

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

30-899.25 The Play – Blackjack Burnout. *Effective 2/14/18*

Blackjack Burnout is a trademarked and patent-pending blackjack variation game, the rights to which are owned by Angel Espino of Westminster, CO and which may be transferred or assigned. Blackjack Burnout shall be dealt and played following the standard rules of blackjack, except as follows:

- (1) Blackjack Burnout must be played only on tables utilizing a Blackjack Burnout style table layout. The game shall be played using six standard 52 card decks and is dealt from a dealing shoe. AT THE DISCRETION OF THE RETAIL LICENSEE, THE GAME CAN BE PLAYED WITH THE OPTION OF USING TWO STANDARD 52 CARD DECKS OR SIX STANDARD 52 CARD DECKS. THE METHOD OF THE DELIVERY OF THE CARDS, HAND DEALT OR DEALT FROM A SHOE OR AUTO SHUFFLER, IS AT THE DISCRETION OF THE RETAIL LICENSEE.

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

30-1099.52 THE PLAY – 3 CARD SHINE

3 CARD SHINE POKER IS A VARIATION POKER GAME, THE RIGHTS TO WHICH ARE OWNED BY ACES UP GAMING. 3 CARD SHINE POKER MUST BE PLAYED ACCORDING TO THE FOLLOWING RULES:

- (1) 3 CARD SHINE POKER MAY BE PLAYED ONLY ON TABLES UTILIZING A 3 CARD SHINE POKER STYLE TABLE LAYOUT. THE GAME SHALL BE PLAYED USING ONE STANDARD 52 CARD DECK. THE RANK OF HANDS IN 3 CARD SHINE POKER, FROM HIGHEST TO LOWEST, IS: 3 ACES, STRAIGHT FLUSH, THREE OF A KIND, STRAIGHT, FLUSH, PAIR, AND HIGH CARD. EACH PLAYER MAY PLAY A MAXIMUM OF TWO HANDS FOLLOWING EACH SHUFFLE OF THE DECK.
- (2) TO START THE GAME, EACH PLAYER MUST MAKE AT LEAST ONE OF TWO WAGERS: PAIR XXX OR ANTE. ALL WAGERS MUST BE WITHIN THE POSTED MINIMUM AND MAXIMUM WAGER LIMITS DETERMINED BY THE HOUSE AND IN ACCORDANCE WITH APPLICABLE LAW. THE PAIR XXX WAGER IS PLACED TO PLAY FOR HAND VALUE ONLY; THE ANTE WAGER IS PLACED TO PLAY AGAINST THE DEALER.
- (3) THE PLAYER MAY ALSO PLACE AN OPTIONAL SUPER 6 BONUS WAGER.
 - (A) THE SUPER 6 BONUS WAGER IS BASED ON THE BEST 5-CARD POKER HAND MADE USING THE PLAYER'S 3 CARDS AND THE DEALER'S 3 CARDS AND PAYS ACCORDING TO THE POSTED PAY TABLE.

- (4) THE PLAYER MAY PLACE ANY OR ALL OF THESE THREE AVAILABLE WAGERS. THE RETAIL LICENSEE HAS THE OPTION TO LIMIT THE NUMBER OF OPTIONAL WAGERS OFFERED. ONCE ALL PLAYERS HAVE PLACED THEIR WAGERS, THE DEALER WILL THEN FOLLOW HOUSE PROCEDURES FOR DEALING THE REGULAR GAME.
- (5) AT THE DISCRETION OF THE RETAIL LICENSEE, A DEALER TIP WAGER MAY BE PLACED BY THE PLAYER ON THE PAIR XXX, SUPER 6 BONUS, OR ANTE, PROVIDED THAT THE PLAYER HAS PLACED A PERSONAL WAGER ON THE SAME. IF THE PLAYER CONTINUES TO PLACE A PLAY WAGER, THE DEALER'S TIP ON THE ANTE MAY REMAIN IN PLAY REGARDLESS WHETHER THE PLAYER ADDS A TIP WAGER ON HIS/HER PLAY WAGER.
- (6) IMMEDIATELY PRIOR TO THE COMMENCEMENT OF PLAY AND AFTER EACH ROUND OF PLAY HAS BEEN COMPLETED, THE DEALER SHALL SHUFFLE THE CARDS. FOLLOWING THE SHUFFLE AND CUT, THE DEALER DEALS THREE CARDS TO EACH PLAYER AND TO THE DEALER, EITHER FACE DOWNWARD AND ONE AT A TIME IN ROTATION AMONG THE PLAYERS AND THE DEALER, OR IN A THREE-CARD GROUP DISPENSED BY A MECHANICAL SHUFFLING DEVICE. THE FIRST PLAYER TO RECEIVE A CARD, OR CARDS, IS THE PLAYER TO THE LEFT OF THE DEALER; THE DEALER RECEIVES CARDS LAST.
- (7) AN INCORRECT NUMBER OF CARDS DEALT TO A PLAYER CONSTITUTES A MISDEAL TO THAT PLAYER ONLY. THE PLAYER RECEIVING THE MISDEALT CARDS RETAINS THE PLAYER'S ANTE AND ANY BETS. AN INCORRECT NUMBER OF CARDS DEALT TO THE DEALER CONSTITUTES A MISDEAL FOR THE HAND, AND ALL PLAYERS RETAIN THEIR ANTES AND ANY BETS. ANY NUMBER OF EXPOSED CARDS DOES NOT CONSTITUTE A MISDEAL. IF THE DEALER EXPOSES A CARD, THE DEALER WILL TURN THE CARD OVER AND CONTINUE DEALING.
- (8) WAGERS ARE COLLECTED OR PAID IN THIS ORDER: PLAY, ANTE BONUS (IF APPLICABLE), ANTE, PAIR XXX AND SUPER 6 BONUS.
- (9) IF A PLAYER WHO HAS PLACED AN ANTE WAGER WANTS TO STAY IN THE HAND, THE PLAYER MUST PLACE A PLAY WAGER IN AN AMOUNT EQUAL TO HIS/HER ANTE WAGER.
- (10) IF A PLAYER HAS PLACED AN ANTE WAGER AND DOES NOT WANT TO PLAY, THE PLAYER HAS THE OPTION TO FOLD AND FORFEIT THE ANTE WAGER. IF A PLAYER HAS MADE A SUPER 6 BONUS WAGER AND HAS FOLDED HIS/HER ANTE WAGER, HE/SHE IS STILL ELIGIBLE TO WIN THE SUPER 6 BONUS WAGER. THE DEALER WILL TUCK THE PLAYER'S FOLDED CARDS UNDER THE SUPER 6 BONUS WAGER AND COLLECT THE ANTE WAGER. IF A PLAYER HAS PLACED A PAIR XXX WAGER, AND DOES NOT QUALIFY AS A WINNER, THE WAGER IS LOST AND THE PLAYER SHOULD FOLD THE PLAYER'S CARDS. AFTER ALL PLAYERS WHO WISH TO FOLD HAVE FOLDED, THE DEALER COLLECTS THE ANTE AND/OR THE PAIR XXX WAGER AND THE CARDS FROM EACH PLAYER WHO FOLDED. ALL BETS WILL BE COLLECTED IN THE ORDER IN WHICH THE PLAYERS FOLD. AS THE DEALER COLLECTS THE CARDS, THE CARDS ARE SPREAD FACE DOWN TO COUNT THEM, AND THEN PLACED IN THE DISCARD RACK.
- (11) AFTER ALL PLAYERS HAVE ACTED, THE DEALER EXPOSES HIS/HER CARDS AND CREATES THE BEST POSSIBLE THREE CARD POKER HAND, RANKING THE CARDS FROM THE DEALER'S LEFT TO THE RIGHT AND ALLOWING THE PLAYERS TO SEE THE HAND.
- (12) THE DEALER'S HAND MUST CONTAIN A QUEEN HIGH OR BETTER TO QUALIFY TO PLAY AGAINST THE PLAYER'S HAND.
- (13) IF THE DEALER'S HAND DOES NOT QUALIFY, ALL PLAY WAGERS ARE PUSHES, BUT ANTE BONUSES ARE PAID ON ALL STRAIGHTS OR BETTER. ALL ANTE WAGERS ARE PAID 1:1 AND ALL PAIR XXX AND SUPER 6 BONUS WAGERS ARE PAID ACCORDING TO THE POSTED PAY TABLE OR TAKEN.
- (A) PLAYERS WILL RECEIVE AN ANTE BONUS ON A STRAIGHT, THREE OF A KIND AND STRAIGHT FLUSH. THIS IS NOT DEPENDENT UPON THE PLAYER'S HAND BEATING THE DEALER'S HAND.

PAY TABLE FOR ANTE BONUS

STRAIGHT FLUSH	5 TO 1
3 OF A KIND	4 TO 1
STRAIGHT	1 TO 1

(14) IF THE DEALER'S HAND DOES QUALIFY, THE DEALER'S HAND IS COMPARED TO THE PLAYER'S HAND.

(A) IF A PLAYER'S HAND BEATS THE DEALER'S HAND, THE PLAYER'S ANTE AND PLAY WAGERS ARE BOTH PAID 1:1, ANTE BONUSES ARE PAID ON ALL STRAIGHTS OR BETTER, AND ALL PAIR XXX AND SUPER 6 BONUS WAGERS ARE PAID ACCORDING TO THE POSTED PAY TABLE OR TAKEN.

(B) IF A DEALER'S HAND BEATS THE PLAYER'S HAND, THE PLAYER LOSES ON BOTH THE ANTE AND PLAY WAGERS. ANTE BONUSES ARE STILL PAID ON ALL STRAIGHTS OR BETTER, AND ALL PAIR XXX AND SUPER 6 BONUS WAGERS ARE PAID ACCORDING TO THE POSTED PAY TABLE OR TAKEN.

(i) IF AFTER RANKING THE CARDS, THE DEALER FINDS THAT THE DEALER'S FIRST TWO CARDS ARE A TIE WITH THE PLAYER'S FIRST TWO CARDS, THE THIRD CARD WILL DETERMINE THE WINNER. A TIED HAND IS A PUSH ON THE PLAY AND THE ANTE WAGERS. HOWEVER, THE BONUS ON THE ANTE, PAIR XXX AND SUPER 6 BONUS WAGERS ARE ALWAYS PAID, IF APPLICABLE.

(15) IF A PLAYER HAS MADE A PAIR XXX WAGER AND THE PLAYER'S HAND CONTAINS A PAIR OR BETTER, THE PLAYER WINS, REGARDLESS OF THE DEALER'S HAND. IF A PLAYER HAS MADE A SUPER 6 BONUS WAGER AND THE PLAYER'S HAND CONTAINS A 3 OF A KIND OR BETTER, THE PLAYER WINS, REGARDLESS OF THE DEALER'S HAND. IF THE PLAYER'S HAND CONTAINS LESS THAN THE MINIMUM QUALIFYING HANDS FOR EACH WAGER, THE PLAYER LOSES.

(16) THE RETAIL LICENSEE MAY OFFER THE GAME USING ANY NUMBER OF THE FOLLOWING PAY TABLES. THE PAY TABLE IN USE MUST BE DISPLAYED ON THE TABLE LAYOUT OR ON TABLE SIGNAGE.

PAIR XXX PAY TABLE A	PAYS
STRAIGHT FLUSH	40 TO 1
3 OF A KIND	30 TO 1
STRAIGHT	6 TO 1
FLUSH	4 TO 1
PAIR	1 TO 1

PAIR XXX PAY TABLE B	PAYS
3 ACES	50 TO 1
STRAIGHT FLUSH	40 TO 1
3 OF A KIND	30 TO 1
STRAIGHT	6 TO 1
FLUSH	3 TO 1
PAIR	1 TO 1

PAIR XXX PAY TABLE C	PAYS
3 ACES	50 TO 1
STRAIGHT FLUSH	40 TO 1
3 OF A KIND	30 TO 1
STRAIGHT	5 TO 1
FLUSH	4 TO 1
PAIR	1 TO 1

PAIR XXX PAY TABLE D	PAYS
STRAIGHT FLUSH	40 TO 1
3 OF A KIND	30 TO 1
STRAIGHT	6 TO 1
FLUSH	3 TO 1
PAIR	1 TO 1

SUPER 6 BONUS PAY TABLE A	PAYS
ROYAL FLUSH	1000 TO 1
STRAIGHT FLUSH	200 TO 1
4 OF A KIND	100 TO 1
FULL HOUSE	20 TO 1
FLUSH	15 TO 1
STRAIGHT	10 TO 1
3 OF A KIND	7 TO 1

SUPER 6 BONUS PAY TABLE B	PAYS
ROYAL FLUSH	2000 TO 1
STRAIGHT FLUSH	200 TO 1
4 OF A KIND	50 TO 1
FULL HOUSE	25 TO 1
FLUSH	15 TO 1
STRAIGHT	10 TO 1
3 OF A KIND	5 TO 1

SUPER 6 BONUS PAY TABLE C	PAYS
ROYAL FLUSH	1000 TO 1
STRAIGHT FLUSH	200 TO 1
4 OF A KIND	50 TO 1
FULL HOUSE	25 TO 1
FLUSH	15 TO 1
STRAIGHT	10 TO 1
3 OF A KIND	5 TO 1

SUPER 6 BONUS PAY TABLE D	PAYS
ROYAL FLUSH	299 TO 1
STRAIGHT FLUSH	200 TO 1
4 OF A KIND	120 TO 1
FULL HOUSE	20 TO 1
FLUSH	15 TO 1
STRAIGHT	10 TO 1
3 OF A KIND	7 TO 1