HOLLYWOOD CASINO TOLEDO
TABLE GAMES OPERATIONS PLAN – Appendix A

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Section One -
General

A. The purpose of this Appendix is to detail the general rules that govern each table game utilized at Hollywood Casino Toledo (HCT).

B. Physical Characteristics:

1. Each table game has on one side places for the players and on the opposite side a place for the dealer.

2. Excluding poker (i.e. poker within the poker room), the cloth covering each table game will have areas to indicate placement of wagers.

3. Each table game will have a detachable drop box and a detachable transparent toke box.

4. Each table game that uses cards as part of the game may also use an automatic card shuffler device.

5. Blackjack table games may utilize a "peek" device attached to them to enable the dealer to determine if the hole card is an ace or ten-value card (to determine if a blackjack has been obtained).

6. Craps will be played on a long table with rounded corners and high walled sides.

C. Suspected cheating and/or irregularities (Applicable to all Table Games):

1. If an automated shuffling device is being used and the device jams, stops shuffling during a shuffle, or fails to complete a shuffle cycle, the cards will be removed from the shuffling device, verified and shuffled by hand in accordance with shuffling procedures.

2. If gaming equipment is suspected to be defective or malfunctioning, the equipment will be inspected by the table games supervisor or above, the Commission gaming agent on duty will be notified in a timely manner, and an attempt will be made to repair the defective or malfunctioning equipment. If malfunctioning equipment cannot be easily repaired, replacement equipment will be used in its place at the direction of the assistant shift manager or above. If replacement equipment cannot be located, the game will continue using manual procedures.

3. Any evidence of suspected tampering with gaming equipment or cheating by patrons and/or employees will be reported to the Commission gaming agent on duty in a timely manner.

D. Suspected cheating and/or irregularities (Applicable to Carnival Table Games Only):

1. If any player or the dealer is dealt an incorrect number of cards, all hands shall be void and the cards shall be reshuffled.

2. If one or more of the dealer's cards is inadvertently exposed prior to the dealer revealing his or her cards then all hands shall be void and the cards shall be reshuffled.

3. If an automated shuffling device is being used and the device jams, stops dealing cards, or fails to deal all cards during a round of play, the round of play shall be void, the dealt cards collected, and the cards removed from the device, verified and reshuffled.

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Section Two -
Black Jack

A. The purpose of this Appendix is to detail the general rules that govern Blackjack.

B. Number of decks of cards and value of each card:

1. This game is played with not less than one (1) and no more than eight (8) decks of cards with the backs of cards being the same color and design and two (2) additional cutting cards. Hollywood Casino Toledo (HCT) reserves the option at any time to select and designate the number of decks and cutting cards utilized on the gaming tables.

2. The cards contained in each deck will be as follows:

   a. Four suits consisting of clubs, diamonds, hearts, and spades with each suit containing 13 cards for a total of 52 cards; and

   b. The values of each card per suit range from 2 to 10 plus one of each of the following: Jack, Queen, King, and Ace.

3. The value of the cards contained in each deck will be as follows:

   a. Any card from "2" to "10" will have its face value.

   b. Any Jack, Queen or King will have a value of ten (10).

   c. An Ace will have a value of eleven (11) unless that would give a player or a Dealer a score in excess of 21 in which case an Ace will have a value of one (1).

C. Object of Game, method of play, and wagers:

1. Prior to the first card being dealt for each round of play, each player will make a wager against the Dealer which will win if:

   a. The count of the player is 21 or less and the score of the dealer is in excess of 21.

   b. The count of the player exceeds that of the dealer without either exceeding 21.

c. The player has achieved a count of 21 in two cards (a "Blackjack") and the dealer has achieved a score of 21 in more than two cards.

2. A wager will be a push (tie) when the score of the player is the same as the dealer.

3. Except as otherwise provided, no wager will be made, increased or withdrawn after the first card of the respective round has been dealt.

4. All wagers will be made by the player placing gaming chips on the appropriate area of the blackjack layout.

5. After each round of play is complete, the dealer will collect all losing wagers and pay off all winning wagers.

6. All winning wagers will be paid off at odds of 1 to 1 with the exception of blackjack which will be paid off at odds of 3 to 2 or 6 to 5. The payoff odds for a blackjack will be clearly printed on each table game layout.

7. Once a wager on the Insurance Line, to Double Down or to Split Pairs has been made and confirmed by the dealer, no player will handle, remove or alter such wagers until a decision has been rendered and implemented with respect to that wager.

8. At the discretion of HCT, a person who has not made a wager on the first round of play may be restricted from entering the game on subsequent rounds of play until a re-shuffling of the cards occurs. (No Mid-Shoe Entry).

9. At the discretion of HCT, a player who, after placing a wager on a round of play, declines to place a wager on a subsequent round of play may be precluded from placing any further wagers until that shoe of cards is completed and a re-shuffling of the cards occurs.

10. At the discretion of HCT, a person who does not wager on every hand may be asked to either play every hand or be restricted from further sitting at the table.

11. A player may play two hands at double the table minimum per hand not to exceed the table maximum. A player may play three hands at five times the table minimum per hand not to exceed the table maximum.

D. Payment of blackjack:

1. If the first face up card dealt to the dealer is a "2", "3", "4", "5", "6", "7", "8" or "9" and a player has a blackjack, the dealer will announce the blackjack and pay the blackjack. The dealer will remove the winning player's cards before any other player receives a third card.

2. If the first face up card dealt to the dealer is an ace or ten-value card and a player has a blackjack, the dealer will announce the blackjack but will neither make a payment nor remove any cards until all other players and the dealer have received his/her second card. If the dealer's second card does not give him/her blackjack, the player having blackjack will be paid. If the dealer does have blackjack, the wager of the player having blackjack will be considered a push and considered a tie bet.

E. Supplemental wagers may be offered at the discretion of HCT:

1. Surrender - After the first two (2) cards are dealt to the player and the player's point total is determined, the player may elect to discontinue play on his/her hand for that round by surrendering one-half his/her wager. All decisions to surrender will be made after it has been determined that the dealer does not have blackjack by peeking at the hole card and prior to the player indicating whether he wishes to Double Down, Split Pairs, Stand, or Draw. Should the first card dealt to the dealer be other than an ace or 10-value card, the dealer will immediately collect one-half of the wager and return one-half to the player.

2. Insurance - Whenever the first card dealt to the dealer is an ace, each player will have the right to make an insurance wager which will win if the dealer's second card is a ten-value card and lose if the second card is an Ace, "2", "3", "4", "5", "6", "7", "8" or "9."

   a. An insurance wager will be made by placing an amount not more than half the amount staked on the player's initial wager on the Insurance Line of the layout.

   b. All insurance wagers will be placed prior to any additional cards being dealt to any player at the table.

   c. All winning insurance wagers will be paid at odds of 2 to 1 and all losing insurance wagers will be collected by the dealer immediately after "peeking" at the hole card, if applicable.

3. Double Down - Except for blackjack or a point count of 21 in two cards, a player may elect to Double Down on the first two (2) cards dealt to him/her or the first two (2) cards of any Split Pair. In such circumstances, one additional card will be dealt to the double hand and will be dealt face up or down and sideways on the layout. A Double Down wager may be made in an amount up to but not in excess of the original wager.

4. Splitting Pairs - Whenever the initial two (2) cards dealt to a player are the same value, the player may split the hand into two (2) separate hands provided that the wager placed on the second hand is equal to the original wager. Multiple splitting is permitted for all equal value pairs.

   a. When a player Splits Pairs, the dealer will deal a second card to the first of the hands and will complete the player's decisions with respect to that hand before proceeding to deal any cards to the next hand.

   b. A player splitting aces will only have one card dealt to each ace; however, the re-splitting of aces may be offered at the discretion of HCT.

F. Other Supplemental Wagers:

Bet the Set
An optional side bet for the game of Blackjack that considers the first two cards a player receives.

To begin each round, players make the standard Blackjack wager and the optional Bet the Set wager on the appropriate area of the layout. Player's will then receive their first two (2) cards, if the player's first two (2) cards are a Pair or Suited Pair the player shall win according to the pay table below.

Pair	10 to 1
Suited Pair	15 to 1

Royal Match 21
An optional side bet for the game of Blackjack that considers the first two (2) cards a player receives.

To begin each round, players make the standard blackjack wager and the optional Royal Match wager on the appropriate area of the layout. Players will then receive their first two (2) cards, if the player's first two (2) cards are the same suit or a Royal Match (King and Queen of the same suit) the player shall win according to the pay table below.

Royal Match	50 to 1
Two (2) Suited Cards	2 to 1
Crown Treasure *	$1,000

"*" - A crown treasure is awarded when both the patron and the dealer have a King and Queen of identical suit.

G. Shuffling, cutting, and burning of cards:

1. Immediately prior to commencement of play, before any round of play as determined by HCT, and after each shoe of cards is dealt, the dealer will shuffle the cards:

   a. A shuffle procedure will be utilized so that a random intermix of cards is administered through any combination of washing, stripping and/or riffling so as to provide a thorough mix.

   b. HCT reserves the right to change or alter its shuffle procedure to acquire such a mix at any time.

2. After the cards have been shuffled, the dealer will offer the stack of cards with backs facing away from him/her to the players to be cut. The player designated will cut the cards by placing the cutting card in the stack at least fifty-two (52) cards in from either end.

3. The player to cut the cards will be:

   a. The first player to the table if the game is just beginning.

   b. The player on whose box the cutting card appeared during the last round of play.

   c. The player at the farthest point to the right of the dealer if the cutting card appeared on the dealer's hand during the last round of play.

   d. The player at the farthest point to the right of the dealer if the re-shuffle was initiated at the discretion of HCT.

4. Once the cutting card has been inserted by the player, the dealer will take all cards in front of the cutting card and place them to the back of the stack after which the dealer will insert the second cutting card. The stack of cards will then be inserted in the dealing shoe for commencement of play.

   a. If the player designated refuses to cut the cards, the cards will be offered to each player moving clockwise around the table until a player accepts the cut. If no player accepts the cut, the dealer will cut the cards.

4. After each full set of cards is placed in the shoe, HCT reserves the right to employ a burn card procedure whereby the dealer will remove the first card face down and place it in the discard rack.

5. Replacement dealers for a live game are required to burn the first card prior to dealing on the game; however, replacement dealers on a dead game, i.e. a game that has been opened but does not have any ongoing play, is not required to burn a card.

H. Procedures for dealing of cards:

1. At the commencement of each round of play, starting on his/her left and continuing around the table, the dealer will deal the cards in the following order:

   a. One card face up or face down to each box on the layout in which a wager is contained.

   b. One card face up or down to himself/herself (i.e. the dealer).

   c. A second card face up or face down to each box in which a wager is contained.

   d. A second card face down to himself/herself. The dealer may "peek" at all aces and ten-value cards

      i. After the dealer has dealt two (2) cards to each player and himself/herself and the dealer's face up card is a ten-value card, the dealer may immediately "peek" at the hole card. If the dealer peeks and determines hole card is an ace, the dealer will announce "Blackjack", collect all losing bets and conclude the round of play.

      ii. After the dealer has dealt two (2) cards to each player and himself/herself and the dealer's face up card is an ace, each player will have the option to make an insurance wager. After all insurance wagers are placed, the dealer may "peek" at the hole card. If the dealer peeks and determines hole card is a ten-value card, the dealer will announce "Blackjack;" collect all losing bets, pay all winning insurance bets in normal order around the table, and conclude the round of play.

      iii. After the dealer has dealt two (2) cards to each player and himself/herself and the dealer's face up card is an ace and the player has a blackjack, a player may elect to take even money instead of Insurance. If exercised, the dealer will pay the player even money and remove the player's cards from the layout and place them in the discard rack before acting on any other player's hands or "peeking" to determine the hole card.

2. After two (2) cards have been dealt to each player and the appropriate number to the dealer except where otherwise noted, the player will indicate whether he wishes to Double Down, Split Pairs, Stand, Draw or Surrender, if permitted by HCT.

3. As each player indicates his/her decision, the dealer will deal face up or face down any additional cards requested.

4. After the decisions of each player have been implemented and all additional cards have been dealt, the dealer will turn over his/her hole card. Any additional cards required to be dealt to the dealer will be dealt face up at this time.

5. At the conclusion of a round of play, all cards still remaining on the layout will be picked up by the dealer. The dealer will pick up the cards beginning with those of the dealer, sliding their cards underneath the cards of the player to his/her far right and move counter-clockwise around the table. This will allow the dealer's hand to be on top of the stack in the discard rack. The dealer will place the cards face down in the discard rack.

6. Whenever the cutting card is reached in the deal of the cards, the dealer will continue dealing the cards until that round of play is completed after which he will re-shuffle the cards. The cards will be re-shuffled when the cutting card is drawn as the first card of a new round.

7. Each player at the table will be responsible for correctly computing the point count of his/her hand and no player may rely on the point count announced by the dealer, if any.

I. Drawing additional cards:

1. Except as otherwise provided, a dealer will draw additional cards until he/she has a total of 17 or greater; at which point, no additional cards will be drawn.

   a. All HCT blackjack tables will either stand on a soft 17 or draw on a soft 17. This decision will be clearly posted at each table.

2. A player may elect to draw additional cards whenever his/her point count total is less than 21 except that:

   a. A player having blackjack or a hard or soft total of 21 will not draw additional cards.

   b. A player electing to Double Down will only draw one additional card.

c. A player splitting aces will only have one card dealt to each ace and may not elect to receive additional cards, with the exception of the re-split of aces, if permitted.

3. A dealer will draw no additional cards to his/her hand, regardless of the point count, if decisions have been made on all players' hands and the point count of the dealer's hand will have no effect on the outcome of the round of play.

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Section Three -
Double Deck Blackjack

A. The purpose of this Appendix is to detail the general rules that govern Double Deck Blackjack.

B. Number of decks of cards and value of each card:

1. This game is played with not less than one (1) and no more than two (2) decks of cards with the backs of cards being the same color and design and two (2) additional cutting cards. Hollywood Casino Toledo (HCT) reserves the option at any time to select and designate the number of decks and cutting cards utilized on the gaming tables.

2. The cards contained in each deck will be as follows:

   a. Four suits consisting of clubs, diamonds, hearts, and spades with each suit containing 13 cards for a total of 52 cards; and

   b. The values of each card per suit range from 2 to 10 plus one of each of the following: Jack, Queen, King, and Ace.

3. The value of the cards contained in each deck will be as follows:

   a. Any card from "2" to "10" will have its face value.

   b. Any Jack, Queen or King will have a value of ten (10).

   c. An Ace will have a value of eleven (11) unless that would give a player or a Dealer a score in excess of 21 in which case an Ace will have a value of one (1).

C. Object of Game, method of play, and wagers:

1. Prior to the first card being dealt for each round of play, each player will make a wager against the Dealer which will win if:

   a. The count of the player is 21 or less and the score of the dealer is in excess of 21.

   b. The count of the player exceeds that of the dealer without either exceeding 21.

c. The player has achieved a count of 21 in two cards (a "Blackjack") and the dealer has achieved a score of 21 in more than two cards.

2. A wager will be a push (tie) when the score of the player is the same as the dealer.

3. Except as otherwise provided, no wager will be made, increased or withdrawn after the first card of the respective round has been dealt.

4. All wagers will be made by the player placing gaming chips on the appropriate area of the blackjack layout.

5. After each round of play is complete, the dealer will collect all losing wagers and pay off all winning wagers.

6. All winning wagers will be paid off at odds of 1 to 1 with the exception of blackjack which will be paid off at odds of 3 to 2 or 6 to 5. The payoff odds for a blackjack will be clearly printed on each table game layout.

7. Once a wager on the Insurance Line, to Double Down or to Split Pairs has been made and confirmed by the dealer, no player will handle, remove or alter such wagers until a decision has been rendered and implemented with respect to that wager.

8. At the discretion of HCT, a person who has not made a wager on the first round of play may be restricted from entering the game on subsequent rounds of play until a re-shuffling of the cards occurs. (No Mid-Shoe Entry).

9. At the discretion of HCT, a player who, after placing a wager on a round of play, declines to place a wager on a subsequent round of play may be precluded from placing any further wagers until that shoe of cards is completed and a re-shuffling of the cards occurs.

10. At the discretion of HCT, a person who does not wager on every hand may be asked to either play every hand or be restricted from further sitting at the table.

11. A player may play two hands at double the table minimum per hand not to exceed the table maximum. A player may play three hands at five times the table minimum per hand not to exceed the table maximum.

D. Payment of blackjack:

1. If the first face up card dealt to the dealer is a "2", "3", "4", "5", "6", "7", "8" or "9" and a player has a blackjack, the dealer will announce the blackjack and pay the blackjack. The dealer will remove the winning player's cards before any other player receives a third card.

2. If the first face up card dealt to the dealer is an ace or ten-value card and a player has a blackjack, the dealer will announce the blackjack but will neither make a payment nor remove any cards until all other players and the dealer have received his/her second card. If the dealer's second card does not give him/her blackjack, the player having blackjack will be paid. If the dealer does have blackjack, the wager of the player having blackjack will be considered a push and considered a tie bet.

E. Supplemental wagers may be offered at the discretion of HCT:

1. Insurance - Whenever the first card dealt to the dealer is an ace, each player will have the right to make an insurance wager which will win if the dealer's second card is a ten-value card and lose if the second card is an Ace, "2", "3", "4", "5", "6", "7", "8" or "9."

   a. An insurance wager will be made by placing an amount not more than half the amount staked on the player's initial wager on the Insurance Line of the layout.

   b. All insurance wagers will be placed prior to any additional cards being dealt to any player at the table.

   c. All winning insurance wagers will be paid at odds of 2 to 1 and all losing insurance wagers will be collected by the dealer immediately after "peeking" at the hole card, if applicable.

2. Double Down - Except for blackjack or a point count of 21 in two cards, a player may elect to Double Down on the first two (2) cards dealt to him/her or the first two (2) cards of any Split Pair. In such circumstances, one additional card will be dealt to the double hand and will be dealt face up or down and sideways on the layout. A Double Down wager may be made in an amount up to but not in excess of the original wager.

3. Splitting Pairs - Whenever the initial two (2) cards dealt to a player are the same value, the player may split the hand into two (2) separate hands provided that the wager placed on the second hand is equal to the original wager. Multiple splitting is permitted for all equal value pairs.

a. When a player Splits Pairs, the dealer will deal a second card to the first of the hands and will complete the player's decisions with respect to that hand before proceeding to deal any cards to the next hand.

b. A player splitting aces will only have one card dealt to each ace; however, the re-splitting of aces may be offered at the discretion of HCT.

F. Shuffling, cutting, and burning of cards:

1. Immediately prior to commencement of play, before any round of play as determined by HCT, and after each shoe of cards is dealt, the dealer will shuffle the cards:

   a. A shuffle procedure will be utilized so that a random intermix of cards is administered through any combination of washing, stripping and/or riffling so as to provide a thorough mix.

   b. HCT reserves the right to change or alter its shuffle procedure to acquire such a mix at any time.

2. After the cards have been shuffled, the dealer will offer the stack of cards with backs facing away from him/her to the players to be cut. The player designated will cut the cards by placing the cutting card in the stack at least one-fourth (1/4) of a deck from either end of the stack.

3. The player to cut the cards will be:

   a. The first player to the table if the game is just beginning.

   b. The player on whose box the cutting card appeared during the last round of play.

   c. The player at the farthest point to the right of the dealer if the cutting card appeared on the dealer's hand during the last round of play.

   d. The player at the farthest point to the right of the dealer if the re-shuffle was initiated at the discretion of HCT.

4. Once the cutting card has been inserted by the player, the dealer will take all cards in front of the cutting card and place them to the back of the stack after which the dealer will insert

the second cutting card. The stack of cards will then be inserted in the dealing shoe for commencement of play.

a. If the player designated refuses to cut the cards, the cards will be offered to each player moving clockwise around the table until a player accepts the cut. If no player accepts the cut, the dealer will cut the cards.

6. After each full set of cards is placed in the shoe, HCT reserves the right to employ a burn card procedure whereby the dealer will remove the first card face down and place it in the discard rack.

7. Replacement dealers for a live game are required to burn the first card prior to dealing on the game; however, replacement dealers on a dead game, i.e. a game that has been opened but does not have any ongoing play, is not required to burn a card.

G. Procedures for dealing of cards:

1. At the commencement of each round of play, starting on his/her left and continuing around the table, the dealer will deal the cards in the following order:

a. One card face up or face down to each box on the layout in which a wager is contained.

b. One card face up or down to himself/herself (i.e. the dealer).

c. A second card face up or face down to each box in which a wager is contained.

d. A second card face down to himself/herself. The dealer may "peek" at all aces and ten-value cards

i. After the dealer has dealt two (2) cards to each player and himself/herself and the dealer's face up card is a ten-value card, the dealer may immediately "peek" at the hole card. If the dealer peeks and determines hole card is an ace, the dealer will announce "Blackjack", collect all losing bets and conclude the round of play.

ii. After the dealer has dealt two (2) cards to each player and himself/herself and the dealer's face up card is an ace, each player will have the option to make an insurance wager. After all insurance wagers are placed, the dealer may "peek" at the hole card. If the dealer peeks and determines hole card is a ten-value card, the dealer will announce "Blackjack;" collect all losing bets, pay all winning insurance bets in normal order around the table, and conclude the round of play.

iii. After the dealer has dealt two (2) cards to each player and himself/herself and the dealer's face up card is an ace and the player has a blackjack, a player may elect to take even money instead of Insurance. If exercised, the dealer will pay the player even money and remove the player's cards from the layout and place them in the discard rack before acting on any other player's hands or "peeking" to determine the hole card.

2. After two (2) cards have been dealt to each player and the appropriate number to the dealer except where otherwise noted, the player will indicate whether he wishes to Double Down, Split Pairs, Stand, or Draw if permitted by HCT.

3. As each player indicates his/her decision, the dealer will deal face up or face down any additional cards requested.

4. After the decisions of each player have been implemented and all additional cards have been dealt, the dealer will turn over his/her hole card. Any additional cards required to be dealt to the dealer will be dealt face up at this time.

5. At the conclusion of a round of play, all cards still remaining on the layout will be picked up by the dealer. The dealer will pick up the cards beginning with those of the dealer, sliding their cards underneath the cards of the player to his/her far right and move counter-clockwise around the table. This will allow the dealer's hand to be on top of the stack in the discard rack. The dealer will place the cards face down in the discard rack.

6. Whenever the cutting card is reached in the deal of the cards, the dealer will continue dealing the cards until that round of play is completed after which he will re-shuffle the cards. The cards will be re-shuffled when the cutting card is drawn as the first card of a new round.

7. On Double Deck Blackjack games, there will be no mid-shoe entry by a player. Once the first hand of a new shoe is dealt, no new players may play a hand until the shoe is completed, the decks are shuffled and cut, and a new shoe begins. If a player refrains from placing a bet for one hand, the player will not be allowed to place a bet until the commencement of a new shoe.

8. Each player at the table will be responsible for correctly computing the point count of his/her hand and no player may rely on the point count announced by the dealer, if any.

H. Drawing additional cards:

1. Except as otherwise provided, a dealer will draw additional cards until he/she has a total of 17 or greater; at which point, no additional cards will be drawn.

   a. All HCT blackjack tables will either stand on a soft 17 or draw on a soft 17. This decision will be clearly posted at each table.

2. A player may elect to draw additional cards whenever his/her point count total is less than 21 except that:

   a. A player having blackjack or a hard or soft total of 21 will not draw additional cards.

   b. A player electing to Double Down will only draw one additional card.

   c. A player splitting aces will only have one card dealt to each ace and may not elect to receive additional cards, with the exception of the re-split of aces, if permitted.

3. A dealer will draw no additional cards to his/her hand, regardless of the point count, if decisions have been made on all players' hands and the point count of the dealer's hand will have no effect on the outcome of the round of play.

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Section Four -
Free Bet Black Jack

A. The purpose of this Appendix is to detail the general rules that govern Free Bet Blackjack.

B. Number of decks of cards and value of each card:

1. This game is played with not less than one (1) and no more than eight (8) decks of cards with the backs of cards being the same color and design and two (2) additional cutting cards. Hollywood Casino Toledo (HCT) reserves the option at any time to select and designate the number of decks and cutting cards utilized on the gaming tables.

2. The cards contained in each deck will be as follows:

   a. Four suits consisting of clubs, diamonds, hearts, and spades with each suit containing 13 cards for a total of 52 cards; and

   b. The values of each card per suit range from 2 to 10 plus one of each of the following: Jack, Queen, King, and Ace.

3. The value of the cards contained in each deck will be as follows:

   a. Any card from "2" to "10" will have its face value.

   b. Any Jack, Queen or King will have a value of ten (10).

   c. An Ace will have a value of eleven (11) unless that would give a player or a Dealer a score in excess of 21 in which case an Ace will have a value of one (1).

C. Object of Game, method of play, and wagers:

1. Prior to the first card being dealt for each round of play, each player will make a wager against the Dealer which will win if:

   a. The count of the player is 21 or less and the score of the dealer is in excess of 21.

   b. The count of the player exceeds that of the dealer without either exceeding 21.

c. The player has achieved a count of 21 in two cards (a "Blackjack") and the dealer has achieved a score of 21 in more than two cards.

2. A wager will be a push (tie) when the score of the player is the same as the dealer or if the dealer draws to a total of 22.

3. Except as otherwise provided, no wager will be made, increased or withdrawn after the first card of the respective round has been dealt.

4. All wagers will be made by the player placing gaming chips on the appropriate area of the blackjack layout.

5. After each round of play is complete, the dealer will collect all losing wagers and pay off all winning wagers.

6. All winning wagers will be paid off at odds of 1 to 1 with the exception of blackjack which will be paid off at odds of 3 to 2 or 6 to 5. The payoff odds for a blackjack will be clearly printed on each table game layout.

7. Once a wager on the Insurance Line, to Double Down or to Split Pairs has been made and confirmed by the dealer, no player will handle, remove or alter such wagers until a decision has been rendered and implemented with respect to that wager.

8. At the discretion of HCT, a person who has not made a wager on the first round of play may be restricted from entering the game on subsequent rounds of play until a re-shuffling of the cards occurs. (No Mid-Shoe Entry).

9. At the discretion of HCT, a player who, after placing a wager on a round of play, declines to place a wager on a subsequent round of play may be precluded from placing any further wagers until that shoe of cards is completed and a re-shuffling of the cards occurs.

10. At the discretion of HCT, a person who does not wager on every hand may be asked to either play every hand or be restricted from further sitting at the table.

11. A player may play two hands at double the table minimum per hand not to exceed the table maximum. A player may play three hands at five times the table minimum per hand not to exceed the table maximum.

D. Payment of blackjack:

1. If the first face up card dealt to the dealer is a "2", "3", "4", "5", "6", "7", "8" or "9" and a player has a blackjack, the dealer will announce the blackjack and pay the blackjack. The dealer will remove the winning player's cards before any other player receives a third card.

2. If the first face up card dealt to the dealer is an ace or ten-value card and a player has a blackjack, the dealer will announce the blackjack but will neither make a payment nor remove any cards until all other players and the dealer have received his/her second card. If the dealer's second card does not give him/her blackjack, the player having blackjack will be paid. If the dealer does have blackjack, the wager of the player having blackjack will be considered a push and considered a tie bet.

E. Supplemental wagers may be offered at the discretion of HCT:

1. Surrender - After the first two (2) cards are dealt to the player and the player's point total is determined, the player may elect to discontinue play on his/her hand for that round by surrendering one-half his/her wager. All decisions to surrender will be made after it has been determined that the dealer does not have blackjack by peeking at the hole card and prior to the player indicating whether he wishes to Double Down, Split Pairs, Stand, or Draw. Should the first card dealt to the dealer be other than an ace or 10-value card, the dealer will immediately collect one-half of the wager and return one-half to the player.

2. Insurance - Whenever the first card dealt to the dealer is an ace, each player will have the right to make an insurance wager which will win if the dealer's second card is a ten-value card and lose if the second card is an Ace, "2", "3", "4", "5", "6", "7", "8" or "9."

   a. An insurance wager will be made by placing an amount not more than half the amount staked on the player's initial wager on the Insurance Line of the layout.

   b. All insurance wagers will be placed prior to any additional cards being dealt to any player at the table.

   c. All winning insurance wagers will be paid at odds of 2 to 1 and all losing insurance wagers will be collected by the dealer immediately after "peeking" at the hole card, if applicable.

3. Double Down - Except for blackjack or a point count of 21 in two cards, a player may elect to Double Down on the first two (2) cards dealt to him/her or the first two (2) cards of any Split Pair. In such circumstances, one additional card will be dealt to the double hand and will be dealt face up or down and sideways on the layout. A Double Down wager may be made in an amount up to but not in excess of the original wager.

4. Free Double* - Players may double a two-card hard count of 9, 10 or 11 without making an additional wager. The dealer will place a "Free Bet" lammer to the right (dealer's view) of the player's original bet and deal the game normally. There are three possible outcomes:

   a. The player beats the dealer.
      i. The dealer will pay the player for his original bet and an equivalent amount for his free double. The dealer will then collect the lammer.
   b. The player loses to the dealer.
      i. The dealer will collect the player's original bet and the lammer.
   c. The player and the dealer tie.
      i. The dealer will push the player's original bet and collect the lammer.

   Free doubling after splitting is allowed, provided the player's point total is a two card hard total of 9, 10 or 11.

   *If the player makes a bet for the dealer, the dealer is also eligible for the Free Double along with the player. The same game rules apply to the dealers bet.

5. Splitting Pairs - Whenever the initial two (2) cards dealt to a player are the same value, the player may split the hand into two (2) separate hands provided that the wager placed on the second hand is equal to the original wager. Multiple splitting is permitted for all equal value pairs.

   a. When a player Splits Pairs, the dealer will deal a second card to the first of the hands and will complete the player's decisions with respect to that hand before proceeding to deal any cards to the next hand.

   b. A player splitting aces will only have one card dealt to each ace; however, the re-splitting of aces may be offered at the discretion of HCT.

6. Free Split* - Players may split any pairs except 10 (10-10, J-J, Q-Q or K-K) value cards without making an additional wager. The dealer will place a "Free Bet" lammer to the right (dealer's view) of the player's original bet and deal the game normally. There are three possible outcomes:

   a. The player beats the dealer.
      i. The dealer will pay the player for his original bet and an equivalent amount for his free split. The dealer will then collect the lammer.
   b. The player loses to the dealer.
      i. The dealer will collect the player's original bet and the lammer.

c. The player and the dealer tie.
   i. The dealer will push the player's original bet and collect the lammer.

Free re-splitting up to four hands is allowed.

Each split hand is won or lost on its own merit (Ex., player can lose original bet on first split hand and still win on the second or more free split hands.) If Free Splitting a pair, and the first hand busts, the cards will be tucked under the original wager until the hand is settled or unless the second busts as well. Free doubling after splitting is allowed, provided the player's point total is a two card hard total of 9, 10 or 11.

*If the player makes a bet for the dealer, the dealer is also eligible for the Free Split along with the player. The same game rules apply to the dealers bet.

F. Other Supplemental Wagers:
PUSH 22 side bet

If the dealer, at the conclusion of the hand busts to an actual score of exactly 22 all players who have wagered the bet will win. HCT will utilize the pay table below:

Hand	
Dealer Same Suit 22	50 to 1
Dealer Same Color 22	20 to 1
Dealer Other 22	7 to 1
Dealer Bust Not 22	Lose

G. Shuffling, cutting, and burning of cards:

1. Immediately prior to commencement of play, before any round of play as determined by HCT, and after each shoe of cards is dealt, the dealer will shuffle the cards:

   a. A shuffle procedure will be utilized so that a random intermix of cards is administered through any combination of washing, stripping and/or riffling so as to provide a thorough mix.

b. HCT reserves the right to change or alter its shuffle procedure to acquire such a mix at any time.

2. After the cards have been shuffled, the dealer will offer the stack of cards with backs facing away from him/her to the players to be cut. The player designated will cut the cards by placing the cutting card in the stack at least fifty-two (52) cards in from either end.

3. The player to cut the cards will be:

   a. The first player to the table if the game is just beginning.

   b. The player on whose box the cutting card appeared during the last round of play.

   c. The player at the farthest point to the right of the dealer if the cutting card appeared on the dealer's hand during the last round of play.

   d. The player at the farthest point to the right of the dealer if the re-shuffle was initiated at the discretion of HCT.

4. Once the cutting card has been inserted by the player, the dealer will take all cards in front of the cutting card and place them to the back of the stack after which the dealer will insert the second cutting card. The stack of cards will then be inserted in the dealing shoe for commencement of play.

   a. If the player designated refuses to cut the cards, the cards will be offered to each player moving clockwise around the table until a player accepts the cut. If no player accepts the cut, the dealer will cut the cards.

5. After each full set of cards is placed in the shoe, HCT reserves the right to employ a burn card procedure whereby the dealer will remove the first card face down and place it in the discard rack.

6. Replacement dealers for a live game are required to burn the first card prior to dealing on the game; however, replacement dealers on a dead game, i.e. a game that has been opened but does not have any ongoing play, is not required to burn a card.

H. Procedures for dealing of cards:

1. At the commencement of each round of play, starting on his/her left and continuing around the table, the dealer will deal the cards in the following order:

a. One card face up or face down to each box on the layout in which a wager is contained.

b. One card face up or down to himself/herself (i.e. the dealer).

c. A second card face up or face down to each box in which a wager is contained.

d. A second card face down to himself/herself. The dealer may "peek" at all aces and ten-value cards

   i. After the dealer has dealt two (2) cards to each player and himself/herself and the dealer's face up card is a ten-value card, the dealer may immediately "peek" at the hole card. If the dealer peeks and determines hole card is an ace, the dealer will announce "Blackjack", collect all losing bets and conclude the round of play.

   ii. After the dealer has dealt two (2) cards to each player and himself/herself and the dealer's face up card is an ace, each player will have the option to make an insurance wager. After all insurance wagers are placed, the dealer may "peek" at the hole card. If the dealer peeks and determines hole card is a ten-value card, the dealer will announce "Blackjack;" collect all losing bets, pay all winning insurance bets in normal order around the table, and conclude the round of play.

   iii. After the dealer has dealt two (2) cards to each player and himself/herself and the dealer's face up card is an ace and the player has a blackjack, a player may elect to take even money instead of Insurance. If exercised, the dealer will pay the player even money and remove the player's cards from the layout and place them in the discard rack before acting on any other player's hands or "peeking" to determine the hole card.

2. After two (2) cards have been dealt to each player and the appropriate number to the dealer except where otherwise noted, the player will indicate whether he wishes to Double Down, Split Pairs, Stand, Draw or Surrender, if permitted by HCT.

3. As each player indicates his/her decision, the dealer will deal face up or face down any additional cards requested.

4. After the decisions of each player have been implemented and all additional cards have been dealt, the dealer will turn over his/her hole card. Any additional cards required to be dealt to the dealer will be dealt face up at this time.

5. At the conclusion of a round of play, all cards still remaining on the layout will be picked up by the dealer. The dealer will pick up the cards beginning with those of the dealer, sliding their cards underneath the cards of the player to his/her far right and move counter-clockwise around the table. This will allow the dealer's hand to be on top of the stack in the discard rack. The dealer will place the cards face down in the discard rack.

6. Whenever the cutting card is reached in the deal of the cards, the dealer will continue dealing the cards until that round of play is completed after which he will re-shuffle the cards. The cards will be re-shuffled when the cutting card is drawn as the first card of a new round.

7. Each player at the table will be responsible for correctly computing the point count of his/her hand and no player may rely on the point count announced by the dealer, if any.

I. Drawing additional cards:

1. Except as otherwise provided, a dealer will draw additional cards until he/she has a total of 17 or greater; at which point, no additional cards will be drawn.

   a. All HCT blackjack tables will either stand on a soft 17 or draw on a soft 17. This decision will be clearly posted at each table.

2. A player may elect to draw additional cards whenever his/her point count total is less than 21 except that:

   a. A player having blackjack or a hard or soft total of 21 will not draw additional cards.

   b. A player electing to Double Down will only draw one additional card.

   c. A player splitting aces will only have one card dealt to each ace and may not elect to receive additional cards, with the exception of the re-split of aces, if permitted.

3. A dealer will draw no additional cards to his/her hand, regardless of the point count, if decisions have been made on all players' hands and the point count of the dealer's hand will have no effect on the outcome of the round of play.

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Section Five -
Craps

A. The purpose of this Appendix is to detail the general rules that govern Craps.

B. The game of craps is played with one stick of five dice with each die containing the number one opposite the side with the number six, the number two opposite the side with the number five, and the number three opposite the side with the number four.

1. To begin the game, the stickperson (i.e. boxperson or dealer maintaining control of the dice) will empty the bowl of dice onto the table. The stickperson will push all of the dice in front of the patron who is shooting (the "Shooter)." The shooter will select two (2) of the five (5) dice and the stickperson will bring the other dice to the center. The remaining dice will be returned to the dice cup which will be placed in front of the stickperson.

   a. The shooter must throw both dice simultaneously to the furthest end of the table using only one hand.

   b. A roll of the dice will be deemed invalid whenever either or both of the dice go off the table or whenever one (1) die comes to rest on top of the other die.

   c. The stickperson or a table games supervisor or above has the option to call "No roll" for any of the following reasons:

      i. The dice do not leave the shooter's hand simultaneously;

      ii. Either or both of the dice come to rest on the chip bank;

      iii. Either or both of the dice fail to strike the furthest end of the table away from the shooter;

      iv. Either or both of the dice come to rest in the dice cup in front of the stickperson or on one of the rails surrounding the table;

      v. If a die (dice) hits a patron and the travel of the die (dice) is stopped; and

      vi. Any other throw the stickperson or a table games supervisor or above deems to be improper.

C. Permitted Wagers:

1. "Pass Bet" - A wager placed on the Pass Line.

   a. The Pass Bet will win if, on the Come Out Roll: ("Come Out Roll" shall mean the first roll of the dice at the opening of the game and the first roll of the dice after a decision with respect to a Pass Bet and Don't Pass Bet has been affected.)

      i. A total of 7 or 11 is thrown.

      ii. A total of 4, 5, 6, 8, 9 or 10 is thrown on the Come Out Roll and that total is again thrown before a 7 appears.

   b. The Pass Bet will lose if, on the Come Out Roll:

      i. A total of 2, 3, or 12 is thrown on the Come Out Roll.

      ii. A total of 4, 5, 6, 8, 9 or 10 is thrown on the Come Out Roll and a 7 subsequently appears before that total is thrown again.

2. "Don't Pass Bet" - A wager placed on the Don't Pass Line immediately prior to the Come Out Roll.

   a. The Don't Pass Bet will win if, on the Come Out Roll:

      i. A total of 2 or 3 is thrown.

      ii. A total of 4, 5, 6, 8, 9 or 10 is thrown and a 7 subsequently appears before that total is thrown again.

   b. The Don't Pass Bet will lose if, on the Come Out Roll:

      i. A total of 7 or 11 is thrown.

      ii. A total of 4, 5, 6, 8, 9 or 10 is thrown and that total is again thrown before a 7 appears.

   c. The Don't Pass Bet will be a push if, on the Come Out Roll a total of 12 is thrown.

3. "Come Bet" - A wager placed on the Come Line.

a. The Come Bet will win if, on the roll immediately following the placement of such bet:

   i. A total of 7 or 11 is thrown.

   ii. A total of 4, 5, 6, 8, 9 or 10 is thrown and that total is again thrown before a 7 appears.

b. The Come Bet will lose if, on the roll immediately following the placement of such bet:

   i. A total of 2, 3, or 12 is thrown.

   ii. A total of 4, 5, 6, 8, 9 or 10 is thrown and a 7 subsequently appears before that total is thrown again.

4. "Don't Come Bet" - A wager placed on the Don't Come area at any time after the Come Out Roll.

   a. The Don't Come Bet will win if on the roll immediately following placement of such bet:

      i. A total of 2 or 3 is thrown.

      ii. A total of 4, 5, 6, 8, 9 or 10 is thrown and a 7 subsequently appears before that total is again thrown.

   b. The Don't Come Bet will lose if on the roll immediately following placement of such bet:

      i. A total of 7 or 11 is thrown.

      ii. A total of 4, 5, 6, 8, 9 or 10 is thrown and that total is again thrown before a 7 appears.

   c. The Don't Come Bet will be a push if, on the roll immediately following placement of such bet, a total of 12 is thrown.

5. "Place Bet to Win" - A wager made at any time on 4, 5, 6, 8, 9 or 10 which will win if the number on which the wager was placed is thrown before a 7 appears and lose if a 7 is thrown before such number.

6. "Buy Bet" - A wager made at any time where the player has the option of receiving true odds on a Place Bet to Win in return for the player paying to the Hollywood Casino five percent (5%) of the amount of the wager at the time of making the bet.

7. "Lay Bet" - A wager made at any time where players are offered true odds on a Place Bet to Lose in return for the player paying to the Hollywood Casino five percent (5%) of the amount the player could win on such bet.

8. "Four the Hard Way" - A wager made at any time which will win if a total of 4 is thrown the hard way (i.e. with a 2 appearing on each die) before 4 is thrown in any other way and before a 7 is thrown.

9. "Six the Hard Way" - A wager made at any time which will win if a total of 6 is thrown the hard way before 6 is thrown in any other way and before a 7 is thrown.

10. "Eight the Hard Way" - A wager made at any time which will win if a total of 8 is thrown the hard way before 8 is thrown in any other way and before a 7 is thrown.

11. "Ten the Hard Way" - A wager made at any time which will win if a total of 10 is thrown the hard way before 10 is thrown in any other way and before a 7 is thrown.

12. "Field Bet" - A one roll wager made at any time which will win if a total of 2, 3, 4, 9, 10, 11 or 12 is thrown on the roll immediately following placement of such bet and will lose if any other total is thrown.

13. "Any Seven" - A one roll wager made at any time which will win if a total of 7 is thrown on the roll immediately following placement of such bet and will lose if any other total is thrown.

14. ""Any Craps; or a "C"" - A one roll wager made at any time which will win if a total of 2, 3 or 12 is thrown on the roll immediately following placement of such bet and will lose if any other total is thrown.

15. "Craps Two" - A one roll wager made at any time which will win if a total of 2 is thrown on the roll immediately following placement of such bet and will lose if any other total is thrown.

16. "Craps Three" - A one roll wager made at any time which will win if a total of 3 is thrown on the roll immediately following placement of such bet and will lose if any other total is thrown.

17. "Craps Twelve" - A one roll wager made at any time which will win if a total of 12 is thrown on the roll immediately following placement of such bet and will lose if any other total is thrown.

18. ""11 in One Roll, or an "E" or a "Yo"" - A one roll wager made at any time which will win if a total of 11 is thrown on the roll immediately following the placement of such bet and will lose if any other total is thrown.

19. "Horn Bet" - A one roll wager made at any time which will win if a total of 2, 3, 11 or 12 is thrown on the roll immediately following placement of such bet and will lose if any other total is thrown.

20. "Horn High Bet" - A one roll wager made in units of five (5) with four (4) units wagered as a Horn Bet and the remaining unit wagered on either 2, 3, 11 or 12. The player will win if 2, 3, 11 or 12 is thrown on the roll immediately following placement of such bet and lose if any other total is thrown.

21. "World Bet" - A one roll wager placed in units of five (5) with four (4) units wagered as a Horn Bet and the remaining unit wagered on Any Seven. The player will win if 2, 3, 7, 11 or 12 is thrown on the roll immediately following placement of such bet and lose if any other total is thrown.

D. Permitted Wagers - Supplemental Wagers:

1. "Hop Bet" - A one roll wager that may be made at any time on a specific combination designated by the player which will win if the combination is thrown on the roll immediately following placement of such bet and will lose if any other combination is thrown.

2. "Big Six" ("Big Eight") - A wager placed on the Big Six (or Big Eight) area at any time which will win if a total of 6 (or 8) is thrown before a 7 appears and will lose if a 7 is thrown before a total of 6 (or 8) is thrown.

3. "Put Bet" - A wager that is put on a number 4, 5, 6, 8, 9 or 10 which will win if the number is thrown before a 7 appears and will lose if a 7 appears before the number is thrown.

4. "Fire Bet" - Players are paid odds based on how many "individual points" a shooter can successfully make before he or she sevens-out. The term "individual points" refers to when the shooter successfully makes a point from the pool of points (4, 5, 6, 8, 9 or 10) that has

not been previously made. Successfully making the same point more than once will only count as one "individual point" towards a payoff threshold. "Individual Points" DO NOT have to be made in any specific order. Only a seven out results in the bet losing. When there is a voluntary or involuntary surrender of the dice by a shooter prior to throwing a 7 (seven out), fire bets will remain in place and active until a seven out by the successor shooter occurs.

E. Placing and Removing Wagers:

1. Wagers will be made before the dice are thrown, but they may be made between the time the dice leave the shooter's hand and the time the dice come to rest, provided that they are confirmed orally by the dealer or table game supervisor or above.

2. A wager made on any bet may be removed/reduced at any time prior to the roll of the dice that decides the outcome of such wager except that a Pass Bet and a Come Bet will not be removed or reduced after a Come Out Point or Come Point is established with respect to such bet.

4. A Don't Come and a Don't Pass Bet may be removed/reduced at any time, but may not be replaced or increased after such removal or reduction.

5. All Buy, Place, Come Odds and Hard Way bets will be inactive on any Come Out Roll unless called "On" by the player and confirmed by the dealer through placement of an "On" marker button on the top of each player's wager. All other wagers will be considered "On."

F. Payout Odds:

1. All winning wagers will be paid off at the odds listed below:

Come Bet	1 to 1
Don't Come Bet	1 to 1
Pass Bet	1 to 1
Don't Pass Bet	1 to 1
Four or Ten the Hard Way	7 to 1
Six or Eight the Hard Way	9 to 1
Field Bet (2)	2 to 1
Field Bet (3, 4, 9, 10 or 11)	1 to 1
Field Bet (12)	3 to 1
Place Bet 4 or 10	9 to 5
Place Bet 5 or 9 to Win	7 to 5

Place Bet 6 or 8 to Win	7 to 6
Buy Bet 4 or 10 to Win	2 to 1
Buy Bet 5 or 9 to Win	3 to 2
Buy Bet 6 or 8 to Win	6 to 5
Any Seven	4 to 1
Lay Bet 4 or 10 to Lose	1 to 2
Lay Bet 6 or 8 to Lose	5 to 6
Any Craps (or "C")	7 to 1
Craps Two or Twelve	30 to 1
Craps Three	15 to 1
Lay Bet 5 or 9 to Lose	2 to 3
11 in One Roll (or "E")	15 to 1
Hop Bet - Pairs	30 to 1
Hop Bet - All Others	15 to 1
Big Six	1 to 1
Big Eight	1 to 1
Put Bet	1 to 1
Fire Bet (6)	"Individual Points" pays 999 to 1
Fire Bet (5)	"Individual Points" pays 249 to 1
Fire Bet (4)	"Individual Points" pays 24 to 1

2. A Horn Bet and Horn High Bet will be paid as if it were four (4) separate wagers on 2, 3, 11 and 12.

3. A World Bet will be paid as if were five (5) separate wagers on 2, 3, 11, 12 and any 7.

4. If an uneven wager is accepted, HCT will pay the player odds on the even portion of the bet and even money on the balance. Uneven odds payoffs will be rounded up to the nearest dollar unit.

G. Supplemental Wagers Made After the Come-Out Roll in Support of Pass, Don't Pass, Come and Don't Come Bets.

1. Whenever a player makes a Pass Bet and a total of 4, 5, 6, 8, 9 or 10 is thrown on the Come Out Roll, the player will have the right to make an additional wager (Odds) in support of the Pass Bet which will be limited by HCT to an amount up to One Hundred (100) times the original Pass Bet for the points of 4&10, 5&9, and 6&8. If the Pass Bet wins, the original Pass Bet will be paid at odds of 1 to 1 and the supplemental wager will be paid at

odds of 2 to 1 if the Come Out Point was 4 or 10, 3 to 2 if the Come Out Point was 5 or 9, and 6 to 5 if the Come Out Point was 6 or 8.

2. Whenever a player makes a Don't Pass Bet and a total of 4, 5, 6, 8, 9 or 10 is thrown on the Come Out Roll, the player will have the right to make an additional wager (odds) in support of the Don't Pass Bet which will be limited by HCT to an amount to win up to One Hundred (100) times the original Don't Pass Bet for the points of 4&10, 5&9, and 6&8. If the Don't Pass Bet wins, the original Don't Pass Bet will be paid at odds of 1 to 1 and the supplemental wager will be paid at odds of 1 to 2 if the Come Out Point was 4 or 10, 2 to 3 if the Come Out Point was 5 or 9, and 5 to 6 if the Come Out Point was 6 or 8.

3. Whenever a player makes a Come Bet and a total of 4, 5, 6, 8, 9 or 10 is thrown on the roll immediately following placement of such bet, the player will have the right to make an additional wager (odds) in support of the Come Bet which will be limited by the Hollywood Casino Toledo to an amount up to one hundred (100) times the original Come Bet for the points of 4&10, 5&9, and 6&8. If the Come Bet wins, the original Come Bet will be paid at odds of 1 to 1 and the supplemental wager will be paid at odds of 2 to 1 if the Come Point was 4 or 10, 3 to 2 if the Come Point was 5 or 9, and 6 to 5 if the Come Point was 6 or 8.

4. Whenever a player makes a Don't Come Bet and a total of 4, 5, 6, 8, 9 or 10 is thrown on the roll immediately following placement of such bet, the player will have the right to make an additional wager (odds) in support of the Don't Come Bet which will be limited by HCT to an amount to win up to one hundred (100) times the original Don't Come Bet for the points of 4&10, 5&9, and 6&8. If the Don't Come Bet wins, the original Don't Come Bet will be paid at odds of 1 to 1 and the supplemental wager will be paid at odds of 1 to 2 if the Come Point was 4 or 10, 2 to 3 if the Come Point was 5 or 9, and 5 to 6 if the Come Point was 6 or 8.

5. The maximum amount allowable as an additional wager (odds) in support of a pass/don't pass or Come/Don't Come Bet will be posted on each game.

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Section Six -
Craps Free Craps

A. The purpose of this Appendix is to detail the general rules that govern Craps Free Craps.

B. The game of craps free craps is played with one stick of five dice with each die containing the number one opposite the side with the number six, the number two opposite the side with the number five, and the number three opposite the side with the number four.

1. To begin the game, the stickperson (i.e. boxperson or dealer maintaining control of the dice) will empty the bowl of dice onto the table. The stickperson will push all of the dice in front of the patron who is shooting (the "Shooter)." The shooter will select two (2) of the five (5) dice and the stickperson will bring the other dice to the center. The remaining dice will be returned to the dice cup which will be placed in front of the stickperson.

   a. The shooter must throw both dice simultaneously to the furthest end of the table using only one hand.

   b. A roll of the dice will be deemed invalid whenever either or both of the dice go off the table or whenever one (1) die comes to rest on top of the other die.

   c. The stickperson or a table games supervisor or above has the option to call "No roll" for any of the following reasons:

      i. The dice do not leave the shooter's hand simultaneously;

      ii. Either or both of the dice come to rest on the chip bank;

      iii. Either or both of the dice fail to strike the furthest end of the table away from the shooter;

      iv. Either or both of the dice come to rest in the dice cup in front of the stickperson or on one of the rails surrounding the table;

      v. If a die (dice) hits a patron and the travel of the die (dice) is stopped; and

      vi. Any other throw the stickperson or a table games supervisor or above deems to be improper.

C. Permitted Wagers:

1. "Pass Bet" - A wager placed on the Pass Line.

   a. The Pass Bet will win if, on the Come Out Roll: ("Come Out Roll" shall mean the first roll of the dice at the opening of the game and the first roll of the dice after a decision with respect to a Pass Bet has been affected.)

      i. A total of 7 is thrown.

      ii. A total of 2, 3, 4, 5, 6, 8, 9, 10, 11, or 12 is thrown on the Come Out Roll and that total is again thrown before a 7 appears.

   b. The Pass Bet will lose if, on the Come Out Roll:

      i. A total of 2, 3, 4, 5, 6, 8, 9, 10, 11, or 12 is thrown on the Come Out Roll and a 7 subsequently appears before that total is thrown again.

2. "Come Bet" - A wager placed on the Come Line.

   a. A patron may "bypass" the come area and place a "Come Bet" on the numbers 2, 3, 4, 5, 6, 8, 9, 10, 11, or 12. This type of wager is referred to as a "Put" bet and once placed on one of the numbers is a contract bet and paid as if it was Come bet:

   b. The Come Bet will win if, on the roll immediately following the placement of such bet:

      i. A total of 7 is thrown.

      ii. A total of 2, 3, 4, 5, 6, 8, 9, 10, 11, or 12 is thrown and that total is again thrown before a 7 appears.

   c. The Come Bet will lose if, on the roll immediately following the placement of such bet:

      i. A total of 2, 3, 4, 5, 6, 8, 9, 10, 11, or 12 is thrown and a 7 subsequently appears before that total is thrown again.

      ii. In the event of a come out roll, the original Come bet will always have action. Any additional odds wager made by the player will not be in play unless otherwise

requested by the player. Any additional odds wager that was not in action when a 7 has been thrown on a come out roll will be returned to the player.

3. "Place Bet to Win" - A wager made at any time on 2, 3, 4, 5, 6, 8, 9, 10, 11, or 12 which will win if the number on which the wager was placed is thrown before a 7 appears and lose if a 7 is thrown before such number.

    i. In the event of a come out roll, the original Come bet will always have action. Any additional odds wager made by the player will not be in play unless otherwise requested by the player. Any additional odds wager that was not in action when a 7 has been thrown on a come out roll will be returned to the player.

4. "Buy Bet" - A wager made at any time where the player has the option of receiving true odds on a Place Bet to Win in return for the player paying to the Hollywood Casino five percent (5%) of the amount of the wager at the time of making the bet.

5. "Four the Hard Way" - A wager made at any time which will win if a total of 4 is thrown the hard way (i.e. with a 2 appearing on each die) before 4 is thrown in any other way and before a 7 is thrown.

6. "Six the Hard Way" - A wager made at any time which will win if a total of 6 is thrown the hard way before 6 is thrown in any other way and before a 7 is thrown.

7. "Eight the Hard Way" - A wager made at any time which will win if a total of 8 is thrown the hard way before 8 is thrown in any other way and before a 7 is thrown.

8. "Ten the Hard Way" - A wager made at any time which will win if a total of 10 is thrown the hard way before 10 is thrown in any other way and before a 7 is thrown.

9. "Field Bet" - A one roll wager made at any time which will win if a total of 2, 3, 4, 9, 10, 11 or 12 is thrown on the roll immediately following placement of such bet and will lose if any other total is thrown.

10. "Any Seven" - A one roll wager made at any time which will win if a total of 7 is thrown on the roll immediately following placement of such bet and will lose if any other total is thrown.

11. ""Any Craps; or a "C"" - A one roll wager made at any time which will win if a total of 2, 3 or 12 is thrown on the roll immediately following placement of such bet and will lose if any other total is thrown.

12. "Craps Two" - A one roll wager made at any time which will win if a total of 2 is thrown on the roll immediately following placement of such bet and will lose if any other total is thrown.

13. "Craps Three" - A one roll wager made at any time which will win if a total of 3 is thrown on the roll immediately following placement of such bet and will lose if any other total is thrown.

14. "Craps Twelve" - A one roll wager made at any time which will win if a total of 12 is thrown on the roll immediately following placement of such bet and will lose if any other total is thrown.

15. ""11 in One Roll, or an "E" or a "Yo"" - A one roll wager made at any time which will win if a total of 11 is thrown on the roll immediately following the placement of such bet and will lose if any other total is thrown.

16. "Horn Bet" - A one roll wager made at any time which will win if a total of 2, 3, 11 or 12 is thrown on the roll immediately following placement of such bet and will lose if any other total is thrown.

17. "Horn High Bet" - A one roll wager made in units of five (5) with four (4) units wagered as a Horn Bet and the remaining unit wagered on either 2, 3, 11 or 12. The player will win if 2, 3, 11 or 12 is thrown on the roll immediately following placement of such bet and lose if any other total is thrown.

18. "World Bet" - A one roll wager placed in units of five (5) with four (4) units wagered as a Horn Bet and the remaining unit wagered on Any Seven. The player will win if 2, 3, 7, 11 or 12 is thrown on the roll immediately following placement of such bet and lose if any other total is thrown.

D. Permitted Wagers - Supplemental Wagers:

1. "Hop Bet" - A one roll wager that may be made at any time on a specific combination designated by the player which will win if the combination is thrown on the roll immediately following placement of such bet and will lose if any other combination is thrown.

2. "Big Six" ("Big Eight") - A wager placed on the Big Six (or Big Eight) area at any time which will win if a total of 6 (or 8) is thrown before a 7 appears and will lose if a 7 is thrown before a total of 6 (or 8) is thrown.

3. "Put Bet" - A wager that is put on a number 2, 3, 4, 5, 6, 8, 9, 10, 11 or 12 which will win if the number is thrown before a 7 appears and will lose if a 7 appears before the number is thrown.

4. "Placing and Removing Wagers:

   i. Wagers will be made before the dice are thrown, but they may be made between the time the dice leave the shooter's hand and the time the dice come to rest, provided that they are confirmed orally by the dealer or table game supervisor or above.

   ii. A wager made on any bet may be removed/reduced at any time prior to the roll of the dice that decides the outcome of such wager except that a Pass Bet and a Come Bet will not be removed or reduced after a Come Out Point or Come Point is established with respect to such bet.

   iii. All Buy, Place, Come Odds and Hard Way bets will be inactive on any Come Out Roll unless called "On" by the player and confirmed by the dealer through placement of an "On" marker button on the top of each player's wager. All other wagers will be considered "On."

E. Payout Odds:

1. All winning wagers will be paid off at the odds listed below:

Come Bet	1 to 1
Pass Bet	1 to 1
Four or Ten the Hard Way	7 to 1
Six or Eight the Hard Way	9 to 1
Field Bet (2)	2 to 1
Field Bet 3, 4, 9, 10 or 11)	1 to 1
Field Bet (12) Place Bet 2 or 12 to Win Place Bet 3 or 11 to Win	3 to 1 11 to 2 11 to 4
Place Bet 4 or 10 to Win	9 to 5
Place Bet 5 or 9 to Win	7 to 5

Place Bet 6 or 8 to Win Buy Bet 2 or 12 to Win Buy Bet 3 to 11 to Win	7 to 6 6 to 1 3to 1
Buy Bet 4 or 10 to Win	2 to 1
Buy Bet 5 or 9 to Win	3 to 2
Buy Bet 6 or 8 to Win	6 to 5
Any Seven	4 to 1
Any Craps (or "C")	7 to 1
Craps Two or Twelve	30 to 1
Craps Three	15 to 1
11 in One Roll (or "E")	15 to 1
Hop Bet - Pairs	30 to 1
Hop Bet - All Others	15 to 1
Big Six	1 to 1
Big Eight	1 to 1
Put Bet	1 to 1

2. A Horn Bet and Horn High Bet will be paid as if it were four (4) separate wagers on 2, 3, 11 and 12.

3. A World Bet will be paid as if were five (5) separate wagers on 2, 3, 11, 12 and any 7.

4. If an uneven wager is accepted, HCT will pay the player odds on the even portion of the bet and even money on the balance. Uneven odds payoffs will be rounded up to the nearest dollar unit.

F. Supplemental Wagers Made After the Come-Out Roll in Support of Pass and Come Bets.

1. Whenever a player makes a Pass Bet and a total of 2,3, 4, 5, 6, 8, 9 ,10,11, or 12 is thrown on the Come Out Roll, the player will have the right to make an additional wager (Odds) in support of the Pass Bet which will be limited by HCT to an amount up to One Hundred (100) times the original Pass Bet for the points of 2&3, 4&10, 5&9, , 6&8 and 11&12. If the Pass Bet wins, the original Pass Bet will be paid at odds of 1 to 1 and the supplemental wager will be paid at odds of 6 to 1 if the Come out point is 2 or 12, 3 to 1 if the Come out

point is 3 or 11, 2 to 1 if the Come Out Point was 4 or 10, 3 to 2 if the Come Out Point was 5 or 9, and 6 to 5 if the Come Out Point was 6 or 8.

Whenever a player makes a Come Bet and a total of 2,3, 4, 5, 6, 8, 9 ,10,11, or 12 is thrown on the Come Out Roll, the player will have the right to make an additional wager (Odds) in support of the Come Bet which will be limited by HCT to an amount up to One Hundred (100) times the original Come Bet for the points of 2&3, 4&10, 5&9, , 6&8 and 11&12. If the Come Bet wins, the original Come Bet will be paid at odds of 1 to 1 and the supplemental wager will be paid at odds of 6 to 1 if the Come out point is 2 or 12, 3 to 1 if the Come out point is 3 or 11, 2 to 1 if the Come Out Point was 4 or 10, 3 to 2 if the Come Out Point was 5 or 9, and 6 to 5 if the Come Out Point was 6 or 8.

2. The maximum amount allowable as an additional wager (odds) in support of a Pass or Come Bet will be posted on each game.

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Section Seven -
Roulette

A. The purpose of this Appendix is to detail the general rules that govern Roulette.

B. Physical Characteristics:

1. Roulette will be played on a table having a roulette wheel capable of spinning on its back at one end and a roulette layout imprinted on the opposite end of the table.

   a. Single 0 Wheel - There are 37 numbers in total on the single 0 roulette wheel (1 to 36 plus the single 0). Half are red, half are black, plus a single 0 which is green. The numbers on the wheel are not in consecutive order as they are on the layout. They are placed randomly with red and black numbers alternating except when broken up by the single 0.

   b. Double 00 Wheel - There are 38 numbers on the double 00 roulette wheel (1 to 36 plus the single 0 and double 00). Half are red, half are black, plus a 0 and 00 which are green. The numbers on the wheel are not in consecutive order as they are on the layout. They are placed opposite the corresponding high and low number with red and black numbers alternating except when broken up by the single 0 and double 00.

C. Cards and dice are not used for this game. Instead, a non-metallic ball of varying sizes is used per spin to determine the outcome.

D. Object of Game, method of play, and wagers:

1. The object of roulette is to pick the winning number that will appear on the roulette wheel as a result of the ball landing in a pocket with a corresponding number at the conclusion of each spin of the wheel and the ball respectively.

2. The game starts with a patron placing a bet of the patron's choice on the layout. The dealer will spin the ball in the opposite direction of the wheel. The spin will involve a minimum of four revolutions around the inside of the wheel. Before the ball drops, the dealer will announce "no more bets" and will refuse any bets thereafter. When the ball stops, the dealer will announce and mark the winning number (the number on which the ball landed) and proceed to clear off losing bets and pay winning bets.

a. If the ball is spun in the same direction as the wheel, the dealer shall announce "No Spin" and shall attempt to remove the roulette ball from the wheel prior to its coming to rest in one of the compartments.

b. If the roulette ball does not complete four revolutions around the track of the wheel, the dealer shall announce "No Spin" and shall attempt to remove the roulette ball from the wheel prior to its coming to rest in one of the compartments.

c. If a foreign object enters the wheel prior to the ball coming to rest, the dealer shall announce "No Spin" and shall attempt to remove the roulette ball from the wheel prior to its coming to rest in one of the compartments.

d. If it appears that the roulette ball is not going to come to rest in a compartment (a "Floater"), the Dealer or Casino Supervisor will announce, "No Spin" and shall attempt to remove the roulette ball from the wheel prior to its coming to rest in one of the compartments.

e. If the ball is expelled from the wheel head area, it will be called "NO Spin." Once the roulette ball is retrieved, it will be visually inspected to ensure that it has not been tampered with and/or damaged.

3. Procedures for exchange of currency and value gaming chips for non-value roulette chips:

a. Currency or value gaming chips will be spread in front of the dealer's work area;

b. The value of each non-value chip will be indicated through the use of a lammer placed on a non-value chip of the same color in the receptacle located by the rim of the wheel head;

c. The amount of non-value chips will be assembled in front of the dealer;

d. The dealer will then push the non-value chips, and/or any value chips to the player;

e. Currency will be dropped in the drop box and value gaming chips will be added to the bankroll; and

f. Non-value chips can be exchanged for value gaming chips or a different color non-value chip at the roulette table.

4. In accordance with Ohio Administrative Code 3772-11-11:

   a. Non-value chips issued at a roulette table will be used only for gaming at that particular table and will not be redeemed or exchanged at any other location in Hollywood Casino Toledo (HCT). When so presented, the dealer at the issuing table will exchange these chips for an equivalent amount of value chips.

   b. Neither HCT nor any of its employees will knowingly allow any patron to remove non-value chips from the table from which the chips were issued.

   c. No person at a roulette table will be issued or permitted to wager with non-value chips that are identical in color and design to value chips or to non-value chips being used by another person at the same table. When a patron purchases non-value chips, a non-value chip of the same color shall be placed in a slot or receptacle attached to the outer rim of the roulette wheel. At that time, a marker denoting the value of a stack of twenty chips of that color will be placed in the slot or receptacle.

5. Each player shall be responsible for the correct positioning of his or her wager on the roulette layout regardless of whether he or she is assisted by the dealer. Each wager shall be settled strictly in accordance with its position on the layout when the ball falls to rest in a compartment of the wheel.

E. Permitted Wagers:

1. "Straight Up" - A wager that the roulette ball will come to rest in the compartment of the roulette wheel that corresponds to a single number selected by the player. The player shall select a number by placing a wager within the box on the roulette layout that contains the selected number.

2. "Split" - A wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to either of two numbers selected by the player. The player shall select the numbers by placing a wager on the line between the two boxes on the roulette layout that contain the two selected numbers, except that a split wager on "0" and "00" may also be placed on the line between the "2nd 12" box and the "3rd 12" box (i.e. courtesy line).

3. "Street" - A wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to any one of three numbers in a single row on the roulette layout selected by the player. The player shall select a row of numbers by placing a wager on the

outside line of the box on the roulette layout that contains the first number in the selected row.

a. "Street" shall also include a wager that the Roulette ball will come to rest in a compartment of the Roulette wheel that corresponds to any one of the three numbers contained in one of the following groups of numbers: "0", "1" and "2", "0", "2" and "00"; or "00", "2" and "3".

b. The player shall select one of the "three numbers" wagers identified in (a) above by placing a wager on the common corner of the three boxes containing the selected numbers.

4. "Corner" - A wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to any one of four numbers in contiguous boxes on the roulette layout selected by the player. The player shall select the four numbers by placing a wager on the common corner of the four boxes containing the selected numbers.

5. "Top Line" - A wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to any one of the numbers "0", "00", "1", "2" or "3". The player shall bet on the "first five numbers" by placing a wager on the common corner of the boxes on the roulette layout that contains the label "1st 12" and the numbers "0" and "1".

6. "Line Bet" - A wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to any one of six numbers contained in two contiguous rows of numbers on the roulette layout selected by the player. The player shall select the two rows of numbers by placing a wager on the outside common corner of the boxes on the roulette layout that contains the first number in each of the rows being selected.

7. "Column" - A wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to any one of 12 numbers contained in a single column on the roulette layout selected by the player. The player shall select a column of 12 numbers by placing a wager in the box on the roulette layout that is at the bottom of the column being selected.

8. "Dozen" - A wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to any one of 12 consecutive numbers from "1" through "12", "13" through "24" or "25" through "36" selected by the player. The player shall select the 12 numbers by placing a wager in the box on the roulette layout labeled "1st 12" ("1" through "12"), "2nd 12" ("13" through "24"), or "3rd 12" ("25" through "36").

9. "Red" - A wager that the roulette ball will come to rest in any compartment of the roulette wheel that corresponds to a number with a red background on the roulette wheel. The player shall bet on "Red" by placing a wager within the red box on the roulette layout used for such wagers.

10. "Black" - A wager that the roulette ball will come to rest in any compartment of the roulette wheel that corresponds to a number with a black background on the roulette wheel. The player shall bet on "Black" by placing a wager within the black box on the roulette layout used for such wagers.

11. "Odd" - A wager that the roulette ball will come to rest in any compartment of the roulette wheel that corresponds to an odd number. The player shall bet on "Odd" by placing a wager within the box on the roulette layout that is labeled "Odd".

12. "Even" – A wager that the roulette ball will come to rest in any compartment of the roulette wheel that corresponds to an even number. The player shall bet on "Even" by placing a wager within the box on the roulette layout that is labeled "Even".

13. "1 to 18" - A wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to any one of 18 consecutive numbers from "1" through "18". The player shall bet on "1 to 18" by placing a wager within the box on the roulette layout that is labeled "1 to 18".

14. "19 to 36" - A wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to any one of 18 consecutive numbers from "19" through "36". The player shall bet on "19 to 36" by placing a wager within the box on the roulette layout that is labeled "19 to 36".

15. When roulette is played on a double 00 wheel and the roulette ball comes to rest in a compartment marked single 0 or double 00, wagers on Red, Black, Odd, Even, columns, dozens, 1 to 18, and 19 to 36 will be lost.

F. Payout Odds:

1. All winning wagers will be paid off at the odds listed below:

Straight Up	35 to 1
Single 0 or Double 00	35 to 1
Split	17 to 1
Street	11 to 1

Corner	8 to 1
Top Line	6 to 1
Line Bet	5 to 1
Column	2 to 1
Dozen	2 to 1
Red	1 to 1
Black	1 to 1
Odd	1 to 1
Even	1 to 1
1 to 18	1 to 1
19 to 36	1 to 1

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Section Eight -
Poker

A. The purpose of this Appendix is to detail the general rules that govern Poker.

B. Number of decks of cards and value of each card:

1. Each poker room table will be set-up with two decks of cards: one red deck and one blue deck. However, only one deck of cards will be used at any given time.

2. The cards contained in each deck will be as follows:

   a. Four suits consisting of clubs, diamonds, hearts, and spades with each suit containing 13 cards for a total of 52 cards; and

   b. The values of each card per suit range from 2 to 10 plus one of each of the following: Jack, Queen, King, and Ace.

C. Wagers:

1. Only players who are seated at the poker table may be permitted to receive cards and participate in each betting round.

2. Depending upon the type of poker game being dealt, a player may be required to:

   a. Place a predetermined blind bet prior to receiving any cards.

      i. A blind bet is a mandatory wager put up in "flop" games before any cards are dealt.

      ii. Traditionally, there are two blind bets in these types of games. They are referred to as small blind and big blind.

      iii. The blind bets are put up by the two player's seated directly clockwise from the Dealer button. The Dealer button moves on position each hand, thus the blind bets also move.

      iv. The amount and number of blind bets are determined by HCT and will be posted on a sign on the poker room table.

b. Place a forced bet to initiate a betting round based on that player's up card.

c. Place an ante; i.e. a predetermined wager that each player is required to make in some poker games prior to any cards being dealt in order to participate in the round of play.

3. A player may only participate in the wagering during a round of play with the chips that were already on the poker table in front of the player when the round of play commenced.

4. A player who fulfills the requirements of the above but who commits all of his/her funds on the poker table prior to completion of a round of play will be "all-in."

5. An "all-in" player shall retain financial interest in the outcome of the round of play, but shall only be eligible to win the amount of the pot to which they have contributed.

6. An "all-in" player shall continue to receive any cards to which they would normally be entitled, and;

7. Betting shall continue among the other players by generating a separate secondary pot that only those active players shall be eligible to win.

8. A verbal statement of "fold", "check", "call" "raise" or an announcement of a specific size wager by a player, shall be binding on the player if it is that player's turn to act.

9. A player who announces a bet or raise of a certain amount but places a different amount of gaming chips in the pot shall be required to correct his or her bet or raise to the announced amount in accordance with the instructions of the dealer.

10. A player shall be considered to have placed a bet if the player:

    a. Pushes gaming chips forward to indicate the intent of placing a bet.

    b. Releases gaming chips into the pot.

    c. Releases gaming chips at a sufficient distance from the player and towards the pot to make it obvious that it is intended as a bet.

11. Unless a raise has been verbally announced by a player, that player who puts into the pot a single gaming chip that is larger than required is assumed to have only called the preceding bet and to be awaiting change from the dealer.

12. Check-raising is permitted.

D. New Set-up Procedures:

1. When a new "set-up" is put into play, in the presence of a supervisor, the dealer will perform the following:

   a. Inspect the first deck of cards;
   b. Randomly intermix the cards;
   c. Place the cards in a shuffle machine; or if the machine is not working, proceed with a hand shuffle; and then
   d. Repeat steps 1 to 3 for the second deck of cards.

2. When dealing by hand, one deck of cards will be exchanged on the dealer rotation.

3. HCT may reshuffle the cards or exchange the set-up at its discretion.

E. Shuffling Procedures:

1. A shuffle procedure will be utilized so that a random intermix of cards is administered through any combination of washing, stripping and/or riffling so as to provide a thorough mix.

2. HCT reserves the right to change or alter its shuffle procedure to acquire such a mix at any time.

F. Dealing Procedures:

1. Start the action and announce bets or raises as necessary. Make sure the blinds get their option if dealing flop games like Hold'Em.

2. Gather folded hands into the muck pile immediately. Collect the mucked cards in the appropriate area.

3. When the action is complete, gather the chips into the center of the table. Take note of how much money is in the pot so that the appropriate rake can be taken; the rake is 10% of the pot up to but not greater than $6.00. The rake is deposited into the respective drop box at the end of the hand. Chips may be colored up by the dealer prior to being placed into the drop box.

4. Tap the table, announce the amount of players left in the hand and deal the next round of cards. Whether it's a flop game or the next street in a stud game, always tap the table before you deal the next round, giving any player who has not acted the opportunity to announce their intention to do so.

5. Start the action and then take the rake as necessary.

6. Burn another card and deal the next round. Start the action again; repeat bullet points 2, 3, and 4 of the "Dealing Procedures" until you are finished with the hand. Make sure you check to see there are enough cards when dealing 7-card stud before you deal the last card.

7. After you deal the last round, place the stub above the right hand corner of the rack and put the cut card on top of the stub. Do not fan out the deck.

8. Have the players show their hands for the showdown as necessary. Read and announce the hands. Determine the winning hand; push the winning combination of cards forward, kill the losing hands and leave the winning hand in the possession of the player.

G. Poker Hand Rankings:

1. The rank of the cards used in all types of poker other than low poker, for the determination of winning hands, in order from highest to lowest in rank, shall be: Ace, King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4, 3, 2. All suits shall be considered equal in rank. Notwithstanding the foregoing, an Ace may be used to complete a "Straight Flush" or a "Straight" formed with a 2, 3, 4, 5. When a joker is used in Poker, the Joker may be used as any card to complete a "Flush", "Straight", or "Straight Flush".

2. The permissible high poker hands are determined by the holding of a full five card hand in order of highest to lowest rank, shall be:

   a. Royal Flush: Five cards of the same suit in sequential order as follows: ace, king, queen, jack, and ten.

   b. Straight Flush: Five cards of the same suit in sequential order. The highest combination is the king, queen, jack, ten, and nine of the same suit. The lowest combination is the ace, two, three, four, and five of the same suit.

c. Four of a Kind: Four cards of the same rank (i.e. value). The highest combination is four aces. The lowest combination is four twos.

d. Full House: Five cards consisting of one "Three of a Kind" and one "Pair." The highest combination is three aces combined with one pair of kings. The lowest combination is three twos combined with one pair of threes.

e. Flush: Five cards of the same suit not in sequential order. The highest combination is the ace, king, queen, jack, and nine. The lowest combination is the two, three, four, five, and seven.

f. Straight: Five cards of different suits in sequential order. The highest combination is the ace, king, queen, jack, and ten. The lowest combination is the ace, two, three, four and five.

g. Three of a Kind: Three cards of the same rank (i.e. value). The highest combination is three Aces. The lowest combination is three twos.

h. Two Pair: One pair of two cards of the same rank plus another pair of two cards of the same rank; the ranks of each respective pair are different. The highest combination is having a pair of aces and a pair of kings. The lowest combination is having a pair of twos and a pair of threes.

i. One Pair: Two cards of the same rank. The highest combination is having a pair of aces. The lowest combination is having a pair of twos.

3. The rank of the cards used in low poker, for the determination of winning hands, in order of highest to lowest rank, shall be: Ace, 2, 3, 4, 5, 6, 7, 8, 9, 10, Jack, Queen, and King. All suits shall be considered equal.

4. The ranking of a low poker hand is determined by the holding of a full 5 card hand, shall be the opposite of the rankings for a high poker hand, as set forth in 2 above; provided however, that Straights and Flushes shall not be considered for purposes of determining a winning hand of low poker.

H. 7- Card Stud:

1. Each poker table shall be restricted to a maximum of eight players. Each player who plays in a round of play may be required to place an ante.

2. Starting with the first player to the left of the dealer and continuing in a clockwise rotation around the poker table, the dealer will deal two rounds of cards face down and one round of cards face-up to each player.

3. Once each player has received three cards, the first betting round shall begin by comparing the up-card of each player. The player with the lowest card will start the betting round. In the event that two or more up-cards are of the same rank, the up-cards shall then be ranked by suit, with the highest to lowest ranked suits in order as follows: Spades, Hearts, Diamonds and Clubs.

4. Following the bet placed by the player with the low card, each following player might, proceeding in a clockwise rotation may, fold, call or raise the bet. After the last player has responded to the most recent bet, the betting round is complete.

5. Upon completion of the first betting round, the dealer will bring the chips into the center of the table and burn the top card of the deck and place it under the pot. Starting with the first remaining player to the dealers left, deal a fourth card face up to each player remaining in the game. The player with the highest-ranking poker hand showing will initiate the action by betting or checking. If the highest ranking poker hand showing is held by two or more players, the player closest to the left of the Dealer shall be required to bet or check.

6. Following the initial bet or check, each subsequent player, proceeding in a clockwise rotation, may fold, call, raise or, if the preceding players have not made a bet, check. Each player may check until a bet has been made. Once a bet has been made, the next player in a clockwise rotation may fold, call or raise. After the last player has responded to the most recent bet, the betting round is complete.

7. The dealer shall then deal two additional rounds of cards face-up to each player remaining in the game, with each round followed by a betting round. Prior to each round of cards being dealt, the dealer shall burn the top card of the deck and place it under the pot.

8. If there are enough cards remaining in the deck/stub, give each remaining player a seventh and final card. If there are not enough cards remaining in the deck to give each remaining player a seventh and final card, the dealer will shuffle the stub in with the burn cards, cut, then burn a card and deal to the remaining players. If there are not enough cards left with the burn cards then a common card will be dealt after the burn card, face- up in the center of the table.

9. If more than one player remains after the final betting round, a showdown will be used to determine the winner of the pot. Each player remaining in the game shall form a five-card poker hand from the seven cards that they were dealt. The winner of the pot will be the player with the highest-ranking five-card high hand.

I. 7 Card Stud Hi-Low Split – Eight or Better:

1. A variation of 7- Card Stud. The best high hand splits the pot with the best low hand. However, in order to win the low half, the player must have an 8-low or better. If there is no low qualifier, the high hand wins the entire pot.

J. 7 Card Stud Razz:

1. Razz is a low ball game. The lowest hand wins the pot. Aces are low and straight and flushes have no effect on the value of the hand. In razz, the high card has the forced opening and the low hand is the first to act thereafter.

K. Texas Hold'Em:

1. A flat disk called the "Button" shall be used to indicate an imaginary dealer.

2. At the commencement of play, the button will start in the seat to the immediate right of the Dealer.

3. The button will move around the table in a clockwise manner after each round of play.

4. The player to the immediate left of the button is required to place a Small Blind bet. The player to the immediate left of the Small Blind bet is required to place a Big Blind bet. The amount and number of blind bets will be posted on a poker table sign.

5. Starting with the player to the immediate left of the button and continuing in a clockwise rotation around the Poker table, the dealer shall deal two rounds of cards face down to each player, the player with the button being the last player to receive a card each time.

6. Each player in turn, in a clockwise rotation starting with the player to the left of the Big Blind bet, has the option to Call, Raise or Fold. If no player has raised the bet, then the option to raise is given to both Blind bets. After the last player has responded to the most recent bet, the betting round shall be considered complete.

7. The Dealer will Tap the table in front of the rack, burn the top card of the deck and place it

under the pot, and proceed to deal three community cards (the flop) face-up in the center of the table.

8. The next betting round will begin with the option to bet or check belonging to the first player to the left of the button who has not folded. Each player may, in clockwise rotation, fold, call, raise the bet or, if preceding players have not made a bet, make an opening bet or check. The betting round shall be considered complete when each player has either folded or called in response to the most recent bet.

9. Upon completion of the betting round the dealer will again burn the top card of the deck and then deal a fourth community card (the Turn) face-up to the right of the Flop.

10. The next betting round will begin with the option to bet or check belonging to the first player to the left of the button who has not folded.

11. Upon completion of the betting round the dealer will again burn the top card of the deck and then deal a fifth community card (the River) face-up to the right of the Turn card.

12. The final betting round will begin with the option to check or bet belonging to the first player to the left of the button who has not folded.

13. If more than one player remains in the round of play after the final betting round has been completed, a showdown shall be used to determine the winner of the pot.

14. Each player remaining in the game will turn his cards over and the dealer will read the cards to determine the highest ranking five-card high poker hand using, in any combination their own two cards and the five community cards.

15. The winner of the pot will be the player with the highest-ranking five-card high poker hand.

16. In the event of a tie the excess chip is awarded to the player to the left of the deal.

L. Limit Hold'Em, No Limit Hold'Em and Pot limit Hold'Em:

1. Limit Hold'Em is played with a structured betting sequence. One bet and three raises are allowed in Limit Hold'Em. There is no limit on the number of raises on No Limit or Pot limit Hold'Em. In No Limit Hold'Em, players can bet up to the amount of their table stakes in any round while in Pot Limit Hold'Em, players can bet up to the amount of the pot for that particular round.

M. Omaha Hi/Low:

1. Hi/Low Eight or Better poker.

2. A flat disk called the "Button" shall be used to indicate an imaginary dealer.

3. At the commencement of play, the button will start in the seat to the immediate right of the Dealer.

4. The button will move around the table in a clockwise manner after each round of play. The player to the immediate left of the button is required to place a Small Blind bet. The player to the immediate left of the Small Blind bet is required to place a Big Blind bet. The amount and number of all Blind bets will be posted on a Poker Table sign.

5. Starting with the player to the immediate left of the button and continuing in a clockwise rotation around the poker table, the dealer shall deal four rounds of cards face down to each player, with the player with the button being the last player to receive a card each time.

6. Each player in turn, in a clockwise rotation starting with the player to the left of the Big Blind bet, has the option to Call, Raise or Fold. If no player has raised the bet, then the option to raise is given to both Blind bet/s. After the last player has responded to the most recent bet, the betting round shall be considered complete.

7. The dealer will tap the table in front of the rack, burn the top card of the deck and place it under the chips in the pot, and proceed to deal three community cards (the flop) face-up in the center of the table.

8. The next betting round shall commence with the option to bet or check belonging to the first player to the left of the button who has not folded. Each player may, in clockwise rotation, fold, call, raise the bet or, if preceding players have not made a bet, make an opening bet or check. The betting round shall be considered complete when each player has either folded or called in response to the most recent bet.

9. Upon completion of the betting round the dealer will again burn the top card of the deck and then deal a fourth community card (the Turn) face-up to the right of the Flop.

10. The next betting round will begin with the option to bet or check belonging to the first player to the left of the button who has not folded.

11. The final betting round will begin with the option to bet or check belonging to the first player to the left of the button who has not folded.

12. If more than one player remains in the round of play after the final betting round has been completed, a showdown shall be used to determine the winner of the pot.

13. Each player remaining in the game shall form a five-card poker hand by using two of the four cards dealt to the player and three of the five community cards.

14. In High-Low Split Eight or Better poker, the player with the highest ranking five-card Poker hand and the player with the lowest ranking five-card poker hand, will divide the pot equally. If there is an extra $1.00, that chip will be given to the player with the high hand.

15. In Omaha High-Low Split Eight or Better Poker, if in the event that none of the remaining players has a low hand, the entire pot will be awarded to the player with the highest ranking High Poker hand.

16. A player may form two different hands of five cards each, enabling that player to contend for both the High hand and Low hand share of the pot.

17. A player may use the same five-card grouping to make a high hand and a low hand.

18. An Ace may be used concurrently as a low ranking card to satisfy a Low hand and as high-ranking card to satisfy a high hand.

N. Omaha High:

1. Omaha High is played in the same fashion as Omaha Hi-Lo except that the pot will be awarded solely to the player with the highest ranking High poker hand. All other procedures for Omaha Hi-Lo apply.

O. Pineapple Hold'Em:

1. A flat disk call the "Button" shall be used to indicate an imaginary Dealer.

2. At the commencement of play, the button will start at the seat to the immediate right of the dealer.

3. The button will move around the table in a clockwise manner after each round of play.

4. The player to the immediate left of the button is required to place a Small Blind bet. The player to the left of the Small blind bet is required to place a Big Blind bet. The amount and number of blind bets will be posted on a poker table sign.

5. Starting with the player to the immediate left of the button and continuing in a clockwise rotation around the poker table, the dealer shall deal three rounds of cards face down to each player, the player with the button being the last player to receive a card each time.

6. Each player in turn, in a clockwise rotation starting with the player to the left of the big Blind bet, has the option to Call, Raise of Fold. If no player has raised the bet, then the option to raise is given to both Blind bets. After the last player has responded to the most recent bet, the betting round shall be considered complete.

7. After the initial round of betting, players must discard one of their hole cards when it is their turn to act.

8. The dealer will tap the table in front of the rack, burn the top card of the deck and place it under the pot, and proceed to deal three community cards (the flop) face-up in the center of the table.

9. The next betting round will begin with the option to bet or check belonging to the first player to the left of the button who has not folded. Each player may, in clockwise rotation, fold, call, raise the bet or, if preceding players have not made a bet, make an opening bet of check. The betting round shall be considered complete when each player has either folded or called in response to the most recent bets.

10. Upon completion of the betting round the dealer will again burn the top card of the deck and then deal a fourth community card (the Turn) face-up to the right of the flop.

11. The next betting round will begin with option to bet or check belonging to the first player to the left of the player who has not folded.

12. Upon completion of the betting round the dealer will again burn the top card of the deck and then deal a fifth community card (the River) face-up to the right of the turn card.

13. The final betting round will begin with the option to check or bet belonging to the first player to the left of the button who has not folded.

14. If more than one player remains in the round of play after the final betting round has been completed, a showdown shall be used to determine the winner of the pot.

15. Each player remaining in the game will turn his cards over and the dealer will read the cards to determine the highest ranking five-card high poker hand using, in any combination of their own two cards and the five community cards

P. Crazy Pineapple Hold'Em:

1. In Crazy Pineapple Hold'Em, players will be dealt 3 cards each. Unlike Pineapple Hold'Em, players will discard one of their hole cards after the flop has been placed. All other procedures apply.

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Section Nine -
3-Card Poker w/Progressive Jackpot & Six Card Bonus

A. The purpose of this Appendix is to detail the general rules that govern Three Card Poker w/Progressive Jackpot.

B. Number of decks of cards and value of each card:

1. Each table game may be set-up with two decks of cards of different colors. However, only one deck of cards will be used at any given time.

2. The cards contained in each deck will be as follows:

   a. Four suits consisting of clubs, diamonds, hearts, and spades with each suit containing 13 cards for a total of 52 cards; and

   b. The values of each card per suit range from 2 to 10 plus one of each of the following: Jack, Queen, King, and Ace.

3. Hollywood Casino Toledo (HCT) reserves the option at any time to select and designate the use of a cutting card on the gaming table.

C. Object of Game, method of play, and wagers:

1. The object of the game is to create the best three card poker hand using only the cards dealt to the patron.

2. Hands are ranked from highest to lowest as follows:

   a. Straight Flush: Three cards of the same suit in sequential order. The highest combination is the ace, king, and queen of the same suit. This is also known as a "Mini Royal Flush." The lowest combination is the ace, two, and three of the same suit.

   b. Three of a Kind: Three cards of the same rank (i.e. value). The highest combination is three Aces. The lowest combination is three twos.

   c. Straight: Three cards of different suits in sequential order. The highest combination is the ace, king, and queen. The lowest combination is the ace, two, and three.

d. Flush: Three cards of the same suit not in sequential order. The highest combination is the ace, king, and jack. The lowest combination is the two, three, and five.

e. Pair: Two cards of the same rank. The highest combination is having a pair of aces. The lowest combination is having a pair of twos.

f. High Card: Any hand consisting of three non-sequential cards that are also of at least two different suits. The highest combination is the ace, king, and jack; unsuited. The lowest combination is the two, three, and five; unsuited.

3. Wagers:

a. This game involves two independent bets: "Pair Plus" and "Ante and Play." A player may make a wager on either one or both of these bets before the deal commences. At the discretion of HCT, a patron may play two different positions at the table if they are adjacent to one another.

b. The patron may bet a different amount on the Pair Plus bet and the Ante and Play bet.

c. Pair Plus:

i. The result of this wager is determined only by the hand rank of the patron's hand; the dealer's hand is irrelevant. The patron wins a pre-determined payout on hand rankings of a pair or better. A patron's wager is forfeited on hand rankings of less than a pair. Actual payout odds are as follows:

Hand Ranking	Payout
Straight Flush	40 to 1
Three of a Kind	30 to 1
Straight	6 to 1
Flush	3 to 1
Pair	1 to 1

d. Ante and Play:

i. The result of this wager is determined by the player ((dealer and patron(s)) with the highest ranking hand.

ii. The patron must make an ante bet.

iii. After the patron receives his/her cards, the patron may either 1) Fold and lose the ante bet; or 2) Play and make a further wager equal to the ante bet. In determining the winning hand, the dealer must have at least a queen or higher to be considered a "qualifying hand."

Result	Ante bet Pays	Play bet Pays
Dealer doesn't qualify	Win Even Money	Push
Dealer qualifies; Patron's hand wins	Win Even Money	Win Even Money
Dealer qualifies; Patron's hand ties	Push	Push
Dealer qualifies; Patron's hand loses	Lose	Lose

iv. Hand rankings of a straight or better pay a bonus payout as follows:

Hand Ranking	Bonus Payout
Straight Flush	5 to 1
Three of a Kind	4 to 1
Straight	1 to 1

e. A table games supervisor or above will verify all patron's hands equaling a straight flush.

4. Progressive Jackpot:

a. A winning hand that has a progressive payout will be paid pursuant to the pay table listed and prior to the collection of the cards.

b. Prior to paying a progressive payout:

i. The dealer shall verify the hand.

ii. A table games supervisor or above will validate the progressive payout.

iii. The table games supervisor or above will ensure that all hands have been satisfied, then verify the players' hand and ensure that the appropriate jackpot button has been activated.

iv. If the hand is correct, the table games supervisor will press the button on the control panel that correlates to the winning hand. The winning jackpot will be subtracted from the progressive display.

v. For linked games (games that share a progressive meter) and a "Mini Royal Spades" is the winning hand:

- At the conclusion of the hand on the linked table, the hands will be checked.
- If a second "Mini Royal Spades" is discovered, the original progressive jackpot will go to the first "Mini Royal Spades" hand to register on the meter. The second winning hand will receive the reset jackpot.

c. The patron wins a pre-determined payout on hand rankings of a straight or better as follows:

Hand Ranking	Payout
Straight Flush (Mini-Royal: all spades)	100% of the progressive meter (at least 1,000 to 1)
Straight Flush (Mini-Royal: other suits)	500 to 1
Straight Flush (non-Royal)	70 to 1
Three of a Kind	60 to 1
Straight	6 to 1

d. Notwithstanding the payout odds in the above table, the payout limit on each progressive bet wagered for any hand will be based on the amount wagered in accordance with the posted table limits.

e. The rate of progression for the meter used for the progressive payouts in the above table shall be no less than 10%. The initial and reset amount shall be a minimum of $1,000.

f. Winning progressive hands will be paid in accordance with the amount on the meter when it is the player's turn to be paid.

g. Before paying a "mini-royal spades" on the progressive jackpot meter, the remaining cards will be counted down and posted into their suits and checked by the floor supervisor (or above). The dealer may count down the complete deck after any progressive jackpot payout, or any time at the request of a floor supervisor (or above) in front of the players.

h. Envy Bonus: A patron making the progressive side bet also qualifies to win an envy payout. If another patron at the table hits a hand associated with an envy payout, all patrons who made the progressive side bet wins the envy payout. The patron playing the actual hand wins the normal payout only but does not receive the envy payout. (You cannot win an envy bonus from your own hand or the dealer's hand.

Hand Ranking	Envy Payout
Straight Flush (Mini-Royal: all spades)	$ 100.00
Straight Flush (Mini-Royal: other suits)	$ 25.00

5. Six Card Bonus

a. The Six Card Bonus is an optional side bet.

b. This Bonus Side bet is based on the best 5-card Poker hand that can be made from the six cards dealt to the Dealer (3) and Player (3). Thus, each player may use 2 of his own cards and the 3 Dealer cards, or three of his own cards and 2 Dealer cards.

c. The player is eligible to win this wager even if he folds his Ante/Play wager.

d. The Pay Table is shown below:

Hand	TCP-6B2
Royal Flush	1,000 to 1
Straight Flush	200 to 1
Four of a Kind	50 to 1
Full House	25 to 1
Flush	15 to 1
Straight	10 to 1
Three of a Kind	5 to 1

e. To begin each round, players must make their standard wagers, and may make the optional Six Card Bonus wager if they so desire.

f. If the player's hand qualifies for the bonus payout, the dealer pays according to the posted pay table. If the player's hand does not qualify for a bonus payout, the dealer collects the wager and removes the cards.

g. The wagering range for this side wager will be $1 to $25. HCT management may increase these limits based on customer demand or volume.

D. Shuffling, cutting, and burning of cards:

1. Immediately prior to commencement of play, before any round of play as determined by HCT, and after each shoe of cards is dealt, the dealer will shuffle the cards:

   a. A shuffle procedure will be utilized so that a random intermix of cards is administered through any combination of washing, stripping and/or riffling so as to provide a thorough mix.

   b. HCT reserves the right to change or alter its shuffle procedure to acquire such a mix at any time.

   c. HCT also reserves the right to burn cards at any time.

E. Dealing Procedures:

1. With an automated shuffler: Cards are dealt three cards face down at a time starting from the dealer's left and moving to the right until each patron and the dealer receives a total of three cards.

2. Manually (i.e. no automated shuffler): Cards are dealt one card face down at a time starting from the dealer's left and moving to the right until each patron and the dealer receives a total of three cards.

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Section Ten -
Crazy 4 Poker with or without a Progressive Jackpot

A. The purpose of this Appendix is to detail the general rules that govern Crazy Four Poker.

B. Number of decks of cards and value of each card:

1. Each table game may be set-up with two decks of cards of different colors. However, only one deck of cards will be used at any given time.

2. The cards contained in each deck will be as follows:

   a. Four suits consisting of clubs, diamonds, hearts, and spades with each suit containing 13 cards for a total of 52 cards; and

   b. The values of each card per suit range from 2 to 10 plus one of each of the following: Jack, Queen, King, and Ace.

3. Hollywood Casino Toledo (HCT) reserves the option at any time to select and designate the use of a cutting card on the gaming table.

C. Object of Game, method of play, and wagers:

1. The object of the game is to create the best four card poker hand using only the cards dealt to the patron.

2. Hands are ranked from highest to lowest as follows:

   a. Four of a Kind: Four cards of the same rank (i.e. value). The highest combination is four aces. The lowest combination is four twos.

   b. Straight Flush: Four cards of the same suit in sequential order. The highest combination is the ace, king, queen, and jack of the same suit. The lowest combination is the ace, two, three, and four of the same suit.

   c. Three of a Kind: Three cards of the same rank (i.e. value). The highest combination is three Aces. The lowest combination is three twos.

d. Flush: Four cards of the same suit not in sequential order. The highest combination is the ace, king, queen, and ten. The lowest combination is the two, three, four, and six.

e. Straight: Four cards of different suits in sequential order. The highest combination is the ace, king, queen, and jack. The lowest combination is the ace, two, three, and four.

f. Two Pair: One pair of two cards of the same rank plus another pair of two cards of the same rank; the ranks of each respective pair are different. The highest combination is having a pair of aces and a pair of kings. The lowest combination is having a pair of twos and a pair of threes.

g. Queens or Better: Any hand consisting of one pair of queens or better.

h. Highest ranking card.

3. Wagers:

a. This game involves three different bets: "Ante", "Super Bonus," and "Queens Up." The "Ante" and "Super Bonus" bets are mandatory and must be equal, while the "Queens Up" bet is optional. At the discretion of HCT, a patron may play two different positions at the table if they are adjacent to one another. An optional $1.00 progressive bonus wager may also be made but must be done so prior to the commencement of the game.

b. Ante:

i. The patron must make an ante bet to receive cards.

ii. After the patron receives his/her cards, the patron may either 1) Fold and lose the ante bet; or 2) Play and make a further wager equal to the ante bet, unless the player has a pair of aces or better. With a pair of aces or better, the play wager may be up to three times the ante. In determining the winning hand, the dealer must have at least a king or higher to be considered a "qualifying hand."

Result	Ante bet Pays	Play bet Pays
Dealer doesn't qualify	Push	Win Even Money
Dealer qualifies; Patron's hand wins	Win Even Money	Win Even Money
Dealer qualifies; Patron's hand ties	Push	Push
Dealer qualifies; Patron's hand loses	Lose	Lose

c. Super Bonus:

i. This is a wager versus the attached pay table that the patron's four card hand is a straight or better. If the hand is folded, the super bonus wager is forfeited. However, failure to get at least a straight does not result in an automatic loss of the super bonus if wagering on the play. This bet pushes when the player gets less than a straight but beats or ties the dealer, or the dealer does not qualify. Hands of a straight or better always receive a super bonus payout. When the player has a straight or better but loses to the dealer's qualifying hand, he still receives the super bonus payout and the original wager stays on the table.

Hand Ranking	Payout
Four Aces	200 to 1
Four of a Kind (non-Aces)	30 to 1
Straight Flush	15 to 1
Three of a Kind	2 to 1
Flush	3 to 2
Straight	1 to 1

d. Queens Up:

i. This is a wager versus the attached pay table that the patron's four card hand is a pair of queens or better.

Hand Ranking	Payout
Four of a Kind	50 to 1
Straight Flush	40 to 1
Three of a Kind	8 to 1
Flush	4 to 1
Straight	3 to 1
Two Pairs	2 to 1
Queens or Better	1 to 1

e. A table games supervisor or above will verify all patron's hands equaling a four of a kind or higher.

D. Shuffling, cutting, and burning of cards:

1. Immediately prior to commencement of play, before any round of play as determined by HCT, and after each shoe of cards is dealt, the dealer will shuffle the cards:

   a. A shuffle procedure will be utilized so that a random intermix of cards is administered through any combination of washing, stripping and/or riffling so as to provide a thorough mix.

   b. HCT reserves the right to change or alter its shuffle procedure to acquire such a mix at any time.

   c. HCT also reserves the right to burn cards at any time.

E. Dealing Procedures:

1. With an automated shuffler: Cards are dealt five cards face down at a time starting from the dealer's left and moving to the right until each patron and the dealer receives a total of five cards.

   2.Manually (i.e. no automated shuffler): Cards are dealt one card face down at a time starting from the dealer's left and moving to the right until each patron and the dealer receives a total of five cards.

F. Optional Progressive Wager:
(OAC 3772-11-29)

1. If the patron bets the optional progressive wager and receives a Three of a Kind or better it will be paid using the following pay table:

Hand Ranking	Pay Table	Envy
Royal Flush	100%	$1,000
Straight Flush	10%	$300
Four of a Kind	$300	
Full House	$50	
Flush	$40	
Straight	$30	
Three of a Kind	$9	

2. Crazy Four poker still plays as usual for the base game, using the best four card hand from five cards dealt. All five cards are combined to determine the progressive wager outcome. Folded hands do not qualify for payouts on the progressive wager.

3. If any part of the distribution to the progressive jackpots is being used to fund a secondary jackpot, visible signage informing players of this supplemental distribution shall be placed in the immediate area of the table.

4. At least five days before the cancellation of any table game that includes a progressive jackpot that has not been awarded, the casino operator shall submit a plan for disbursement of that jackpot for approval by the Executive Director.

G. Progressive Winners:

1. The percentage pays are paid from the progressive jackpot shown on the progressive meter.

2. Other hands are paid from the tray; they do not come off the meter.

3. When a player has a progressive winner (royal flush or straight flush), the dealer shall press the appropriate hand button on the keypad. If the hand button is pressed by accident, pressing it again will turn it off.

4. If the winning hand is a Straight Flush or Royal Flush and the coin-in light is lit, the cards are left exposed on the layout and the remaining hands are finished. Once the round is finished, the Assistant Table Games Shift Manager or above will be notified. The progressive meter must remain locked out and no further wagering will occur on that table until the Jackpot payout has been completed.

5. Once the jackpot has been verified the Assistant Table Games Manager or above will then swipe the appropriate Nexus Control key card. When not being used these cards will be kept in a locked drawer in the main pit podium (if applicable W-2G will be completed), the meter will be unlocked and play will resume as normal.

6. If a second "Royal Flush and Straight Flush" is discovered, the original progressive jackpot will go to the first "Royal Flush or Straight Flush" hand to register on the meter. The second winning hand will receive the reset jackpot.

7. Envy Bonus: A patron making the progressive side bet also qualifies to win an envy payout. If another patron at the table hits a hand associated with an envy payout, all patrons who made the progressive side bet win the envy payout. The patron playing the actual hand wins the normal payout only but does not receive the envy payout. (You cannot win an envy bonus from your own hand or the dealer's hand).

H. Nexus Progressive Controller:

1. HCT must retain a record of the amount shown on a progressive meter.

2. Supporting documentation must be maintained to explain any reduction in the payoff amount from previous entry.

3. The records and documents must be retained for a period of five (5) years.

4. The Crazy Four poker utilizes the progressive feature that is linked to the Nexus Progressive link system. The progressive meter will show the current payoff to all patrons who are playing at a table that the Nexus link system is used.

5. During normal operating mode of the Nexus link progressive controller, the controller will do the following:

   a. Continuously monitor each table attached to the controller to detect any credits wagered.

   b. The rate of progression for the meter used for the progressive payouts shall be no less than 10%. The initial and reset amount shall be a minimum of $1,000.

6. The Progressive display must be constantly updated as play on the link is continued. It is acceptable to have a slight delay in the updates as long as when a jackpot is triggered the jackpot amount is shown immediately.

7. At least one (1) progressive display to which a group of Nexus-linked tables must continuously display the amount of the progressive jackpot that a patron may win.

8. Reconciling Multiple Progressive Meter Wins:

   a. In the event more than one progressive hand, payable from the progressive meter, hits at the same table during the same round, the dealer will first pay the

player farthest on his/her right and then move counter-clockwise to pay other players.

9. Incorrect number of cards in player's/dealer's hand will warrant a voided hand and a reshuffle.

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Section Eleven -
Ultimate Texas Hold'Em with or without a Progressive Jackpot

A. The purpose of this Appendix is to detail the general rules that govern Ultimate Texas Hold'Em.

B. Number of decks of cards and value of each card:

1. Each table game may be set-up with two decks of cards of different colors. However, only one deck of cards will be used at any given time.

2. The cards contained in each deck will be as follows:

   a. Four suits consisting of clubs, diamonds, hearts, and spades with each suit containing 13 cards for a total of 52 cards; and

   b. The values of each card per suit range from 2 to 10 plus one of each of the following: Jack, Queen, King, and Ace.

3. Hollywood Casino Toledo (HCT) reserves the option at any time to select and designate the use of a cutting card on the gaming table.

C. Object of Game, method of play, and wagers:

1. The object of the game is to beat the dealer by creating the best five card poker hand using any combination of cards either dealt to the patron (two cards dealt face down) or dealt as community cards (five cards in total dealt face up) in the center of the table (Flop - three cards placed in the community; Turn – one card dealt to the community after the flop; and the River – one card dealt to the community after the turn). In determining the winning hand, the dealer must have at least one pair or higher to be considered a "qualifying hand."

2. Hands are ranked from highest to lowest as follows:

   a. Royal Flush: Five cards of the same suit in sequential order as follows: ace, king, queen, jack, and ten.

   b. Straight Flush: Five cards of the same suit in sequential order. The highest combination is the king, queen, jack, ten, and nine of the same suit. The lowest combination is the ace, two, three, four, and five of the same suit.

c. Four of a Kind: Four cards of the same rank (i.e. value). The highest combination is four aces. The lowest combination is four twos.

d. Full House: Five cards consisting of one "Three of a Kind" and one "Pair." The highest combination is three aces combined with one pair of kings. The lowest combination is three twos combined with one pair of threes.

e. Flush: Five cards of the same suit not in sequential order. The highest combination is the ace, king, queen, jack, and nine. The lowest combination is the two, three, four, five, and seven.

f. Straight: Five cards of different suits in sequential order. The highest combination is the ace, king, queen, jack, and ten. The lowest combination is the ace, two, three, four and five.

g. Three of a Kind: Three cards of the same rank (i.e. value). The highest combination is three Aces. The lowest combination is three twos.

h. Two Pair: One pair of two cards of the same rank plus another pair of two cards of the same rank; the ranks of each respective pair are different. The highest combination is having a pair of aces and a pair of kings. The lowest combination is having a pair of twos and a pair of threes.

i. One Pair: Two cards of the same rank. The highest combination is having a pair of aces. The lowest combination is having a pair of twos.

3. Wagers:

a. This game involves four different bets: "Ante," "Blind," "Play," and "Trips." A patron must make both an equal ante and an equal blind wager to participate in the game. Once a game commences, a play wager may be made. An optional trips wager may be made in addition to the ante and blind wager but the patron must do so prior to the commencement of the game. A patron may not play two different positions at the same table at any time. An optional $1.00 progressive bonus wager may also be made but must be done so prior to the commencement of the game.

b. After the patron receives and views his/her cards, he/she has the option to:

i. "Check" the play wager and not bet; or

ii. Place a play wager which will be equal to either three times or four times the ante wager.

c. After seeing the flop (the first three community cards), if the patron has not already made a play wager, the patron will have the option to:

i. "Check" the play wager and not bet; or

ii. Place a play wager which will be equal to two times the ante wager.

d. After seeing the turn and river (the last two community cards), if the patron has not already made a play wager, the patron will have the option to:

i. Fold his/her hand; therefore, forfeiting his/her ante and blind wager; or

ii. Place a play wager that is equal to one times the ante wager.

iii. NOTE: If a patron has made a trips wager and has folded with a three of a kind or better, he/she still wins. However, it is the patron's responsibility to inform the dealer that he/she has a winning trips wager on a hand that has been folded. The dealer will then place the patron's cards face down under the trips wager on the table.

e. Ante and play payouts:

i. Dealer has a qualifying hand and the patron's hand wins: Pays even money.

ii. Dealer has a qualifying hand and the patron's hand ties the dealer: Push.

f. Blind payouts:

i. Blind wager is paid when the patron wins with a straight or better whether the dealer qualifies or not. However, if the dealer does qualify, to win a hand, the patron must beat the dealer's hand. All ties (dealer qualifies) and any three of kind or less (dealer does not qualify) will be a push. Actual payouts noted in the following table:

Hand Ranking	Payout
Royal Flush	500 to 1
Straight Flush	50 to 1
Four of a Kind	10 to 1
Full House	3 to 1
Flush	3 to 2
Straight	1 to 1
Three of a Kind and less	Push

g. Trips payouts:

i. A trips wager will win if the patron's final five card hand is three of a kind or higher. Actual payouts noted in the following table:

Hand Ranking	Payout
Royal Flush	50 to 1
Straight Flush	40 to 1
Four of a Kind	20 to 1
Full House	7 to 1
Flush	6 to 1
Straight	5 to 1
Three of a Kind	3 to 1

h. A table games supervisor or above will verify all patron's hands equaling a four of a kind or higher.

D. Shuffling, cutting, and burning of cards:

1. Immediately prior to commencement of play, before any round of play as determined by HCT, and after each shoe of cards is dealt, the dealer will shuffle the cards:

a. A shuffle procedure will be utilized so that a random intermix of cards is administered through any combination of washing, stripping and/or riffling so as to provide a thorough mix.

b. HCT reserves the right to change or alter its shuffle procedure to acquire such a mix at any time.

c. HCT also reserves the right to burn cards at any time.

E. Dealing Procedures:

1. With an automated shuffler: First, five community cards are placed face down in an assigned area on the layout; then cards are dealt two cards face down at a time starting from the dealer's left and moving to the right until each patron and the dealer receives a total of two cards.

2. Manually (i.e. no automated shuffler): First, five community cards are dealt face down in an assigned area on the layout; then cards are dealt one card face down at a time starting from the dealer's left and moving to the right until each patron and the dealer receives a total of two cards.

3. After either step 1 or 2 above, community cards are then revealed as follows:

   a. The dealer places the first three community cards (the flop) face-up on the layout; then
   b. The dealer places the final two community cards (the turn and river) face-up on the layout.

F. Optional Progressive Wager:
(OAC 3772-11-29)

1. A winning hand that has a progressive payout it will be paid pursuant to the pay table listed and prior to the collection of the cards. All pays from these progressive pay tables.

Hand Ranking	Pay Table	Envy
Royal Flush	100%	$1,000
Straight Flush	10%	$300
Four of a Kind	$300	
Full House	$50	
Flush	$40	
Straight	$30	
Three of a Kind	$9	

2. Ultimate Texas Hold'Em still plays as usual for the base game, but will use the first five (5) cards for the progressive jackpot. That is, the player's two cards, and the first three (3) community cards (the flop). All five cards are combined to determine the progressive wager outcome. Folded hands do not qualify for payouts on the progressive wager.

3. If any part of the distribution to the progressive jackpots is being used to fund a secondary jackpot, visible signage informing players of this supplemental distribution shall be placed in the immediate area of the table.

4. At least five days before the cancellation of any table game that includes a progressive jackpot that has not been awarded, the casino operator shall submit a plan for disbursement of that jackpot for approval by the Executive Director.

G. Progressive winners:

1. The percentage pays are paid from the progressive jackpot shown on the progressive meter.

2. Other hands are paid from the tray; they do not come off the meter.

3. When a player has a progressive winner (royal flush or straight flush), the dealer shall press the appropriate hand button on the keypad. (If the hand button is pressed by accident, pressing it again will turn it off.)

4. If the winning hand is a Straight Flush or Royal Flush and the coin-in light is lit, the cards are left exposed on the layout and the remaining hands are finished. Once the round is finished, the Assistant Table Games Shift Manager or above will be notified. The progressive meter must remain locked out and no further wagering will occur on that table until the Jackpot payout has been completed.

5. Once the jackpot has been verified the Assistant Table Games manager or above will then swipe the appropriate Nexus Control key card. When not being used these cards will be kept in a locked drawer in the main pit podium (if applicable W-2G will be completed), the meter will be unlocked and play will resume as normal.

6. If a second "Royal Flush and Straight Flush" is discovered, the original progressive jackpot will go to the first "Royal Flush or Straight Flush" hand to register on the meter. The second winning hand will receive the reset jackpot.

7. Envy Bonus: A patron making the progressive side bet also qualifies to win an envy payout. If another patron at the table hits a hand associated with an envy payout, all patrons who made the progressive side bet win the envy payout. The patron playing the actual hand wins the normal payout only but does not receive the envy payout. (You cannot win an envy bonus from your own hand or the dealer's hand).

H. Nexus Progressive Controller:

1. HCT must retain a record of the amount shown on a progressive meter.
2. Supporting documentation must be maintained to explain any reduction in the payoff amount from previous entry.

3. The records and documents must be retained for a period of five (5) years.

4. Ultimate Texas Hold'Em poker utilizes the progressive feature that is linked to the Nexus Progressive link system. The progressive meter will show the current payoff to all patrons who are playing at a table that the Nexus link system is used.

5. During normal operating mode of the Nexus link progressive controller, the controller will do the following:

    a. Continuously monitor each table attached to the controller to detect any credits wagered.

    b. The rate of progression for the meter used for the progressive payouts shall be no less than 10%. The initial and reset amount shall be a minimum of $1,000.

6. The Progressive display must be constantly updated as play on the link is continued. It is acceptable to have a slight delay in the updates as long as when a jackpot is triggered the jackpot amount is shown immediately.

7. At least one (1) progressive display to which a group of Nexus-linked tables must continuously display the amount of the progressive jackpot that a patron may win.

8. Reconciling Multiple Progressive Meter Wins:

    a. In the event more than one progressive hand, payable from the progressive meter, hits at the same table during the same round, the dealer will first pay the player farthest on his/her right and then move counter-clockwise to pay other players.

9. Incorrect number of cards in player's/dealer's hand will warrant a voided hand and a reshuffle.

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Section Twelve -
Pai Gow Poker

A. The purpose of this Appendix is to detail the general rules that govern Pai Gow Poker.

B. Number of decks of cards and value of each card:

1. Each table game may be set-up with two decks of cards of different colors. However, only one deck of cards will be used at any given time.

2. The cards contained in each deck will be as follows:

   a. 53 cards in total: Four suits consisting of clubs, diamonds, hearts, and spades with each suit containing 13 cards plus the use of one joker card; and

   b. The values of each card per suit range from 2 to 10 plus one of each of the following: Jack, Queen, King, and Ace.

3. Hollywood Casino Toledo (HCT) reserves the option at any time to select and designate the use of a cutting card on the gaming table.

C. Object of Game, method of play, and wagers:

1. The object of the game is to create the best five card poker hand and two card poker hand using only the cards dealt to the patron. The patron must arrange the cards so that the five card hand is higher than the two card hand.

2. Hands are ranked from highest to lowest as follows:

   a. Five Aces: All four aces plus the joker.

   b. Royal Flush: Five cards of the same suit in sequential order as follows: ace, king, queen, jack, and ten.

   c. Straight Flush: Five cards of the same suit in sequential order. The highest combination is the king, queen, jack, ten, and nine of the same suit. The lowest combination is the ace, two, three, four, and five of the same suit.

   d. Four of a Kind: Four cards of the same rank (i.e. value). The highest combination is

four aces. The lowest combination is four twos.

e. Full House: Five cards consisting of one "Three of a Kind" and one "Pair." The highest combination is three aces combined with one pair of kings. The lowest combination is three twos combined with one pair of threes.

f. Flush: Five cards of the same suit not in sequential order. The highest combination is the ace, king, queen, jack, and nine. The lowest combination is the two, three, four, five, and seven.

g. Straight: Five cards of different suits in sequential order. The highest combinations are 1) The ace, king, queen, jack, and ten; and 2) The ace, two, three, four, and five. The lowest combination is the two, three, four, five, and six.

h. Three of a Kind: Three cards of the same rank (i.e. value). The highest combination is three Aces. The lowest combination is three twos.

i. Two Pair: One pair of two cards of the same rank plus another pair of two cards of the same rank; the ranks of each respective pair are different. The highest combination is having a pair of aces and a pair of kings. The lowest combination is having a pair of twos and a pair of threes.

j. One Pair: Two cards of the same rank. The highest combination is having a pair of aces. The lowest combination is having a pair of twos.

k. High Card.

D. Shaker and dice; Random Number Generator:

1. The starting position for the deal or delivery of cards in Pai Gow Poker shall be determined by using one of the following methods:

   a. Three dice and a Pai Gow Poker shaker, which shall meet the requirements of the section pertaining to dice characteristics respectively, and be used in accordance with the section pertaining to shaker use and design.

      i. The three dice shall be maintained at all times within the Pai Gow Poker shaker.

      ii. The Pai Gow Poker shaker and the dice contained therein shall be the responsibility of the dealer and shall never be left unattended while at the table.

b. A computerized random number generator shall automatically select and display a number from 1 through 7 inclusive.

2. A button or "Chung" is used to indicate if a player or the house is banking on each hand.

   a. If HCT is banking, the "Chung will be placed on top of the dealer's hand.

   b. If a player is banking, the "Chung" will be placed on top of that player's hand.

E. Wagering:

1. Before the first card is dealt in a round of play, a player may make a wager in an amount not less than the table minimum or more than the table maximum.

2. All wagers must be made by placing gaming chips on the appropriate areas of the Pai Gow Poker layout.

3. The player wins if the sums of both of the player's hands are higher in rank than both of the dealer's hands.

4. Winning wagers will be paid at odds of one (1) to one (1) except that a commission or vigorish may be taken from the amount won. The amount of the vigorish shall be 5%.The vigorish shall be collected at the time that the winning wager is paid. This may include the use of U.S. quarters. Any U.S. quarters given as tips may be placed in a chip tray and colored up prior to placing them in the tip box. No wagers with U.S. quarters will be accepted.

5. The following outcomes are possible in the game of Pai Gow Poker:

   a. The player wins if both of the player's hands are higher in rank that the both of the dealer's hands.

   b. If all cards of one (1) hand are identical in value to all cards of another hand, the hand shall be considered a copy hand. The player loses a copy hand.

   c. The wager is void and returned to the player when the player wins one (1) hand and the dealer wins the other hand.

d. A player's wager is lost if both of the dealer's hands are higher in ranking than those of the player.

6. No player may handle, remove or alter any wagers that have been made after the first card of the hand has been dealt by the dealer until the hand has been completed.

7. No dealer or other occupational licensee may permit a player to violate the rules of Pai Gow Poker.

F. Wagering on more than one betting area:

1. HCT may permit a player to wager on more than one (1) box or may limit multiple play during hours when there are insufficient seats in the establishment to accommodate patron demand.

a. If HCT permits a player to wager on two adjacent betting areas, the cards dealt to each betting area shall be played separately.

i. If the two wagers are not equal, the player shall be required to rank and set the hand with the larger wager before ranking and setting the other hand.

ii. If the amounts wagered are equal, each hand shall be played separately in a counterclockwise rotation with the first hand being ranked and set before the player proceeds to rank and set the second hand.

b. Once a hand has been ranked and set and placed face down on the appropriate area of the layout, the hand may not be changed.

G. Dealing Procedures:

1. Cards are dealt seven cards at a time starting from the dealer's left and moving to the right until each patron and the dealer receives a total of seven cards.

H. Determining the starting position for dealing cards or delivering stacks of cards:

1. In order to determine the starting position for the dealing of cards or the delivery of stacks of cards for the game of Pai Gow Poker, HCT may, in its discretion, use the procedure authorized in (2) or (3) below.

2. The dealer shall shake the Pai Gow Poker shaker and dice at least three times so as to cause

a random mixture of the dice.

a. The dealer shall then remove the lid covering the Pai Gow Poker shaker, total the dice and announce the total.

b. To determine the starting position, the dealer shall count counterclockwise around the table, with the position of the dealer considered number one (1), and continuing around the table with each betting position counted in order, including the dealer, regardless of whether there is a wager at the position, until the count matches the total of the three dice.

i. Examples are as follows:

- If the dice total 8, the dealer would receive the first card or stack of cards; or
- If the dice total 14, the sixth betting position would receive the first card or stack of cards.

c. After the dealing or delivery of the cards has been completed, the dealer shall place the cover on the Pai Gow Poker shaker and shake the shaker once. The Pai Gow Poker shaker shall then be placed to the right of the dealer.

3. The dealer may use a computerized random number generator approved by the Commission to select and display a number from 1 through 7 inclusive, and verbally announce the number.

a. To determine the starting position, the dealer shall count counterclockwise around the table, with the position of the dealer considered number one, and continuing around the table with each betting position counted in order, including the dealer, regardless of whether there is a wager at the position, until the count matches the number displayed by the random number generator.

I. Setting the Hands:

1. Once the cards are dealt by the dealer, the player shall set the player's own hand, without the assistance of the dealer, by arranging the seven (7) cards into two (2) hands, one being a high hand and the other a second hand.

2. When setting the two hands, the five (5) card high hand must be higher in rank than the two (2) card low hand. Both of the player's hands must beat the dealer's hands in order to win.

If a player fails to set the player's hand with the highest-ranking cards in the five (5)-card hand, it is considered a foul hand and it will lose immediately.

3. Each player at the table is responsible for setting his/her own hands. Each player shall keep the seven (7) cards in full view of the dealer at all times.

4. Once the player has set the player's own hands, the high and low hand shall be placed face down in the appropriate area of the layout. Once a player places the cards in these areas, the player may not touch them again.

5. Once all players have set the their hands and placed them in the layout, the dealer shall turn over the seven (7) cards dealt to the dealer's position, setting the dealer's hands, and arrange them into two (2) hands, a high hand and a low hand in the House Way. The dealer shall then place the dealer's hands on the appropriate area of the layout.

6. The dealer shall expose both hands of each player, starting from the far right and proceeding counterclockwise around the table. The dealer shall compare the high hand and low hand of each player to the high hand and low hand of the dealer and then announce if a player's wager wins, loses, or is considered a copy hand.

7. The dealer shall immediately collect all losing wagers along with the cards of that player, indicate which wagers are tie or push wagers and collect the cards. The player loses a copy hand.

8. All winning hands shall remain face up on the layout. Winning wagers are paid after all hands have been exposed.

9. All cards collected by the dealer when completing the round of play shall immediately be placed in the discard holder in the manner collected to allow reconstruction of the hand if a dispute or question arises.

J. House Way:

1. The House Way chart for HCT are contained in the following chart.

2. Any player may choose to have their hand set using the House Way. HCT may determine the method used to designate this choice.

   a. **No Pair** Put 2nd & 3rd highest cards in the low hand.

b. **One Pair** Put the Pair in High hand and the next two highest cards in the low hand.

c. **Two Pair** Pairs are classified as

2 – 6	Small
7 – T	Medium
J – A	Large

Small-Small Split unless an Ace, Joker or King can be placed in the low hand.

Medium-Medium
Small-Medium Split unless an Ace or Joker can be placed in the low hand.

High-High
High-Low
Medium High Always split.

d. **Three Pair** Always play the highest Pair in the low hand and the smaller Pair in the high hand

e. **Three-of-a-Kind** Always play Three-of-a-Kind in the high hand and the next highest in the low hand.

With three Aces play pair of Aces in high hand and the third Ace in the low hand with next highest card.

With two Three-of-a-Kinds, Split the highest Three-of-a-Kind to play in low hand.

f. **Straight, Flush, Straight Flush**

With No Pair: Always play the hand that yields the highest low hand.

One Pair: Play the pair in the low hand if you can maintain the straight or flush in the high hand.

Exception: with 10's thru King and an Ace break up the hand if the low hand can be improved with the Ace.

Straight v. Flush	Play the hand that yields the highest low hand.
With Two Pair	Use Two Pair rule.
With Three-of-a-Kind	Place the complete hand in the high hand and the pair in the low hand.

g. **Full House** Put the pair in low hand.

With two Pair Put highest pair in low hand.

h. **Four of a Kind**

With Pair: Play Pair in low hand.

With Three-of-a-Kind never split.

Jack – Ace	Always split.
7-10	With no Aces or Kings always split.
7-10	With Aces or Kings never split and put Aces or Kings in the low hand.
2-6	Never split.

i. **Five Aces** Play pair of Aces in low hand unless a pair of Kings can be played in the low hand.

K. Player bank; co-banking; selection of bank; procedures for dealing:

1. HCT may, in its discretion, offer to all players at a Pai Gow Poker table the opportunity to bank the game.

2. A player may not be the bank at the start of the game. For the purposes of this section, the start of the game shall mean the first round of play after the dealer is required to open the table.

3. After the first round of play pursuant to (2) above, each player at the table shall have the option to either be the bank or pass the bank to the next player.

   a. The dealer shall, starting with the player farthest to the right of the dealer, offer the bank to each player in a counterclockwise rotation around the table until a player accepts the bank.

b. The dealer shall place a marker designating the bank in front of the player who accepts the bank.

c. If the first player offered the bank accepts, the player seated to the right of that player shall first be offered the bank on the next round of play.

d. The initial offer to be the bank shall rotate counterclockwise around the table until it returns to the dealer. In no event may any player bank two consecutive rounds of play.

e. If no player wishes to be the bank, the round of play shall proceed in accordance with the rules of play provided in this subchapter.

4. Before a player may be permitted to bank a round of play, the dealer shall determine that:

   a. The player placed a wager against the dealer during the last round of play in which there was no player banking the game; and

   b. The player has sufficient gaming chips on the table to cover all of the wagers placed by other players at the table for that round of play.

5. If a player is the bank, the player may only wager on one betting area.

6. Once the dealer has determined that a player may be the bank pursuant to (4) above and after the cards have been shuffled;

   a. The dealer shall remove gaming chips from the table inventory container in an amount equal to the last wager made by that player against the dealer or in an amount, the calculation of which has been approved by the Commission.

   b. This amount shall be the amount the dealer wagers against the bank. The bank may direct that the sum wagered by the dealer be a lesser amount or that the dealer places no wager during that round of play. Any amount wagered by the dealer shall be placed in front of the table inventory container.

7. If the cards are to be dealt from the hand, the procedures set forth in that section shall apply, except as follows:

   a. Once the dealer has completed dealing the seven stacks and placed the four remaining cards in the discard rack, the bank shall select the first stack to be delivered by the

dealer. This stack shall be designated as the first stack by the dealer moving it toward the players.

b. If a Pai Gow Poker shaker and dice are being used to determine the starting position for the delivery of the first stack, the bank shall shake the Pai Gow Poker shaker three times instead of the dealer.

c. It shall be the responsibility of the dealer to ensure that the bank shakes the Pai Gow Poker shaker at least three times so as to cause a random mixture of the dice.

d. Once the bank has completed shaking the Pai Gow Poker shaker, the dealer shall remove the lid covering the Pai Gow Poker shaker, total the dice and announce the total.

e. The dealer shall always remove the lid from the Pai Gow Poker shaker. If the bank inadvertently removes the lid, the dealer shall require the Pai Gow Poker shaker to be covered and reshaken by the bank.

8. If a computerized random number generator is used to determine the starting position for the delivery of the first stack, the device shall be operated in accordance with procedures approved by the Commission.

   a. When counting the betting positions, including the dealer, to determine the starting position for delivering the seven stacks of cards, the position of the bank, instead of the dealer, shall be considered number one.

   b. The dealer shall deliver the first stack to the starting position.

   c. The dealer shall deliver the remaining stacks in a clockwise rotation beginning with the stack closest to the right of the first stack and proceeding until all stacks to the right of the first stack have been dealt and then moving to the stack farthest to the left of the dealer and proceeding left to right.

   d. If there are no stacks to the right of the first stack, the dealer will begin with the stack farthest to the left and proceed to the right. The dealer shall deliver each stack face down to each position, including the dealer, regardless of whether there is a wager at the position.

9. If the cards are to be dealt from an automated dealing shoe, the procedures set forth in that section shall apply, except as follows:

a. If a Pai Gow Poker shaker and dice are being used to determine the starting position for the delivery of the first stack of cards dispensed by the automated dealing shoe,

   i. The bank shall shake the Pai Gow Poker shaker three times instead of the dealer.

   ii. It shall be the responsibility of the dealer to ensure that the bank shakes the Pai Gow Poker shaker at least three times so as to cause a random mixture of the dice.

   iii. Once the bank has completed shaking the Pai Gow Poker shaker, the dealer shall remove the lid covering the Pai Gow Poker shaker, total the dice and announce the total.

   iv. The dealer shall always remove the lid from the Pai Gow Poker shaker and if the bank inadvertently removes the lid, the dealer shall require the Pai Gow Poker shaker to be covered and reshaken by the bank.

b. If a computerized random number generator is used to determine the starting position, the device shall be operated in accordance with procedures approved by the Commission.

   i. When counting the betting positions, including the dealer, to determine the starting position for delivering the stacks of cards as they are dispensed by the shoe, the position of the bank, instead of the dealer shall be considered number one.

10. If the cards dealt to the dealer have not been previously collected, after each player has set his or her two hands and placed them on the appropriate area of the layout, the two hands of the dealer shall then be set.

11. Once the dealer has formed a high and low hand, the dealer shall expose the hands of the bank and determine if the hands of the dealer are higher in rank than the hands of the bank.

    a. If the dealer wins, the cards of the dealer shall be stacked face up to the right of the table inventory container with the amount wagered by the dealer against the bank placed on top.

    b. If the dealer pushes, the dealer shall return the amount wagered by the dealer against the bank to the table inventory container.

    c. If the dealer loses, the amount wagered by the dealer against the bank shall be moved to

the center of the layout.

12. If banking is in effect, once the dealer has determined the outcome of the wager of the dealer against the bank, if any, the dealer shall expose the hands of each player starting with the player farthest to the right of the dealer and proceeding counterclockwise around the table.

    a. The dealer shall compare the high and low hand of each player to the high and low hand of the bank and shall announce if the wager shall win, lose or be considered a push against the bank.

    b. All losing wagers shall be immediately collected and placed in the center of the table.

    c. After all hands have been exposed, all winning wagers, including the dealer's wager, shall be paid by the dealer with the gaming chips located in the center of the table.

        i. If this amount becomes exhausted before all winning wagers have been paid, the dealer shall collect from the bank, an amount equal to the remaining winning wagers and place that amount in the center of the layout.

        ii. The remaining winning wagers shall be paid from the amount in the center of the layout.

        iii. If, after collecting all losing wagers and paying all winning wagers, there is a surplus in the center of the table, this amount shall be charged a 5% vigorish. Once the vigorish has been paid, the remaining amount shall be given to the bank.

13. Immediately after a winning wager of the dealer is paid, this amount and the original wager shall be returned to the table inventory container.

14. Each player who has a winning wager against the bank shall pay a 5% vigorish on the amount won to the dealer.

L. Optional bonus wager; Payment of envy bonus:

1. HCT may, in its discretion, offer to each player at a Pai Gow Poker table the opportunity to make a bonus wager and receive an envy bonus payment in accordance with the provisions of this section.

a. Any player who has made a Pai Gow Poker wager may, at the same time, make a bonus wager by placing gaming chips in the area designated for a bonus wager at his or her betting position.

b. A bonus wager shall be no less than $1.00.

c. Any player who makes a bonus wager of at least $5.00 shall qualify to receive an envy bonus payment. The dealer shall place an envy bonus marker immediately in front any bonus wager of $5.00 or more.

d. If a bonus wager has been made by one or more players, the dealer shall observe the procedures set forth but with the following modifications.

   i. The dealer shall, starting from the dealer's right and moving counterclockwise around the table, settle the Pai Gow Poker wager of each player and collect any vigorish that is due; provided, however, that:

      1. The cards of any player who has placed a bonus wager shall remain on the layout regardless of the outcome of his or her Pai Gow Poker wager until removed and;

      2. If any player has placed a bonus wager of at least $5.00, the cards of each player shall remain on the layout regardless of the outcome of his or her Pai Gow Poker wager until removed.

   ii. After settling the Pai Gow Poker wager of a player who has placed a bonus wager, the dealer shall rearrange the seven cards of the player to form the best possible hand and shall be ultimately responsible for creating such hand for purposes of the bonus wager.

   iii. A joker may be used as any card to complete any straight, flush, straight flush or royal flush other than a seven-card straight flush with no joker.

   iv. If any player at the table has placed a bonus wager of at least $5.00, the dealer shall rearrange the cards of each player at the table regardless whether that player has placed a bonus wager.

      1. If the player does not have a qualifying poker hand or a pai gow, the dealer shall collect the bonus wager, if applicable, and place the cards of the player in the discard rack.

2. If the player has a qualifying poker hand or a pai gow, the dealer shall, if and as applicable, pay the winning bonus wager and place the cards of the player in the discard rack.

3. If the player has a premium qualifying poker hand, the dealer shall verbally acknowledge the premium qualifying poker hand and leave the bonus wager, if applicable, and the cards of the player face up on the table.

v. After all other bonus wagers have been settled, the dealer shall, starting from the dealer's right and moving counterclockwise around the table, settle with each player who has an envy bonus marker at his or her betting position or who has a bonus wager and a premium qualifying poker hand.

1. If the player has an envy bonus marker, the dealer shall pay the player the appropriate envy bonus payment set forth and collect the envy bonus marker.

2. If the player has a bonus wager and a premium qualifying poker hand, the dealer shall pay the winning bonus wager and place the cards of the player in the discard rack.

3. After all envy bonuses and premium qualifying poker hands are paid, the dealer shall collect the cards of any player who had a premium qualifying poker hand but did not place a bonus wager and place the cards of the player in the discard rack.

M. Payout odds for bonus wagers; Envy bonus payments:

1. Bonus wagers shall be paid pursuant to the following schedule:

Hand	Payout
Seven-card straight flush with no joker	5,000 to 1
Royal flush plus royal match	1,000 to 1
Seven-card straight flush with joker	500 to 1
Five aces	300 to 1
Royal flush	110 to 1
Straight flush	45 to 1
Four-of-a-kind	25 to 1
Full house	5 to 1

Flush	4 to 1
Three-of-a-kind	3 to 1
Straight	2 to 1

2. Envy bonus payments shall be paid pursuant to the following schedule:

Hand	Bonus
Seven-card straight flush with no joker	$2,500
Royal flush plus royal match	$500
Seven-card straight flush with joker	$250
Five aces	$150
Royal flush	$55
Straight flush	$25
Four-of-a-kind	$6

3. HCT may establish a maximum payout amount as approved by the Commission that is payable to a player for one round of play, which amount shall be at least $25,000 or the maximum amount that one player could win per round when betting the minimum permissible wagers, whichever is greater. Any maximum payout limit established by HCT shall apply only to payouts of Pai Gow Poker bonus wagers.

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Section Thirteen -
Mississippi Stud with or without a Progressive Jackpot

A. The purpose of this Appendix is to detail the general rules that govern Mississippi Stud.

B. Number of decks of cards and value of each card:

1. Each table game may be set-up with two decks of cards of different colors. However, only one deck of cards will be used at any given time.

2. The cards contained in each deck will be as follows:

   a. Four suits consisting of clubs, diamonds, hearts, and spades with each suit containing 13 cards for a total of 52 cards; and

   b. The values of each card per suit range from 2 to 10 plus one of each of the following: Jack, Queen, King, and Ace.

3. Hollywood Casino Toledo (HCT) reserves the option at any time to select and designate the use of a cutting card on the gaming table.

C. Object of Game, method of play, and wagers:

1. The object of the game is to beat the pay table by creating the best five card poker hand using any combination of cards either dealt to the patron (two cards dealt face down) or dealt as community cards (three cards in total dealt face up) in the center of the table (3rd Street - one card placed in the community; 4th Street – one card dealt to the community after the 3rd Street; and the 5th Street – one card dealt to the community after the 4th Street).

2. Hands are ranked from highest to lowest as follows:

   a. Royal Flush: Five cards of the same suit in sequential order as follows: ace, king, queen, jack, and ten.

   b. Straight Flush: Five cards of the same suit in sequential order. The highest combination is the king, queen, jack, ten, and nine of the same suit. The lowest combination is the ace, two, three, four, and five of the same suit.

   c. Four of a Kind: Four cards of the same rank (i.e. value). The highest combination is

four aces. The lowest combination is four twos.

d. Full House: Five cards consisting of one "Three of a Kind" and one "Pair." The highest combination is three aces combined with one pair of kings. The lowest combination is three twos combined with one pair of threes.

e. Flush: Five cards of the same suit not in sequential order. The highest combination is the ace, king, queen, jack, and nine. The lowest combination is the two, three, four, five, and seven.

f. Straight: Five cards of different suits in sequential order. The highest combination is the ace, king, queen, jack, and ten. The lowest combination is the ace, two, three, four and five.

g. Three of a Kind: Three cards of the same rank (i.e. value). The highest combination is three Aces. The lowest combination is three twos.

h. Two Pair: One pair of two cards of the same rank plus another pair of two cards of the same rank; the ranks of each respective pair are different. The highest combination is having a pair of aces and a pair of kings. The lowest combination is having a pair of twos and a pair of threes.

i. One Pair of Jacks or Better: Two cards of the same rank. The highest combination is having a pair of aces. The lowest combination is having a pair of jacks.

j. One Pair ranging from Sixes to Tens: Two cards of the same rank. The highest combination is having a pair of tens. The lowest combination is having a pair of sixes.

3. Wagers:

a. A patron may not play two different positions at the same table at any time. An optional $1.00 bonus wager may also be made but must be done prior to the commencement of the game.

b. A patron must make an ante wager to participate in the game.

c. After the patron receives and views his/her cards, he/she has the option to:

i. Fold his/her hand; therefore, forfeiting the ante wager; or

ii. Buy the first community card (3rd Street) by making a wager at one, two, or three times the ante wager.

d. After seeing the 3rd Street (the first community card), if the patron has not already made a play wager, the patron will have the option to:

i. Fold his/her hand; therefore, forfeiting the ante wager and the 3rd street bet; or

ii. Buy the second community card (4th Street) by making a wager at one, two, or three times the ante wager.

e. After seeing the 4th Street (the second community card), if the patron has not already made a play wager, the patron will have the option to:

i. Fold his/her hand; therefore, forfeiting the ante wager, the 3rd street bet, and the 4th street bet ; or

ii. Buy the third and final community card (5th Street) by making a wager at one, two, or three times the ante wager.

f. Payouts:

Hand Ranking	Payout
Royal Flush	500 to 1
Straight Flush	100 to 1
Four of a Kind	40 to 1
Full House	10 to 1
Flush	6 to 1
Straight	4 to 1
Three of a Kind	3 to 1
Two Pair	2 to 1
Pair of Jacks or Better	1 to 1
Pair of 6's to 10's	Push

g. A table games supervisor or above will verify all patron's hands equaling a four of a kind or higher.

D. Shuffling, cutting, and burning of cards:

1. Immediately prior to commencement of play, before any round of play as determined by HCT, and after each shoe of cards is dealt, the dealer will shuffle the cards:

   a. A shuffle procedure will be utilized so that a random intermix of cards is administered through any combination of washing, stripping and/or riffling so as to provide a thorough mix.

   b. HCT reserves the right to change or alter its shuffle procedure to acquire such a mix at any time.

   c. HCT also reserves the right to burn cards at any time.

E. Dealing Procedures:

1. With an automated shuffler: First, three community cards are placed face down in an assigned area on the layout; then cards are dealt two cards face down at a time starting from the dealer's left and moving to the right until each patron receives a total of two cards.

2. Manually (i.e. no automated shuffler): First, three community cards are dealt face down in an assigned area on the layout; then cards are dealt one card face down at a time starting from the dealer's left and moving to the right until each patron receives a total of two cards.

3. After either step 1 or 2 above, community cards are then turned face up as follows:

   a. 3rd Street - one card placed in the community;

   b. 4th Street – one card placed in the community after the 3rd Street; and

   c. 5th Street – one card placed in the community after the 4th Street.

F. Optional Progressive Wager:
(OAC 3772-11-29)

1. A winning hand that has a progressive payout it will be paid pursuant to the pay table listed and prior to the collection of the cards. All pays from these progressive pay tables.

Hand Ranking	Pay Table	Envy
Royal Flush	100%	$1,000
Straight Flush	10%	$300
Four of a Kind	$300	
Full House	$50	
Flush	$40	
Straight	$30	
Three of a Kind	$9	

2. Mississippi Stud still plays as usual for the base game, all five cards combined the three (3) community and the player's two (2) cards are used for the payment of Progressive jackpots.

3. If any part of the distribution to the progressive jackpots is being used to fund a secondary jackpot, visible signage informing players of this supplemental distribution shall be placed in the immediate area of the table.

4. At least five days before the cancellation of any table game that includes a progressive jackpot that has not been awarded, the casino operator shall submit a plan for disbursement of that jackpot for approval by the Executive Director.

G. Progressive winners:

1. The percentage pays are paid from the progressive jackpot shown on the progressive meter.

2. Other hands are paid from the tray; they do not come off the meter.

3. When a player has a progressive winner (royal flush or straight flush), the dealer shall press the appropriate hand button on the keypad. (If the hand button is pressed by accident, pressing it again will turn it off.)

4. If the winning hand is a Straight Flush or Royal Flush and the coin-in light is lit, the cards are left exposed on the layout and the remaining hands are finished. Once the round is finished, the Assistant Table Games Shift Manager or above will be notified. The progressive meter must remain locked out and no further wagering will occur on that table until the Jackpot payout has been completed.

5. Once the jackpot has been verified the Assistant Table Games Manager or above will then swipe the appropriate Nexus Control key card. When not being used these cards will be kept in a locked drawer in the main pit podium (if applicable W-2G will be completed), the meter will be unlocked and play will resume as normal.

6. If a second "Royal Flush and Straight Flush" is discovered, the original progressive jackpot will go to the first "Royal Flush or Straight Flush" hand to register on the meter. The second winning hand will receive the reset jackpot.

7. Envy Bonus: A patron making the progressive side bet also qualifies to win an envy payout. If another patron at the table hits a hand associated with an envy payout, all patrons who made the progressive side bet win the envy payout. The patron playing the actual hand wins the normal payout only but does not receive the envy payout. (You cannot win an envy bonus from your own hand or the dealer's hand).

H. Nexus Progressive Controller:

1. HCT must retain a record of the amount shown on a progressive meter.

2. Supporting documentation must be maintained to explain any reduction in the payoff amount from previous entry.

3. The records and documents must be retained for a period of five (5) years.

4. Mississippi Stud utilizes the progressive feature that is linked to the Nexus Progressive link system. The progressive meter will show the current payoff to all patrons who are playing at a table that the Nexus link system is used.

5. During normal operating mode of the Nexus link progressive controller, the controller will do the following:

   a. Continuously monitor each table attached to the controller to detect any credits wagered.

   b. The rate of progression for the meter used for the progressive payouts shall be no less than 10%. The initial and reset amount shall be a minimum of $1,000.

6. The Progressive display must be constantly updated as play on the link is continued. It is acceptable to have a slight delay in the updates as long as when a jackpot is triggered the jackpot amount is shown immediately.

7. At least one (1) progressive display to which a group of Nexus-linked tables must continuously display the amount of the progressive jackpot that a patron may win.

8. Reconciling Multiple Progressive Meter Wins:

   a. In the event more than one progressive hand, payable from the progressive meter, hits at the same table during the same round, the dealer will first pay the player farthest on his/her right and then move counter-clockwise to pay other players.

9. Incorrect number of cards in player's/dealer's hand will warrant a voided hand and a reshuffle.

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Section Fourteen -
Let It Ride Bonus (w/3 Card Bonus) with or without a Progressive Jackpot

A. The purpose of this Appendix is to detail the general rules that govern Let It Ride Bonus.

B. Number of decks of cards and value of each card:

1. Each table game may be set-up with two decks of cards of different colors. However, only one deck of cards will be used at any given time.

2. The cards contained in each deck will be as follows:

   a. Four suits consisting of clubs, diamonds, hearts, and spades with each suit containing 13 cards for a total of 52 cards; and

   b. The values of each card per suit range from 2 to 10 plus one of each of the following: Jack, Queen, King, and Ace.

3. Hollywood Casino Toledo (HCT) reserves the option at any time to select and designate the use of a cutting card on the gaming table.

C. Object of Game, method of play, and wagers:

1. The object of the game is to play against a pay table by creating the best five card poker hand using any combination of cards either dealt to the patron (three cards dealt face down) or dealt as community cards (two cards in total dealt face up) in the center of the table.

2. Hands are ranked from highest to lowest as follows:

   a. Royal Flush: Five cards of the same suit in sequential order as follows: ace, king, queen, jack, and ten.

   b. Straight Flush: Five cards of the same suit in sequential order. The highest combination is the king, queen, jack, ten, and nine of the same suit. The lowest combination is the ace, two, three, four, and five of the same suit.

   c. Four of a Kind: Four cards of the same rank (i.e. value). The highest combination is four aces. The lowest combination is four twos.

d. Full House: Five cards consisting of one "Three of a Kind" and one "Pair." The highest combination is three aces combined with one pair of kings. The lowest combination is three twos combined with one pair of threes.

e. Flush: Five cards of the same suit not in sequential order. The highest combination is the ace, king, queen, jack, and nine. The lowest combination is the two, three, four, five, and seven.

f. Straight: Five cards of different suits in sequential order. The highest combination is the ace, king, queen, jack, and ten. The lowest combination is the ace, two, three, four and five.

g. Three of a Kind: Three cards of the same rank (i.e. value). The highest combination is three Aces. The lowest combination is three twos.

h. Two Pair: One pair of two cards of the same rank plus another pair of two cards of the same rank; the ranks of each respective pair are different. The highest combination is having a pair of aces and a pair of kings. The lowest combination is having a pair of twos and a pair of threes.

i. One Pair of Tens or Better: Two cards of the same rank. The highest combination is having a pair of aces. The lowest combination is having a pair of tens.

3. Wagers:

a. A patron may not play more than one hand.

b. A patron must make three equal but separate wagers to participate in the game (referred to as Bet #1, Bet #2, and Bet #3). An optional $1.00 bonus wager may also be made but must be done so prior to the commencement of the game. In addition, an optional $1.00 bonus wager for the Progressive Jackpot may also be made, again prior to the commencement of the game.

c. After the patron receives and views his/her cards, he/she has the option to:

i. Withdraw Bet #1 from the table (at which time the dealer will slide the bet towards the patron); or

ii. Let the bet ride (the bet must stay on the table until the end of the hand).

d. After seeing the first community card, the patron will have the option to:

i. Withdraw Bet #2 from the table (at which time the dealer will slide the bet towards the patron); or

ii. Let the bet ride (the bet must stay on the table until the end of the hand). At this time, the patron must place his cards face down on the table under Bet #3.

e. The dealer then reveals the second community card.

f. Working from right to left, the dealer reveals each player's cards and combines them with the community cards to make a five-card poker hand.

g. The dealer resolves each player in order, first the basic bets; then the 3-Card Bonus; and then the $1 Bonus bets.

4. Optional Wagers:

a. 3-Card Bonus: An optional wager that a patron must make prior to receiving and viewing his/her cards to be eligible to play against the "3-Card Bonus" pay table.

5. Payouts:

i. Regular with $1 Bonus:

Hand Ranking	Payout	Bonus Payout
Royal Flush	500 to 1	$10,000.00
Straight Flush	200 to 1	$ 2,000.00
Four of a Kind	50 to 1	$ 100.00
Full House	11 to 1	$ 75.00
Flush	8 to 1	$ 50.00
Straight	5 to 1	$ 25.00
Three of a Kind	3 to 1	$ 8.00
Two Pair	2 to 1	$ 4.00
Pair of Tens or Better	1 to 1	None

ii. 3-Card Bonus:

Hand Ranking	Payout
Straight Flush	40 to 1
Three of a Kind	30 to 1
Straight	6 to 1
Flush	3 to 1
Pair	1 to 1

b. HCT will utilize an aggregate maximum payout of $25,000.

c. A table games supervisor or above will verify all patron's hands equaling a four of a kind or higher.

D. Shuffling, cutting, and burning of cards:

1. Immediately prior to commencement of play, before any round of play as determined by HCT, and after each shoe of cards is dealt, the dealer will shuffle the cards:

   a. A shuffle procedure will be utilized so that a random intermix of cards is administered through any combination of washing, stripping and/or riffling so as to provide a thorough mix.

   b. HCT reserves the right to change or alter its shuffle procedure to acquire such a mix at any time.

   c. HCT also reserves the right to burn cards at any time.

E. Dealing Procedures:

1. With an automated shuffler: First, three cards are dealt face down at a time starting from the dealer's left and moving to the right until each patron receives three cards and the dealer receives three community cards; the dealer will then "burn" the bottom card from the community cards so that only two community cards remain.

2. Manually (i.e. no automated shuffler): Cards are dealt one card face down at a time starting from the dealer's left and moving to the right until each patron receives three cards and the dealer receives three community cards; ; the dealer will then "burn" the bottom card from the community cards so that only two community cards remain

3. After either step 1 or 2 above, community cards are then revealed as follows:
   a. First card placed in the community;

   b. Second card placed in the community.

F. Optional Progressive Wager:
(OAC 3772-11-29)

1. If the patron bets the optional progressive wager and receives a Three of a Kind or better it will be paid using the following pay table.

Hand Ranking	Pay Table	Envy
Royal Flush	100%	$1,000
Straight Flush	10%	$300
Four of a Kind	$300	
Full House	$50	
Flush	$40	
Straight	$30	
Three of a Kind	$9	

2. Let It Ride still plays as usual for the base game, all five cards (the player's three cards and the dealer's two community cards) are combined to determine the progressive wager outcome. Folded hands do not qualify for payouts on the progressive wager.

3. If any part of the distribution to the progressive jackpots is being used to fund a secondary jackpot, visible signage informing players of this supplemental distribution shall be placed in the immediate area of the table.

4. At least five days before the cancellation of any table game that includes a progressive jackpot that has not been awarded, the casino operator shall submit a plan for disbursement of that jackpot for approval by the Executive Director.

5. When a player has a progressive winner (royal flush or straight flush), the dealer shall press the appropriate hand button on the keypad. (If the hand button is pressed by accident, pressing it again will turn it off.)

6. If the winning hand is a Straight Flush or Royal Flush and the coin-in light is lit, the cards are left exposed on the layout and the remaining hands are finished. Once the round is finished, the Assistant Table Games Shift Manager or above will be notified. The progressive meter must remain locked out and no further wagering will occur on that table until the Jackpot payout has been completed.

7. Once the jackpot has been verified and the higher jackpot key turned (if applicable W-2G will be completed), the meter will be unlocked and play will resume as normal.

8. If a second "Royal Flush and Straight Flush" is discovered, the original progressive jackpot will go to the first "Royal Flush or Straight Flush" hand to register on the meter. The second winning hand will receive the reset jackpot.

9. Envy Bonus: A patron making the progressive side bet also qualifies to win an envy payout. If another patron at the table hits a hand associated with an envy payout, all patrons who made the progressive side bet win the envy payout. The patron playing the actual hand wins the normal payout only but does not receive the envy payout. (You cannot win an envy bonus from your own hand or the dealer's hand).

G. Progressive winners:

1. The percentage pays are paid from the progressive jackpot shown on the progressive meter.

2. Other hands are paid from the tray; they do not come off the meter.

3. When a player has a progressive winner (royal flush or straight flush), the dealer shall press the appropriate hand button on the keypad. (If the hand button is pressed by accident, pressing it again will turn it off.)

4. If the winning hand is a Straight Flush or Royal Flush and the coin-in light is lit, the cards are left exposed on the layout and the remaining hands are finished. Once the round is finished, the Assistant Table Games Shift Manager or above will be notified. The progressive meter must remain locked out and no further wagering will occur on that table until the Jackpot payout has been completed.

5. Once the jackpot has been verified the Assistant Table Games manager or above will then swipe the appropriate Nexus Control key card. When not being used these cards will be kept in a locked drawer in the main pit podium. (if applicable W-2G will be completed), the meter will be unlocked and play will resume as normal.

6. If a second "Royal Flush and Straight Flush" is discovered, the original progressive jackpot will go to the first "Royal Flush or Straight Flush" hand to register on the meter. The second winning hand will receive the reset jackpot.

7. Envy Bonus: A patron making the progressive side bet also qualifies to win an envy payout. If another patron at the table hits a hand associated with an envy payout, all patrons who made the progressive side bet win the envy payout. The patron playing the actual hand wins the normal payout only but does not receive the envy payout. (You cannot win an envy bonus from your own hand or the dealer's hand).

H. Nexus Progressive Controller:

1. HCT must retain a record of the amount shown on a progressive meter.

2. Supporting documentation must be maintained to explain any reduction in the payoff amount from previous entry.

3. The records and documents must be retained for a period of five (5) years.

4. Let It Ride utilizes the progressive feature that is linked to the Nexus Progressive link system. The progressive meter will show the current payoff to all patrons who are playing at a table that the Nexus link system is used.

5. During normal operating mode of the Nexus link progressive controller, the controller will do the following:

   a. Continuously monitor each table attached to the controller to detect any credits wagered.

   b. The rate of progression for the meter used for the progressive payouts shall be no less than 10%. The initial and reset amount shall be a minimum of $1,000.

6. The Progressive display must be constantly updated as play on the link is continued. It is acceptable to have a slight delay in the updates as long as when a jackpot is triggered the jackpot amount is shown immediately.

7. At least one (1) progressive display to which a group of Nexus-linked tables must continuously display the amount of the progressive jackpot that a patron may win.

8. Reconciling Multiple Progressive Meter Wins:

a. In the event more than one progressive hand, payable from the progressive meter, hits at the same table during the same round, the dealer will first pay the player farthest on his/her right and then move counter-clockwise to pay other players.

9. Incorrect number of cards in player's/dealer's hand will warrant a voided hand and a reshuffle.

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Section Fifteen -
Big Six

A. The purpose of this Appendix is to detail the general rules that govern Big Six.

B. This game does not use cards or dice. Instead, it utilizes a large table with pictorial representations that correspond to symbols on a large wheel.

C. Object of Game, method of play, and wagers:

1. The object of the game is to wager on the winning symbol that the "clapper" of the wheel comes to rest on; therefore, a patron's wager(s) must be placed within one of the symbols on the layout prior to the spin.

2. The wheel may be spun by the dealer in either direction, must make three complete rotations, and must have the clapper come to rest on a single symbol to constitute a valid spin.

3. Payouts:

Symbol	Payout
HCT Logo or Symbol	45 to 1
Joker or other Symbol	45 to 1
$ 20 Insignia	20 to 1
$ 10 Insignia	10 to 1
$ 5 Insignia	5 to 1
$ 2 Insignia	2 to 1
$ 1 Insignia	1 to 1

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Section Sixteen -
Mini/Midi Baccarat

A. The purpose of this Appendix is to detail the general rules that govern Mini/Midi Baccarat.

B. Number of decks of cards and value of each card:

1. This game is played with no more than eight (8) decks of cards with the backs of cards being the same color and design and two (2) additional cutting cards. Hollywood Casino Toledo (HCT) reserves the option at any time to select and designate the number of decks and cutting cards utilized on the gaming tables.

2. The cards contained in each deck will be as follows:

   a. Four suits consisting of clubs, diamonds, hearts, and spades with each suit containing 13 cards for a total of 52 cards; and

   b. The ranks of each card per suit range from 2 to 10 plus one of each of the following: Jack, Queen, King, and Ace.

   c. The values of each card are as follows:

      i. Any card from 2 to 9 will have its face value;

      ii. Any ten, jack, queen, or king will have a value of zero; and

      iii. Any ace will have a value of one.

C. Object of Game, method of play, and wagers:

1. The object of Mini/Midi Baccarat is to predict whether the banker's hand or the player's hand will get a point value closest to 9, keeping in mind that all ten-value cards count as zero and aces count as one. The hand with the highest point value wins.

2. The patron may bet on the banker, player, tie, or any combination thereof. If the patron chooses to bet on the banker, the casino will collect a 5% commission on the winnings. A winning wager on either the banker or players hand pays 1 to 1. A tie wager pays 8 to 1.

3. All cards are dealt by the Dealer. At no time shall the patron be allowed to touch the cards. The game starts with four cards being dealt, which create two hands: the Banker's hand and the player's hand. These cards are dealt alternately from the shoe. The first card is dealt face down and placed in the player box. The second card is dealt face down and placed in the banker box. The third card is dealt face down and placed in the player's box. The fourth card is pulled out of the dealing shoe and placed in the banker box face down with the second card. The Dealer will first reveal the player hand, and secondly reveal the banker hand. The cards are dealt according to fixed rules which dictate when a third card can be dealt to the banker's or player's hand. No more than one additional card will be drawn to each hand.

4. The "point count" of a hand shall be a single digit number from 0 to 9 inclusive and shall be determined by totaling the value of the cards in the hand. If the total of the cards in a hand is a two-digit number, the left digit of such number shall be discarded having no value and the right digit shall constitute the point count of the hand. Examples of this rule are as follows:

    a. A hand composed of an ace, a 2 and a 4 has a point count of 7; and

    b. A hand composed of an ace, a 2 and a 9 has a total of 12, but only a point count of 2 since the digit 1 in the number 12 is discarded.

5. Natural - First two cards dealt to either player or banker total eight (8) or nine (9). Neither side may draw any more cards.

6. In the absence of a banker natural: player will draw a card when his first two cards total five (5) or less. Player will stand when his first two cards total six (6) or more.

7. In the absence of a player natural: banker will draw a card when his first two cards total two (2) or less. When player stands on his first two cards, banker will draw on five (5) or less and stand on six (6) or more.

8. "Third Card Rule"

    a. If the point count of either the "player's hand" or the "banker's hand" after the initial two cards are dealt to each is an 8 or 9 (which shall be called a "natural") no more cards shall be dealt to either hand.

b. If the point count of the "banker's hand" on the first two cards is 0 to 7 inclusive, the "player's hand" shall draw (that is, take a third card) or stand (that is, not take a third card) in accordance with the requirements of Table 1 below.

TABLE 1

Player's Hand Point Count	Third Card Determination
0 to 5	Draws
6 to 9	Stands

c. The "banker's hand" shall draw (that is, take a third card) or stand (that is, not take a third card) in accordance with the requirements of Table 2 below. When the player does not have a natural, the banker will always draw on totals of 0, 1, or 2.

TABLE 2

When Banker's First Two Cards Total:	And Player's Third Card Is:	
Action	Banker Must Stand	Banker Must Draw
3	8	7,6,5,4,3,2,1,0,9
4	1,0,9,8	7,6,5,4,3,2
5	1,2,3,0,9,8	7,6,5,4
6	5,4,3,2,1,0,9,8	7,6
7	Banker Must Stand	

d. Tie Bets:

i. Each patron has the option of betting that the banker and the player hand will tie. If the hands do tie and a patron has placed a bet in the "tie" section of the gaming table (which has the same number as the patron's area), that patron is paid 8 to 1. Tie bets win or lose on the hand being played. A wager placed on the player's hand or the banker's hand shall be a "push" if the point counts of the player's hand and the banker's hand are equal.

D. Wagers:

1. Permissible Wagers and Payout Odds

a. Permissible Wagers

i. A wager on the "banker's hand" which shall:

1. Win if the "banker's hand" has a point count higher than that of the "player's hand";

2. Lose if the "banker's hand" has a point count lower than that of the "player's hand"; and

3. Push if the point counts of the "banker's hand" and the "player's hand" are equal.

ii. A wager on the "player's hand" which shall:

1) Win if the "player's hand" has a point count higher than that of the "banker's hand";

2) Lose if the "player's hand" has a point count lower than that of the "banker's hand"; and

3) Push if the point counts of the "banker's hand" and the "player's hand" are equal.

iii. A "tie bet" wager shall win if the point counts of the "banker's hand" and the "player's hand" are equal and shall lose if such point counts are not equal.

iv Dragon Bonus is an optional side bet for Mini/Midi Baccarat. Players have two ways to win:

1) If their selected hand for the dragon bonus wager is a natural winner;

2) If their selected hand for the dragon bonus wager is a non-natural that wins by four of more points. With non-natural winners, the higher the margin of victory, the higher the payout.

Naturals	Odds
Natural Winners	1 to 1
Natural Ties	Push
Non-Natural Ties	Lose
Non-Naturals	Odds
Win by 9 points	30 to 1

Win by 8 points	10 to 1
Win by 7 points	6 to 1
Win by 6 points	4 to 1
Win by 5 points	2 to 1
Win by 4 points	1 to 1

3) The Dragon Bonus is optional. Players do not have to make a traditional Mini/Midi Baccarat wager. Players may hedge their bets. They may, for example, make a traditional wager on player and a Dragon Bonus on banker.

b. Payout Odds

i. A winning wager made on the "player's hand" shall be paid off by HCT at odds of 1 to 1.

ii. A winning wager made on the "banker's hand" shall be paid off by HCT at odds of 1 to 1 except that HCT shall normally extract a charge (to be known as a "commission") of five percent on the amount won, (provided, however, HCT will round off the commission or to twenty-five cents or the next highest multiple of twenty-five cents when the or commission is not exactly twenty-five cents or a multiple thereof). This may include the use of U.S. quarters. Any U.S. quarters given as tips may be placed in a chip try and colored up prior to placing them in the tip box. No wagers with U.S. quarters will be accepted. HCT may collect the commission from a participant at the time the winning payoff is made or may defer it to a later time provided, however, that all outstanding commission shall be collected prior to reshuffling the cards in a shoe and in no event shall the collection of any commission be deferred beyond such point. The amount of any commission not collected at the time of the winning payout shall be evidenced by the placing of a marker button containing the amount of the commission owed in a rectangular space in front of the dealer on the layout imprinted with the number of the participant owing such commission.

iii. A winning tie bet shall be paid off by HCT at odds of 8 to 1.

E. Shuffling, cutting, and burning of cards:

1. Immediately prior to commencement of play, before any round of play as determined by HCT, and after each shoe of cards is dealt, the dealer will shuffle the cards:

a. A shuffle procedure will be utilized so that a random intermix of cards is administered through any combination of washing, stripping and/or riffling so as to provide a thorough mix.

b. HCT reserves the right to change or alter its shuffle procedure to acquire such a mix at any time.

c. HCT also reserves the right to burn cards at any time.

d. HCT reserves the right to allow patrons the right to cut the deck prior to commencing the game.

2. After the shuffle procedure, the dealer will then place a cut card approximately 15 cards from the back of the shuffled cards. The dealer will then place the cards in the shoe and proceed to the burn procedures.

3. After the cut of the cards, the dealer will utilize a burn procedure before the commencement of play. The dealer shall remove the first card from the shoe and place it face up on the table. They will then draw an additional amount of cards equal to the value of the first card drawn. Any Ace will have a value of one. Any Ten, Jack, Queen, or King will have a value of ten. These cards are then placed in the discard rack.

F. Dealing Procedures:

1. There shall be two hands dealt in the game of Mini/Midi Baccarat one of which shall be denominated the "player's hand" and the other denominated the "banker's hand".

2. At the start of each round of play, the Dealer calling the game shall announce "No More Bets".

3. The Dealer shall deal an initial four cards from the shoe face down. The first and third cards dealt shall be placed face down in the area on the layout designated for the "player's hand". The second and fourth cards dealt shall be placed face down, underneath the right corner of the dealing shoe until the "player's hand" is announced, at which time the second and fourth cards shall be placed face up in the area on the layout designated for the "banker's hand".

4. Procedure for Dealing Additional Cards:

a. After the cards are dealt to each hand, the Dealer shall turn the "player's hand" face upwards and announce the point count of the "player's hand". The Dealer shall then turn the "banker's hand" face upwards and announce the point count of the "banker's hand".

b. Following the announcement of the point counts of each hand, the Dealer shall determine whether to deal a third card to each hand.

c. Any third card required to be dealt shall first be dealt face upwards to the "player's hand" and then to the "banker's hand" by the Dealer.

d. In no event shall more than one additional card be dealt to either hand.

e. Whenever the cutting card appears during play, the cutting card will be removed and placed to the side and the hand will be completed. Upon completion of that hand, the Dealer calling the game shall announce "last hand". At the completion of one more hand, no more cards will be dealt until the reshuffle occurs.

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Section Seventeen -
Bad Beat

A. The purpose of this Appendix is to detail the general rules that govern Bad Beat Jackpot.

B. Texas Hold'Em Bad Beat Jackpot:

1. The initial jackpot seed will be at $2,500.00. After the initial seed, the jackpots will be funded by the $1.00 collected from qualifying games when the pot reaches $10.00 or more. Twenty-five percent (25%) of the funds collected will go to the current jackpot, fifteen percent (15%) will fund the reset jackpot amount after the jackpot has been awarded and sixty percent (60%) will be diverted to a "player fund". 100 % of this player fund will be returned to players in various forms of cash rewards and poker marketing and promotional programs.

2. No administration fee shall be extracted from the Jackpot fund regardless of the amount of the Jackpot.

3. The Cage department will be responsible for the counting of the jackpot funds. Revenue Audit will be responsible for reporting the jackpot funds. The Poker department will be responsible for collecting, posting, and awarding jackpot funds.

4. After the primary jackpot is won, 75% of the secondary will be posted as the new primary. The remaining 25% will be the new posted amount for the secondary or reset amount.

5. The reset amount will always be a minimum of $2,500. If the reset fund is not adequate, then The Hollywood Casino Toledo Casino will temporarily fund the difference so that the minimum jackpot is $2,500.

C. Collection of Bad Beat Jackpot Funds:

1. The dealer will take out $1.00 from each pot when it reaches $10.00 or more on all Texas Hold'Em games. This is in addition to the normal rake. The $1.00 will be dropped into a secured box located on the dealer's left side of the poker table.

2. At the end of the gaming day, the Bad Beat Jackpot boxes will be collected by the Poker Room Supervisor or above. Security will maintain custody of the funds and transport the funds to the cage once all Bad Beat jackpot boxes have been collected. The Poker Room

Supervisor or above will accompany Security to the cage. In the event that a Bad Beat drop box is filled before the end of the gaming day, Security will be summoned to transport the filled box contents to the cage. A Poker Room Supervisor or above will accompany Security to the cage.

3. Cage Personnel will count and record the total funds collected. . The funds will be transferred to the vault accountability utilizing a Receipt of Funds form.

4. Revenue Audit will maintain a spreadsheet for the calculation of the Texas Hold'Em Jackpots. The spreadsheet will list the amount of the jackpot and the seed liability.

5. Revenue Audit will forward the current spreadsheets to the Poker department each day. The Poker Supervisor designee or above will post the current information from the spreadsheets into the Poker Bad Beat Jackpot Log. The new Bad Beat Jackpot amount will be posted at approximately 3:00pm each day for the players in the Poker Room. The jackpot will always be paid at the posted amount.

D. Bad Beat Jackpot Procedures:

1. When a Bad Beat Jackpot is to be paid out, provided the pot is over $10.00 and the appropriate hands are shown, the Poker Supervisor or designee will contact the surveillance department to review the surveillance coverage. The Poker Supervisor will have the dealer count and inspect the deck of cards. If there are an incorrect number of cards, the jackpot will be voided.

2. The Poker Supervisor or above will complete a Three-part Bad Beat Jackpot Payout Form with the following information:

   a. Date
   b. Time
   c. Shift
   d. Game Type
   e. Table Number
   f. The Amount of the funds needed for payout
   g. List of players names on the Bad Beat Jackpot table, percentage, amount of tax withheld if applicable, and dollar amount to be awarded

3. The Poker Supervisor or above will verify the proper jackpot log that the most current entry is recorded and the amount of the current jackpot in the Bad Beat Jackpot Log. The Poker Manager, Table Games Shift Manager or Poker Supervisor will take the Bad Beat Jackpot

Form to the Casino Cage. A payout form with the net amount after taxes listed will be generated at the cage. Once this amount is verified, the Poker Manager or Table Games Shift Manager and the Poker Supervisor and Poker dealer will sign the Bad Beat Jackpot form.

4. Bad beat jackpots can be paid at either the table or the cage. Funds for the players' share will be distributed first, having each player initial by their names on the Bad Beat Jackpot Form. Jackpot winner and the Jackpot High Hand winner will then fill out applicable tax forms before receiving their prize money. Jackpot funds may be distributed in the form of checks, cash or chips.

5. When all transactions are complete, the Poker Supervisor or above will complete the Bad Beat Jackpot Form. The Dealer and Poker Supervisor or above will then sign the form. The original copy will be retained at the cage. The duplicate copy will be placed in the Bad Beat drop box attached to the gaming table and the Poker Room will retain the triplicate copy.

6. For Room Share Jackpots, every active player will receive a portion of the Jackpot. The poker supervisor will tally the total amount to be paid to players not in the Jackpot table, obtain the total amount in chips via a transfer slip and distribute the chips to patrons upon obtaining their proper ID and signatures.

E. Texas Hold-em Bad Beat Jackpot General Rules

1. The Bad Beat Progressive Jackpot shall apply to the game of Texas Hold-em only. To qualify for the Bad Beat, a hand of Four of a Kind or better must lose to a higher-ranking hand that must either be Four of a Kind or a Straight Flush or Royal Flush.

2. Both the winning and losing players must use both of their hole cards to create the highest possible hand. For four of a kind, both the winning and losing player's hand must contain a pocket pair.

3. A $1.00 maximum amount will be removed from each pot that totals $10.00 or more including the rake. In order for a hand to be eligible for the Bad Beat Payout, the pot must meet the $10.00 minimum. The hand must go to a showdown (played to the end, where all cards have been dealt and players have completed betting and show their cards to determine the winner) in order for the jackpot to be awarded.

4. There must be a minimum of 4 players at the table. (No Jackpot rake will be taken with fewer players.)

5. Only best and second best hands qualify.

6. Players must play their hands independently. If any player, whether directly or indirectly involved in the hand, passes information or instructs another on how to act or reveals their hand to other players, the Jackpot will be disqualified.

7. In order to collect any Bad Beat Progressive Jackpot payout, proper ID will be required. Payouts of the Bad Beat Progressive Jackpot are as follows:

   a. When the jackpot amount is $100,000 or less:

      i. 50% of the jackpot will be awarded to the Bad Beat hand (losing player);

      ii. 25% of the jackpot will be awarded to the winner of the hand;

      iii. 25% of the jackpot will be awarded equally divided among the balance of the seated players on the game who received cards at the beginning of the hand

   b. When the Jackpot amount is $100,001 - $200,000, $100 will be distributed to each seated player in the room except players at the Jackpot table. The balance of the Jackpot fund shall then be distributed to the Jackpot table according to the schedule listed above.

   c. When the Jackpot amount is $200,001 or higher, $200 will be distributed to each seated player in the room except players at the Jackpot table. The balance of the Jackpot fund shall then be distributed to the Jackpot table according to the schedule listed above.

8. A player who removes his or her chips from the game prior to a showdown on a hand where a jackpot is won forfeits his or her right to any prize money.

9. If a player walks away from the game but leaves chips on the table and he or she was in the hand at the beginning, they will retain their rights to their share of the jackpot if a jackpot hand occurs.

10. In the rare occurrence of a Bad Beat Jackpot being hit on more than one game at the same time, the total jackpot will be divided by the number of Bad Beat winning games then the jackpot will be distributed on each game according to the percentages set forth in rule 5 above.

11. Players are eligible to win the posted Jackpot amount. Such amount will be updated once every gaming day.

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Section Eighteen
Aggregate Payout Limit

All Carnival Games have an aggregate payout limit of $25,000 per player, per round. This aggregate payout limit encompasses all wagers made by the player in any given round.

The Pai Gow Poker Fortune Bonus and Three Card Poker Six Card Bonus each have a maximum payout of $25,000, irrespective of amount wagered. For example, a $30 wager with1000-1 odds will be capped at a $25,000 payout.

HOUSE RULES

1. Management's decision is final.
2. Participants must be at least 21 years of age.
3. Verbal abuse, disruptive behavior, or vulgarity will not be tolerated.
4. It is the player's responsibility to protect their hand at all times.
5. One player to a hand. A player may not seek advice as to the play of their hand.
6. The English only rule will be enforced.
7. Player's cards must remain in plain view of the dealer and other players at all times.
8. Cards speak for themselves.
9. Verbal declarations may be binding.
10. The poker room is not responsible for chips or cash left on the table in the player's absence.
11. The player is responsible for turning their hand over at the showdown.
12. The best five cards determine the winning hand.
13. Every limit game has a minimum buy-in. One short buy will be allowed before having to re-buy at the minimum buy-in amount once again.
14. Check and raise is permitted.
15. All games are “table stakes.” Meaning all chips must remain on the table and in play, until the player leaves that table. When cashing out, a player may not return to the same game for 60 minutes.
16. A bet and three raises will be allowed each betting round in limit games. There will be unlimited amount of raises in no-limit games.
17. When a betting round begins with only two players remaining, there is no limit to the raises allowed.
18. No string bets are allowed. If a player puts in half of the required raise, they must complete the raise.
19. No splashing the pot.
20. One live straddle (live bet) may be allowed in limit, no-limit, and pot limit games.
21. Show one player, show all players. If a player shows one or both of his cards to another player at the table, the player must show their cards to everyone at the table.
22. There will be no objects allowed on the table other than chips, cards or a reasonably sized “card capper.” Electronic devices are permitted on the rail.
23. Players may leave their seat for a maximum of 60 minutes. If a player has zero chips, they have 15 minutes to return. Management may pick up players’ chips and open the seat to waiting players.
24. “Third Man Walking” rule will be strictly enforced. This means if two players are absent from the table, a player cannot get up from table without forfeiting their seat if there is

a waiting list.

25. No smoking tobacco allowed in the poker room.
26. No Rabbit hunting. (A player may not ask to see the “turn” or “river” if all other players have folded).
27. Any player dealt in that hand may ask to see a discarded hand at the showdown.