

BASIS AND PURPOSE FOR RULE 2

The purpose of Rule 2 is to delegate certain authority to the Director or other Division agent; provide for the review of any action taken pursuant to such authority; provide for the reference by the Director of matters delegated to the Director back to the Commission; and to establish procedures for Commission actions and hearings. Rule 2 also empowers the Commission to contract for legal counsel, and directs the Licensee to obtain moneys owed to a deceased patron and properly distribute such moneys. The statutory basis for Rule 2 is found in sections 44-30-201, C.R.S., 44-30-203, C.R.S., 44-30-301, C.R.S., 44-30-302, C.R.S., 44-30-501, C.R.S., 44-30-502, C.R.S., 44-30-507, C.R.S., 44-30-1103, C.R.S., 44-30-1509, C.R.S., 44-30-1701, C.R.S., and 44-30-1702, C.R.S., and 24-4-105, C.R.S. *Amended 10/20/22*

RULE 2 POWERS AND DUTIES OF COMMISSION AND DIRECTOR *Amended 1/14/15*

30-215 RESPONSIBLE GAMING GRANT PROGRAM.

(1) RESPONSIBLE GAMING GRANT PROGRAM CREATION.

THE COMMISSION SHALL OPERATE A PROGRAM TO ADMINISTER GRANTS FROM THE RESPONSIBLE GAMING GRANT PROGRAM CASH FUND. THE COMMISSION IN COLLABORATION WITH THE BEHAVIORAL HEALTH ADMINISTRATION, SHALL ADMINISTER THE GRANT PROGRAM, AND SHALL AWARD GRANTS. THE PROGRAM SHALL PROVIDE GRANTS FOR SUPPORTING EFFORTS THAT IMPACT, IMPROVE AND SUPPORT RESPONSIBLE GAMING AND PROBLEM GAMBLING PROGRAMS AND THE ISSUES THAT COME WITH INCREASED GAMING AND GAMING OPTIONS. THE RESPONSIBLE GAMING GRANT PROGRAM IS MEANT TO PROVIDE MEANINGFUL FUNDING AND ENCOURAGE PREVENTION, EDUCATION ON GAMBLING ADDICTION, ADDITIONAL GAMBLING ADDICTION COUNSELORS, PUBLIC AWARENESS, TREATMENT, RECOVERY, DATA AND RESEARCH. ADDITIONALLY, THE COMMISSION SHALL ENSURE THAT THE GRANTEEES USE THE MONEY FOR WHICH THE MONEY WAS AWARDED AND REPORT TO THE COMMISSION THE RESULTS OF WHETHER THE OBJECTIVES OF THE GRANT WERE ACHIEVED. THE TERMS OF GAMING AND GAMBLING ARE SYNONYMOUS FOR THE PURPOSES OF THIS RULE.

(A) IN ADDITION TO ANY MONIES APPROPRIATED BY THE GENERAL ASSEMBLY, ANY ADDITIONAL FUNDS, GRANTS, GIFTS AND DONATIONS RECEIVED BY THE COMMISSION SHALL BE TRANSFERRED TO THE STATE TREASURER AND CREDITED TO THE FUND.

(B) THE COMMISSION MAY EXPEND MONEY FROM THE FUND TO PAY DIRECT AND INDIRECT ADMINISTRATIVE EXPENSES INCURRED BY THE COMMISSION IN ADMINISTERING THE GRANT PROGRAM. THE COMMISSION MAY NOT EXPEND MORE THAN 5% OF THE TOTAL AMOUNT OF GRANT MONEY AWARDED BY THE COMMISSION IN THAT STATE FISCAL YEAR.

(C) EACH YEAR AT THE BEGINNING OF THE GRANT APPLICATION PROCESS, THE COMMISSION SHALL RECEIVE A REPORT FROM THE DIVISION ON AVAILABLE FUNDS FOR THAT YEAR'S GRANT PROCESS.

(D) TO BE ELIGIBLE FOR THE INITIAL GRANT PROCESS, THE APPLICANT MUST HAVE THEIR APPLICATION IN ON OR BEFORE DECEMBER 1, 2022. APPLICATION DEADLINES FOR SUBSEQUENT GRANT DISTRIBUTIONS, PROVIDED THAT GRANT MONEY IS AVAILABLE, SHALL BE RECEIVED BY DECEMBER 1ST OF THAT GRANT YEAR.

(E) GRANT APPLICATIONS SHALL BE REVIEWED BY THE DIVISION AND PRESENTED TO THE COMMISSION FOR ITS CONSIDERATION NO LATER THAN MARCH 1ST OF THE UPCOMING CALENDAR YEAR. IF FOR ANY REASON, AFTER RELEASING INITIAL GRANT FUNDING, THE COMMISSION HAS FUNDS AVAILABLE IN THE FUND, THE COMMISSION MAY, AT THEIR SOLE DISCRETION, DECIDE TO TAKE APPLICATIONS FOR ADDITIONAL GRANT FUNDING. IF THE COMMISSION ELECTS TO TAKE ADDITIONAL APPLICATIONS IT SHALL ALSO SET THE TIME FRAME FOR APPLICATIONS AND DISTRIBUTION.

(2) RESPONSIBLE GAMING GRANT APPLICATION.

ELIGIBLE APPLICANTS FOR RESPONSIBLE GAMING GRANTS MUST FILE AN APPROVED APPLICATION BY THE DATE SET BY THE COMMISSION. ALL APPLICATIONS MUST BE RECEIVED BY THE DIVISION OF GAMING ON OR BEFORE THE DATE SET BY THE COMMISSION. APPLICATIONS WILL BE REVIEWED BY THE DIVISION FOR COMPLETENESS, CONTENT AND ELIGIBILITY. APPLICATIONS MUST INCLUDE THE FOLLOWING INFORMATION:

- (A) INFORMATION AS REQUIRED ON THE APPLICATION ON THE PERSON, PERSONS, NONPROFIT OR GOVERNMENTAL ENTITY MAKING APPLICATION;
- (B) THE AMOUNT OF GRANT MONEY REQUESTED BY THE ELIGIBLE APPLICANT;
- (C) HOW THE ELIGIBLE APPLICANT WILL SPEND THE GRANT MONEY TO ADDRESS PROBLEM GAMBLING OR INCREASE AWARENESS OF RESPONSIBLE GAMING;
- (D) THE TIMELINE FOR SPENDING ANY AWARDED GRANT MONEY, AND THE PROGRAMS EXPECTED MILESTONES DURING THAT TIMELINE;
- (E) INFORMATION CONCERNING ANY CURRENT OR PAST PROJECTS IN WHICH THE ELIGIBLE APPLICANT HAS PARTICIPATED THAT ADDRESSED RESPONSIBLE GAMBLING OR PROBLEM GAMING;
- (F) ACKNOWLEDGE THAT THE GRANT APPLICANT OR IF THE APPLICANT IS A NONPROFIT, THAT THE APPLICANT AND ANY BOARD MEMBERS ARE NOT FUNDAMENTALLY OPPOSED TO GAMING; AND
- (G) ACKNOWLEDGE THAT THE GRANT APPLICANT OR IF THE APPLICANT IS A NONPROFIT, THAT THE APPLICANT AND/OR A MAJORITY OF BOARD MEMBERS ARE NOT AFFILIATED WITH A PERSON LICENSED UNDER ARTICLE 44-30;
- (H) GRANT APPLICATIONS SHALL BE REVIEWED BY THE DIVISION AND PRESENTED TO THE COMMISSION NO LATER THAN MARCH 1ST OF THE UPCOMING CALENDAR YEAR. IF FOR ANY REASON, AFTER RELEASING INITIAL GRANT FUNDING, THE COMMISSION HAS FUNDS AVAILABLE IN THE FUND, THE COMMISSION MAY, AT THEIR SOLE DISCRETION, DECIDE TO TAKE APPLICATIONS FOR ADDITIONAL GRANT FUNDING. IF THE COMMISSION ELECTS TO TAKE ADDITIONAL APPLICATIONS IT SHALL ALSO SET THE TIME FRAME FOR APPLICATIONS AND DISTRIBUTION.

(3) REVIEWING RESPONSIBLE GAMING GRANT APPLICATIONS AND CRITERIA FOR AWARDING GRANTS.

WHEN AWARDING GRANTS, THE COMMISSION SHALL EMPLOY A PROCESS FOR COLLABORATION WITH THE BEHAVIORAL HEALTH ADMINISTRATION. IN CONSIDERATION OF AWARDING GRANTS, THE COMMISSION SHALL CONSIDER THE FOLLOWING CRITERIA:

- (A) THE CURRENT NEEDS OF THE STATE RELATING TO RESPONSIBLE OR PROBLEM GAMBLING;
- (B) THE OVERALL IMPACT THAT THE PROPOSED GRANT MAY HAVE ON RESPONSIBLE GAMING OR PROBLEM GAMBLING;
- (C) THE AMOUNT OF MONEY IN THE FUND;
- (D) WHETHER THE ELIGIBLE APPLICANT INTENDS TO USE GRANT MONEY FOR ANY OF THE FOLLOWING PURPOSES:
 - (i) PREVENTION OR EDUCATION SERVICES CONCERNING GAMBLING ADDICTION;
 - (ii) CERTIFICATION OF GAMBLING ADDICTION COUNSELORS;
 - (iii) PUBLIC AWARENESS OF SERVICES CONCERNING GAMBLING ADDICTION;

(iv) TREATMENT OF GAMBLING ADDICTION DISORDERS;

(v) RECOVERY SERVICES;

(vi) DATA REPORTING AND DATA SYSTEMS;

(vii) FOR A PORTION OF THE COSTS ASSOCIATED WITH THE NATIONAL PROBLEM GAMBLING HELPLINE, WEBSITE, CHAT OR TEXT FOR SERVICE;

(vii) RESEARCH FOR PROBLEM GAMBLING OR GAMBLING ADDICTION; AND

(viii) COSTS ASSOCIATED WITH RESEARCH FOR PROBLEM GAMING OR GAMBLING ADDICTION.

(E) WHEN CONSIDERING THE CURRENT NEEDS OF THE STATE RELATED TO RESPONSIBLE GAMING AND/OR PROBLEM GAMBLING, THE COMMISSION MAY ESTABLISH ADDITIONAL PURPOSES FOR AWARDING GRANTS;

(4) DUTIES AND RESPONSIBILITIES OF THE GRANTEE.

THE FOLLOWING ARE THE DUTIES AND RESPONSIBILITIES OF THE GRANTEE DURING THE CALENDAR YEAR GRANT MONEY WAS AWARDED:

(A) GRANTEES SHALL USE GRANT MONEY ONLY FOR THE PURPOSE FOR WHICH THE GRANT MONEY WAS AWARDED;

(B) ON OR BEFORE SEPTEMBER 1, 2023, AND ON OR BEFORE SEPTEMBER 1 EACH YEAR THEREAFTER, EACH GRANTEE SHALL SUBMIT A REPORT TO THE COMMISSION. AT A MINIMUM, THE REPORT MUST INCLUDE THE FOLLOWING INFORMATION:

(i) AN INDICATION OF WHETHER THE GRANTEE ACHIEVED OR IS MAKING SIGNIFICANT PROGRESS IN ACHIEVING THE OBJECTIVES THE GRANTEE DESCRIBED IN ITS APPLICATION OR A GRANT;

(ii) EVALUATION OF THE RESULTS OF THE GRANTEE'S GRANT-FUNDED PROJECT;

(iii) A DESCRIPTION OF THE IMPACT OF THE GRANTEE'S USE OF GRANT MONEY ON THE COMMUNITY WITH REGARDS TO RESPONSIBLE GAMING OR PROBLEM GAMBLING;

(iv) TOTAL AMOUNT OF THE GRANT MONEY RECEIVED AND THE TOTAL AMOUNT OF GRANT MONEY EXPENDED BY THE GRANTEE; AND

(v) ANY ADDITIONAL REPORTING REQUIREMENTS REQUIRED BY THE COMMISSION WHEN THE GRANT WAS AWARDED;

(C) PRIOR TO ANY GRANT MONEY BEING DISPERSED, ONCE THE COMMISSION HAS MADE IT'S GRANT DECISIONS, GRANTEES MUST COOPERATE TO FINALIZE ALL NEEDED STATE PURCHASING CONTRACT PAPERWORK.

(5) REPORTING RESPONSIBILITIES OF THE COMMISSION AND DIVISION.

THE FOLLOWING ARE THE REPORTING RESPONSIBILITIES OF THE COMMISSION AND DIVISION:

(A) ON OR BEFORE DECEMBER 1, 2023 AND ON OR BEFORE DECEMBER 1 EACH YEAR THEREAFTER THE COMMISSION SHALL CREATE AND SUBMIT A SUMMARIZED REPORT IN ACCORDANCE WITH C.R.S. 44-30-1702(7)(B). A MINIMUM REPORT MUST INCLUDE THE FOLLOWING INFORMATION:

(i) TOTAL NUMBER OF GRANTS, AND THE TOTAL AMOUNT OF GRANT MONEY, AWARDED BY THE COMMISSION IN THE PRECEDING STATE FISCAL YEAR;

(ii) THE IDENTITY OF EACH GRANTEE AND THE TOTAL AMOUNT OF GRANT MONEY AWARDED TO EACH GRANTEE IN THE PRECEDING STATE FISCAL YEAR;

(iii) THE INFORMATION REPORTED BY EACH GRANTEE PURSUANT TO 30-215 (4); AND

(iv) FINANCIAL STATEMENTS CONCERNING THE STATUS OF, AND ACTIVITIES CONCERNING, THE RESPONSIBLE GAMING GRANT FUND.

BASIS AND PURPOSE FOR RULE 4

The purpose of Rule 4 is to specify the rights, responsibilities, and duties of licensees; specify certain duties of licensees related to permitting access to the Division of information, records, and premises controlled by the licensee; require licensees to maintain sufficient financial reserves; establish restrictions on the use of skills and proposition players; require that certain information be publicly posted; direct the licensee to prohibit certain conduct; and establish procedures for patron disputes, dissolution of corporations, transfers of interests and terminations of licensee employment or licensure. The statutory basis for Rule 4 is found in sections 44-30-201, C.R.S., 44-30-203, C.R.S., 44-30-301, C.R.S., and 44-30-502, C.R.S., 44-30-510, C.R.S., 44-30-528, C.R.S., and 44-30-833, C.R.S. *Amended 12/15/16*

RULE 4 RIGHTS AND DUTIES OF LICENSEES

30-402 Discovery of violations.

Each licensee must immediately notify the Division of the discovery of a violation or of a suspected violation of article 30 of title 44, C.R.S., or the rules and regulations promulgated thereunder, ~~or any other criminal violation occurring at a casino establishment.~~ *Amended 12/15/16, corrected 5/3/17*

30-405 Information to be furnished by licensee.

- (3) Each licensed retailer, operator, associated equipment supplier, manufacturer or distributor must ~~immediately~~ report to the Division the name, date of birth, and social security number of all persons who obtain an ownership, financial, or equity interest in the licensee of five percent or greater, or who have the ability to control the licensee, or who have the ability to exercise significant influence over the licensee WITHIN TEN (10) DAYS AFTER SUCH PERSON ACQUIRES THE OWNERSHIP, FINANCIAL, OR EQUITY INTEREST, or who loan any money or other thing of value to the licensee. (30-405(3) perm. 10/30/99) *Amended 11/30/2012, Amended 2/14/14*

30-414 Player rules.

A retail licensee must post the following rules on the licensed areas:

- (1) Players in the gaming area must be at least 21 years of age;

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

30-899.28 THE PLAY - POCKET ROCKETS BLACKJACK.

POCKET ROCKETS BLACKJACK IS A TRADEMARKED AND PATENT-PENDING BLACKJACK VARIATION GAME, THE RIGHTS TO WHICH ARE OWNED BY CASINO GAMING DEVELOPMENT OF WESTMINSTER, CO AND WHICH MAY BE TRANSFERRED OR ASSIGNED. POCKET ROCKETS BLACKJACK SHALL BE DEALT AND PLAYED FOLLOWING THE STANDARD RULES OF BLACKJACK, EXCEPT AS FOLLOWS:

(1) POCKET ROCKETS BLACKJACK MAY BE PLAYED ONLY ON TABLES UTILIZING A POCKET ROCKETS BLACKJACK STYLE TABLE LAYOUT AND OR THE ACE BUSTER OPTIONAL WAGERING SPOT. AT THE DISCRETION OF THE RETAIL LICENSEE, THE GAME CAN BE PLAYED WITH THE OPTION OF USING SIX, OR EIGHT STANDARD 52 CARDS DECKS AND IS DEALT FROM A DEALING SHOE. ALL POCKET ROCKETS AND ACE BUSTER WAGERS WILL BE PAID FROM THE ACCOMPANYING AND APPROVED PAY TABLES.

(2) POCKET ROCKETS BLACKJACK FEATURE IS AN OPTIONAL WAGER THAT PAYS ON THE OUTCOME OF THE FIRST TWO CARDS DEALT TO THE PLAYER.

IF THE FIRST TWO CARDS DEALT TO THE PLAYER ARE A TOTAL OF ELEVEN OR LESS THE WAGER PAYS 1 TO 1 (EVEN MONEY).

IF THE FIRST TWO CARDS DEALT TO THE PLAYER HAVE ONE ACE CARD, THE WAGER PAYS 1 TO 1 (EVEN MONEY).

IF THE FIRST TWO CARDS DEALT TO THE PLAYER ARE AN ACE CARD & A VALUE OF 10 CARD (BLACKJACK) THE WAGER PAYS 3 TO 2.

IF THE FIRST TWO CARDS DEALT TO THE PLAYER ARE TWO ACE CARDS, THE WAGER PAYS 10 TO 1.

IF THE FIRST TWO CARDS DEALT TO THE PLAYER ARE TWO SUITED ACE CARDS, THE WAGER PAYS 100 TO 1.

(3) THE POCKET ROCKETS WAGER MAY NOT EXCEED THE AMOUNT OF THE ORIGINAL BLACKJACK WAGER UNLESS THE LICENSEE USES A CONTINUOUS SHUFFLER FOR GAME PROTECTION PURPOSES. WITH A CONTINUOUS SHUFFLER, THE RETAIL LICENSEE MAY ALLOW THE PLAYER TO PLACE A POCKET ROCKETS WAGER AND THE ACE BUSTER WAGERS THAT EXCEEDS THE MAIN BLACKJACK WAGER. THE POCKET ROCKETS WAGER **MUST BE PLACED BEFORE ANY CARDS ARE DEALT.**

ONCE ALL PLAYERS' AND DEALER'S INITIAL FIRST TWO CARDS ARE DEALT, THE POCKET ROCKETS WAGER OUTCOME WILL BE DETERMINED BY THE DEALER AND PAID OR TAKEN ACCORDINGLY. ONE PAYOUT PER HAND AND HIGHEST HAND WILL BE PAID.

(4) THE DEALER WILL THEN FOLLOW STANDARD BLACKJACK PLAY.

(5) THE ACE BUSTER OPTIONAL WAGER PAYS OUT ON THE OUTCOME OF THE DEALER EXCEEDING 21 (BUST).

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 "ACE BUSTER". 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 ACE BUSTER WAGERS PERMITTED SHALL BE POSTED ON THE TABLE SIGNAGE.

AS WAGERS ON THE STANDARD GAME OF BLACKJACK ARE SETTLED, THE DEALER SHALL ALSO SETTLE THE ACE BUSTER WAGERS ACCORDING TO THE PAY TABLE BELOW.

(6) AT THE DISCRETION OF THE RETAIL LICENSEE, PLAYERS MAY BE PERMITTED TO PLACE TIP BETS FOR THE DEALER ON THEIR POCKET ROCKETS WAGER AND OR THE ACE BUSTER WAGER. IF SUCH TIP WAGERS ARE ACCEPTED, WINNING WAGERS MUST BE PAID AT THE SAME ODDS AS THE PLAYERS' 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. NOTICE OF ANY SUCH RESTRICTIONS SHALL BE PROVIDED BY TABLE SIGNAGE.

(7) EVEN MONEY MAY BE OFFERED TO THE PLAYER IF THE PLAYER RECEIVES A BLACKJACK AND THE DEALER IS SHOWING AN ACE. IF THE PLAYER AND THE DEALER BOTH HAVE A BLACKJACK, THE HAND AND THE POCKET ROCKETS WAGER RESULTS IN A PUSH.

POCKET ROCKET PAY TABLE

PLAYER WINS	PAY OUT
TOTAL OF 11 OR LESS	1 TO 1
ONE ACE	1 TO 1
BLACKJACK	3 TO 2
TWO ACES	10 TO 1
TWO SUITED ACES	100 TO 1

ACE BUSTER PAY TABLE: BUST WITH DEALER UP CARD: ACE TO 6

BUST WITH NO ACES	1 TO 1
BUST WITH 1 ACE	3 TO 1
BUST WITH 2 ACES	5 TO 1
BUST WITH 3 ACES	10 TO 1
BUST WITH 4 OR MORE ACES	50 TO 1

BUST WITH DEALER UP CARD: 7 TO KING

BUST WITH NO ACES	2 TO 1
BUST WITH 1 ACE	6 TO 1
BUST WITH 2 ACES	10 TO 1
BUST WITH 3 ACES	20 TO 1
BUST WITH 4 OR MORE ACES	100 TO 1

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

30-1012 Rake.

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

(2) AT THE DISCRETION OF THE LICENSEE, TIMED RAKES MAY BE OFFERED ON ONE OR MORE INDIVIDUAL POKER TABLES. THE TIMED RAKE MAY BE ASSESSED ON A PER-PLAYER BASIS OR ON A PER-TABLE BASIS. IF TAKEN ON A

PER-PLAYER BASIS, INACTIVE PLAYERS SEATED AT THE TABLE MAY ALSO BE ASSESSED AT THE DISCRETION OF THE LICENSEE. THE TIMED RAKE MAY BE ASSESSED EITHER BY THE HOUR OR FRACTIONALLY EVERY 20 OR 30 MINUTES AS DETERMINED BY THE LICENSEE. THE TIMED RAKES COLLECTED SHALL BE IMMEDIATELY PLACED BY THE DEALER INTO THE DROP BOX. THE LICENSEE MUST POST THE TYPE AND AMOUNT OF THE TIMED RAKE TO BE COLLECTED AT OR NEAR THE TABLE IN WHICH IT APPLIES TO.

- (23) In addition to any rake authorized by paragraph (1) of this section, if a retail licensee offers a player banked jackpot award, the dealer may pull a jackpot rake which may not exceed \$2.00. The jackpot rake shall be handled in the manner described above, except that monies from the rake and the jackpot rake may not be commingled. A separate rake circle or slide and a separate drop box must be used for the jackpot rake.

(30-1018, perm. 3/31/96; (1) amended perm. 09/30/99; amended 12/30/04; 30-1018 relocated and renumbered as 30-1012, effective 12/15/17)

30-1023 Procedure for calls.

Players who put fewer chips into the pot than are needed to call must EITHER complete the call OR FOLD, FORFEITING THE CHIPS PLACED ON THE TABLE OF THEIR ORIGINAL CALL WAGER. IF THE PLAYER CONTINUES TO SHORT THE POT ON CALLS, THE POKER SUPERVISOR MAY REQUIRE THE PLAYER TO CALL THE ENTIRE WAGER. A PLAYER WHO THROWS IN ONE (1) CHIP AS A CALL, WILL BE REQUIRED TO CALL THE ENTIRE BET THAT IS TO THEM. If substantial action has taken place, the player is responsible for completing such player's bet, even if the player might have been unaware of the raise. Players may assemble chips in front of them before acting. A player makes a bet if such player pushes assembled chips forward or releases chips into the pot at a sufficient distance from the player to make it obvious that the intent is to bet. If the situation is unclear and a player allows the dealer to pull the player's chips into the pot without making an immediate objection, it is a bet. *Amended 11/14/21*

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

30-1045.06 Entry fee and player buy-in.

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

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

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

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

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

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

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

30-1045.07 Tournament rules of play.

The rules of play of each tournament game shall follow the standard rules of play of each game as set forth in Rule 10. **VARIATIONS TO THE DEFINITION OF THE BUTTON IN RULE 10, THE NUMBER OF CARDS IN A STANDARD DECK OF CARDS AND THE STANDARD RULES OF EACH GAME AS SET FORTH IN THIS RULE 10 MAY BE PLAYED DURING THE PLAY OF TOURNAMENTS.** The rules for the conduct of each tournament shall be reduced to writing and a copy shall be provided to all tournament players. A copy of the rules must also be provided to the local office of the Division of Gaming at least five days in advance of the scheduled start of the tournament. The Division shall notify the retail licensee of any proposed tournament rules which the Division finds to be unacceptable, and the licensee shall not offer a tournament using the rules found unacceptable.

(30-1057 temp. 5/13/93, perm. 6/30/93) (30-1057 perm. 3/31/96) (30-1057 amended perm. 03/30/02) (30-1057 amended 12/30/04) (30-1057 relocated and renumbered as 30-1045.07, effective 12/15/17) *(Amended 6/14/21)*

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

30-1221 Definitions for slot machines.

- (3) "Par sheet" means documentation which depicts the possible outcomes from the play of a slot machine, **the probability of occurrence for the advertised awards, and the contribution of each winning outcome to AND THE TOTAL** the payback percentage of a slot machine. The documentation must also list the applicable game and personality program version(s), as well as the pay table identification numbers (as identified in the machine's configuration menus and/or display) of the media operating within the slot machine. The Division may approve variations to the specific par sheet requirements, provided the slot machine manufacturer's documentation satisfies the objectives of this regulation. *Eff 03/02/2007, Amended 11/30/14, Amended 1/14/20*

30-1222 Control program requirements.

- (2) **The program residing in the slot machine must be contained in a media storage device which is not alterable through any use of the circuitry or programming of the slot machine itself. Hard disk, GD-ROM, and other media storage devices in lieu of EPROMs may be acceptable; however, the media storage device must be approved by the Division. Non-volatile memory chips (e.g., a flash EPROM) may be used for the bill validator, ticket printer, sound and graphic programs if the procedure used to send information to the flash EPROM is secure from unauthorized tampering**

and the procedure has been approved by the Division. Flash EPROMs must not contain any information related to the security, operation, or metering of the game except as directly related to the operation of the bill validator, ticket printer, sound and graphics routines. GAMING DEVICES WHICH HAVE CRITICAL CONTROL PROGRAMS RESIDING IN ONE OR MORE EPROMS SHALL EMPLOY A MECHANISM TO VERIFY CRITICAL CONTROL PROGRAMS AND DATA. THE MECHANISM SHALL USE, AT A MINIMUM, A CHECKSUM; HOWEVER, IT IS RECOMMENDED THAT A CYCLIC REDUNDANCY CHECK (CRC) BE USED THAT IS AT LEAST 16-BIT AND THE PROGRAM STORAGE DEVICE (PSD) DEVICE MUST BE APPROVED BY THE DIVISION. NON-VOLATILE MEMORY CHIPS (E.G., A FLASH EPROM) MAY BE USED FOR THE BILL VALIDATOR, TICKET PRINTER, SOUND AND GRAPHIC PROGRAMS IF THE PROCEDURE USED TO SEND INFORMATION TO THE FLASH EPROM IS SECURE FROM UNAUTHORIZED TAMPERING AND THE PROCEDURE HAS BEEN APPROVED BY THE DIVISION. *Eff 03/02/2007, Amended 11/30/14, Amended 1/14/20*

(A) FOR NON-EPROM PSDs, THE GAMING DEVICE SHALL PROVIDE A MECHANISM FOR THE DETECTION OF UNAUTHORIZED OR CORRUPT SOFTWARE ELEMENTS UPON ANY ACCESS AND SHALL PREVENT THE EXECUTION OR USAGE OF THOSE ELEMENTS BY THE GAMING DEVICE. THE MECHANISM SHALL EMPLOY A HASHING ALGORITHM WHICH PRODUCES A MESSAGE DIGEST OUTPUT OF AT LEAST 128 BITS.

(B) ALTERABLE MEDIA SHALL MEET THE FOLLOWING RULES, (i) AND (ii), IN ADDITION TO THE REQUIREMENTS STATED IN ITEM (B) IMMEDIATELY ABOVE:

(i) EMPLOY A MECHANISM WHICH TESTS ACCESSIBLE AREAS OF THE ALTERABLE MEDIA FOR UNINTENDED PROGRAMS OR DATA AND TESTS THE STRUCTURE OF THE MEDIA FOR INTEGRITY. THE MECHANISM SHALL PREVENT FURTHER PLAY OF THE GAMING DEVICE IF UNEXPECTED DATA OR STRUCTURAL INCONSISTENCIES ARE FOUND.

(ii) EMPLOY A MECHANISM FOR KEEPING A RECORD ANY TIME A CRITICAL CONTROL PROGRAM COMPONENT IS ADDED, REMOVED, OR ALTERED ON ANY ALTERABLE MEDIA. THE RECORD SHALL CONTAIN A MINIMUM OF THE LAST TEN (10) MODIFICATIONS TO THE MEDIA. EACH RECORD SHALL CONTAIN THE DATE AND TIME OF THE ACTION, IDENTIFICATION OF THE COMPONENT AFFECTED, THE REASON FOR THE MODIFICATION, AND ANY PERTINENT VALIDATION INFORMATION SUCH AS THE CORRESPONDING SIGNATURES OF THE CHANGED COMPONENTS.

(C) FOR ALL MEDIA TYPES, IN THE EVENT OF A FAILED AUTHENTICATION (I.E., PROGRAM MISMATCH OR AUTHENTICATION FAILURE), THE GAMING DEVICE SHALL IMMEDIATELY ENTER AN ERROR/TILT CONDITION, CEASE OPERATION, DISPLAY AN APPROPRIATE ERROR MESSAGE, DISABLE CREDIT ACCEPTANCE, AND SOUND AN ALARM AND/OR ILLUMINATE THE TOWER LIGHT. THIS ERROR CONDITION SHALL BE COMMUNICATED TO THE ON-LINE SYSTEM WHEN SUCH A COMPATIBLE SYSTEM AND PROTOCOL IS SUPPORTED. ADDITIONALLY, THE ERROR CONDITION SHALL REQUIRE OPERATOR INTERVENTION TO CLEAR, AND SHALL NOT CLEAR UNTIL THE PROGRAM DATA AUTHENTICATES PROPERLY FOLLOWING THE OPERATOR INTERVENTION, OR THE MEDIA IS REPLACED OR REPAIRED. ANY PSD CRITICAL CONTROL PROGRAM THAT FAILS AUTHENTICATION SHALL NOT BE LOADED INTO GAMING DEVICE NV MEMORY.

30-1268 **Validity of tickets, slot coupons and purchase tickets.** *Amended 10/15/20*

(1) Casinos may offer ticketing systems whereby TITO-enabled gaming devices, cashier cages, kiosks and table games accept tickets, purchase tickets and slot coupons and issue tickets in exchange for cash, chips, tokens, credits, or tickets using TITO systems. *Amended 10/15/20*

(2) "COMMONLY OWNED CASINOS" MEANS CASINO LICENSEES OWNED BY THE SAME COMPANY.

(23) A gaming system shall not use, permit the use of, validate, or redeem tickets, purchase tickets or slot coupons issued by another licensee. *Amended 11/30/14; Amended 10/15/20*

(A) IN THE CASE OF COMMONLY OWNED COLORADO CASINOS WITH A GAMING SYSTEM THAT CAN PROPERLY ACCOUNT FOR AGP BY LICENSEE, TICKETS, PURCHASE TICKETS, OR SLOT COUPONS MAY BE USED, VALIDATED OR REDEEMED BY THE COMMONLY OWNED LICENSEES.

(34) If a gaming device, cage validation unit, table game validation unit, or kiosk cannot validate the ticket, purchase ticket, or slot coupon, it must reject the ticket, purchase ticket, or slot coupon. *Amended 10/15/20*

(45) The gaming system's validations unit(s) must have the ability to identify invalid tickets, purchase tickets, and slot coupons, and notify the cashier or dealer, whichever is applicable, if: *Amended 11/30/14; Amended 10/15/20*

(a) The validation number cannot be found;

(b) The ticket, purchase ticket or slot coupon has already been redeemed; or *Amended 10/15/20*

(c) The amount on file for the ticket, purchase ticket or slot coupon does not match. *Amended 10/15/20*

30-1269 General ticketing standards.

(1) TITO-enabled gaming devices must be capable of issuing and accepting only the TICKETS FOUND IN COMMONLY OWNED COLORADO casino's tickets GAMING systems. The Division must approve the design of all tickets. *Eff 03/02/2007; Amended 10/15/20*

30-1296 CASHLESS SYSTEMS.

(1) A CASHLESS SYSTEM ALLOWS PLAYERS TO PLAY SLOT MACHINES OR AUTHORIZED GAMES THROUGH THE USE OF A PLAYER CARD OR OTHER APPROVED INTERFACE METHOD, WHICH ACCESSES A PLAYER'S ACCOUNT AT THE GAMING SYSTEM OR OTHER APPROVED SYSTEM. FUNDS MAY BE ADDED TO THIS PLAYER CASHLESS ACCOUNT VIA COINS, TICKETS, VOUCHERS, BILLS, COUPONS, AND DIGITAL/ELECTRONIC WALLETS AND ANY OTHER FUNDS APPROVED BY THE DIRECTOR. THE ACCOUNT VALUE MAY BE REDUCED EITHER THROUGH DEBIT TRANSACTIONS AT A SLOT MACHINE OR BY CASHING OUT AT A CASHIER'S CAGE. A CASHLESS SYSTEM IS CHARACTERIZED AS A SYSTEM WHEREBY A PLAYER MAINTAINS AN ELECTRONIC ACCOUNT ON THE CASINO'S DATABASE. A CASINO ISSUES A PATRON WITH A PROCESS TO ACCESS CASHLESS ACCOUNTS, INCLUDING PASSWORD AND MULTI-FACTOR AUTHENTICATION FOR MOBILE DEVICES. ALL MONETARY TRANSACTIONS BETWEEN A SUPPORTING GAMING MACHINE AND THE APPROVED CASHLESS SYSTEM MUST BE SECURED. AFTER THE PLAYER'S IDENTITY IS CONFIRMED, THE DEVICE MUST VISIBLY DISPLAY THE PRESENT TRANSFER OPTIONS TO THE PATRON, WHICH REQUIRES SELECTION USING A KEYPAD/TOUCH SCREEN, OR OTHER APPROVED INTERFACE METHOD, BEFORE OCCURRING. SUCH OPTIONS SHALL INCLUDE HOW MANY CREDITS THE PLAYER WISHES TO WITHDRAW AND PLACE ON THE MACHINE THE PLAYER IS PLAYING. A SYSTEM WILL DEBIT THE PATRON DEFINED AMOUNT AND ADD THE CREDITS TO THE GAMING DEVICE FOR PLAY OR FOR PURCHASE OF CHIP/TOKENS. ONCE PLAY IS COMPLETE THE PLAYER MAY MOVE SOME OF THE CREDITS BACK TO THE PLAYER'S ACCOUNT OR CASH OUT SOME CREDITS. A SYSTEM MAY REQUIRE THAT THE ENTIRE CREDIT VALUE BE TRANSFERRED BACK TO THE SYSTEM. THE CASHLESS SYSTEM WILL DEFINE A PERIOD OF TIME WITH NO ACTIVITY, AFTER WHICH, A GAMING DEVICE IS CONSIDERED IDLE. ONCE IDLE, THE SYSTEM WILL TRANSFER THE REMAINING CREDITS BACK TO THE PLAYER'S ACCOUNT.

CASHLESS SYSTEMS MUST INCLUDE THE ABILITY FOR THE PATRON TO SET LIMITS ON THE AMOUNT OF CREDITS TRANSFERRED FROM CASHLESS ACCOUNTS. THE SYSTEM MUST INCLUDE INITIAL PATRON TRANSFER LIMITS THAT THE PATRON MAY CHANGE. THESE LIMITS SHALL FIRST BE AVAILABLE TO THE PATRON AT THE TIME OF ACCOUNT REGISTRATION AND ANY TIME THE ACCOUNT REMAINS OPEN. THESE LIMITS MUST INCLUDE THE AMOUNT ALLOWED TO BE TRANSFERRED, THE TOTAL NUMBER OF TRANSFERS IN A 24-HOUR PERIOD, AND A SELF-IMPOSE "COOLING OFF PERIOD" ONCE THESE LIMITS ARE MET.

(2) PATRON ACCOUNTS. IN ORDER TO ESTABLISH A CASHLESS ACCOUNT, PLAYERS MUST PROVIDE THE FOLLOWING:

(A) LEGAL NAME;

(B) DATE OF BIRTH;

(C) SOCIAL SECURITY NUMBER, BUT AT A MINIMUM MUST BE THE LAST FOUR DIGITS THEREOF, OR AN EQUIVALENT IDENTIFICATION NUMBER FOR A NONCITIZEN PATRON, SUCH AS A PASSPORT OR TAXPAYER IDENTIFICATION NUMBER;

(D) RESIDENTIAL ADDRESS; A POST OFFICE BOX IS NOT ACCEPTABLE;

(E) ELECTRONIC MAIL ADDRESS;

(F) TELEPHONE NUMBER;

(G) ANY OTHER INFORMATION COLLECTED FROM THE PATRON USED TO VERIFY HIS OR HER IDENTITY;

(H) ACKNOWLEDGEMENT OF THE TERMS AND CONDITIONS OF THE CASHLESS SYSTEM; AND

(I) ACKNOWLEDGEMENT OF THE PENALTIES FOR VIOLATION OF GAMING REGULATIONS.

USING THIS INFORMATION, LICENSEES MUST VERIFY THE PLAYER'S IDENTITY, AND THEN ESTABLISH THE PATRON ACCOUNT. TO ENSURE THAT PATRON INFORMATION REMAINS UP-TO-DATE, THIS INFORMATION MUST BE UPDATED, AT THE MINIMUM, ONCE EVERY 18 MONTHS.

PERSONAL INFORMATION, LIKE A PATRON'S SOCIAL SECURITY, TAXPAYER IDENTIFICATION NUMBER, AND PLAYER ACCESS CODE MUST BE ENCRYPTED.

(3) CURRENCY TRANSACTION REPORTING. LICENSEES THAT ALLOW PLAYERS TO USE A CASHLESS GAMING SYSTEM MUST ESTABLISH INTERNAL CONTROL MINIMUM PROCEDURES TO COMPLY WITH FINCEN AND BANK SECRECY ACT REQUIREMENTS.

(4) PHASES OF CERTIFICATION. FOR THE APPROVAL OF CASHLESS SYSTEMS SEE REGULATION 30-1202.

(5) CONFIGURING CASHLESS TRANSACTIONS ON A GAMING DEVICE. SINCE A CASHLESS FEATURE IMPACTS THE ELECTRONIC ACCOUNTING METERS, ALL COMMUNICATIONS BETWEEN GAMING DEVICES AND THE CASHLESS SYSTEM MUST BE ROBUST AND STABLE ENOUGH TO SECURE ALL TRANSACTIONS SUCH THAT ALL TRANSACTION CAN BE IDENTIFIED AND LOGGED FOR SUBSEQUENT AUDIT AND RECONCILIATION.

(6) AUDIT TRAILS FOR CASHLESS TRANSACTIONS. A GAMING DEVICE CONFIGURED FOR CASHLESS FUNCTIONALITY MUST HAVE THE ABILITY TO RECALL AT LEAST 25 MONETARY TRANSACTIONS RECEIVED FROM THE GAMING SYSTEM OR CASHLESS SYSTEM, AND AT LEAST 25 MONETARY TRANSACTIONS TRANSMITTED TO THE GAMING SYSTEM OR CASHLESS SYSTEM. HOWEVER, IF A GAMING DEVICE HAS PROMOTIONAL OR HOST-BONUSING FEATURES, OR BOTH, ENABLED SIMULTANEOUSLY WITH CASHLESS FEATURES, A SINGLE 100-EVENT LOG IS SUFFICIENT. THE FOLLOWING INFORMATION MUST BE DISPLAYED:

(A) THE TYPE OF TRANSACTION (UPLOAD/DOWNLOAD);

(B) THE NATURE OF THE TRANSACTION (E.G. PROMOTION, BONUS, CASH);

- (c) THE TRANSACTION VALUE;
 - (d) THE TIME AND DATE; AND
 - (e) THE PLAYER'S ACCOUNT NUMBER OR A UNIQUE TRANSACTION NUMBER, EITHER OF WHICH CAN BE USED TO AUTHENTICATE THE SOURCE OF THE FUNDS.
- (7) TRANSACTION CONFIRMATION. THE GAMING DEVICE, SYSTEM DISPLAY OR MOBILE DEVICE, MUST BE CAPABLE OF PROVIDING CONFIRMATION OR DENIAL OF EVERY CASHLESS TRANSACTION INITIATED. THIS CONFIRMATION OR DENIAL MUST INCLUDE:
- (a) THE TYPE OF TRANSACTION (UPLOAD OR DOWNLOAD);
 - (b) THE TRANSACTION VALUE;
 - (c) THE TIME AND DATE (IF PRINTED CONFIRMATION);
 - (d) THE PLAYER'S ACCOUNT NUMBER OR A UNIQUE TRANSACTION NUMBER, EITHER OF WHICH CAN BE USED TO AUTHENTICATE THE SOURCE OF THE FUNDS; AND
 - (e) A DESCRIPTIVE MESSAGE AS TO WHY THE TRANSACTION WAS NOT COMPLETED AS INITIATED. THIS APPLIES ONLY TO THE DENIED TRANSACTIONS.
- (8) ERROR CONDITIONS. THE FOLLOWING SUBDIVISIONS OUTLINE THE ERROR CONDITIONS THAT APPLY TO THE:
- (a) HOST SYSTEM. THE FOLLOWING CONDITIONS MUST BE MONITORED AND A MESSAGE MUST BE DISPLAYED TO THE PLAYER AT THE HOST CARD READER, FOR THE FOLLOWING:
 - (i) INVALID PLAYER ACCESS CODE OR PLAYER ID (PROMPTS FOR REENTRY UP TO A CERTAIN NUMBER OF TIMES); AND
 - (ii) ACCOUNT UNKNOWN; AND
 - (b) ANY CREDITS ON THE CASHLESS GAMING DEVICE THAT ARE ATTEMPTED TO BE TRANSFERRED TO THE HOST SYSTEM, THAT RESULT IN A COMMUNICATION FAILURE FOR WHICH THIS IS THE ONLY AVAILABLE PAYOUT MEDIUM FOR THE PLAYER TO CASH OUT, MUST RESULT IN AN ERROR CONDITION ON THE GAMING DEVICE.
- (9) TRANSFER OF TRANSACTIONS. IF A PLAYER INITIATES A CASHLESS TRANSACTION AND THAT TRANSACTION EXCEEDS GAME CONFIGURED LIMITS INCLUDING THE CREDIT LIMIT, THE TRANSACTION MAY ONLY BE PROCESSED PROVIDED THAT THE PLAYER IS CLEARLY NOTIFIED THAT THE PLAYER HAS RECEIVED OR DEPOSITED LESS THAN REQUESTED TO AVOID PLAYER DISPUTES.
- (10) IDENTIFYING A CASHLESS DEVICE. A PLAYER SHALL BE ABLE TO IDENTIFY EACH CASHLESS COMPATIBLE GAMING DEVICE BY A MEANS LEFT TO THE DISCRETION OF THE DIVISION. WITH THE DIVISION'S APPROVAL THE LICENSEE MAY REMOVE DISPLAY MENU ITEMS THAT PERTAIN TO CASHLESS OPERATION FOR GAMING DEVICES NOT PARTICIPATING; PROVIDE A HOST MESSAGE INDICATING CASHLESS CAPABILITY; OR AFFIX A SPECIFIC STICKER ON GAMING MACHINES TO INDICATE PARTICIPATION OR NON-PARTICIPATION.
- (11) SYSTEMS IN A CASHLESS ENVIRONMENT. THE GAMING SYSTEM AND/OR OTHER APPROVED SYSTEM, MUST ALLOW FOR CHANGING OF ANY OF THE ASSOCIATED PARAMETERS OR ACCESSING ANY PLAYER ACCOUNT. ADDITIONALLY, THE COMMUNICATION PROCESS USED BY THE CASHLESS GAMING DEVICE AND THE GAMING SYSTEM AND/OR OTHER APPROVED SYSTEM, MUST BE ROBUST AND STABLE ENOUGH TO SECURE EACH CASHLESS TRANSACTION SUCH THAT ANY FAILURE EVENT MAY BE IDENTIFIED AND LOGGED FOR SUBSEQUENT AUDIT AND RECONCILIATION.

EACH CASINO LICENSEE SHALL PERFORM AN ANNUAL SYSTEM INTEGRITY AND SECURITY ASSESSMENT CONDUCTED BY AN INDEPENDENT PROFESSIONAL SELECTED BY THE LICENSEE, SUBJECT TO THE APPROVAL OF THE DIVISION. THE INDEPENDENT PROFESSIONAL'S REPORT ON THE ASSESSMENT SHALL BE SUBMITTED TO THE DIVISION ANNUALLY AND SHALL INCLUDE:

(A) THE SCOPE OF REVIEW;

(B) THE NAME AND COMPANY AFFILIATION OF THE INDIVIDUAL(S) WHO CONDUCTED THE ASSESSMENT;

(C) THE DATE OF THE ASSESSMENT;

(D) THE FINDINGS;

(E) THE RECOMMENDED CORRECTIVE ACTION, IF APPLICABLE; AND

(F) THE CASINO LICENSEE'S RESPONSE TO THE FINDINGS AND RECOMMENDED CORRECTIVE ACTION.

(12) MODIFICATION OF PLAYER INFORMATION. PLAYER INFORMATION MAY ONLY BE CHANGED BY AN AUTHORIZED, LICENSED, EMPLOYEE, OR PATRON. SECURITY OF THIS INFORMATION, INCLUDING A PLAYER ACCESS CODE OR EQUIVALENT PLAYER IDENTIFICATION MUST BE GUARANTEED AT ALL TIMES.

(13) BALANCE ADJUSTMENTS. LICENSEES MUST ESTABLISH THE AMOUNT OF AN ADJUSTMENT TO AN ACCOUNT BALANCE THAT REQUIRES A SUPERVISOR'S APPROVAL WITH EACH ADJUSTMENT BEING LOGGED OR REPORTED, OR BOTH, INDICATING WHO, WHAT, WHEN, AND THE ITEM VALUE BEFORE THE ADJUSTMENT, INCLUDING THE REASON FOR THE ADJUSTMENT.

(14) SECURITY LEVELS. THE HOST SYSTEM MUST HAVE THE ABILITY TO STRUCTURE PERMISSION LEVELS AND LOGINS SO THAT USER ROLES MAY BE SEPARATED.

(15) PREVENTION OF UNAUTHORIZED TRANSACTIONS. THE FOLLOWING MINIMAL CONTROLS SHALL BE IMPLEMENTED TO ENSURE THAT EACH GAME IS PREVENTED FROM RESPONDING TO ANY COMMAND FOR CREDITING OUTSIDE OF A PROPERLY AUTHORIZED CASHLESS TRANSACTION:

(A) THE NETWORK HUB IS SECURED EITHER IN A LOCKED AND MONITORED ROOM OR AREA AND NO ACCESS IS ALLOWED ON ANY NODE WITHOUT VALID LOGIN AND PASSWORD;

(B) THE NUMBER OF STATIONS WHERE CRITICAL CASHLESS APPLICATIONS OR ASSOCIATED DATABASES MAY BE ACCESSED IS LIMITED; AND

(C) THE PROCEDURES SHALL BE IN PLACE ON THE SYSTEM TO IDENTIFY AND FLAG SUSPECT PLAYER AND EMPLOYEE ACCOUNTS TO PREVENT UNAUTHORIZED USE INCLUDING:

(i) ESTABLISHING A MAXIMUM NUMBER OF INCORRECT PIN ENTRIES BEFORE ACCOUNT LOCKOUT;

(ii) FLAGGING OF HOT ACCOUNTS WHERE CARDS HAVE BEEN STOLEN;

(iii) INVALIDATING ACCOUNTS AND TRANSFERRING BALANCES INTO A NEW ACCOUNT; AND

(iv) ESTABLISHING LIMITS FOR MAXIMUM CASHLESS ACTIVITY IN AND OUT AS A GLOBAL OR INDIVIDUAL VARIABLE TO PRECLUDE MONEY LAUNDERING.

(16) DIAGNOSTIC TESTS ON A CASHLESS GAMING DEVICE. ANY TESTING OR TEST ACCOUNT MUST BE LOGGED BY THE HOST SYSTEM. NO PERSON MAY PERFORM ANY CASHLESS ACTIVITY WITHOUT BEING LOGGED BY THE SYSTEM.

- (17) CASHLESS SYSTEM TECHNOLOGY. THE HOST SYSTEM MAY ALLOW A PLAYER TO ACCESS THE PLAYER'S ACCOUNT USING ANY TESTED AND CERTIFIED TECHNOLOGY, INCLUDING BUT NOT LIMITED TO MAGNETIC STRIP AND SMART CARDS, AND MOBILE DEVICES (E.G., CELL PHONES.)
- (18) LOSS OF COMMUNICATION. IF COMMUNICATION BETWEEN THE CASHLESS ACCOUNTING SYSTEM AND THE CASHLESS GAMING DEVICE IS LOST, THE GAME OR SYSTEM DISPLAY MUST DISPLAY A MESSAGE TO THE PLAYER THAT CASHLESS TRANSFERS CANNOT CURRENTLY BE PROCESSED.
- (19) ENCRYPTION. ALL COMMUNICATION RELATING TO CASHLESS OPERATION MUST EMPLOY ENCRYPTION TECHNOLOGY, WHICH TECHNOLOGY MUST BE REVIEWED AND APPROVED BY THE DIVISION. THIS SECTION DOES NOT APPLY TO ANY COMMUNICATION BETWEEN THE SLOT MACHINE AND THE INTERFACE ELEMENT.
- (20) CASHLESS SYSTEM LOGS. THE HOST SYSTEM SHALL BE ABLE TO PRODUCE LOGS FOR ALL PENDING AND COMPLETED CASHLESS TRANSACTIONS. THESE LOGS SHALL BE CAPABLE OF BEING FILTERED BY:
- (A) MACHINE NUMBER;
 - (B) PLAYER ACCOUNT; AND
 - (C) TIME AND DATE.
- (21) CASHLESS SYSTEM REPORTS. THE HOST SYSTEM SHALL BE ABLE TO PRODUCE THE FOLLOWING FINANCIAL AND PLAYER REPORTS:
- (A) PLAYER ACCOUNT SUMMARY AND DETAIL REPORT. THIS REPORT SHALL BE IMMEDIATELY AVAILABLE TO A PLAYER UPON REQUEST. THE REPORT SHALL INCLUDE BEGINNING AND ENDING ACCOUNT BALANCE, TRANSACTION INFORMATION DEPICTING GAMING MACHINE NUMBER, DOLLAR OR CREDIT AMOUNT, AND DATE AND TIME;
 - (B) LIABILITY REPORT. THIS REPORT IS TO INCLUDE PREVIOUS DAYS ENDING VALUE OR TODAY'S STARTING VALUE OF OUTSTANDING CASHLESS LIABILITY, TOTAL CASHLESS-IN AND TOTAL CASHLESS-OUT AND THE CURRENT DAY'S ENDING CASHLESS LIABILITY;
 - (C) CASHLESS METER RECONCILIATION SUMMARY AND DETAIL REPORT. THIS REPORT SHALL RECONCILE EACH PARTICIPATING SLOT MACHINE'S CASHLESS METER AGAINST THE HOST SYSTEM'S CASHLESS ACTIVITY; AND
 - (D) CASHIER SUMMARY AND DETAIL REPORT. THIS REPORT SHALL INCLUDE PLAYER ACCOUNT, BUY-INS AND CASH-OUT, AMOUNT OF TRANSACTION, AND THE DATE AND TIME OF TRANSACTION.
- (22) MONETARY TRANSACTIONS. ANY MONETARY TRANSACTION BETWEEN A SUPPORTING CASHLESS GAMING DEVICE AND THE HOST SYSTEM MUST BE SECURED BY AN APPROVED ACCESS METHOD. AFTER THE PLAYER'S IDENTITY IS CONFIRMED, THE DEVICE MUST PRESENT TRANSFER OPTIONS TO THE PATRON WHICH REQUIRES SELECTION USING A KEYPAD OR TOUCH SCREEN BEFORE OCCURRING. SUCH OPTIONS MAY INCLUDE HOW MUCH MONEY THE PLAYER WISHES TO WITHDRAW AFTER ENSURING THE PLAYER-IMPOSED LIMITS ARE NOT EXCEEDED, AND BE PLACED ON THE CASHLESS GAMING DEVICE. A HOST SYSTEM MAY MOVE THE ENTIRE PLAYER'S BALANCE TO THE MACHINE FOR PLAY, IF DOING SO DOES NOT EXCEED THE PLAYER IMPOSED LIMITS. ONCE PLAY IS COMPLETE THE PLAYER MAY HAVE THE OPTION TO MOVE SOME OF THE CREDITS BACK TO THE ACCOUNT OR CASH OUT. A HOST SYSTEM MAY REQUIRE THAT THE ENTIRE CURRENCY VALUE OF THE CREDIT BALANCE BE TRANSFERRED BACK TO THE CASHLESS SYSTEM.
- (23) ADDING MONEY TO A PLAYER'S ACCOUNT. MONEY MAY BE ADDED TO THE PLAYER'S ACCOUNT VIA A CASHIER STATION OR ANY SYSTEM-CONTROLLED KIOSK. THE SYSTEM-CONTROLLED KIOSK MUST BE TESTED AND CERTIFIED.

MONEY MAY ALSO BE ADDED BY ANY SUPPORTING CASHLESS GAMING DEVICE THROUGH CREDITS WON, THE INSERTION OF COINS, VOUCHERS, DOLLAR CURRENCY, OR COUPONS.

(24) REMOVING MONEY FROM A PLAYER'S ACCOUNT. MONEY MAY BE REMOVED FROM A PLAYER'S ACCOUNT EITHER THROUGH DOWNLOADING OF CREDITS TO THE CASHLESS GAMING DEVICE, BY CASHING OUT AT A CASHIER'S CAGE, SYSTEM-CONTROLLED KIOSK, OR THE ORIGINATING DIGITAL/ELECTRONIC WALLET.

(25) MOVEMENT OF MONEY. A PLAYER MAY BE PROVIDED THE OPTION OF MOVING THE PLAYER'S SYSTEM CREDIT TO A CASHLESS GAMING DEVICE THROUGH WITHDRAWAL FROM THE PLAYER'S ACCOUNT, WHICH IS MAINTAINED BY THE HOST SYSTEM. WHEN THE PLAYER IS FINISHED PLAYING, THE PLAYER MAY DEPOSIT THE BALANCE FROM THE MACHINE ONTO THE PLAYER'S ACCOUNT.

(26) PLAYER ACCOUNT BALANCE. CURRENT PLAYER ACCOUNT BALANCE INFORMATION SHALL BE AVAILABLE ON DEMAND FROM ANY PARTICIPATING SLOT MACHINE VIA THE ASSOCIATED CARD READER OR ITS EQUIVALENT, AFTER CONFIRMATION OF PLAYER IDENTITY. THE PLAYER ACCOUNT BALANCE SHALL BE PRESENTED IN TERMS OF CURRENCY TO THE PLAYER.

BASIS AND PURPOSE FOR RULE 16

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

RULE 16 ACCOUNTING REGULATIONS

30-1601 Definitions for accounting regulations.

In addition to definitions previously set forth in these rules and regulations, the following definitions apply to accounting regulations as established in Rule 16:

(1) "Business Year" means the annual period used by a licensee for internal accounting purposes.

(2) "COMMONLY OWNED CASINOS" MEANS CASINO LICENSEES OWNED BY THE SAME COMPANY.

(23) "Examination or Examine" means an audit, review, or other Division examination procedures.

(34) "Fiscal Year" means a period beginning on July 1st and ending June 30th of the following year.

(45) "Group A" means a licensee who has 1 to 74 slot machines only.

(56) "Group B" means a licensee who has 75 to 299 total devices or at least one table game.

(67) "Group C" means a licensee who has 300 or more total devices.

(78) "Slot Route Operator" means a licensed operator who places slot machines on another licensed retailer's property.

(89) Deleted Pursuant to S.B. 92-132

(910) Deleted Pursuant to S.B. 92-132

30-1603 Adjusted gross proceeds computations.

(2) For each gaming device, adjusted gross proceeds equals:

(A) ~~Drop~~, plus tickets ~~DROPPED~~, plus slot coupons dropped, plus cashable electronic promotion in, plus non-cashable electronic promotion in, plus tournament adjusted gross proceeds; ~~AND~~

(B) ~~Minus~~ fills to the machine, minus hand pay jackpot payouts, minus hand pay external bonus payouts and accumulated credits, minus non-cashable electronic promotion out, and minus tickets redeemed ~~OR MINUS TICKETS ISSUED THAT ARE NOT YET EXPIRED.~~

~~LICENSEES THAT USE TICKETS ISSUED AS A TAX DEDUCTION MUST MAKE AN ADJUSTMENT TO THEIR TAX RETURNS FOR UNREDEEMED EXPIRED TICKETS. LICENSES MUST ALSO INFORM THE DIVISION'S AUDIT SECTION AS TO WHICH DEDUCTION METHOD THEY ARE USING - TICKETS REDEEMED OR TICKETS ISSUED.~~

The initial hopper load is not a fill and does not affect adjusted gross proceeds. The difference between the initial hopper load (or the amount in the hopper at the time of the previous hopper count if the coins/tokens counted were returned to the hopper) and the total amount that is in the hopper at the time the hopper is currently counted must be adjusted accordingly as additional revenues or a credit adjustment when calculating adjusted gross proceeds. This amount is reported on the monthly gaming tax return for the month in which the hopper count was conducted and is reflected in the hopper adjustment column for the corresponding denomination. Hoppers must also be counted, and the corresponding adjustment reflected on the gaming tax returns at other times as specified in the internal control minimum procedures. If a licensee does not make or makes inaccurate additions or subtractions when calculating adjusted gross proceeds, the Division may compute an estimated total amount in the gaming device hoppers and may make reasonable adjustments to adjusted gross proceeds during the course of an audit, review, or other examination procedures. *Rev effective 1/14/2012, Amended 12/15/13, Amended 7/15/14; Amended 10/15/20*

~~(8) A LICENSEE CAN CANCEL UNCLAIMED JACKPOT RECEIPTS AND THE RELATED JACKPOT SLIPS THREE YEARS AFTER THE DATE THE UNCLAIMED SLIPS WERE GENERATED. AN UNCLAIMED JACKPOT RECEIPT IS COMPLETED WHEN A PATRON IS UNABLE TO PROVIDE PROPER IDENTIFICATION FOR JACKPOT PAYOUTS GREATER THAN OR EQUAL TO \$1,200.~~

BASIS AND PURPOSE FOR RULE 20

The Statutory authority for the promulgation and amendment of these rules is sections 44-302, 521, 522, and 526, C.R.S.

The Commission conducts hearings in a quasi-judicial capacity when determining whether to deny, condition, or issue licensure and other approvals. These rules will define standards of conduct and the manner of proceeding before the Commission in those hearings, and in pre-hearing practice. These procedures will provide for a consistent set of standards to be followed and to remove uncertainty about how to practice before the Commission.

Licensees and license applicants are under a continuing statutory duty to provide any and all information requested by the Division. These discovery policies and practices address party requests of information from the Division, and party requests of information from others.

Gaming is an industry not imbued with rights and privileges inherent in more traditional occupations. Public confidence and trust in the secure regulation of the gaming industry is extremely sensitive to appearances of impropriety pertaining to the suitability of those associated with the industry. Accordingly, the Commission is adopting standards of consideration for evidence of reputation and character.

RULE 20 COMMISSION HEARINGS AND PRACTICE

30-2003 Contested hearing procedure.

- (2) Hearings shall be conducted by the Commission, sitting *en banc*, or by a designated or duly appointed administrative law judge.

(d) THE HEARING OFFICER MAY HOLD A PRE-TRIAL HEARING AND THE EVIDENTIARY HEARING VIRTUALLY, IN-PERSON, OR A HYBRID VARIATION THEREOF. AT THE DISCRETION OF THE HEARING OFFICER, A WITNESS MAY TESTIFY VIRTUALLY OR BY PHONE.

- (3) Evidentiary procedure.

(g) Except in matters of exigency, no witness may testify by electronic means without prior approval of the Commission, upon motion timely made and good cause shown. A WITNESS MAY TESTIFY VIRTUALLY OR BY TELEPHONE UNLESS OTHERWISE ORDERED BY THE HEARING OFFICER OR THE COMMISSION.

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

30-2115 The play – TriLux Blackjack. Effective 1/14/22

TriLux Blackjack is a copyrighted and patent-protected blackjack and poker variation game, the rights to which are owned by SG Gaming Inc. of Las Vegas, Nevada, and which may be transferred or assigned.

TriLux Blackjack is an optional bonus wager for blackjack. ~~This~~ THESE optional wagers may include a TriLux Bonus, TriLux Super 3 and/or TriLux Bust Bonanza AS WELL AS THE CHOSEN PROGRESSIVE WAGER BET AMOUNT AS STATED BELOW IN THE PAY TABLE CONFIGURATION. TriLux Blackjack may be played only on tables displaying the TriLux Blackjack layout. TriLux Blackjack uses a standard 52 card deck. Refer to pay tables below for the corresponding number of decks to be used for each of the bonus options.

- (1) At the same time a player makes his/her standard blackjack wager, the player has an opportunity to make the optional TriLux Bonus, TriLux Super 3 and/or TriLux Bust Bonanza AS WELL AS THE APPROVED PROGRESSIVE wagers SING OPTIONS. However, players must make the TriLux Bonus wager to be eligible to make the TriLux Super 3 wager. All wagers must be in an amount between the posted table minimum and the table maximum. Wager limits are determined by the house and in accordance with applicable law.

(a) If the casino rules allow, a player may play multiple hands.

- (b) A player playing multiple hands may place TriLux Bonus, TriLux Super 3 and TriLux Bust Bonanza **AS WELL AS THE PROGRESSIVE** wagers on none, one or all of his/her hands.
 - (c) Dealer tip wagers may be placed on the TriLux Bonus, TriLux Super 3 and TriLux Bust Bonanza wagers by placing the dealer tip in front of the player's TriLux Bonus, TriLux Super 3 and TriLux Bust Bonanza wagers. Any restrictions on dealer tip wagers must be posted at the table or as wall signage.
- (2) The dealer then follows house procedures for dealing blackjack.
- (3) Once each player has received two cards, the dealer settles all TriLux Bonus and TriLux Super 3 wagers, **AS WELL AS PAYING ANY WINNING PROGRESSIVE WAGERS**, according to house procedures. **ALL OPTIONAL WAGERS ARE INDEPENDENT OF EACH OTHER, INCLUDING ALL PROGRESSIVE WAGERS AND SHALL BE PAID ACCORDINGLY.** If a player's first two cards and the dealer's up card are at least a Pair or Flush depending on the pay table, he or she wins the TriLux Bonus wager according to the posted pay table. If the player's first two cards and the dealer's up card are not at least a Flush, he or she loses his or her TriLux Bonus wager. If a player's first two cards and the dealer's up card are at least a Three of a Kind, he or she wins the TriLux Super 3 wager according to the posted pay table. If the player's two cards and the dealer's up card are not at least a three of a kind, he or she loses his or her TriLux Super 3 wager.
- (a) When the cards are dealt face up, the TriLux Bonus and TriLux Super 3 wagers will be settled immediately after all players receive their first two cards and the dealer has received his/her first two cards. Winners will be paid and losing wagers will be picked up in order of placement, from the dealer's right to left. Normal blackjack play will then continue.
 - (b) When the cards are dealt face down, the TriLux Bonus and TriLux Super 3 wagers will be settled on a hand to hand basis, as the dealer goes from left to right asking for hit/stand determinations.
- (4) Players may make the TriLux Bust Bonanza wager after they have acted on their hands, but before the dealer acts on the dealer hand. If the dealer busts, the player wins according to the posted pay table. If the dealer does not bust, the player loses his/her TriLux Bust Bonanza wager.
- (a) Player blackjacks are paid prior to the dealer resolving the dealer hand and are not eligible to make the TriLux Bust Bonanza wager.
 - (b) Player's with hands that bust are not eligible to make the TriLux Bust Bonanza wager.
- (5) Winning TriLux Bonus, TriLux Super 3 and TriLux Bust Bonanza wagers will be paid in front of the betting area and pushed off toward the player.
- (6) Lucky George **OR DEALER ENVY**: The Lucky George **OR DEALER ENVY** is a pay out for the dealer as a tip, when a qualifying hand is won by a player.
- (7) Pay Tables:

TriLux Bonus (without Lucky George **OR DEALER ENVY**):

Hand	TRI-01	TRI-02	TRI-05
	Pays	Pays	Pays
Three of a Kind	9 to 1	2.5 to 1	7 to 1
Straight Flush	9 to 1	2.5 to 1	7 to 1
Straight	9 to 1	2.5 to 1	7 to 1

Flush	9 to 1	2.5 to 1	7 to 1
Pair	N/A	2.5 to 1	Push
Deck Type	2-8 decks	2 decks	2-8 decks

Hand	TRI-03	TRI-04	TRI-06	TRI-07
	Pays	Pays	Pays	Pays
Mini Royal (A, K, Q Suited)	100 to 1	N/A	100 to 1	50 to 1
Straight Flush	35 to 1	30 to 1	30 to 1	30 to 1
Three of a Kind	33 to 1	20 to 1	20 to 1	20 to 1
Straight	10 to 1	10 to 1	10 to 1	10 to 1
Flush	5 to 1	5 to 1	5 to 1	5 to 1
Deck Type	2-8 decks	2-8 decks	2-8 decks	2-8 decks

TriLux Bonus (With Lucky George **OR DEALER ENVY**):

Hand	TRILG-01		TRILG-02		TRILG-03		TRILG-04***	
	Pays*	Lucky George**	Pays*	Lucky George**	Pays*	Lucky George**	Pays*	Lucky George**
Straight Flush	8 to 1	\$1	25 to 1	\$10	25 to 1	\$10	25 to 1	\$10
Three of a Kind	8 to 1	\$1	15 to 1	\$5	15 to 1	\$5	15 to 1	\$5
Straight	8 to 1	\$1	8 to 1	\$2	10 to 1	\$2	10 to 1	\$2
Flush	8 to 1	\$1	5 to 1	\$1	5 to 1	N/A	5 to 1	\$1
Deck Type	1, 2, 6 and 8 decks							
* Pay table is used with the Lucky George version only.								
**Pay outs are fixed dollar pays.								
***Pay table TRILG-04 must be a minimum of \$5 only.								

TriLux Super 3:

Hand	SUP-01*	SUP-02*	SUP-03*
	Pays*	Pays	Pays
Three of a Kind (Suited)	270 to 1	1,000 to 1	500 to 1
Straight Flush	180 to 1	100 to 1	150 to 1
Three of a Kind	90 to 1	70 to 1	75 to 1
Deck Type	4-8 decks	6-8 decks	5-8 decks
*TriLux Bonus wager must be made to be eligible to make the TriLux Super 3 wager			

TriLux Bust Bonanza:

Dealer up-card	Pay Table 1		Pay Table 2	
	Dealer Bust	Dealer Suited Bust	Dealer Bust	Dealer Suited Bust
2	1 to 1	25 to 1	1 to 1	25 to 1
3	1 to 1	15 to 1	1 to 1	15 to 1
4	1 to 1	10 to 1	1 to 1	10 to 1
5	1 to 1	5 to 1	1 to 1	5 to 1
6	1 to 1	3 to 1	1 to 1	3 to 1
7	2 to 1	15 to 1	2 to 1	15 to 1
8	2 to 1	10 to 1	2 to 1	10 to 1
9	2 to 1	20 to 1	2 to 1	20 to 1
10/Face Card	2 to 1	20 to 1	2 to 1	20 to 1
Ace	3 to 1	50 to 1	3 to 1	50 to 1
888*	25 to 1	N/A	25 to 1	75 to 1

Deck Type	2 decks only	6 decks only
* Special bonus paid when dealer busts with three 8s.		

PAY TABLE 5 ALSO HAS A "DEALER BLACKJACK" PRIZE THAT MAY BE AWARDED IF NONE OF THE HIGHER PAYING OUTCOMES OCCUR AND THE DEALER HAS A BLACKJACK.

TABLE 1. OPTIONAL PROGRESSIVE PAY TABLES WITH DEALER ENVY:

HAND	PROGRESSIVE PAY TABLE 01		HAND	PROGRESSIVE PAY TABLE 05	
	PAYS	DLR. ENVY		PAYS	DLR. ENVY
MINI-ROYAL (SPADES) - AK/Q	100%	\$100	MINI-ROYAL (SPADES) - AK/Q/J	100%	\$100
MINI-ROYAL (OTHER) - AK/Q	10%	\$50	MINI-ROYAL (SPADES) - AK/Q	10%	\$50
MINI-ROYAL (ANY ORDER)	250 FOR 1	\$25	MINI-ROYAL (OTHER) - AK/Q	300 FOR 1	\$25
STRAIGHT FLUSH	40 FOR 1	\$20	STRAIGHT FLUSH	50 FOR 1	\$20
THREE-OF-A-KIND	25 FOR 1	\$5	THREE-OF-A-KIND	25 FOR 1	\$5
STRAIGHT	5 FOR 1	\$2	STRAIGHT	5 FOR 1	\$2
FLUSH	2 FOR 1	\$1	FLUSH	2 FOR 1	\$1
			DEALER BLACKJACK	1 FOR 1	
DECK TYPE	6 OR 8 DECKS		DECK TYPE	6 OR 8 DECKS	

THE PROGRESSIVE METER IS INCREMENTED WITH EVERY PROGRESSIVE WAGER, AND IS RESEEDED IN THE EVENT OF A 100% PROGRESSIVE AWARD. THE DETAILS ARE SUMMARIZED IN TABLE 2. THESE DETAILS ARE GIVEN FOR A FIXED \$5 WAGER. IF A HIGHER WAGER AMOUNT IS USED, THE SEED/RESEED VALUE MUST BE SCALED ACCORDINGLY.

TABLE 2. PROGRESSIVE CONFIGURATION:

	PAY TABLE 1	PAY TABLE 5
SEED/RESEED VALUE	\$10,000	\$5,000
INCREMENT RATE	24%	24%

TABLE 3. OPTIONAL PROGRESSIVE PAY TABLES WITHOUT DEALER ENVY:

HAND	PROGRESSIVE PAY TABLE 06	HAND	PROGRESSIVE PAY TABLE 07
	PAYS		PAYS
THREE ACES (SUITED)	100%	MINI-ROYAL (SPADES) - AK/Q	100%
THREE OF A KIND (SUITED)	125 FOR 1	MINI-ROYAL (OTHER) - AK/Q	10%
STRAIGHT FLUSH	25 FOR 1	MINI-ROYAL (ANY ORDER)	300 FOR 1
THREE OF A KIND (OFFSUIT)	20 FOR 1	STRAIGHT FLUSH	50 FOR 1
STRAIGHT	7 FOR 1	STRAIGHT	5 FOR 1
FLUSH	3 FOR 1	FLUSH	2 FOR 1
DECK TYPE	6 OR 8 DECKS	DECK TYPE	6 OR 8 DECKS

THE PROGRESSIVE METER IS INCREMENTED WITH EVERY PROGRESSIVE WAGER, AND IS RESEEDED IN THE EVENT OF A 100% PROGRESSIVE AWARD. THE DETAILS ARE SUMMARIZED IN TABLE 4. THESE DETAILS ARE GIVEN FOR A FIXED \$1 WAGER. IF A HIGHER WAGER AMOUNT IS USED, THE SEED/RESEED VALUE MUST BE SCALED ACCORDINGLY.

TABLE 4. PROGRESSIVE CONFIGURATION:

	PAY TABLE 6	PAY TABLE 7
SEED/RESEED VALUE	\$2,000	\$2,000
INCREMENT RATE	17%	24%

BASIS AND PURPOSE FOR RULE 29

THE STATUTORY BASIS FOR RULE 29 IS FOUND IN SECTIONS 44-30-201, C.R.S., 44-30-202, C.R.S., 44-30-203, C.R.S., 44-30-302, C.R.S., 44-30-502, C.R.S., 44-30-510, C.R.S., 44-30-528, C.R.S., 44-30-531, C.R.S., 44-30-827, C.R.S., 44-30-833, C.R.S. AND 44-30-1701, C.R.S., AND 44-30-1702, C.R.S., AND 44-30-1703, C.R.S.

RULE 29 RESPONSIBLE GAMING AND SELF-RESTRICTION

30-2901 DISPLAY OF RESPONSIBLE GAMING LOGO.

- (1) EACH RETAIL GAMING LICENSEE SHALL DISPLAY A RESPONSIBLE GAMING LOGO ON THEIR WEBSITE AS WELL AS PROMINENTLY DISPLAYED WITHIN THE RETAIL CASINO, IN A MANNER APPROVED BY THE DIRECTOR OR DIRECTOR'S DESIGNEE, TO DIRECT A PATRON TO THE RETAIL GAMING LICENSEE'S RESPONSIBLE GAMING WEBPAGE OR THE DIVISIONS RESPONSIBLE GAMING WEBPAGE. RETAIL GAMING LICENSEES SHALL OPERATE UNDER THE SAME RESPONSIBLE GAMING GUIDELINES AS DETAILED IN THESE RULES, WHERE APPLICABLE. RESPONSIBLE GAMING INFORMATION SHALL BE ACCESSIBLE TO PATRONS WITHIN A LICENSED GAMING FACILITY OR ON THEIR WEBSITE AND SHALL CONTAIN, AT A MINIMUM, THE FOLLOWING:
 - (A) A PROMINENT MESSAGE, WHICH STATES, "GAMBLING PROBLEM? CALL OR TEXT 1-800-GAMBLER";
 - (B) INFORMATION ON AND A LINK TO THE WEBSITE AND OTHER INTERNET RESOURCES DEDICATED TO HELPING PEOPLE WITH POTENTIAL GAMBLING PROBLEMS AS DIRECTED BY THE COMMISSION;
 - (C) A CLEAR STATEMENT OF THE RETAIL GAMING LICENSEE'S POLICY AND COMMITMENT TO RESPONSIBLE GAMING ALONG WITH INFORMATION TO EACH CASINO'S SPECIFIC SELF-EXCLUSION PROGRAM ALONG WITH INFORMATION ON SELF-EXCLUSION THROUGH THE DIVISION OR DIVISION'S WEBSITE.
- (2) RETAIL GAMING LICENSEE LOCATIONS MUST HAVE A POLICY IN EFFECT FOR ALL OF ITS PROPERTIES IN ADDITION TO SELF-EXCLUSION, PROVIDING OPPORTUNITIES FOR PATRONS TO REQUEST IN WRITING THE REVOCATION OF THEIR PRIVILEGES FOR SPECIFIC SERVICES SUCH AS:
 - (A) DIRECT GAMING PROMOTIONS;
 - (B) PLAYER CLUB/CARD PRIVILEGES RELATED TO GAMING;
 - (C) ON-SITE CHECK-CASHING; AND,
 - (D) COMPLIMENTARIES.

- (3) RETAIL GAMING LICENSEES WITH BRICK-AND-MORTAR SPORTS BETTING LOCATIONS WITHIN THE CASINO MUST MAKE INFORMATION AVAILABLE PROMOTING RESPONSIBLE GAMING AND WHERE TO FIND ASSISTANCE, INCLUDING A TOLL-FREE HELP LINE NUMBER. THIS INFORMATION SHALL BE AVAILABLE AND VISIBLE IN SPORTS BETTING AREAS AFFIXED TO ALL SPORTS BETTING KIOSK AND AT CASH ACCESS DEVICES.

30-2902 RETAIL GAMING LICENSEE'S SELF-EXCLUSION.

EACH RETAIL GAMING LICENSEE SHALL ESTABLISH AND MAINTAIN A SELF-EXCLUSION PROGRAM FOR PATRONS. EACH RETAIL GAMING LICENSEE SHALL PARTICIPATE BY SHARING SELF-EXCLUSION DATA WITH THE DIVISION IN ACCORDANCE WITH REGULATION 30-2905. EACH RETAIL GAMING LICENSEE SHALL PARTICIPATE BY ACCESSING THE DIVISION'S DATABASE THROUGH A SECURE PORTAL OR ELECTRONICALLY IMPORTING SELF-EXCLUDED PATRON INFORMATION. IF A RETAIL GAMING LICENSEE IS UNABLE TO ACCESS EITHER OF THESE METHODS FOR REGISTERING A SELF-EXCLUDED PATRON INFORMATION ANOTHER METHOD MAY BE APPROVED BY THE DIRECTOR.

30-2903 DIRECT MARKETING TO PROHIBITED GAMING PARTICIPANTS.

- (1) FOR THE PURPOSE OF THIS RULE, "PROHIBITED PARTICIPANT" SHALL MEAN INDIVIDUALS WHO HAVE VOLUNTARILY REQUESTED TO BE EXCLUDED FROM GAMING ACTIVITIES AND INDIVIDUALS WHO ARE REQUIRED BY THE COMMISSION TO BE EXCLUDED OR EJECTED FROM LICENSED GAMING ESTABLISHMENTS, AND SPORTS BETTING INDIVIDUALS WHO ARE PROHIBITED FROM PLACING WAGERS ON CERTAIN SPORTING EVENTS TO THE EXTENT THAT THOSE INDIVIDUALS RESIDE IN THE DIVISION'S EXCLUSION LIST DATABASE
- (2) A RETAIL GAMING LICENSEE SHALL MAKE ALL REASONABLE EFFORTS TO ENSURE THAT PROHIBITED PARTICIPANTS DO NOT RECEIVE DIRECT MARKETING FROM THE RETAIL GAMING LICENSEE OR MARKETING AFFILIATES.
- (3) A RETAIL GAMING LICENSEE WILL SATISFY THIS REQUIREMENT IF THE RETAIL GAMING LICENSEE AND/OR MARKETING AFFILIATES REMOVE THE PROHIBITED PARTICIPANT'S NAME AND RESIDENT ADDRESS AND EMAIL ADDRESS FROM THE LIST OF PATRONS TO WHOM DIRECT MARKETING MATERIALS ARE SENT.
- (4) A RETAIL GAMING LICENSEE AND/OR THEIR MARKETING AFFILIATES SHALL USE THE CURRENT EXCLUSION LIST PROVIDED BY THE DIVISION. THE EXCLUSION LIST OR IN PERSON CHANGES SHALL BE USED EXPEDITIOUSLY TO UPDATE ALL DIRECT MARKETING LISTS TO ENSURE THAT EXCLUDED AND PROHIBITED PLAYERS ARE NOT DIRECTLY TARGETED, INCLUDING BUT NOT EXCLUSIVE OF DIRECT MAIL AND EMAIL.
- (5) RULE 30-2903(4) SHALL NOT APPLY TO PERSONS IDENTIFIED IN 44-30-1502 C.R.S. THAT ARE ONLY PROHIBITED FROM BETTING ON A SPORTING EVENT THAT IS OVERSEEN BY THAT PERSON'S SPORTS GOVERNING BODY.

30-2904 RESPONSIBLE ADVERTISING AND PROMOTIONS.

- (1) ALL OFFERS AND BONUSES MUST:
- (A) INCLUDE TERMS AND CONDITIONS THAT ARE FULL, ACCURATE, CLEAR, CONCISE, TRANSPARENT, AND DO NOT CONTAIN MISLEADING INFORMATION;
- (B) HAVE ADVERTISING MATERIALS THAT INCLUDE ANY MATERIAL TERMS AND CONDITIONS FOR THAT OFFER OR BONUS AND HAVE THOSE MATERIAL TERMS IN CLOSE PROXIMITY TO THE HEADLINE CLAIM OF THE OFFER OR BONUS AND IN REASONABLY PROMINENT SIZE;
- (C) NOT BE DESCRIBED AS FREE UNLESS THEY ABSOLUTELY ARE FREE. IF THE CUSTOMER HAS TO RISK OR LOSE THEIR OWN MONEY OR HAS CONDITIONS ATTACHED TO THEIR OWN MONEY, THEN THE OFFER OR BONUS MUST DISCLOSE THOSE TERMS;
- (D) NOT BE DESCRIBED AS RISK FREE IF THE CUSTOMER NEEDS TO INCUR ANY LOSS OR RISK THEIR OWN MONEY TO USE OR WITHDRAW WINNINGS FROM THE RISK-FREE BET; AND

(E) NOT RESTRICT THE CUSTOMER FROM WITHDRAWING THEIR OWN FUNDS OR WITHDRAWING WINNINGS FROM BETS PLACED USING THEIR OWN FUNDS.

(F) PLAYERS THAT SELF-EXCLUDE SHALL NOT, WHILE ON THE EXCLUSION LIST, BE ABLE TO REDEEM POINTS, BONUSES, COMPS OR FREEPLAY.

(2) PROHIBITION ON ADVERTISING THAT TARGETS UNDERAGE PARTICIPANTS:

(A) A RETAIL GAMING LICENSEE AND/OR THEIR MARKETING AFFILIATES SHALL NOT TARGET UNDERAGE PERSONS OR CREATE ADVERTISING CONTENT THAT IS CLEARLY MEANT, BECAUSE OF MESSAGE AND GRAPHICS, FOR AN UNDERAGE AUDIENCE.

(B) A RETAIL GAMING LICENSEE AND/OR THEIR MARKETING AFFILIATES SHALL NOT ADVERTISE ON MEDIA WHERE THE MAJORITY OF THE DEMOGRAPHIC AUDIENCE OR PLAYERS/PERFORMERS ARE KNOWN TO BE UNDER THE LEGAL AGE TO GAMBLE. THIS DOES NOT APPLY TO PUBLIC VENUES WHERE THE DEMOGRAPHICS OF A NORMAL CROWD IN ATTENDANCE CANNOT BE DETERMINED.

(3) RETAIL GAMING LICENSEES ON OR BEFORE OCTOBER 1, 2023, AND ON OR BEFORE OCTOBER 1 EACH YEAR THEREAFTER SHALL SUBMIT TO THE DIRECTOR A REPORT THAT DESCRIBES THE EFFORTS OF THE LICENSEE IN THE PRECEDING STATE FISCAL YEAR (JULY 1ST THROUGH JUNE 30TH) TO PROMOTE RESPONSIBLE GAMING IN THE STATE VIA ADVERTISING AND OTHER PROMOTIONAL METHODS AND THE LICENSEE'S PLANS CONCERNING SUCH PROMOTIONAL EFFORTS IN THE CURRENT STATE FISCAL YEAR.

30-2905 EXCLUSION LIST – DUTIES AND RESPONSIBILITIES

(1) DATABASE CREATION.

THE DIVISION SHALL OPERATE A PROGRAM TO CONSOLIDATE EXCLUDED, SELF-EXCLUDED AND PROHIBITED INDIVIDUALS IN ONE INTERACTIVE DATABASE REPOSITORY IN ORDER TO KEEP THOSE INDIVIDUALS FROM PARTICIPATING IN COLORADO GAMING. THE PROGRAM SHALL PROVIDE AN INTERACTIVE PROTECTED DATABASE FOR RETAIL GAMING LICENSEES, SPORTS BETTING OPERATIONS, SPORTS LEAGUES AND INDIVIDUALS THAT PARTICIPATE IN GAMING IN COLORADO. THE SOLE PURPOSE OF THE EXCLUSION LIST AND DATABASE IS TO ENSURE TIMELY UPDATES OF INDIVIDUALS THAT MAY NOT PARTICIPATE IN GAMING FOR ALL GAMING OPERATIONS IN COLORADO. THE EXCLUSION LIST SHALL ONLY BE USED FOR THE PURPOSE OF IDENTIFYING THOSE INDIVIDUALS WHO ARE PROHIBITED FROM GAMING AND THOSE THAT MAY HAVE EXCLUDED THEMSELVES BECAUSE OF THEIR GAMBLING PROBLEM. LICENSEES THAT RECEIVE DATA FROM THE DIVISION SHALL USE IT SOLELY TO UPDATE THEIR DATABASE. THE INFORMATION CONTAINED IN THE DATABASE AND UPDATES PROVIDED TO THE LICENSEES ARE CONFIDENTIAL AND SHALL ONLY BE USED FOR ITS INTENDED PURPOSE. LIMITED INFORMATION MAY BE SHARED WITH AFFILIATES FOR THE PURPOSE OF ENSURING THOSE IDENTIFIED DO NOT RECEIVE DIRECT MARKETING. IT IS A VIOLATION FOR ANY LICENSEE TO USE THE CONFIDENTIAL DATA IN ANY OTHER WAY. THE DIRECTOR SHALL DETERMINE HOW EACH LICENSEE, LEAGUE OR INDIVIDUAL INTERACTS WITH THE DATABASE.

RETAIL GAMING LICENSEES SHALL MAKE AVAILABLE A SELF-EXCLUSION FORM TO A PATRON REQUESTING TO SELF-EXCLUDE. THE RETAIL GAMING LICENSEE SHALL INPUT THE SELF-EXCLUSION INFORMATION PROVIDED THROUGH THE SECURE DIVISION PORTAL, DIRECT THE PLAYER TO A DEDICATED COMPUTER ON THE LICENSEES PROPERTY WHERE THE PLAYER CAN ACCESS THE DIVISION'S WEBSITE DIRECTLY FOR SELF-EXCLUSION OR IF THE PORTAL IS NOT AVAILABLE DIRECT THE PLAYER TO THE DIVISIONS WEBSITE FOR SELF-EXCLUSION AT A LATER TIME.

(B) RETAIL GAMING LICENSEES THAT RECEIVE UPDATES DAILY FROM THE DIVISION SHALL UPDATE ALL NEW EXCLUDED PERSONS WITHIN THEIR DATABASE. THE DIRECTOR SHALL PROVIDE ONE OR MORE EXCLUDED OR PROHIBITED PLAYER LISTS TO RETAIL GAMING LICENSEES. DATA RECORDS WILL BE IN A FORMAT DETAILED BY THE DIRECTOR OR DESIGNEE. THE RETAIL GAMING LICENSEE SHALL USE BEST EFFORTS TO DETERMINE WHETHER OR NOT NEW AND EXISTING PLAYERS CLUB MEMBERS OR PATRONS ARE ON AN EXCLUSION LIST EITHER THROUGH THE CASINO'S OWN DATABASE OR BY CHECKING THE SECURE DIVISION PORTAL PRIOR TO ISSUING A PLAYERS CARD.

(c) RETAIL GAMING LICENSEES SHALL ONLY UPDATE THE DIVISION DATABASE WITH SELF-EXCLUDED PERSONS THAT HAVE OPTED IN AFTER JANUARY 1, 2023 AS DETERMINED BY THE DIRECTOR. THE RETAIL GAMING LICENSEES SHALL MAKE INFORMATION FOR PLAYERS THAT HAVE SELF-EXCLUDED PRIOR TO JANUARY 1, 2023 UPON REQUEST.

(2) DATABASE INCLUSION.

(A) THE FOLLOWING PERSONS SHALL BE INCLUDED AND MAINTAINED IN THE DIVISION DATABASE, UPDATED AND TRANSFERRED TO RETAIL GAMING LICENSEES AND SPORTS BETTING OPERATORS:

(i) INDIVIDUALS THAT HAVE VOLUNTARILY SELF-EXCLUDED FROM ANY OPERATOR, RETAIL CASINO OR THROUGH THE DIVISION.

(ii) SPORTS BETTING INDIVIDUALS WHO ARE PROHIBITED FROM PLACING WAGERS ON CERTAIN SPORTING EVENTS TO THE EXTENT THAT THOSE INDIVIDUALS RESIDE IN THE DIVISION'S EXCLUSION LIST DATABASE.

(iii) INDIVIDUALS WHO ARE REQUIRED BY THE COMMISSION TO BE EXCLUDED OR EJECTED FROM LICENSED GAMING ESTABLISHMENTS, TO THE EXTENT THAT THOSE INDIVIDUALS RESIDE IN THE DIVISION'S EXCLUSION LIST DATABASE.

(B) PERSONS ON THE EXCLUSION AND PROHIBITED LIST MAY NOT PARTICIPATE OR COLLECT WINNINGS FROM THE GAMING IN COLORADO ON WHICH THEY ARE PROHIBITED. PLAYERS THAT SELF-EXCLUDE SHALL NOT, WHILE ON THE EXCLUSION LIST, BE ABLE TO REDEEM POINTS, BONUSES, COMPS OR FREEPLAY.

(3) INCLUSION ON THE EXCLUSION LIST.

(A) INDIVIDUAL SELF-EXCLUSION MEANS THAT AN INDIVIDUAL HAS MADE A CONSCIOUS VOLUNTARY EFFORT TO EXCLUDE THEMSELVES, FROM NOT ONLY THAT FORM OF GAMING BUT FROM ALL FORMS OF GAMING UNDER THE REGULATORY PURVIEW OF THE COLORADO LIMITED GAMING CONTROL COMMISSION AND THE COLORADO DIVISION OF GAMING. SELF-EXCLUSION MAY ONLY BE ACCOMPLISHED BY AN INDIVIDUAL ACTING IN THEIR OWN INTEREST, IN THE FOLLOWING WAYS:

(i) SELF-EXCLUSION BY AN INDIVIDUAL THROUGH THE DIVISION OF GAMING. AN INDIVIDUAL SELF-EXCLUDING EITHER IN PERSON OR THROUGH A WEB-BASED APPLICATION. ALL SELF-EXCLUSIONS BY INDIVIDUALS THROUGH THE DIVISION EITHER IN PERSON OR WEB-BASED, WILL HAVE THEIR IDENTITY VERIFIED PRIOR TO BEING INCLUDED ON THE EXCLUSION LIST.

(ii) SELF-EXCLUSION FROM AN INTERNET SPORTS BETTING OPERATOR. AN INDIVIDUAL WHO ON AN INTERNET SPORTS BETTING MOBILE APP CHOOSES AN OPTION TO ELECTRONICALLY SELF-EXCLUDE, AND HAS BEEN DIRECTED TO THE DIVISION WEBSITE.

(iii) SELF-EXCLUSION FROM A SPORTS BETTING OPERATOR (RETAIL SPORTS BOOK). AN INDIVIDUAL REQUESTING SELF-EXCLUSION FROM A RETAIL SPORTS BOOK SHALL FILL OUT A SELF-EXCLUSION FORM PROVIDED BY THE SPORTS BOOK. THE SPORTS BOOK SHALL ENTER THE SELF-EXCLUSION INTO THE SECURE DIVISION PORTAL, DIRECT THE PLAYER TO A DEDICATED COMPUTER ON THE LICENSEES PROPERTY WHERE THE PLAYER CAN ACCESS THE DIVISION'S WEBSITE DIRECTLY FOR SELF-EXCLUSION OR IF THE PORTAL IS NOT AVAILABLE DIRECT THE PLAYER TO THE DIVISIONS WEBSITE FOR SELF-EXCLUSION AT A LATER TIME.

(iv) SELF-EXCLUSION FROM A RETAIL GAMING LICENSEE (CASINO). AN INDIVIDUAL REQUESTING SELF-EXCLUSION FROM A CASINO SHALL FILL OUT A SELF-EXCLUSION FORM PROVIDED BY THE CASINO. THE CASINO SHALL ENTER THE SELF-EXCLUSION INTO THE SECURE DIVISION PORTAL DIRECT THE PLAYER TO A DEDICATED COMPUTER ON THE LICENSEES PROPERTY WHERE THE PLAYER CAN ACCESS THE DIVISION'S WEBSITE DIRECTLY FOR SELF-EXCLUSION OR IF THE PORTAL

IS NOT AVAILABLE DIRECT THE PLAYER TO THE DIVISIONS WEBSITE FOR SELF-EXCLUSION AT A LATER TIME, OR USE THEIR ELECTRONIC DATABASE PROCEDURE.

(b) INDIVIDUALS WISHING TO SELF-EXCLUDE IN PERSON OR THROUGH THE DIVISIONS WEB-BASED APPLICATION SHALL FILL OUT ALL REQUIRED INFORMATION ON THE FORM. INCOMPLETE FORMS WHERE AN INDIVIDUAL CANNOT BE IDENTIFIED WILL NOT BE PROCESSED.

(c) INDIVIDUALS THAT SELF-EXCLUDE FROM GAMING CORPORATIONS THAT HAVE GAMING OPERATIONS IN OTHER STATES MAY BE INCLUDED ON THEIR CORPORATE EXCLUSION LIST AND MAY BE INCLUDED IN OTHER STATE EXCLUSION PROGRAMS. AN INDIVIDUAL SELF-EXCLUDING IN COLORADO SHALL BE INFORMED PRIOR TO BEING PLACED ON A CORPORATE EXCLUSION LIST.

(4) EXCLUSION PERIOD.

(a) INDIVIDUALS THAT HAVE VOLUNTARILY SELF-EXCLUDED FROM ANY SPORTS BETTING OPERATION, RETAIL CASINO OR THROUGH THE DIVISION SHALL SELECT THE PERIOD OF EXCLUSION TO INCLUDE:

(i) ONE (1) YEAR

(ii) THREE (3) YEARS

(iii) FIVE (5) YEARS

(b) AN INDIVIDUAL WHO IS ON THE LIST MAY SUBMIT A REQUEST, TO THE DIVISION, TO INCREASE THE MINIMUM LENGTH OF EXCLUSION.

(5) REMOVAL FROM THE EXCLUSION LIST.

(a) INDIVIDUALS THAT HAVE SELF-EXCLUDED OR ARE ON THE EXCLUDED LIST WILL NEED TO FILL OUT AND FILE THE FORM WITH THE DIVISION OF GAMING DIRECTOR PRIOR TO BEING REMOVED FROM THE EXCLUSION LIST. NO PERSON IS AUTOMATICALLY REMOVED FROM THE EXCLUSION LIST WHEN THE SELECTED OR DIRECTED TIME PERIOD ENDS.

(b) SPORTS BETTING INDIVIDUALS WHO ARE PROHIBITED FROM PLACING WAGERS ON CERTAIN SPORTING EVENTS TO THE EXTENT THAT THOSE INDIVIDUALS RESIDE IN THE DIVISION'S EXCLUSION LIST DATABASE MAY BE REMOVED FROM THE LIST BY THEIR GOVERNING BODY/LEAGUE OR BY FILLING OUT AND FILING THE FORM WITH THE DIVISION OF GAMING'S DIRECTOR.

(c) INDIVIDUALS THAT ARE ON THE EXCLUSION LIST AND HAVE NOT COMPLETED THEIR SELF-SELECTED PERIOD OF SELF-EXCLUSION MAY PETITION THE DIVISION OF GAMING'S DIRECTOR FOR REMOVAL FROM THE LIST. THE DIVISION MAY REQUIRE SELF-EVALUATION OR EVALUATION BY A PROFESSIONAL TO ENSURE THE PROBLEM GAMBLING OR FINANCIAL ISSUES THAT LED TO THE SELF-EXCLUSION HAVE CORRECTED THEMSELVES. REMOVAL FROM THE EXCLUSION LIST PRIOR TO THE SELF-SELECTED TIME PERIOD IS AT THE COMPLETE DISCRETION OF THE GAMING DIVISION DIRECTOR. IF AN INDIVIDUAL'S PETITION TO BE REMOVED FROM THE EXCLUSION LIST PRIOR TO THE SELF-SELECT EXCLUSION PERIOD IS NOT APPROVED BY THE DIRECTOR, THE INDIVIDUAL MAY NOT RE-PETITION THE DIRECTOR AGAIN FOR THE PERIOD OF ONE YEAR.

30-2906 ESTABLISHMENT OF RESPONSIBLE GAMING BEST PRACTICES.

(1) RETAIL GAMING LICENSEES SHALL SUBMIT TO THE DIVISION THEIR STRATEGY FOR THE IMPLEMENTATION OF A RESPONSIBLE GAMING PROGRAM. THE RESPONSIBLE GAMING STRATEGY SHALL NOT ONLY INCLUDE SELF-DIRECTED LIMITS BY PLAYERS, IT SHALL ALSO INCLUDE THE LICENSEE'S COMMITMENT AS A COMPANY TO A ROBUST RESPONSIBLE GAMING PLATFORM. THE PLAN FOR IMPLEMENTATION SHALL BE SUBMITTED TO THE DIVISION NO LATER THAN APRIL 1, 2023. RETAIL GAMING LICENSEES THAT BEGIN OPERATING AFTER APRIL 1, 2023 SHALL HAVE A RESPONSIBLE GAMING STRATEGY IN PLACE PRIOR TO LIVE OPERATIONS. BEGINNING OCTOBER 1, 2023 AND ON OR BEFORE OCTOBER 1 EACH YEAR THEREAFTER, RETAIL GAMING LICENSEES SHALL SUBMIT TO THE DIVISION ANY

UPDATES TO ITS STRATEGIC IMPLEMENTATION PLAN THE STRATEGIC IMPLEMENTATION PLAN SHALL INCLUDE BUT IS NOT LIMITED TO THE FOLLOWING:

- (A) A DETAILED EXPLANATION OF THE OPTIONS AVAILABLE FOR PLAYER CARD CUSTOMERS AND WITH ANY CASHLESS SYSTEMS AND ACCOUNT WAGERING THE ABILITY TO SET SELF-DIRECTED LIMITS ON ALL ASPECTS OF THEIR PLAY INCLUDING DEPOSITS, WITHDRAWALS, LIMITS ON BETTING AND TIME FRAMES THOSE LIMITS TAKE PLACE. ADDITIONALLY, AN EXPLANATION OF ALL RESPONSIBLE GAMING TOOLS THAT ARE AT THE PLAYERS DISPOSAL.
- (B) A DETAIL OF THE STAFFING LEVEL, INCLUDING THE LEAD STAFF POSITION FOR THE RESPONSIBLE GAMING PROGRAM, STAFFING POSITIONS DEDICATED TO RESPONSIBLE GAMING, EMPLOYEE EDUCATION AND OUTREACH TO PLAYERS IDENTIFIED AS PROBLEM GAMBLERS OR PLAYERS THAT ARE AT RISK OR SHOW SIGNS OF PROBLEMS GAMING.
- (C) A DETAIL OF THE USE OF PLAYER DATA AND TECHNOLOGY TO AID IN IDENTIFYING POTENTIAL PROBLEM GAMBLERS. DETAIL SHOULD BE PROVIDED ON HOW THE OPERATORS OR A CONTRACTED THIRD PARTY'S TECHNOLOGY WILL PROVIDE AUTOMATED TRIGGERS ON POTENTIAL PROBLEM GAMBLERS. THE LIST SHOULD PROVIDE DETAIL ON WHAT TRIGGERS ARE BEING IDENTIFIED AND HOW THE RETAIL GAMING LICENSEE HAS IDENTIFIED THOSE AS CRITICAL MATRIX TO FOLLOW. ADDITIONALLY, WHAT PLANS THE RETAIL GAMING LICENSEE IS ENGAGED IN TO CONTINUALLY UPDATE AND LEARN THE BEST WAY TO IDENTIFY PROBLEM GAMBLERS IN THEIR CASINO.
- (D) A DETAIL OF THE LEVELS OF INTERVENTION AND EDUCATION PROVIDED TO IDENTIFIED AT RISK PLAYERS. PROVIDE EXAMPLES OF MATERIALS AND/OR MEDIA USED FOR INTERVENTION AND EDUCATION.
- (E) DETAIL INTERNAL CONTROLS TO IDENTIFY THOSE PERSONS WHO ENGAGE IN GAMING AND SPORTS BETTING ACTIVITY, CONTROLLED BY THE LICENSEE, WHO ARE INCLUDED ON THE EXCLUSION LIST. INTERNAL CONTROLS SHOULD INCLUDE PROHIBITING OR STOPPING PERSONS ON THE EXCLUSION LIST AND CONTROLS IN PLACE TO PREVENT COLLECTION OF WINNINGS BY AN EXCLUDED PERSON.
- (F) ADDITIONALLY, PROVIDE ANY INFORMATION RELEVANT TO THE COMPANY AS A WHOLE ON STRATEGIC DIRECTION FOR RESPONSIBLE GAMING.