

## **BASIS AND PURPOSE FOR RULE 8**

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

### **RULE 8            RULES FOR BLACKJACK**

#### **30-815            Inspection and presentation of cards.**

- (5)        This regulation 47-1-815 shall not be applicable to dealers who are dealing at blackjack tables which use digital cards or digital representations of cards. **SUBSECTION (1), (2) AND (3) DO NOT APPLY TO PRE-SHUFFLED DECKS/BRICKS OF CARDS.**

## **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**

#### **30-1045.07        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. **The tournament must be structured so that a player cannot theoretically exceed wagering limitations for the tournament buy-in during the initial rounds of play in the tournament.** (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)

#### **30-1099.18        The play – Three Card Poker.**

- (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 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. *Amended 09/14/2012, Amended 10/16/13, Amended 8/14/18*

**30-1099.36 The play – Emperor’s Challenge AND EMPEROR’S CHALLENGE EXPOSED.** *Eff 03/16/2012*

Emperor's Challenge AND EMPEROR’S CHALLENGE EXPOSED ARE is 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

- (1) Emperor’s Challenge AND EMPEROR’S CHALLENGE EXPOSED (The GameS) is 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.
- (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
- (10) The object of the primary bet is EVALUATED AS FOLLOWS:
  - (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.
    - (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.
- (14~~2~~) The dealer may never foul his/her hand. If he/she does, the hand must be reset under the dealer rule.
- (12~~3~~) 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.
- (13~~4~~) Players are not allowed to show their hands or talk to other players about their hands before all cards are exposed.
- (14~~5~~) Players are responsible for arranging their own hands.
- (15~~6~~) Dealer assisted hands will be set the "house way" only.
- (16~~7~~) The dealer hand will win all absolute ties.
- (17~~8~~) 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:

- (189) 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:

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".

- (1920) 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:
- (201) 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.
- (a) Dealer/~~dealer~~BANKER is always Position 1, 8 and 15.
- (b) Counting clockwise OR COUNTERCLOCKWISE, the positions increment by 1 and continue clockwise OR COUNTERCLOCKWISE, until the number 18 is reached.
- (212) If using a random number generator: The dealer will count, clockwise OR COUNTERCLOCKWISE, the number on the L.E.D. starting with the dealer/~~dealer~~BANKER. The player in the last number counted will receive the 1st hand.
- (223) 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.
- (234) If there is a misdeal, all cards are picked up and a new hand is dealt.
- (245) All players will set their hands and place their cards on the table face down.
- (256) 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".)
- (267) 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.
- (278) 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).

- (28~~9~~) 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.
- (29~~30~~) Push hands will be verbally acknowledged as well as indicated by patting the table.
- (30~~1~~) 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.
- (31~~2~~) All primary wager bets must be in \$5.00 increments.
- (32~~3~~) The dealer will deal seven hands containing seven cards, distributing cards clockwise.
- (33~~4~~) Cards can only be handled by one player and must stay within the radius of the table at all times.
- (34~~5~~) 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.
- (35~~6~~) 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~~No pair.~~

~~\_\_\_\_\_ Highest card in the highest hand (in back), next two highest cards in the low hand (in front). [Eff 03/16/2012](#)~~

(b) ~~\_\_\_\_\_ One pair. [Eff 03/16/2012](#)~~

~~\_\_\_\_\_ Pair in the high hand (in back), next two highest cards in the low hand (in front). [Eff 03/16/2012](#)~~

(c) ~~\_\_\_\_\_ Two pair. [Eff 03/16/2012](#)~~

~~\_\_\_\_\_ Use the following groups to determine how to play a two pair. [Eff 03/16/2012](#)~~

~~\_\_\_\_\_ (i) 2 through 6: Low pairs. [Eff 03/16/2012](#)~~

~~\_\_\_\_\_ (ii) 7 through 10: Medium pairs. [Eff 03/16/2012](#)~~

~~\_\_\_\_\_ (iii) J through K: High pairs. [Eff 03/16/2012](#)~~

~~\_\_\_\_\_ (iv) Low/Low: Split unless holding a king or better, and then play two pair in the back. [Eff 03/16/2012](#)~~

~~\_\_\_\_\_ (v) Low/Med: Split unless holding a king or better, and then play two pair in the back. [Eff 03/16/2012](#)~~

~~\_\_\_\_\_ (vi) Low/High: Split unless holding an ace, and then play two pair in the back. [Eff 03/16/2012](#)~~

(vii) Med/Med: Split unless holding an ace, and then play two pair in the back. [Ef 03/16/2012](#)

(viii) Med/High: Always split. [Ef 03/16/2012](#)

(ix) High/High: Always split. [Ef 03/16/2012](#)

(x) Pair of aces and any other pair. Always split. [Ef 03/16/2012](#)

(d) Three pair. [Ef 03/16/2012](#)

Always play the highest pair in the low hand (in front). [Ef 03/16/2012](#)

(e) Three of a kind. [Ef 03/16/2012](#)

Always play three of a kind in back unless they are aces, and then play a pair of aces in back and one ace in front. [Ef 03/16/2012](#)

(f) Three of a kind (twice). [Ef 03/16/2012](#)

Always play highest pair in front. [Ef 03/16/2012](#)

(g) All straights, flushes, straight flushes, and royal flushes: [Ef 03/16/2012](#)

(i) With no pair: When choosing whether to play a straight, flush or straight flush, play the category which will allow the highest two cards. [Ef 03/16/2012](#)

(ii) With 6th or 7th card: Play the lower straight or flush in the back to place the highest cards in front. [Ef 03/16/2012](#)

(iii) With one pair: Play the pair in the low hand (in front) in the straight, flush or straight flush. [Ef 03/16/2012](#)

Flush can be preserved in the high hand (in back). [Ef 03/16/2012](#)

(iv) With two pair: Use the two pair rule. [Ef 03/16/2012](#)

(v) With three pair: Use the three pair rule. [Ef 03/16/2012](#)

(vi) With three of a kind: Play pair in front. [Ef 03/16/2012](#)

(vii) With Full House: Use full house rule. [Ef 03/16/2012](#)

(h) Full House. [Ef 03/16/2012](#)

Always split unless the pair is twos and you have an ace and a king to play in the front. [Ef 03/16/2012](#)

(i) Full house w/3-of-a-kind and two. [Ef 03/16/2012](#)

Pairs - play the highest pair in front. [Ef 03/16/2012](#)

(j) Full house w/3-of-a-kind twice. [Ef 03/16/2012](#)

Always play the highest pair in front. [Ef 03/16/2012](#)

(k) Four of a kind. [Eff 03/16/2012](#)

Play according to the rank of the four of a kind: [Eff 03/16/2012](#)

(i) 2 through 6: Always keep together. [Eff 03/16/2012](#)

(ii) 7 through 10: Split unless a king or better can be played in front. [Eff 03/16/2012](#)

(iii) J through K: Split unless an ace can be played in front. [Eff 03/16/2012](#)

(iv) Aces: Always split. [Eff 03/16/2012](#)

(l) Four of a kind and pair. [Eff 03/16/2012](#)

Play pair in front. [Eff 03/16/2012](#)

(m) Four of a kind and three of a kind. [Eff 03/16/2012](#)

Play pair in front from the three of a kind. [Eff 03/16/2012](#)

(n) Five aces. [Eff 03/16/2012](#)

Split aces and play three aces in back and two aces in front unless you have a pair of kings, then play five aces in back and kings in front. [Eff 03/16/2012](#)

(o) Joker (reminder). [Eff 03/16/2012](#)

The joker may be used to complete straights, flushes, or can play as an ace. When used in flushes, the joker is considered the highest card for the situation. When used alone, the joker becomes an ace. [Eff 03/16/2012](#)

Note: Ace, 2, 3, 4, 5 is the second highest straight. [Eff 03/16/2012](#)

### (367) Setting Hands:

(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.

(b) **IN EMPEROR'S CHALLENGE, T**he dealer will always arrange and set the dealer hand **AFTER** all players' hands have been set.

**(C) IN EMPEROR'S CHALLENGE EXPOSED, THE DEALER HAND IS DEALT FACE UP.**

**(I) THE DEALER HAND WILL BE PLACED IN FRONT OF THE BANKROLL TRAY.**

**(II) THE DEALER WILL ALWAYS PLAY THE "HOUSE WAY".**

**(eD)** 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.

### (378) Taking & paying:

### (389) House Commissions:

**(40) EMPEROR'S CHALLENGE EXPOSED.**

**(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.**

**BASIS AND PURPOSE FOR RULE 12**

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

**RULE 12 GAMING DEVICES AND EQUIPMENT**

**30-1206 Cards – inspection and removal from use.**

**(5) PRE-SHUFFLED DECKS/BRICKS OF CARDS ARE ALLOWED ON ALL APPLICABLE TABLE GAMES. SUBSECTION (1) SHALL NOT APPLY TO PRE-SHUFFLED DECKS/BRICKS OF CARDS AS LONG AS THE MANUFACTURER HAS INSPECTED THE DECKS/BRICKS OF CARDS AND GUARANTEES THEM TO BE COMPLETE AND ACCURATE. THE MANUFACTURER MUST PROVIDE SECURITY DEVICES ON EACH PRE-SHUFFLED DECK/BRICK OF CARDS AND THE NUMBER OF THE PERSON AT THE MANUFACTURER THAT VERIFIES AND INSPECTS EACH DECK/BRICK OF CARDS.**

**30-1280 Dice – physical characteristics.**

**(10) DICE USED IN THE TABLE GAMES OF PAI GOW TILES AND PAI GOW POKER MUST COMPLY WITH THE REQUIREMENTS OF SECTION (1) THRU (9) EXCEPT AS FOLLOWS:**

**(A) EACH DIE MUST BE FORMED IN THE SHAPE OF A PERFECT CUBE WITH BALL EDGE CORNERS AND OF A SIZE NO SMALLER THAN 0.5 INCH (1/2) ON EACH SIDE NOR ANY LARGER THAN 0.625 INCH (5/8) ON EACH SIDE.**

**(B) INSTEAD OF THE NAME OR LOGO OF THE CASINO LICENSEE, A CASINO LICENSEE MAY HAVE AN IDENTIFYING MARK IMPRINTED OR IMPRESSED ON EACH DIE.**

**(C) THE SPOTS ON EACH DIE DO NOT HAVE TO BE EQUAL IN DIAMETER.**

**(11) DICE USED IN THE TABLE GAME OF SIC BO MUST COMPLY WITH SECTION (1) THRU (9) EXCEPT EACH DIE USED IN AN AUTOMATED SIC BO SHAKER MUST BE FORMED IN THE SHAPE OF A CUBE 0.625 INCH ON EACH SIDE WITH BALL EDGE CORNERS.**

**30-1293 TILES AND SHAKER – PHYSICAL CHARACTERISTICS.**

**TILES SHALL:**

**(1) PAI GOW TILES SHALL BE PLAYED WITH A SET OF 32 RECTANGULAR BLOCKS TO BE KNOWN AS TILES. EACH TILE IN A SET SHALL BE IDENTICAL IN SIZE AND SHADING TO EVERY OTHER TILE IN THE SET.**

**(2) EACH TILE USED IN GAMING AT PAI GOW TILES SHALL:**

- (A) BE MADE OF A NON-TRANSPARENT BLACK MATERIAL, FORMED IN THE SHAPE OF A RECTANGLE, AND BE OF A SIZE NO SMALLER THAN 2.5 INCHES IN LENGTH, ONE INCH IN WIDTH AND 0.375 INCHES IN THICKNESS;
  - (B) HAVE THE SURFACE OF EACH OF ITS SIDES PERFECTLY FLAT, EXCEPT THAT THE FRONT SIDE OF EACH TILE SHALL CONTAIN SPOTS THAT SHALL EXTEND INTO THE TILE EXACTLY THE SAME DISTANCE AS EVERY OTHER SPOT;
  - (C) HAVE ON THE FRONT OF EACH TILE AN IDENTIFYING FEATURE UNIQUE TO THE RETAIL LICENSEE;
  - (D) HAVE THE TEXTURE AND FINISH OF EACH SIDE, WITH THE EXCEPTION OF THE FRONT SIDE, EXACTLY IDENTICAL TO THE TEXTURE AND FINISH OF ALL OTHER SIDES;
  - (E) HAVE THE BACK AND SIDES OF EACH TILE WITHIN A SET BE IDENTICAL AND NO TILE WITHIN A SET SHALL CONTAIN ANY MARKING, SYMBOL OR DESIGN THAT WILL ENABLE A PERSON TO KNOW THE IDENTITY OF ANY ELEMENT ON THE FRONT SIDE OF THE TILE OR THAT WILL DISTINGUISH ANY TILE FROM ANY OTHER TILE WITHIN A SET; AND
  - (F) HAVE IDENTIFYING SPOTS ON THE FRONT OF THE TILES THAT ARE EITHER RED OR WHITE OR BOTH.
- (3) EACH SET OF TILES SHALL BE PACKAGED SEPARATELY AND SHALL BE SEALED COMPLETELY IN SUCH A MANNER SO THAT ANY TAMPERING SHALL BE EVIDENT.
- (4) PAI GOW TILES AND PAI GOW POKER SHALL BE PLAYED WITH A CONTAINER, TO BE KNOWN AS A "PAI GOW SHAKER," WHICH SHALL BE USED TO SHAKE THREE DICE BEFORE EACH HAND OF PAI GOW IS DEALT IN ORDER TO DETERMINE THE STARTING POSITION FOR THE DEALING OF THE PAI GOW TILES AND PAI GOW POKER. THE PAI GOW SHAKER SHALL BE DESIGNED AND CONSTRUCTED TO CONTAIN ANY FEATURE THE DIVISION MAY REQUIRE TO MAINTAIN THE INTEGRITY OF THE GAME AND SHALL, AT A MINIMUM, ADHERE TO THE FOLLOWING SPECIFICATIONS:
- (A) THE PAI GOW SHAKER SHALL BE A STANDARD ALUMINUM CUP WITH LID, CAPABLE OF HOUSING THREE DICE AND SHALL BE DESIGNED SO AS TO PREVENT THE DICE FROM BEING SEEN WHILE THE DEALER IS SHAKING IT; AND
  - (B) THE PAI GOW SHAKER SHALL HAVE THE NAME OR IDENTIFYING LOGO OF THE GAMING LICENSEE IMPRINTED OR IMPRESSED THEREON.

### **30-1294 TILES – RECEIPT, STORAGE, INSPECTIONS, AND REMOVAL FROM USE.**

- (1) WHEN TILES ARE RECEIVED AT THE LICENSED ESTABLISHMENT, FOR USE IN A LICENSED ESTABLISHMENT, THEY MUST BE INVENTORIED AND THE BOXES SHALL BE PLACED FOR STORAGE IN A PRIMARY OR SECONDARY SECURE STORAGE AREA. ALL SETS OF TILES SHALL BE ADDED TO THE LICENSEE'S INVENTORY LOG.
- (A) APPROVAL MUST BE OBTAINED FROM THE DIVISION BEFORE A LICENSEE MAY STORE TILES AT A SECONDARY NON-LICENSED STORAGE AREA OFFSITE.
  - (B) TILES MAINTAINED IN SECONDARY STORAGE AREAS SHALL BE TRANSFERRED TO THE PRIMARY STORAGE AREA BEFORE BEING DISTRIBUTED TO THE PITS OR TABLES.
- (2) ALL PRIMARY AND SECONDARY STORAGE AREAS SHALL HAVE TWO SEPARATE LOCKS. THE LICENSEE'S SECURITY DEPARTMENT SHALL MAINTAIN ONE KEY AND THE TABLE GAMES DEPARTMENT SHALL MAINTAIN THE OTHER KEY.
- (3) AS NECESSARY, THE LICENSEE SHALL REMOVE THE APPROPRIATE NUMBER OF TILES FROM THE PRIMARY STORAGE AREA.



- (4) ONCE REMOVED FROM THE PRIMARY STORAGE AREA, THE LICENSEE SHALL TAKE THE TILES TO THE PIT AND SHALL SECURE THEM IN A SINGLE LOCKED DRAWER DESIGNATED FOR GAMING INSTRUMENTS (I.E., CARDS, DICE, TILES, ROULETTE BALLS, AND GAMING FORMS) OR DISTRIBUTE THEM TO A DEALER OR OTHER PIT SUPERVISOR.
- (A) PRIOR TO USE IN A GAME, THE MANAGER ON DUTY OR PIT SUPERVISOR SHALL INSPECT THE TILES FOR ANY EVIDENCE OF TAMPERING, ALONG WITH ANY MARKS OR SCRATCHES THAT WOULD INDICATE WHAT THE POSSIBLE VALUE OF THE TILES ARE. THE PROCEDURES FOR INSPECTING ALL SETS OF TILES SHALL INCLUDE BUT ARE NOT LIMITED TO THE FOLLOWING:
- (i) THE SORTING OF TILES BY PAIRS;
- (ii) THE VISUAL INSPECTION OF THE SIDES AND BACK OF EACH TILE FOR TAMPERING, MARKINGS OR ALTERATIONS; AND
- (iii) THE INSPECTION OF THE SIDES AND BACK OF EACH TILE WITH AN ULTRAVIOLET LIGHT.
- (B) FOLLOWING THIS INSPECTION, THE TILES SHALL BE PLACED ON THE TABLE FOR USE IN GAMING. AT ALL TIMES WHILE THE TILES ARE AT THE TABLE, THEY SHALL NEVER BE LEFT UNATTENDED.
- (C) IF TILES ARE STORED IN THE PIT, THEY SHALL BE KEPT IN A SINGLE LOCKED DRAWER DESIGNATED FOR GAMING INSTRUMENTS (I.E., CARDS, DICE, TILES, ROULETTE BALLS, AND GAMING FORMS). ACCESS TO THE LOCKED STORAGE AREA IS LIMITED TO THE PIT SUPERVISOR. THE PIT SUPERVISOR SHALL MAINTAIN A CURRENT LOG THAT REFLECTS THE CURRENT NUMBER OF TILES IN THE LOCKED STORAGE AREA. ANY DISCREPANCY SHALL BE IMMEDIATELY REPORTED TO THE DIVISION.
- (5) THE LICENSEE SHALL REMOVE ANY TILES FROM USE ANY TIME THERE IS ANY INDICATION OF TAMPERING, FLAWS OR OTHER DEFECTS THAT MIGHT AFFECT THE INTEGRITY OR FAIRNESS OF THE GAME, OR AT THE REQUEST OF THE DIVISION.
- (6) AT THE END OF THE GAMING DAY OR AT SUCH OTHER TIMES AS MAY BE NECESSARY, A PIT SUPERVISOR SHALL VISUALLY INSPECT EACH TILE FOR EVIDENCE OF TAMPERING. ANY EVIDENCE OF TAMPERING OR SUSPECTED TAMPERING MUST BE IMMEDIATELY REPORTED TO THE DIVISION.
- (7) ANY TILE SHOWING EVIDENCE OF TAMPERING SHALL BE PLACED IN A SEALED ENVELOPE OR CONTAINER, IDENTIFIED BY TABLE NUMBER, DATE, AND TIME, AND THE ENVELOPE MUST BE SIGNED OR INITIALED BY THE DEALER AND PIT SUPERVISOR.
- (8) ALL EXTRA TILES IN RESERVE THAT ARE TO BE DESTROYED OR CANCELLED SHALL BE PLACED IN A SEALED ENVELOPE OR CONTAINER, WITH A LABEL ATTACHED TO EACH ENVELOPE OR CONTAINER WHICH IDENTIFIES THE DATE AND TIME AND IS SIGNED BY THE PIT SUPERVISOR.
- (9) AT LEAST ONCE EACH GAMING DAY, OR AT SUCH OTHER TIMES AS MAY BE NECESSARY, A LICENSED SECURITY OFFICER SHALL COLLECT AND SIGN ALL ENVELOPES OR CONTAINERS OF USED TILES AND ANY TILES IN RESERVE THAT ARE TO BE DESTROYED OR CANCELLED AND SHALL TRANSPORT THEM TO A DESIGNATED LOCATION APPROVED BY THE DIVISION FOR CANCELLATION OR DESTRUCTION. NO TILES THAT HAVE BEEN PLACED ON A TABLE FOR USE IN GAMING SHALL REMAIN ON A TABLE FOR MORE THAN 24 HOURS.

### **30-1295 CANCELLATION AND DESTRUCTION OF TILES.**

ALL TILES REMOVED FROM A GAME, EXCEPT THOSE RETAINED FOR DIVISION INSPECTION, SHALL BE DESTROYED OR CANCELLED WITHIN 72 HOURS TO PREVENT REINTRODUCTION OF THE TILES TO THE GAME. LICENSEES SHALL HAVE THE OPTION TO DESTROY THE TILES BY DRILLING A CIRCULAR HOLE OF AT LEAST ONE QUARTER OF ONE INCH (1/4") IN DIAMETER THROUGH THE CENTER OF EACH TILE, SHREDDING BY THE SECURITY DEPARTMENT OR A VENDOR APPROVED BY THE DIVISION OR BY ANY OTHER METHOD APPROVED BY THE DIVISION.

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

The purpose of Rule 25 is to establish playing rules for keno and procedures for conducting keno games in compliance with section 44-30-302 (2), C.R.S. The statutory basis for Rule 25 is found in sections 44-30-201, C.R.S., 44-30-203, C.R.S., 44-30-302, C.R.S., and 44-30-818, C.R.S.

### **RULE 25      RULES FOR KENO**

#### **30-2502      Definitions for keno.**

- (3) "Keno request" means a keno writer request or a keno runner request **WHEN REQUIRED BY A KENO SYSTEM OR LICENSEE'S PROCEDURES.**
- (4) "Keno runner request" means **WHEN REQUIRED BY A KENO SYSTEM OR LICENSEE'S PROCEDURES,** a two-part form or a one-part form with a detachable portion, which serves as a receipt used by a patron to select the desired number or numbers (spots) for one or more keno games by giving the form to a keno runner.
- (12) **KENO WINS ARE PAYABLE AFTER ALL GAMES WAGERED HAVE BEEN COMPLETED, UNLESS A MULTI-RACE TICKET IN PROGRESS IS QUIT (CANCELLED).** "Winning keno ticket report" means a report utilized by a keno runner who **CARRIES TICKETS FOR REDEMPTION AND/OR PLAY** ~~generates and redeems keno tickets at TO~~ a keno workstation, **WHICH MAY BE USED** to verify and directly redeem winning keno tickets **AND/OR TO CALCULATE THE AMOUNT DUE FOR THE NEXT GAMES REPLAY.** The report may be generated by a keno employee or print automatically after each keno game, **AND** shall list all winning keno tickets with a value of \$500.00 or less generated by each keno runner for that game, and shall contain, at a minimum:
- (a) The identification code of the keno runner, **OR THE SERIAL NUMBER OF EACH WINNING TICKET, DEPENDING ON SYSTEM OR LICENSEE PROCEDURES;**
- (c) As to each winning keno ticket:
- (i) The total **TICKET** pay out ~~FOR FINISHED TICKETS; and.~~

#### **30-2503      Keno games.**

- (1) All keno systems shall be approved by the Division. Each casino licensee which elects to offer the game of keno shall conduct the game with an independent system and a draw device which selects the winning numbers for the game in a random fashion. The program used to operate the random number generator shall be unique to the State of Colorado and may not be used by any other jurisdiction with gaming. A Colorado approved independent testing laboratory shall certify that the keno system used in conjunction with keno game play meets or exceeds the standards approved by the Commission, and the standards established by this document. The random number generator for the keno system shall have a printer or other independent method which records the game numbers and selected winning numbers. The random number generator shall be ~~secured by dual locking mechanisms, which are unique from one another~~ **ACCESSIBLE USING A METHOD APPROVED BY THE DIVISION, IF THE RANDOM NUMBER GENERATOR IS A SEPARATE MODULE.**

- (5) A keno supervisor or a keno writer shall provide verbal notice that the current keno game will be closing at least one minute prior to closing that game or the casino licensee shall display the minimum remaining time between keno games at each keno booth or satellite keno booth. If keno runners are authorized to accept wagers on a keno game, the game shall not be closed until all such runners have "signed/**CHECKED** in" in accordance with the rules of the Division.

**30-2504.01 Keno - Multi-Link and Multi-State / Wide Area Progressive (WAP) Systems.**

- (3) The licensee operating the central monitoring system must provide sufficient internal controls to address the security of equipment. Updates to the Internal Controls must be submitted to the Division with a redline and clean copy. At a minimum, the Internal Controls must include the following:
- (j) Reports provided to the participating casinos or Division which must include, at a minimum, the following:
    - (ii) Upon the invoicing of any retail licensee participating in a multi-link or multi-state keno system, each such licensee must be given a printout for each **gameKENO OPERATION** in a retail license establishment, showing the contributed amount to the progressive for the period for which an invoice is remitted, and any other information required by the Division or Commission to confirm the validity of the licensee's contributions to the progressive amount.
- (6) Cash requirements for multi-link or multi-state keno systems:
- (c) For progressive awards that are paid in a single payment, the person authorized to operate a multi-link or multi-state keno system must maintain funds in a bank, or other financial institution in Colorado, which is chartered by the State of Colorado or any other state or the United States Government, equal to:
    - (iii) **IF THE PROGRESSIVE AWARD PAYMENT, AS STATED IN THE CONTRACT, IS PAID BY MORE THAN ONE LICENSEE, THE PORTION OF THE CURRENT PROGRESSIVE LIABILITY AND THE PRESENT VALUE OF THE RESET AMOUNT MUST BE MAINTAINED BY EACH LICENSEE AS STATED IN PARAGRAPH (C) ABOVE.**
  - (d) On a quarterly basis, the person authorized to operate a Colorado multi-link or multi-state keno system, **AND ANY LICENSEE PAYING ANY PORTION OF THE PROGRESSIVE AWARD,** must provide to the Division a report detailing the required funds. These amounts must be maintained for each multi-link or multi-state progressive.

**30-2505 Keno procedures.**

- (10) A keno runner may accept wagers and redeem winning tickets without the assistance of a keno writer provided that:
- (b) **The keno system must generate the reports necessary for the accounting and reconciliation of the keno drawer, or pouch, of each keno runner. ALL ACCEPTED WAGERS AND REDEEMED TICKETS ARE ACCOUNTED FOR AND RECONCILED TO THE DRAWER OR POUCH AND THE WINNING KENO TICKET.**
- (11) If a patron requests to place a keno wager with a keno runner, the keno runner shall:

- (a) Require the patron to complete a two-part keno runner request **WHERE REQUIRED BY A KENO SYSTEM OR LICENSEE'S PROCEDURES**, and to present currency, coin, gaming chips, slot tokens, or coupons in an amount sufficient to fund the request;
  - (b) Provide the duplicate of the keno runner request to the patron as a receipt for the keno wager, **WHERE A KENO RUNNER REQUEST IS REQUIRED BY A KENO SYSTEM OR LICENSEE'S PROCEDURES**;
  - (d) Take the **original of the keno runner request with the PATRON'S** wager information together with the currency, coin, gaming chips, slot tokens, or coupons to a keno writer at a keno workstation or to a keno booth, satellite keno booth, or keno locker where the keno runner has a keno drawer;
  - (f) Deliver the keno ticket or tickets **AND ANY MONIES DUE** to the patron in exchange for the duplicate copy of the keno runner request, provided that, prior to the exchange, the keno runner shall compare the two parts of the keno runner request to ensure that the ticket is presented to the correct patron.
- (12) If a patron requests to redeem a winning keno ticket with a keno runner, a keno runner shall:
- (b) Take the winning ticket to a keno writer **at a keno workstation or to a workstation in a keno booth, satellite keno booth, or keno locker where the keno runner has a keno drawer or, FOR PROCESSING. If the keno runner has paid the patron directly from his or her pouch, redeem the winning keno ticket at a keno workstation no later than the end of the keno runner's shift.** **THE KENO WRITER SHALL TRANSACT WITH THE RUNNER TO COLLECT OR PAY ANY MONIES TRANSACTED. IF A KENO RUNNER ALSO FUNCTIONS AS A WRITER, THE RUNNER'S OWN WRITER BACK FUNDS THE RUNNER POUCH**;
  - (c) Unless the keno runner has paid the patron directly from his or her pouch, obtain the proceeds of the ticket **OR THE CHANGE DUE** from the keno writer or the keno runner's drawer; and
  - (d) Deliver the proceeds **OR THE CHANGE DUE** to the patron in exchange for the keno ticket receipt.

**30-2507 Placement of wagers.**

- (4) Each casino licensee shall post, publish and/or provide notice of the minimum wagering requirements, **and** the maximum wagers in effect at the game of keno **AND ANY DISCLAIMERS (E.G. 30-2507 (3) ABOVE**.

**30-2510 Technical standards.**

- (4) Keno system outcomes shall be randomly determined in accordance with the Division's rules for **a random number generator (RNG) APPROVED DRAW DEVICES**.

**BASIS AND PURPOSE FOR RULE 26**

The purpose of Rule 26 is to establish playing rules for conducting Pai Gow Tiles games, in compliance with section 44-30-302 (2), C.R.S. The statutory basis for Rule 26 is found in sections 44-30-201, C.R.S., 44-30-203, C.R.S., 44-30-302, C.R.S., and 44-30-818, C.R.S.

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

**30-2604 Dice; number of dice; pai gow tiles shaker.**

(5) PAI GOW BUTTONS, WHICH INCLUDE DEALER, ACTION, AND BANKER BUTTONS, ARE ALLOWED. EACH BUTTON MAY HAVE IMPRINTED A CHARACTER AND OR AN ENGLISH WORD INDICATING WHAT THE BUTTON REPRESENTS.

**30-2605 Opening of the table for gaming; shuffling procedures.**

(8) All Pai Gow Tiles tile tables must have an identifying number assigned by the retail licensee, on the surface of the table or table accessory. This table number must be visible to surveillance personnel and must be captured on surveillance video during table activity. All Pai Gow Tiles tile tables will have a drop box with a corresponding number to the table AND if applicable, a tip box will be attached on the same side of TO the table as the drop box.

**30-2699.01 THE PLAY- PAIR FORTUNES.**

(1) PAIR FORTUNES IS A TRADEMARKED PAI GOW TILES VARIATION GAME, THE RIGHTS TO WHICH ARE OWNED BY SG GAMING INC. OF LAS VEGAS, NEVADA AND WHICH MAY BE TRANSFERRED OR ASSIGNED. PAIR FORTUNES MUST BE PLAYED ACCORDING TO THE FOLLOWING RULES. PAIR FORTUNES IS PLAYED THE SAME WAY AS TRADITIONAL PAI GOW TILES WITHOUT MODIFYING ANY OF THE EXISTING RULES OF THE STANDARD GAME. PAIR FORTUNES PAI GOW OFFERS FIVE SEPARATE OPTIONAL BONUS WAGER PAY OUTS.

(2) PAIR FORTUNES MAY ONLY BE PLAYED ON APPROVED TABLE EQUIPMENT WITH THE NECESSARY SIGNAGE AND WHICH DISPLAYS THE PAIR FORTUNES TABLE LAYOUT. PLAYERS MAKE THE PAIR FORTUNES WAGER BY BETTING IN THE MARKED AREA. AT THE DISCRETION OF THE RETAIL LICENSEE PLAYERS MAY BE REQUIRED TO MAKE A STANDARD PAI GOW TILES WAGER.

(3) WAGERS.

PAIR FORTUNES IS AN OPTIONAL WAGER FOR PAI GOW TILES. A PLAYER WINS IF THEY HAVE AT LEAST ONE PAIR IN THEIR HAND. IT DOES NOT MATTER HOW PLAYERS TILES ARE ARRANGED AGAINST THE DEALER. BEFORE THE TILES ARE DEALT, PLAYERS MAY MAKE THE PAIRS FORTUNE WAGER WITHIN SPECIFIED HOUSE BETTING LIMITS. IF THE HOUSE PERMITS, THEY MAY MAKE THIS WAGER FOR MORE THAN THEIR STANDARD PAI GOW TILES WAGER. SEE PAY TABLES FOR ODDS.

(4) PAY TABLES AND PAY OUTS:

THE RETAIL LICENSEE MAY USE ONE OF THE BELOW LISTED PAY TABLES:

PLAYER HAND	PAY OUTS			
	1	2	3	4
GEE JOON PAIR AND HEAVEN PAIR	300 TO 1	250 TO 1	250 TO 1	200 TO 1
2 PAIR	25 TO 1	25 TO 1	30 TO 1	30 TO 1

GEE JOON PAIR	8 TO 1	8 TO 1	7 TO 1	10 TO 1
MIXED PAIR	4 TO 1	5 TO 1	5 TO 1	4 TO 1
IDENTICAL PAIR	3 TO 1	2 TO 1	2 TO 1	2 TO 1

### BASIS AND PURPOSE FOR RULE 27

The purpose of Rule 27 is to establish playing rules for conducting Big 6 Wheel games, in compliance with section 44-30-302 (2), C.R.S. The statutory basis for Rule 27 is found in sections 44-30-201, C.R.S., 44-30-203, C.R.S., 44-30-302, C.R.S., and 44-30-818, C.R.S.

### RULE 27 RULES FOR BIG 6 WHEEL

#### 30-2703 Wagers and rotation of the wheel.

- (2) The wheel shall be spun by the dealer in either direction and must complete at least three revolutions to constitute a valid spin. The dealer must alternate the direction of the wheel each spin. **IF THE WHEEL FAILS TO COMPLETE AT LEAST THREE REVOLUTIONS THE SPIN WILL BE VOID AND THE DEALER WILL RE-SPIN THE WHEEL.**
- (5) If the clapper comes to rest between two numbers or symbols upon completion of the spin of the wheel, the spin shall be void and the dealer shall re-spin the wheel. **IF THE CLAPPER BREAKS OR FALLS OFF THE WHEEL, THE SPIN WILL BE VOID AND THE DEALER WILL RETURN ALL WAGERS TO THE PATRON.**

### 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

#### 30-2806 Cards: number of decks; value; point count of hand.

- (1) Baccarat will be played with six to ~~eight~~**TEN** decks of cards and two additional cutting cards.