1.
  - (E) THE SUPER 7 BONUS WAGER PAYS 40 TO 1 WHEN THE BANKER WINS WITH A THREE-CARD HAND TOTALING 7. ALL OTHER OUTCOMES WILL LOSE.
  - (F) THE FORTUNE 8 BONUS WAGER PAYS 25 TO 1 WHEN THE PLAYER WINS WITH A THREE-CARD HAND TOTALING 8. ALL OTHER OUTCOMES WILL LOSE.

(G) THE BANKER PAIR BONUS WAGER PAYS 11 TO 1 WHEN THE FIRST TWO CARDS OF THE BANKER ARE A PAIR.

(H) THE PLAYER PAIR BONUS WAGER PAYS 11 TO 1 WHEN THE FIRST TWO CARDS OF THE PLAYER ARE A PAIR.

(7) 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 BASE GAME OF COMMISSION OR COMMISSION FREE BACCARAT.

(8) AT THE DISCRETION OF THE RETAIL LICENSEE, ANY DEALER TIP DELIVERED AS A WAGER MAY BE PLACED ON THE 3 CARD 9 OVER 3 CARD 8, NATURAL 9 OVER 8, OR ANY 8 OVER 7, SUPER 7, FORTUNE 8 OR PAIR WAGERS, PROVIDED THAT THE PLAYER HAS PLACED A PERSONAL WAGER ON THE SAME WAGERING SPOT. ANY RESTRICTIONS OF DEALER TIP WAGERS MUST BE POSTED.