Horseshoe Cincinnati

Section G – Appendix A – Blackjack

Date Submitted to the Ohio Casino Control Commission: January 7, 2015

Date Approved by the Commission: January 21, 2015

BLACKJACK

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1. Definitions

I. The following words and terms, when used in this chapter, shall have the following meanings unless the context clearly indicates otherwise:

II. Blackjack – An ace and any card having a point value of 10 dealt as the initial two cards to a player or a dealer.

III. Card reader device – A device which permits the dealer to determine if the dealer has a Blackjack.

IV. Cutting card – A card which is opaque and in a solid color, readily distinguishable from the color of the backs and edges of the playing cards in use at a Blackjack table.

V. Hard total – The total point count of a hand which contains no aces or which contains aces that are each counted as 1 in value.

VI. Soft total – The total point count of a hand containing an ace when the ace is counted as 11 in value.

2. Blackjack table; card reader device; physical characteristics; inspections

I. Blackjack shall be played at a table having on one side places for the players and on the opposite side a place for the dealer may have the following information on it:

A. The name or logo of the casino offering the game.

B. No more than seven specific areas designated for the placement of wagers.

C. Blackjack pays 3 to 2 or 6 to 5.

D. Dealer shall draw to all soft 17's, stand on all hard 17's and soft 18's. Any exceptions will be clearly marked on the gaming table in question.

E. Insurance pays 2 to 1.

II. Each Blackjack table shall have a drop box and a tip box attached to it.

III. A Blackjack table may have attached to it a card reader device, which permits the dealer to determine if the dealer has a Blackjack in accordance with section 7 Procedure for dealing cards.

IV. To collect the cards at the conclusion of a round of play as required under section 7.VIII, each Blackjack table will have a discard rack securely attached to the top of the dealer's side of the table where the height of each discard rack must either be equal to or taller than the height of the cards, stacked one on top of the other, contained in the total number of decks that are to be used in the dealing shoe at that table.

3. Cards; number of decks; value of cards

I. Blackjack shall be played with at least one deck of cards. Except as otherwise provided in subsections 3.III and 3.IV, all decks of cards used for the play of Blackjack shall be identical in appearance. Blackjack shall also be played with at least one cutting card.

II. The value of the cards contained in each deck shall be as follows:

A. Any card from 2 to 10 shall have its face value.

B. Any jack, queen or king shall have a value of ten.

C. An ace shall have a value of eleven, unless that value would give a player or the dealer a score in excess of 21, in which case, the ace shall have a value of one.

III. If an automated card shuffling device is utilized, Blackjack shall be played with at least one deck of cards in accordance with the following requirements:

A. The cards shall be separated into two batches, with an equal number of decks included in each batch.

B. The cards in each batch must be of the same design, but the backs of the cards in one batch must be of a different color than the cards included in the other batch.

C. One batch of cards shall be shuffled and stored in the automated card shuffling device while the other batch is being dealt or used to play the game.

D. Both batches of cards shall be continuously alternated in and out of play, with each batch being used for every other dealing shoe.

E. The cards from only one batch shall be placed in the discard rack at any given time.

F. If the automated card shuffling device malfunctions, manual shuffle procedures will be followed.

IV. The decks of cards opened for use at a Blackjack table shall be changed at least once every 24 hours.

4. Wagers

I. Prior to the first card being dealt for each round of play, each player may make a wager against the dealer.

II. A player shall win if:

A. The total value of the player's hand is 21 or less and the total value of the dealer's hand is in excess of 21.

B. The total value of the player's hand exceeds the total value of the dealer's hand without exceeding 21.

C. The player has a blackjack and the dealer's hand has a total value of 21 in more than two cards.

III. Except as otherwise provided in subsection 4.II.C, a wager made in accordance with this section shall be void and returned to the player when the total value of the player's hand is the same as the dealer's provided, however, that a player's wager shall be lost when the dealer has a Blackjack and the player's hand has a total value of 21 which is not a Blackjack.

IV. Except as otherwise provided in this chapter, no wager shall be made, increased or withdrawn after the first card of the respective round has been dealt.

V. After each round of play is complete, the dealer shall collect all losing wagers and pay off all winning wagers beginning with the player farthest to the right of the dealer and continuing counterclockwise around the table.

VI. Winning wagers made in accordance with subsection 4.II shall be paid at odds of 1 to 1 with the exception of Blackjack, which shall be paid at odds of 3 to 2 or 6 to 5.

VII. Once the first card of any hand has been removed from the shoe by the dealer, a player may not handle, remove or alter any wagers that have been made until a decision has been rendered and implemented with respect to that wager.

VIII. Once an Insurance Wager under section 9 Insurance Wager, a Double Down Wager under section 10 Double Down Wager or a wager on split pairs has been made and confirmed by the dealer under section 11 Splitting pairs, a player may not handle, remove or alter the wagers until a decision has been rendered and implemented with respect to that wager.

IX. After the cards have been shuffled as required under section 5 Opening of table for gaming, the casino may prohibit any person, whether seated at the gaming table or not, who does not make a wager on a given round of play from placing a wager on the next round of play and any subsequent round of play at that gaming table until either:

   A. The casino chooses to permit the player to begin wagering again.

   B. A reshuffle of the cards has occurred.

X. Horseshoe Cincinnati may add additional side wagers to the game of Blackjack. An addendum containing rules, payouts and procedures for the side wagers shall be submitted for approval to the Ohio Casino Control Commission, prior to the addition of the side wagers.

5. Opening of table for gaming

I. After receiving one or more decks of cards at the table, the dealer shall inspect the front and back of the cards for any defects.

II. The cards shall be turned face downward on the table, mixed thoroughly by a washing of the cards and stacked.

III. If an automated shuffling device is utilized, all the decks in one batch of cards shall be spread for inspection on the table separate from the decks in the other batch of cards. Each batch of cards shall separately be turned face downward on the table, mixed thoroughly by a washing of the cards and stacked.

6. Shuffle and cut of the cards

I. Immediately prior to commencement of play, after any round of play as may be determined by a floor person and after each shoe of cards is dealt, the dealer shall shuffle the cards so that they are randomly intermixed.

II. After the cards have been shuffled, the dealer shall offer the stack of cards, with backs facing upward to the players to be cut.

III. If a player refuses to cut the cards, the cut will be offered to other players at the table. If no player accepts the cut, the dealer shall cut the cards.

IV. The player shall cut the cards by placing the cutting card in the stack at least 10 cards in from the top or bottom of the stack.

V. Once the cutting card has been inserted by the player, the dealer shall take all cards above the cutting card and place them on the bottom of the stack. The dealer shall then take the entire stack of cards that was just cut and align them along the side of the dealing shoe. The cut card will be placed in the stack to indicate the last hand of the shoe. The stack of cards shall then be inserted into the dealing shoe for commencement of play.

VI. After the cards have been cut and before any cards have been dealt, a floor person or above may require the cards to be re-cut if he determines that the cut was performed improperly or in any way that might affect the integrity or fairness of the game.

VII. A reshuffle of the cards in the shoe shall take place after the cutting card is reached in the shoe as provided for in section 7.IX, except that a floor person may determine after each round of play that the cards should be reshuffled.

VIII. If there is no gaming activity at a Blackjack table which is open for gaming, the cards may be removed from the dealing shoe and the discard rack, at the casino's discretion, and spread out on the table for inspection, either face up or face down.

A. If there is no automated shuffling device in use, the cards shall be stacked, then shuffled and cut in accordance with this section.

B. If an automated shuffling device is in use, the cards shall be stacked and placed into the automated shuffling device to be shuffled. The batch of cards already in the shuffler shall then be removed unless a player requests the cards that are out are the first cards that are used.

(1) The automated card shuffling device stores a single batch of shuffled cards inside the shuffler in a secure manner.

(2) The shuffled cards have been secured, released and prepared for play.

7. Procedure for dealing cards

I. All cards used to play Blackjack shall be dealt from a dealing shoe specifically designed for that purpose.

II. After each full batch of cards is placed in the shoe, the dealer shall remove the first card and place it in the discard rack. Each new dealer who comes to the table shall also remove one card and place it in the discard rack before dealing any cards to the players.

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

A. One card face upwards to each box on the layout in which a wager is contained.

B. One card face downwards to the dealer.

C. A second card face upwards to each box in which a wager is contained.

D. A second card face down to himself, at which time his first card is exposed.

IV. If the dealer's first card is an ace, king, queen, jack or 10 of any suit, the dealer shall determine whether the hole card will give the dealer a Blackjack prior to dealing any additional cards to the players at the table. The dealer shall insert the hole card into the card reader device by moving the card face down on the layout without exposing it to anyone, including the dealer, at the table.

V. After the cards have been dealt, and if necessary, the procedure in subsection 7.IV has been executed, the dealer shall, beginning from his left, ask each player whether he wishes to double down as permitted under section 10 Double Down Wager, split pairs as permitted under section 11 Splitting pairs, stand or draw as permitted under section 12 Drawing of additional cards by players and the dealer.

VI. As each player indicates his decision(s), the dealer shall deal face upwards whatever additional cards are necessary to effectuate the player's decision consistent with this chapter and shall announce the new point total of the player after each additional card is dealt. Player may request for a card to be dealt face down in instances of "doubling down". The dealer will deal the card face down during these instances.

VII. After the decisions of each player have been implemented and all additional cards have been dealt, the dealer shall turn the second card that was dealt to the dealer face up. Any additional cards required to be dealt to the hand of the dealer under section 12II shall be dealt face upwards at this time.

VIII. At the conclusion of a round of play, all cards still remaining on the layout shall be picked up by the dealer in order and in a way that the cards can be readily arranged to indicate each player's hand in case of question or dispute. The dealer shall pick up the cards beginning with those of the player to his far right and moving counterclockwise around the table. After all the players' cards have been collected the dealer shall pick up his cards and place them in the discard.

IX. Whenever the cutting card is the first card in the dealing shoe at the beginning of a round of play or is reached in the deal of the cards, the dealer may continue dealing the cards until that round of play is completed after which the dealer shall:

A. Collect the cards as provided in subsection VIII.

B. Remove the cards remaining in the shoe and place them in the discard rack.

C. Shuffle the cards so that they are randomly intermixed.

X. Players and spectators may not handle, remove or alter any cards used to play Blackjack.

XI. Each player at the table shall be responsible for correctly computing the point count of his hand and no player shall rely on the point counts announced by the dealer.

8. Payment of Blackjack

I. 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 Blackjack, the dealer shall announce and pay the Blackjack at odds of 3 to 2 or 6 to 5.

II. If the first face up card dealt to the dealer is an ace, king, queen, jack or 10 and a player has a Blackjack, the dealer shall announce the player's Blackjack but shall make no payment nor remove any cards until the dealer has verified that the dealer's hand is not a Blackjack, through the use of a card reader device. If the dealer's second card does not give the dealer Blackjack, the player having Blackjack shall be paid at odds of 3 to 2 or 6 to 5 and shall remove the player's cards before any player receives a third card. If, however, the dealer's second card gives him Blackjack, the wager of the player having Blackjack shall be void and returned to the player.

9. Insurance Wager

I. Whenever the first card dealt to the dealer is an ace, each player (unless they have blackjack; see section II.) shall have the option to make an Insurance Wager which shall win if the dealer's second card is a king, queen, jack or 10 and shall lose if the dealer's second card is an ace, 2, 3, 4, 5, 6, 7, 8, or 9.

II. If a player has Blackjack, and the dealer has an ace up, the player may not take insurance but may elect to receive Even Money and be paid 1 to 1 for the blackjack before the dealer checks the hole card. After paying Even Money, the dealer will place the cards into the discard rack and the players hand will be over at the time.

III. An Insurance Wager may be made by placing on the insurance line of the layout an amount not more than half the amount staked on the player's initial wager. A player may wager an amount in excess of half of the initial wager to the next unit that can be wagered in chips, when because of the limitation of the value of chip denominations; half the initial wager cannot be bet.

Insurance Wagers shall be placed prior to the dealer inserting his hole card into the card reader device.

IV. Winning Insurance Wagers shall be paid at odds of 2 to 1.

V. Losing Insurance Wagers shall be collected by the dealer immediately after the dealer inserts his hole card into the card reader device and determines that he does not have a Blackjack and before he draws any additional cards.

10. Double Down Wager

I. Except for when a player has a Blackjack, a player may elect to make a Double Down Wager, which may not exceed the amount of his original wager on the first two cards dealt to him or the first two cards of any split pair, on the condition that one and only one additional card shall be dealt to the hand on which the player has elected to double down.

II. If a dealer obtains Blackjack after a player makes a Double Down Wager, the dealer shall only collect the amount of the original wager of the player and shall not collect the additional Double Down Wager.

III. Upon a player's election to make a Double Down Wager, the dealer shall deal the one additional card face upwards, and placed sideways on the layout. Players may request the double down card to be dealt face down. When the hand is over the dealer will turn-over the card dealt face down revealing the value and pay and take according to round of play rules.

IV. The casino may elect to offer different double down rules on double deck and single deck Blackjack games. These rules will be clearly posted at each double deck and/or single deck Blackjack game.

11. Splitting pairs

I. Whenever the initial two cards dealt to a player are identical in value, the player may elect to split the hand into two separate hands provided that he makes a wager on the second hand so formed in an amount equal to his original wager. For example, if a player has two 7's or a king and a 10, the player may elect to split the hand.

II. When a player splits pairs, the dealer shall deal a card to and complete the player's decisions with respect to the first incomplete hand on the dealer's left before proceeding to deal any cards to the second hand.

III. After a second card is dealt to each split pair hand, the player shall indicate his decision to stand, draw or double down with respect that hand except that:

   A. A player may split two more pair if the second card dealt is identical in value to a card of the split pair, for a total of four hands.

   B. A player splitting aces may only have one card dealt to each ace.

IV. If the dealer obtains Blackjack after a player splits pairs, the dealer shall only collect the amount of the original wager of the player and may not collect the additional amount wagered in splitting pairs.

V. The casino may elect to offer different split rules on double deck and single deck Blackjack games. These rules will be clearly posted at each double deck and/or single deck Blackjack game.

12. Drawing of additional cards by players and the dealer

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

   A. A player having Blackjack or a hard or soft total of 21 may not draw additional cards.

   B. A player electing to make a Double Down Wager may draw only one additional card.

   C. A player splitting aces may only have one card dealt to each ace.

II. Except as provided in subsection III, the dealer shall draw additional cards until he has a hard total of 17 or above or soft total of 18 or above, unless specified on the layout that the dealer will stand on any 17.

III. A dealer shall draw no additional cards to his 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.

13. Player wagering on more than one box

I. The casino has the option to allow a single patron to play a multiple number of adjacent boxes during one round of play.

II. The casino may require a specific minimum wage for multiple bets, which may be different from the posted minimum.

14. Single Deck, Double Deck Blackjack

I. The casino may offer a version of blackjack where one or two decks of cards are used for gaming purposes. Should the casino elect to do so, the casino may allow the following forms of blackjack to be played:

A. Dealer deals out of hand in a pitching motion, allowing players to touch cards.

B. Dealer deals from a dealing shoe.

II. After shuffling the cards, the dealer shall place the deck or decks of cards in the left hand. The cards held by the dealer shall be kept over the table inventory container and in front of the dealer at all times.

III. The dealer shall deal each card by holding the deck of cards in one hand and use the other hand to remove the top card of the deck and pitch or place it face down on the appropriate area of the layout.

IV. Prior to the commencement of each round of play, the dealer shall remove the top card and place it in the discard rack. The dealer shall then, starting with the player farthest to the dealer's left and continuing around the table in a clockwise direction, deal the cards as follows:

A. First card face down to each box on the layout in which a Blackjack Wager is contained.

B. First card face up to the dealer.

C. A second card face down to each box in which a Blackjack Wager is contained.

D. A second card face down to the dealer, tucked under the dealer's first card.

V. After two cards have been dealt to each player, the dealer, shall, with one hand, examine his cards. All players shall keep their cards in full view of the dealer at all times.

A. Each player, starting with the player farthest to the dealer's left and continuing around the table in a clockwise direction, shall then indicate whether he wishes to double down, split pairs, stand or draw additional cards; in accordance to the posted game rules.

(1) If a player indicates that he wishes to double down or split his pair, the player will turn over the player's two cards and place the appropriate wager.

(2) If a player draws additional cards which cause the point total to exceed 21, the player shall immediately discard his first two cards.

(3) If a player indicates his decision to draw additional cards, the dealer shall deal face up additional cards as necessary to effectuate the player's decision.

VI. Once all decisions of each player have been implemented and all have been dealt, the dealer shall turn over the hole card and follow dealing procedures outlined in section 12II or III.

VII. After the dealer concludes their hand, the dealer shall turn over both guest's cards and settle all remaining wagers as outlined above.

15. Irregularities

I. A card found turned face upwards in the shoe may not be used in the game and shall be placed in the discard rack.

II. A card drawn in error without its face being exposed shall be used as though it were the next card from the shoe.

III. After the initial two cards have been dealt to each player and a card is drawn in error and exposed to the players, the card shall be dealt to the players or dealer as though it were the next card from the shoe. Any player refusing to accept the card shall not have any additional

cards dealt to him during the round. If the card is refused by the players and the dealer cannot use the card, the card shall be placed in the discard rack.

IV. If the dealer has seventeen and accidentally draws a card for himself, the card shall be placed in the discard rack.

V. If the dealer misses dealing his first or second card to himself, the dealer shall continue dealing the first two cards to each player, and then deal the appropriate number of cards to himself.

VI. If there are insufficient cards remaining in the shoe to complete a round of play, all of the cards in the discard rack shall be shuffled and cut according to the procedures outlined in section 6 Shuffle and cut of the cards, the first card shall be drawn face down and placed in the discard rack, and the dealer shall complete the round of play and reshuffle.

VII. If no cards are dealt to a player's hand, the hand is dead and the player shall be included in the next deal. If only one card is dealt to a player's hand, at the player's option, the dealer shall deal the second card to the player after all other players have received a second card.

VIII. If after receiving the first two cards, the dealer fails to deal an additional card to a player who has requested a card, then, at the player's option, the dealer shall either deal the additional card after all other players have received their additional cards but prior to the dealer revealing his hole card, or call the player's hand dead and return the player's original wager.

IX. If the dealer inserts his hole card into a card reader device when the value of his first card is an ace, king, queen, jack or 10, and:

A. Incorrectly reveals his second card when he does not have a Blackjack; the hand shall proceed as normal with both dealer’s cards exposed, after notification to a floor supervisor.

B. Fails to reveal a Blackjack and proceeds with the hand as if he did not have a Blackjack; the dealer will collect all losing bets, leaving on the table all double down and split bets, after notification to a floor supervisor.

16. HOUSE MONEY SIDE BET

I. Definition

A. House Money is an optional side bet for blackjack. Players win if their first two cards make any of the following hands:

(1) Ace-King Suited

(2) Straight Flush

(3) Pair

(4) Straight

B. Players may immediately collect their winnings or they may apply them to their standard blackjack bet, giving them the chance to play with “house money”.

II. Rules and Dealing Procedures

A. Players must make their standard blackjack wagers, and they may also make the optional House Money side bet within the posted minimum/maximum The dealer then follows procedures for blackjack as stated in Section G - Appendix A.

B. The House Money wager is based on the player’s first two cards.

C. The following pay tables will be used to pay House Money side wagers:

(1) On games where two (2) or more decks of cards are in use,

Ace-King Suited	9 to 1
Straight Flush	4 to 1
Pair	3 to 1
Straight	1 to 1

(2) On games where one (1) deck is being used.

Ace-King Suited	9 to 1
Straight Flush	5 to 1
Pair	3 to 1
Straight	1 to 1

D. If players don't have one of the hands listed on the pay table, the dealer will collect the House Money wagers.

E. If the dealer has an Ace or a 10 value showing, the dealer will check for blackjack before paying winning House Money wagers.

(1) If the dealer has blackjack, the dealer will pay the winning House Money bets, but the players will not have the option of adding their House Money side bet winnings to their standard blackjack wagers.

(2) If the dealer does not have blackjack, the dealer will pay the House Money wagers and then ask players if they want the proceeds (the win plus the original House Money wager) given to them or added to their standard blackjack wagers. Players may elect to add none or any percentage up to 100% of the House Money proceeds. Once all House Money wagers have been resolved the dealer will follow the standard blackjack rules as stated in Section G - Appendix A.

F. If the dealer does not have an Ace or a 10 value card up, the dealer will follow the standard blackjack rules as stated in Section G - Appendix A.

G. If the player receives one of the winning House Money payouts, the player may choose to "cap" their base blackjack wager by adding up to the entire amount paid (including the original side bet wager) to their base blackjack wager. The entire wager will be considered their blackjack wager. Thus, if the player eventually splits, the player must match the entire wager as required in Section G – Appendix A. If the player doubles down, the player may match the entire wager or may choose to double down for less as allowed in Section G – Appendix A. The player may also cap their wager if winning hand was a Blackjack (Ace-King).

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Date Submitted to the Ohio Casino Control Commission: January 7, 2015

Date Approved by the Commission: January 21, 2015

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1. Definitions

I. The following words and terms, when used in this chapter, have the following meanings, unless the context clearly indicates otherwise:

A. Box person – An employee of the casino whose primary function is to participate in and supervise the conduct of gaming at a single Craps table.

B. Call Bet – A wager made without cash or chips for a known customer.

C. Come out point – A total of 4, 5, 6, 8, 9 or 10 thrown by the shooter on the come out roll.

D. Come out roll – 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.

E. Come point – A total of 4, 5, 6, 8, 9 or 10 thrown by the shooter on the next roll following placement of a Come Bet or Don't Come Bet.

F. Stick person – An employee of the casino whose primary function is to control the selection and use of the dice at a Craps table.

2. Craps tables; physical characteristics

I. Craps shall be played on an oblong table with rounded corners and high walled sides.

II. A Craps table shall not be larger than 16 feet in length.

III. The layout for a Craps table may contain the following:

A. The name or logo of the casino offering the game.

B. Specific areas designated for the placement of wagers permitted under section 3 Permissible wagers.

C. The words “no call bets.”

IV. Each Craps table may have a drop box and tip box attached to the table.

V. In addition to the requirements in subsection III, if the Fire Bet in the game of Craps is offered by the casino, the Craps table may include:

A. No more than 16 designated areas for the placement of Fire Bets. The Fire Bet areas must be located around the perimeter of the layout, corresponding to player positions at the

table, and be sequentially numbered in a clockwise direction, with the area numbered 1 being located immediately to the left of the box person or dealer.

B. A designated area of the layout for the relocation and identification of all Fire Bets placed by players prior to a new point being established after a “seven out”. The designated area may be located in front of the boxperson and contain numbered areas which correspond to the location of the numbered areas described in paragraph A.

C. The following information, visible to all player positions:

1. The payout odds for four, five and six different unique points made.

2. That Fire Bets shall only be accepted prior to a point being established after a “seven out”.

3. The wager limitations applicable to the Fire Bet.

3. Permissible wagers

I. The following wagers may be used in the game of Craps:

A. A Pass Bet placed on the Pass Line of the layout immediately prior to the come out roll. A winning or losing Pass Bet shall be determined as follows:

1. A Pass Bet shall win if, on the come out roll, either:

(a) A total of 7 or 11 is thrown.

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

2. A Pass Bet shall lose if, on the come out roll, either:

(a) A total of 2, 3, or 12 is thrown.

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

B. A Don't Pass Bet placed on the Don't Pass Line of the layout immediately prior to the come out roll. A winning or losing Don’t Pass Bet shall be determined as follows:

1. A Don't Pass Bet shall win if, on the come out roll, either:

(a) A total of 2 or 3 is thrown.

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

2. A Don't Pass Bet shall lose if, on the come out roll, either:

(a) A total of 7 or 11 is thrown.

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

3. If a total of 12 is thrown on the come out roll, a Don't Pass Bet shall be a push.

C. A Come Bet placed on the Come Line of the layout at any time after the come out roll. If a 4, 5, 6, 8, 9 or 10 is thrown after the placement of a Come Bet, the dealer shall move the Come Bet into the numbered box corresponding to the number that was thrown. A winning or losing Come Bet shall be determined as follows:

1. A Come Bet shall win if either:

(a) A total of 7 or 11 is thrown on the roll immediately following placement of the Come Bet.

(b) A total of 4, 5, 6, 8, 9 or 10 is thrown on the roll immediately following placement of the Come Bet and that total is thrown again before a 7 is thrown.

2. A Come Bet shall lose if either:

(a) A total of 2, 3, or 12 is thrown on the roll immediately following placement of the Come Bet.

(b) A total of 4, 5, 6, 8, 9 or 10 is thrown on the roll immediately following placement of the Come Bet and a 7 is subsequently thrown before that total is thrown again.

D. A Player may bypass the Come and have a flat bet (with or without a supplemental wager in support of the Put Bet) PUT on a number (4, 5, 6, 8, 9, and/or 10) as if it had gone through the come. A PUT bet is treated the same as a Come bet and cannot be removed or reduced once the dice have rolled. Once on the number, a supplemental wager in support of the Put Bet may be placed or removed prior to a decision.

1. A Put Bet shall win if the number in which the bet is placed is thrown before a 7 is thrown.

2. A Put Bet shall lose if a 7 is thrown before the number in which the bet is placed is thrown.

E. A Don't Come Bet placed on the Don't Come Line of the layout at any time after the come out roll. If a 4, 5, 6, 8, 9 or 10 is thrown after the placement of a Don't Come Bet, the dealer shall move the Don't Come Bet into a box adjacent to the numbered box corresponding to the number that was thrown. A winning or losing Don't Come Bet shall be determined as follows:

1. A Don't Come Bet shall win if either:

   (a) A total of 2 or 3 is thrown on the roll immediately following placement of the Don't Come Bet.

   (b) A total of 4, 5, 6, 8, 9 or 10 is thrown on the roll immediately following placement of the Don't Come Bet and a 7 is subsequently thrown before that total is thrown again.

2. A Don't Come Bet shall lose if either:

   (a) A total of 7 or 11 is thrown on the roll immediately following placement of the Don't Come Bet.

   (b) A total of 4, 5, 6, 8, 9 or 10 is thrown on the roll immediately following placement of the Don't Come Bet and that total is thrown again before a 7 is thrown.

3. If a total of 12 is thrown on the roll immediately following placement of a Don't Come Bet, the Don't Come Bet shall be a push.

F. A Place Bet on any of the numbers 4, 5, 6, 8, 9 or 10 that may be made at any time. A Place Bet shall be inactive on a come out roll unless called "on" by the player and confirmed by the dealer through placement of an "on" marker button on top of the player's wager. A winning or losing Place Bet shall be determined as follows:

1. A Place Bet shall win if the number on which the wager was placed is thrown before a 7 is thrown.

2. A Place Bet shall lose if a 7 is thrown before the number on which the wager was placed is thrown.

3. A player may choose to “place the point”; in which case the bet will win if the point is rolled before a 7 and lose if a 7 is rolled before the point.

G. A Four the Hardway Bet placed in the appropriate betting area which shows two dice, each of which displays a value of 2 that may be made at any time. A Four the Hardway Bet shall be active on the come out roll unless called “off” by the player and confirmed by the dealer through placement of an “off” marker button on top of the player’s wager, or in the center of the hardways betting area to indicate all hardway bets are off. A winning or losing Four the Hardway Bet shall be determined as follows:

1. A Four the Hardway Bet shall win if a total of 4 is thrown with a 2 appearing on each die before a 4 is thrown in any other way or before a 7 is thrown.

2. A Four the Hardway Bet shall lose if a total of 4 is thrown without a 2 appearing on each die or a 7 is thrown before a total of 4 is thrown with a 2 appearing on each die.

H. A Six the Hardway Bet placed in the appropriate betting area which shows two dice, each of which displays a value of 3 that may be made at any time. A Six the Hardway Bet shall be active on the come out roll unless called “off” by the player and confirmed by the dealer through placement of an “off” marker button on top of the player’s wager, or in the center of the hardways betting area to indicate all hardway bets are off. A winning or losing Six the Hardway Bet shall be determined as follows:

1. A Six the Hardway Bet shall win if a total of 6 is thrown with a 3 appearing on each die before a 6 is thrown in any other way or before a 7 is thrown.

2. A Six the Hardway Bet shall lose if a total of 6 is thrown without a 3 appearing on each die or a 7 is thrown before a total of 6 is thrown with a 3 appearing on each die.

I. An Eight the Hardway Bet placed in the appropriate betting area which shows two dice, each of which displays a value of 4 that may be made at any time. An Eight the Hardway Bet shall be active on the come out roll unless called “off” by the player and confirmed by the dealer through placement of an “off” marker button on top of the player’s wager, or in the center of the hardways betting area to indicate all hardway bets are off. A winning or losing Eight the Hardway Bet shall be determined as follows:

1. An Eight the Hardway Bet shall win if a total of 8 is thrown with a 4 appearing on each die before an 8 is thrown in any other way or before a 7 is thrown.

2. An Eight the Hardway Bet shall lose if a total of 8 is thrown without a 4 appearing on each die or a 7 is thrown before a total of 8 is thrown with a 4 appearing on each die.

J. A Ten the Hardway Bet placed in the appropriate betting area which shows two dice, each of which displays a value of 5 that may be made at any time. A Ten the Hardway Bet shall be active on the come out roll unless called “off” by the player and confirmed by the dealer through placement of an “off” marker button on top of the player’s wager, or in the center of the hardways betting area to indicate all hardway bets are off. A winning or losing Ten the Hardway Bet shall be determined as follows:

1. A Ten the Hardway Bet shall win if a total of 10 is thrown with a 5 appearing on each die before a 10 is thrown in any other way or before a 7 is thrown.

2. A Ten the Hardway Bet shall lose if a total of 10 is thrown without a 5 appearing on each die or a 7 is thrown before a total of 10 is thrown with a 5 appearing on each die.

K. A Field Bet placed in the appropriate betting area which shows the numbers 2, 3, 4, 9, 10, 11 and 12 that may be made at any time. A winning or losing Field Bet shall be determined as follows:

1. A Field Bet shall win if a 2, 3, 4, 9, 10, 11 or 12 is thrown on the roll immediately following placement of the Field bet.

2. A Field Bet shall lose if a 5, 6, 7 or 8 is thrown on the roll immediately following placement of the Field bet.

L. An Any Seven Bet placed in the appropriate betting area which contains the phrase “Any Seven” that may be made at any time. A winning or losing Any Seven Bet shall be determined as follows:

1. An Any Seven Bet shall win if a 7 is thrown on the roll immediately following placement of the Any Seven Bet.

2. An Any Seven Bet shall lose if any total other than a 7 is thrown on the roll immediately following placement of the Any Seven Bet.

M. An Any Craps Bet placed in the appropriate betting area which contains the phrase “Any Craps” that may be made at any time. A winning or losing Any Craps Bet shall be determined as follows:

1. An Any Craps Bet shall win if a 2, 3 or 12 is thrown on the roll immediately following placement of the Any Craps Bet.

2. An Any Craps Bet shall lose if any total other than a 2, 3 or 12 is thrown on the roll immediately following placement of the Any Craps Bet.

N. A Craps Two Bet placed in the appropriate betting area which shows two dice, each of which displays a value of 1 that may be made at any time. A winning or losing Craps Two Bet shall be determined as follows:

1. A Craps Two Bet shall win if a 2 is thrown on the roll immediately following placement of the Craps Two Bet.

2. A Craps Two Bet shall lose if any total other than a 2 is thrown on the roll immediately following placement of the Craps Two Bet.

O. A Craps Three Bet placed in the appropriate betting area which shows two dice, one of which displays a value of 1 and the other of which displays a value of 2 that may be made at any time. A winning or losing Craps Three Bet shall be determined as follows:

1. A Craps Three Bet shall win if a 3 is thrown on the roll immediately following placement of the Craps Three Bet.

2. A Craps Three Bet shall lose if any total other than a 3 is thrown on the roll immediately following placement of the Craps Three Bet.

P. A Craps Twelve Bet placed in the appropriate betting area which shows two dice, each of which displays a value of 6 that may be made at any time. A winning or losing Craps Twelve Bet shall be determined as follows:

1. A Craps Twelve Bet shall win if a 12 is thrown on the roll immediately following placement of the Craps Twelve Bet.

2. A Craps Twelve Bet shall lose if any total other than a 12 is thrown on the roll immediately following placement of the Craps Twelve Bet.

Q. An 11 in One Roll Bet placed in the appropriate betting area which shows two dice, one of which displays a value of 5 and the other of which displays a value of 6 that may be made at any time. A winning or losing 11 in One Roll Bet shall be determined as follows:

1. An 11 in One Roll Bet shall win if an 11 is thrown on the roll immediately following placement of the 11 in One Roll Bet.

2. An 11 in One Roll Bet shall lose if any total other than an 11 is thrown on the roll immediately following placement of the 11 in One Roll Bet.

R. A Craps-Eleven or C and E Bet placed in an area on the table layout that contains the letters "C" and "E" that may be made at any time. A winning or losing Craps-Eleven or C and E Bet shall be determined as follows:

1. A Craps-Eleven or C and E Bet shall win if a 2, 3, 11 or 12 is rolled immediately following placement of the Craps-Eleven or C and E Bet.

2. A Craps-Eleven or C and E Bet shall lose if any total other than a 2, 3, 11 or 12 is thrown on the roll immediately following placement of the Craps-Eleven or C and E Bet.

S. A Horn Bet placed in the appropriate betting area which contains the words "Horn Bet" that may be made at any time. A winning or losing Horn Bet shall be determined as follows:

1. A Horn Bet shall win if a 2, 3, 11 or 12 is thrown on the roll immediately following placement of the Horn Bet.

2. A Horn Bet shall lose if any total other than a 2, 3, 11 or 12 is thrown on the roll immediately following placement of the Horn Bet.

T. A Horn High Bet placed in the appropriate betting area which contains the words "Horn High Bet" and two dice with a total value of 2, 3, 11 or 12 that may be made at any time. A winning or losing Horn High Bet shall be determined as follows:

1. A Horn High Bet shall win if a 2, 3, 11 or 12 is thrown on the roll immediately following placement of the Horn High Bet.

2. A Horn High Bet shall lose if any total other than a 2, 3, 11 or 12 is thrown on the roll immediately following placement of the Horn High Bet.

U. A World Bet placed in the appropriate betting area which contains the words "World bet" that may be made at any time. If the casino does not have a designated area on its layout for the acceptance of a World Bet, it may elect to break down a World Bet into two separate wagers of four units on the Horn Bet and one unit on the Any Seven Bet. A winning or losing World Bet shall be determined as follows:

1. A World Bet shall win if a 2, 3, 7, 11 or 12 is thrown on the roll immediately following placement of the World Bet.

2. A World Bet shall lose if any total other than a 2, 3, 7, 11 or 12 is thrown on the roll immediately following placement of the Horn High Bet.

V. A Four The Hardway on the Hop Bet placed in an area on the layout for this bet that may be made at any time. A winning or losing Four The Hardway on the Hop Bet shall be determined as follows:

1. A Four The Hardway on the Hop Bet shall win if a total of 4 is thrown with a 2 appearing on each die on the roll immediately following placement of the Four The Hardway on the Hop Bet.

2. A Four The Hardway on the Hop Bet shall lose if any other combination is thrown on the roll immediately following placement of the Four The Hardway on The Hop Bet.

W. A Six The Hardway on the Hop Bet placed in an area on the layout for this bet that may be made at any time. A winning or losing Six The Hardway on the Hop Bet shall be determined as follows:

1. A Six The Hardway on the Hop Bet shall win if a total of 6 is thrown with a 3 appearing on each die on the roll immediately following placement of the Six The Hardway on the Hop Bet.

2. A Six The Hardway on the Hop Bet shall lose if any other combination is thrown on the roll immediately following placement of the Six The Hardway on the Hop Bet.

X. An Eight The Hardway on the Hop Bet placed in an area on the layout for this bet that may be made at any time. A winning or losing Eight The Hardway on the Hop Bet shall be determined as follows:

1. An Eight The Hardway on the Hop Bet shall win if a total of 8 is thrown with a 4 appearing on each die on the roll immediately following placement of the Eight The Hardway on the Hop Bet.

2. An Eight the Hardway on the Hop Bet shall lose if any other combination is thrown on the roll immediately following placement of the Eight The Hardway on the Hop Bet.

Y. A Ten The Hardway on the Hop Bet placed in an area on the layout for this bet that may be made at any time. A winning or losing Ten The Hardway on the Hop Bet shall be determined as follows:

1. A Ten The Hardway on the Hop Bet shall win if a total of 10 is thrown with a 5 appearing on each die on the roll immediately following placement of the Ten The Hardway on the Hop Bet.

2. A Ten the Hardway on the Hop Bet shall lose if any other combination is thrown on the roll immediately following placement of the Ten The Hardway on the Hop Bet.

Z. A One-Three or Ace-Trey on the Hop Bet placed in an area on the layout for this bet that may be made at any time. A winning or losing One-Three or Ace-Trey on the Hop Bet shall be determined as follows:

1. A One-Three or Ace-Trey on the Hop Bet shall win if a total of 4 is thrown with a 1 appearing on one die and a 3 appearing on the other die on the roll immediately following placement of the One-Three or Ace-Trey on the Hop Bet.

2. A One-Three or Ace-Trey on the Hop Bet shall lose if any other combination is thrown on the roll immediately following placement of the One-Three or Ace-Trey on the Hop Bet.

AA. A One-Four or Ace-Four on the Hop Bet placed in an area on the layout for this bet that may be made at any time. A winning or losing One-Four or Ace-Four on the Hop Bet shall be determined as follows:

1. A One-Four or Ace-Four on the Hop Bet shall win if a total of 5 is thrown with a 1 appearing on one die and a 4 appearing on the other die on the roll immediately following placement of the One-Four or Ace-Four on the Hop Bet.

2. A One-Four or Ace-Four on the Hop Bet shall lose if any other combination is thrown on the roll immediately following placement of the One-Four or Ace-Four on the Hop Bet.

BB. A Two-Three or Deuce-Trey on the Hop Bet placed in an area on the layout for this bet that may be made at any time. A winning or losing Two-Three or Deuce-Trey on the Hop Bet shall be determined as follows:

1. A Two-Three or Deuce-Trey on the Hop Bet shall win if a total of 5 is thrown with a 2 appearing on one die and a 3 appearing on the other die on the roll immediately following placement of the Two-Three or Deuce-Trey on the Hop Bet.

2. A Two-Three or Deuce-Trey on the Hop Bet shall lose if any other combination is thrown on the roll immediately following placement of the Two-Three or Deuce-Trey on the Hop Bet.

CC. A One-Five or Ace-Five on the Hop Bet placed in an area on the layout for this bet that may be made at any time. A winning or losing One-Five or Ace-Five on the Hop Bet shall be determined as follows:

1. A One-Five or Ace-Five on the Hop Bet shall win if a total of 6 is thrown with a 1 appearing on one die and a 5 appearing on the other die on the roll immediately following placement of the One-Five or Ace-Five on the Hop Bet.

2. A One-Five or Ace-Five on the Hop Bet shall lose if any other combination is thrown on the roll immediately following placement of the One-Five or Ace-Five on the Hop Bet.

DD. A Two-Four or Deuce-Four on the Hop Bet placed in an area on the layout for this bet that may be made at any time. A winning or losing Two-Four or Deuce-Four on the Hop Bet shall be determined as follows:

1. A Two-Four or Deuce-Four on the Hop Bet shall win if a total of 6 is thrown with a 2 appearing on one die and a 4 appearing on the other die on the roll immediately following placement of the Two-Four or Deuce-Four on the Hop Bet.

2. A Two-Four or Deuce-Four on the Hop Bet shall lose if any other combination is thrown on the roll immediately following placement of the One-Five or Ace-Five on the Hop Bet.

EE. A One-Six or Ace-Six on the Hop Bet placed in an area on the layout for this bet that may be made at any time. A winning or losing One-Six or Ace-Six on the Hop Bet shall be determined as follows:

1. A One-Six or Ace-Six on the Hop Bet shall win if a total of 7 is thrown with a 1 appearing on one die and a 6 appearing on the other die on the roll immediately following placement of the One-Six or Ace-Six on the Hop Bet.

2. A One-Six or Ace-Six on the Hop Bet shall lose if any other combination is thrown on the roll immediately following placement of the One-Six or Ace-Six on the Hop Bet.

FF. A Two-Five or Deuce-Five on the Hop Bet placed in an area on the layout for this bet that may be made at any time. A winning or losing Two-Five or Deuce-Five on the Hop Bet shall be determined as follows:

1. A Two-Five or Deuce-Five on the Hop Bet shall win if a total of 7 is thrown with a 2 appearing on one die and a 5 appearing on the other die on the roll immediately following placement of the Two-Five or Deuce-Five on the Hop Bet.

2. A Two-Five or Deuce-Five on the Hop Bet shall lose if any other combination is thrown on the roll immediately following placement of the Two-Five or Deuce-Five on the Hop Bet.

GG. A Three-Four or Trey-Four on the Hop Bet placed in an area on the layout for this bet that may be made at any time. A winning or losing Three-Four or Trey-Four on the Hop Bet shall be determined as follows:

1. A Three-Four or Trey-Four on the Hop Bet shall win if a total of 7 is thrown with a 3 appearing on one die and a 4 appearing on the other die on the roll immediately following placement of the Three-Four or Trey-Four on the Hop Bet.

2. A Three-Four or Trey-Four on the Hop Bet shall lose if any other combination is thrown on the roll immediately following placement of the Three-Four or Trey-Four on the Hop Bet.

HH. A Two-Six or Deuce-Six on the Hop Bet placed in an area on the layout for this bet that may be made at any time. A winning or losing Two-Six or Deuce-Six on the Hop Bet shall be determined as follows:

1. A Two-Six or Deuce-Six on the Hop Bet shall win if a total of 8 is thrown with a 2 appearing on one die and a 6 appearing on the other die on the roll immediately following placement of the Two-Six or Deuce-Six on the Hop Bet.

2. A Two-Six or Deuce-Six on the Hop Bet shall lose if any other combination is thrown on the roll immediately following placement of the Two-Six or Deuce-Six on the Hop Bet.

II. A Three-Five or Trey-Five on the Hop Bet placed in an area on the layout for this bet that may be made at any time. A winning or losing Three-Five or Trey-Five on the Hop Bet shall be determined as follows:

1. A Three-Five or Trey-Five on the Hop Bet shall win if a total of 8 is thrown with a 3 appearing on one die and a 5 appearing on the other die on the roll immediately following placement of the Three-Five or Trey-Five on the Hop Bet.

2. A Three-Five or Trey-Five on the Hop Bet shall lose if any other combination is thrown on the roll immediately following placement of the Three-Five or Trey-Five on the Hop Bet.

JJ. A Three-Six or Trey-Six on the Hop Bet placed in an area on the layout for this bet that may be made at any time. A winning or losing Bet shall be determined as follows:

1. A Three-Six or Trey-Six on the Hop Bet shall win if a total of 9 is thrown with a 3 appearing on one die and a 6 appearing on the other die on the roll immediately following placement of the Three-Six or Trey-Six on the Hop Bet.

2. A Three-Six or Trey-Six on the Hop Bet shall lose if any other combination is thrown on the roll immediately following placement of the Three-Six or Trey-Six on the Hop Bet.

KK. A Four-Five on the Hop Bet placed in an area on the layout for this bet that may be made at any time. A winning or losing Four-Five on the Hop Bet shall be determined as follows:

1. A Four-Five on the Hop Bet shall win if a total of 9 is thrown with a 4 appearing on one die and a 5 appearing on the other die on the roll immediately following placement of the Four-Five on the Hop Bet.

2. A Four-Five on the Hop Bet shall lose if any other combination is thrown on the roll immediately following placement of the Four-Five on the Hop Bet.

LL. A Four-Six on the Hop Bet placed in an area on the layout for this bet that may be made at any time. A winning or losing Bet shall be determined as follows:

1. A Four-Six on the Hop Bet shall win if a total of 10 is thrown with a 4 appearing on one die and a 6 appearing on the other die on the roll immediately following placement of the Four-Six on the Hop Bet.

2. A Four-Six on the Hop Bet shall lose if any other combination is thrown on the roll immediately following placement of the Four-Six on the Hop Bet.

MM. A Fire Bet that may only be made prior to a new point being established after a “seven out”.

1. A Fire Bet shall win if at least four different unique point totals of either 4, 5, 6, 8, 9 or 10 are made by the shooter before a 7 is thrown.

2. A Fire Bet shall lose if less than four different unique point totals of either 4, 5, 6, 8, 9 or 10 are made by the shooter before a 7 is thrown.

II. Except as permitted under 7Supplemental wagers made after the come out roll in support of Pass, Don't Pass, Come, Put and Don't Come bets (taking and laying odds), the amount of a Craps wager:

A. May not be less than the minimum wager.

B. May not be more than the maximum wager.

III. The amounts of the minimum and maximum Craps wagers shall be posted at each Craps table.

4. Making and removal of wagers

I. Wagers shall be made before the dice are thrown.

II. Wagers shall be made by placing gaming chips or plaques on the appropriate areas of the layout. Verbal wagers accompanied by cash may be accepted provided that they are confirmed by the dealer and that the cash is expeditiously converted into gaming chips or plaques.

III. A wager made on any bet may be removed or reduced at any time prior to a roll that decides the outcome of the wager except that:

A. A Pass Bet may not be removed or reduced after a come out point is established with respect to the Pass Bet.

B. A Come Bet may not be removed or reduced after a come point is established with respect to the Come Bet.

C. A PUT bet is treated the same as a Come bet and cannot be removed or reduced once the dice have rolled.

D. A Fire Bet may not be reduced or increased at any time, and may not be removed prior to the throwing of a loser 7.

IV. A Don't Come Bet and a Don't Pass Bet may be removed or reduced at any time but may not be replaced or increased after the bet has been removed or reduced.

5. Payout odds

I. All odds stated on a table layout or in any brochure or other publication distributed by the casino shall be stated through use of the word "to" only.

II. The payout odds for winning wagers at the game of Craps may not be less than the following payout odds:

A. The casino may use payout odds for winning wagers at higher odds than those listed below. Payout odds shall be uniform within the licensed facility.

Wager	Payout/Odds
Pass Bet	1 to 1
Don't Pass Bet	1 to 1

Come Bet	1 to 1
Don't Come Bet	1 to 1
Place Bet on 4	9 to 5
Place Bet on 5	7 to 5
Place Bet on 6	7 to 6
Place Bet on 8	7 to 6
Place Bet on 9	7 to 5
Place Bet to 10	9 to 5
Four The Hardway Bet	7 to 1
Six The Hardway Bet	9 to 1
Eight The Hardway Bet	9 to 1
Ten The Hardway Bet	7 to 1
Field Bet:	
On a 3, 4, 9, 10 or 11	1 to 1
On a 2 or 12	2 to 1
Any Seven Bet	4 to 1
Any Craps Bet	7 to 1
Craps 2 Bet	30 to 1
Craps 3 Bet	15 to 1
Craps 12 Bet	30 to 1
11 in One Roll	15 to 1

Four The Hardway on the Hop Bet	30 to 1
Six The Hardway on the Hop Bet	30 to 1
Eight The Hardway on the Hop Bet	30 to 1
Ten The Hardway on the Hop Bet	30 to 1
One-Three or Ace-Trey on the Hop Bet	15 to 1
One-Four or Ace-Four on the Hop Bet	15 to 1
One-Five or Ace-Five on the Hop Bet	15 to 1
One-Six or Ace-Six on the Hop Bet	15 to 1
Two-Three or Deuce-Trey on the Hop Bet	15 to 1
Two-Four or Deuce-Four on the Hop Bet	15 to 1
Two-Five or Deuce-Five on the Hop Bet	15 to 1
Two-Six or Deuce-Six on the Hop Bet	15 to 1
Three-Four or Trey-Four on the Hop Bet	15 to 1
Three-Five or Trey-Five on the Hop Bet	15 to 1
Three-Six or Trey-Six on the Hop Bet	15 to 1
Four-Five on the Hop Bet	15 to 1
Four-Six on the Hop Bet	15 to 1

III. A Craps-Eleven or C and E Bet shall be paid as if one half of the Craps-Eleven or C and E Bet had been placed as an Any Craps Bet (7 to 1) and one half as an 11 in One Roll (15 to 1), and shall be paid as if two separate wagers were made for the one roll.

IV. A Horn Bet shall be paid as if it were four separate wagers on the 2, 3, 11 and 12, each of which equaling 25% of the Horn Bet.

V. A Horn High Bet shall be paid as if it was four separate wagers on the 2, 3 ,11 and 12, each of which equaling 20% of the Horn High Bet and a fifth wager on the 2, 3,11 or 12, equaling 20% of the Horn High Bet.

VI. A World Bet may be paid as if it was two separate wagers with four units wagered as a Horn Bet and one unit wagered as an Any Seven Bet.

VII. A winning Fire Bet shall be paid once for the highest number of different unique points made at no less than the odds set forth in Table A or Table B preselected by the casino:

Individual Unique Points Made	Payout/Odds
	Table A
4 Points	24 to 1
5 Points	249 to 1
6 or More Points	999 to 1

VIII. Except as permitted under 7Supplemental wagers made after the come out roll in support of Pass, Don't Pass, Come, Put and Don't Come bets (taking and laying odds), a casino may not accept any wager in excess of the maximum bet posted at the table.

6. Buy and Lay Bets

I. In addition to Place Bets on 4, 5, 6, 8, 9 and 10 the casino may offer players the option of placing a Buy Bet. The casino may collect a vigorish of up to 5% of the amount wagered on Buy Bets. The casino shall pay winning Buy Bet wagers as follows:

Wager	Payout/Odds
Place Bet on 4	2 to 1
Place Bet on 5	3 to 2
Place Bet on 6	6 to 5
Place Bet on 8	6 to 5

Place Bet on 9	3 to 2
Place Bet on 10	2 to 1

II. The casino may offer players the option of placing a Lay Bet. The casino may collect a vigorish of up to 5% of the potential payoff of Lay Bets. The casino shall pay winning Lay Bet wagers as follows:

Wager	Payout/Odds
Lay Bet on 4	1 to 2
Lay Beton 5	2 to 3
Lay Bet on 6	5 to 6
Lay Bet on 8	5 to 6
Lay Bet on 9	2 to 3
Lay Bet on 10	1 to 2

7. Supplemental wagers made after the come out roll in support of Pass, Don't Pass, Come, Put and Don't Come bets (taking and laying odds)

I. 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 may make a supplemental wager in support of the Pass Bet which may be limited by the casino. If the Pass Bet wins after a supplemental wager is made:

A. The original Pass Bet shall be paid at odds of 1 to 1.

B. The supplemental wager shall be paid at odds of:

1. 2 to 1 if the come out point was 4 or 10.

2. 3 to 2 if the come out point was 5 or 9.

3. 6 to 5 if the come out point was 6 or 8.

II. 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 may make a supplemental wager in support of the Don't Pass Bet

which may be limited by the casino. If the Don't Pass Bet wins after a supplemental wager is made:

A. The original Don't Pass Bet shall be paid at odds of 1 to 1.

B. The supplemental wager shall be paid at odds of:

1. 1 to 2 if the come out point was 4 or 10.

2. 2 to 3 if the come out point was 5 or 9.

3. 5 to 6 if the come out point was 6 or 8.

III. 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 the Come Bet, the player may make a supplemental wager in support of the Come Bet which may be limited by the casino. If the Come Bet wins after a supplemental wager is made:

A. The original Come Bet shall be paid at odds of 1 to 1.

B. The supplemental wager shall be paid at odds of:

1. 2 to 1 if the come point was 4 or 10.

2. 3 to 2 if the come point was 5 or 9.

3. 6 to 5 if the come point was 6 or 8.

IV. Whenever a player makes a Put Bet in the 4, 5, 6, 8, 9 or 10, the player may make a supplemental wager in support of the Put Bet which may be limited by the casino. If the Put Bet wins after a supplemental wager is made:

A. The original Put Bet shall be paid at odds of 1 to 1.

B. The supplemental wager shall be paid at odds of:

1. 2 to 1 if the come point was 4 or 10.

2. 3 to 2 if the come point was 5 or 9.

3. 6 to 5 if the come point was 6 or 8.

V. 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 the Don’t Come Bet, the player may make a supplemental

wager in support of the Don't Come Bet which may be limited by the casino. If the Don't Come Bet wins after a supplemental wager is made:

A. The original Don't Come Bet shall be paid at odds of 1 to 1.

B. The supplemental wager shall be paid at odds of:

1. 1 to 2 if the come point was a 4 or 10.

2. 2 to 3 if the come point was 5 or 9.

3. 5 to 6 if the come point was 6 or 8.

VI. The casino may accept a supplemental wager that exceeds an amount that is otherwise authorized by this section or posted as the maximum wager permitted if the excess amount of the supplemental wager is necessary to facilitate the payouts permitted by this section.

8. Dice retention and selection

I. A set of five dice shall be present at the Craps table during gaming. Control of the dice at a Craps table shall be the responsibility of the stickperson at the table.

II. At the commencement of play:

A. For Craps, the stickperson shall offer the set of dice to the player immediately to the left of the boxperson at the table. If that player rejects the dice, the stickperson shall offer the dice to each of the other players in turn clockwise around the table until one of the players accepts the dice.

III. The first player to accept the dice when offered shall become the shooter who shall select and retain two of the dice offered. The remaining dice of the set shall be returned to the dice bowl which shall:

A. For Craps, be placed immediately in front of the Craps stickperson.

9. Throw of the dice

I. The shooter shall make a Pass Bet or Don't Pass Bet prior to selecting the dice. The shooter shall throw the two selected dice so that they leave the shooter’s hand simultaneously and in a manner which attempts to strike the end of the table farthest from the shooter with both dice.

10. Point throw; settlement of wagers

I. When the dice come to rest from a valid throw, the Craps stickperson or another dealer or box person on the game the shall at once call out the sum of the numbers on the uppermost or skyward sides of the two dice. Only one face on each die shall be considered uppermost or skyward.

II. In the event either or both of the dice do not land flat on the table (for example, one edge of the die is resting cocked on a stack of chips), the dice will be called in a manner consistent with the natural fall of the dice. If more than one side of a die is resting on a stack of chips or other object, the roll shall be void and the dice shall be re-thrown.

III. In the event of a dispute as to which face is uppermost:

A. In Craps, the boxperson shall have discretion to determine which face is uppermost or to order the throw be void and the dice be re-thrown.

IV. In Craps, after calling the sum total of the dice, the stickperson shall collect the dice and bring them to the center of the table between him and the box person. All wagers decided by that throw shall then be settled, following which the stickperson shall pass the dice to the shooter for the next throw. When collecting the dice and passing them to the shooter, the stickperson shall use a stick designed for that purpose.

11. Continuation of shooter; selection of new shooter

I. It shall be the option of the shooter, after any roll, either to pass the dice or remain the shooter except that:

A. The shooter shall pass the dice upon throwing a loser 7.

B. The Craps box person or above may order the shooter to pass the dice if the shooter unreasonably delays the game, repeatedly makes invalid rolls or violates either the act or this part.

II. If a shooter, after making the come out point, elects not to place another Pass Bet or Don't Pass Bet, and other Come Bets or Don't Come Bets remain on the table, the Craps stickperson shall offer the dice to the player immediately to the left of the previous shooter, as provided for in subsection III. If there are no other players at the table, or if no other players at the table elect to make a Pass Bet or Don't Pass Bet in order to shoot the dice and continue the game, the previous shooter shall be allowed to shoot the dice without making a Pass Bet or Don't Pass Bet only for the purpose of effecting a decision on the remaining Come Bets or Don't Come Bets.

The on/off marker shall be placed on the Don't Pass Line in the off position in front of the shooter in order to indicate that the shooter is rolling the dice only to effectuate a decision for the Come Bets or Don't Come Bets remaining on the layout. Once the remaining Come Bets or Don't Come Bets have been decided or a player wishes to place a Pass Bet or Don't Pass Bet, the game shall proceed in accordance with 9 Throw of the dice.

III. Whenever a voluntary or compulsory relinquishment of the dice occurs by the shooter, the Craps stickperson shall offer the complete set of five or more dice to the player immediately to the left of the previous shooter and, if he does not accept, to each of the other players in turn clockwise around the table.

IV. The first player to accept the dice when offered shall become the new shooter who shall select and retain two of the dice offered. The remaining dice of the set shall be returned to the dice cup which shall be placed immediately in front of the Craps stickperson.

12. Additional procedures and rules for the Fire Bet

I. If the casino elects to offer the Fire Bet in the game of Craps as permitted under 3 Permissible wagers, the following additional procedures must be observed:

A. Each player shall, prior to a new point being established after a “seven out”, place his or her Fire Bet on the numbered designated area for the placement of Fire Bets that is closest to his or her position at the Craps table.

B. Whenever there is a voluntary or compulsory surrender of the dice by a shooter under 11 Continuation of shooter; selection of new shooter prior to the throwing of a loser 7, any pending Fire Bet shall be settled upon the successor shooter throwing a loser 7.

C. Once all Fire Bets are placed, the bets will be moved to the corresponding number of the designated area in front of the boxperson, where the Fire Bets shall remain until they are either lost or paid.

D. With each individual point made by a shooter, the dealer shall place a Fire Bet point marker inscribed with the total number of different unique points made by the shooter in the area of the table layout containing the number of the point (4, 5, 6, 8, 9 or 10) which was just made. Each Fire Bet point marker shall be visually distinguishable from and have a diameter larger than any authorized gaming chip. Fire Bet point markers shall be maintained by the boxperson or dealers at the Craps table.

E. Fire bets shall be collected or paid, as applicable, upon a shooter throwing a loser 7.

F. Once four different unique points are made, the surveillance department may be notified for the purpose of confirming all Fire Bets and payouts.

II. If the casino elects to offer the fire bet in the game of Craps under section 3, the following additional rules shall apply:

A. The minimum wager shall be $1 and the maximum wager shall be up to $100 and all wagers shall be made in increments of one dollar.

B. When a shooter makes the same point total more than once, the total number of different unique points made for purposes of settling a Fire Bet shall not increment.

C. The four or more different unique points required to win a Fire Bet are not required to be made in any specific order or combination.

13. Invalid roll of the dice/Irregularities

I. A roll of the dice shall be invalid whenever either or both of the dice go off the table or whenever one die comes to rest on top of the other.

A. If a die goes off the table, the die shall be visually inspected by the box person or above prior to the die being reintroduced into play. The inspection shall include:

1. Verifying all security features in the die,

2. Verifying that opposite sides of the die add up to seven

3. Verifying that the die has not been tampered with or damaged in a way that would sacrifice the integrity of the game.

II. The persons listed in subsection III shall have the authority to invalidate a roll of the dice by calling “no roll” for any of the following reasons:

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

B. Either or both of the dice fail to strike the end of the table farthest from the shooter.

C. Either or both of the dice come to rest on the chips constituting the Craps bank of chips located in front of the box person. Chips from a table fill or table credit shall be considered part of the bankroll.

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

E. The use of a cheating, crooked or fixed device or technique in the roll of the dice.

F. The Craps boxperson or stickperson considers the throw to be improper.

G. An action is taken by a player that intentionally alters the natural movement of the dice.

III. “No roll” may be called by a boxperson or stickperson or above.

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FOUR CARD POKER

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1. Definitions

I. The following words and terms, when used in this chapter, have the following meanings unless the context clearly indicates otherwise:

A. Ante Wager – An initial wager a player may make prior to any cards being dealt in order to compete against the dealer.

B. Aces Up Wager – An optional wager that a player may make prior to any cards being dealt that the player's best Four Card Poker hand, will be a pair of aces or better.

C. Hand – The best Four Card Poker hand that can be formed by each player and the dealer from the cards they are dealt.

D. Play Wager – An additional wager that a player is required to make if the player opts to remain in competition against the dealer.

E. Round of play – One complete cycle of play during which all wagers have been placed, all cards have been dealt and all remaining wagers have been settled in accordance with the rules of this chapter.

2. Four Card Poker table physical characteristics

I. Four Card Poker shall be played on a table having betting positions for no more than seven players on one side of the table and a place for the dealer on the opposite side which may include the following characteristics:

A. The name or logo of the casino offering the game.

B. A separate designated betting area at each betting position for the placement of the Ante Wager.

C. A separate designated betting area at each betting position for the placement of the Play Wager.

D. A separate designated betting area at each betting position for the placement of the Aces Up wager.

E. An inscription identifying the payout odds for all authorized wagers. If payout odds are not inscribed on the layout a sign identifying the payout odds for all authorized wagers shall be posted at each Four Card Poker table.

II. Each Four Card Poker table must have a drop box and a tip box attached to it on the same side of the table as, but on opposite sides of the dealer.

III. Each Four Card Poker table must have a discard rack securely attached to the top of the dealer's side of the table.

3. Cards; number of decks

I. Except as provided in subsection II, Four Card Poker shall be played with one deck of cards with backs of the same color and design and one additional cover card to be used in accordance with section 5 Shuffle and cut of the cards.

II. If an automated card shuffling device is used, the casino may use a second deck of cards to play the game, provided that:

A. Each deck of cards complies with the requirements of subsection I.

B. The backs of the cards in the two decks are different colors.

C. One deck is being shuffled by the automated card shuffling device while the other deck is being used to play the game.

D. Both decks are continuously alternated in and out of play, with each deck being used for every other round of play. In the event the automated card shuffling device malfunctions, a manual shuffle procedure will be used.

E. The cards from only one deck are placed in the discard rack at any given time.

III. The decks of cards used in Four Card Poker may be changed:

A. At least every 6 hours if the cards are dealt by hand.

B. At least every 8 hours if the cards are dealt from a manual or automated dealing shoe.

4. Opening of the table for gaming

I. After receiving one or more decks of cards at the table, the dealer shall inspect the front and back of the cards for any defects.

II. The cards shall be turned face down on the table, mixed thoroughly by a washing of the cards and stacked. Once the cards have been stacked, the cards shall be shuffled in accordance with section 5 Shuffle and cut of the cards.

III. If the casino uses an automated card shuffling device to play the game and two decks of cards are received at the table as permitted under section 3 Cards; number of decks, each deck of cards shall be separately spread, inspected, mixed, stacked and shuffled.

5. Shuffle and cut of the cards

I. Immediately prior to the commencement of play, and after each round of play has been completed, the dealer shall shuffle the cards, either manually or by use of an automated card shuffling device, so that the cards are randomly intermixed. Upon completion of the shuffle, the dealer or automated card shuffling device shall place the deck of cards in a single stack; provided, however, that nothing in this section shall be deemed to prohibit the use of an automated card shuffling device which, upon completion of the shuffling of the cards, inserts the stack of cards directly into a dealing shoe.

II. If an automated card shuffling device that counts the number of cards in the deck after the completion of each shuffle and indicates whether 52 cards are present is being used, and it reveals that an incorrect number of cards are present, the deck shall be ran through the shuffling device one more time to re-verify. If it continues to indicate cards are missing, a supervisor will visually inspect the deck to determine if the cards are missing.

III. After the cards have been shuffled and stacked, the dealer shall:

A. If the cards were shuffled using an automated card shuffling device, deal the cards in accordance with section 8 Procedures for dealing the cards from the hand and section 9 Procedures for dealing the cards from an automated dealing shoe.

B. If the cards were shuffled manually, cut the cards in accordance with the procedures in subsection IV.

IV. If a cut of the cards is required, the dealer shall:

A. Cut the deck, using one hand, by:

1. Placing the cover card on the table in front of the deck of cards.

2. Taking a stack of at least 10 cards from the top of the deck and placing them on top of the cover card.

3. Placing the cards remaining in the deck on top of the stack of cards that were cut and placed on the cover card.

B. Deal the cards in accordance with section 8 or 9.

V. Notwithstanding subsection IV, after the cards have been cut and before any cards have been dealt, a floor person or above may require the cards to be re-cut if he determines that the cut was performed improperly or in any way that might affect the integrity or fairness of the game.

VI. Whenever there is no gaming activity at a Four Card Poker table that is open for gaming, the cards shall be spread out on the table either face up or face down until such time that a player arrives, at which point the dealer will put the cards in the automatic shuffle machine to begin play.

6. Four Card Poker rankings

I. The rank of the cards used in Four Card Poker, in order of highest to lowest rank, shall be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3 and 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 with a 2, 3 and 4.

II. The permissible poker hands in the game of Four Card Poker, in order of highest to lowest rank, shall be:

A. A four-of-a-kind, which is a hand consisting of four cards of the same rank, with four aces being the highest ranking four-of-a-kind and four 2's being the lowest ranking four-of-a-kind.

B. A straight flush, which is a hand consisting of four cards of the same suit in consecutive ranking, with an ace, king, queen and jack being the highest ranking straight flush and a 4, 3, 2 and ace being the lowest ranking straight flush.

C. A three-of-a-kind, which is a hand consisting of three cards of the same rank, with three aces being the highest ranking three-of-a-kind and three 2's being the lowest ranking three-of-a-kind.

D. A flush, which is a hand consisting of four cards of the same suit, regardless of rank.

E. A straight, which is a hand consisting of four cards of more than one suit and of consecutive rank, with ace, king, queen and jack being the highest ranking straight and 4, 3, 2 and ace being the lowest ranking straight; provided however, that an ace may not be combined with any other sequence of cards for purposes of determining a winning hand (for example, king, ace, 2 and 3).

F. A two pair, which is a hand consisting of two pairs with two aces and two kings being the highest ranking two pair and two 3's and two 2's being the lowest ranking two pair.

G. A pair, which is a hand consisting of two cards of the same rank, regardless of suit, with two aces being the highest ranking pair and two 2's being the lowest ranking pair.

III. When comparing two hands that are of equal rank under subsection II, or that contain none of the hands listed in subsection II, the hand that contains the highest ranking card under subsection I that is not contained in the other hand shall be considered the higher ranking hand.

If the hands are of equal rank after the application of this section, the hands shall be considered a tie.

7. Wagers

I. The following wagers may be placed in the game of Four Card Poker:

A. A player may compete solely against the dealer by placing an Ante Wager in an amount within the minimum and maximum wagers posted at the table, and then placing a Play Wager in an amount that is one, two or three times the amount of the Ante Wager.

B. A player may compete solely against a posted payout table by placing an Aces Up wager in any amount within the minimum and maximum wagers posted at the table.

C. A player may compete against both the dealer and the posted payout table by placing wagers in accordance with the requirements in paragraphs A and B.

II. All wagers at Four Card Poker shall be made by placing gaming chips or plaques on the appropriate betting areas of the table layout. A verbal wager accompanied by cash shall not be accepted.

III. Only players who are seated at a Four Card Poker table may wager at the game. Once a player has placed a wager and received cards, that player shall remain seated until the completion of the round of play. If a player leaves the table during a round of play, any wagers made by the player may be considered abandoned and may be treated as losing wagers.

IV. Ante Wagers and Aces Up Wagers shall be placed in accordance with the dealing procedures in section 8 Procedures for dealing the cards from the hand or section 9 Procedures for dealing the cards from an automated dealing shoe. Except for Play Wagers, a wager may not be made, increased, or withdrawn after the first card has been dealt. All Play Wagers shall be placed in accordance with section 10 Play Wagers; Procedures for completion of each round of play.

V. A player may not be permitted to simultaneously play and wager on more than one player position.

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Date Approved by the Commission: December 17, 2014

8. Procedures for dealing the cards from the hand

I. If the cards are dealt from the dealer's hand, the following requirements shall be observed:

A. After the procedures required under section 5 Shuffle and cut of the cards have been completed, the dealer shall place the stacked deck of cards in the left hand.

1. The cards held by the dealer shall at all times be kept in front of the dealer and over the table inventory container.

B. Unless specified in the rules of the game, no wagers may be altered once the first card of the round has been dealt. The dealer shall deal each card by holding the deck of cards in the left hand and using the other hand to remove the top card of the deck.

II. The dealer shall, starting with the player farthest to the dealer's left and continuing around the table in a clockwise manner, deal one card at a time to each player who has placed an Ante Wager or an Aces Up Wager and to the dealer until each player who placed a wager has five cards and the dealer has six cards. All cards dealt to the players and the first five cards dealt to the dealer shall be dealt face down. The sixth card dealt to the dealer shall be dealt face up. The dealer's fifth and sixth cards shall be dealt consecutively.

III. After five cards have been dealt to each player and six cards have been dealt to the dealer, the dealer shall place the stub in the discard rack without exposing the cards.

IV. If a player has more or less than five cards or the dealer has more or less than six cards, but 52 cards remain in the deck, all hands shall be void and all wagers shall be returned to the players. If the number of cards in the deck is more or less than 52 cards, all hands shall be considered void, all wagers shall be returned to the players and the entire deck of cards shall be removed from the table.

9. Procedures for dealing the cards from an automated dealing shoe

I. If the cards are dealt from an automated dealing shoe, the following requirements shall be observed:

A. After the procedures required under section 5 Shuffle and cut of the cards have been completed, the cards shall be placed in the automated dealing shoe.

B. Unless specified in the rules of the game, no wagers may be altered once the first card of the round has been dealt.

II. The dealer shall deal the first stack of cards dispensed by the automated dealing shoe face down to the player farthest to the dealer's left who has placed an Ante Wager or Aces Up wager. As the remaining stacks are dispensed to the dealer by the automated dealing shoe, the dealer shall, moving clockwise around the table, deal a stack face down to each of the other players who has placed an Ante Wager or Aces Up wager. The dealer shall then deal a stack of five cards face down to himself. When the automated dealing shoe dispenses the next stack of five cards, the dealer shall remove the stack from the shoe and place the stack on the layout next to his hand. The dealer shall spread the cards in the stack face down, with the bottom card of the stack to the dealer's far left and the top card of the stack to the dealer's far right. The dealer shall turn the bottom card of the stack (the card on the dealer's far left) face up on the dealer's hand. The dealer shall collect the remaining four cards of that stack and place the cards in the discard rack without revealing the cards.

III. After each stack of five cards has been dispensed and delivered in accordance with this section, the dealer shall remove the stub from the automated dealing shoe and, except as provided in subsection IV, place the cards in the discard rack without exposing the cards.

IV. If a player has more or less than five cards or the dealer has more or less than six cards, but 52 cards remain in the deck, all hands shall be void and all wagers shall be returned to the players. If the number of cards in the deck is more or less than 52 cards, all hands shall be considered void, all wagers shall be returned to the players and the entire deck of cards shall be removed from the table.

10. Play Wagers; Procedures for completion of each round of play

I. After the dealing procedures required under section 8 Procedures for dealing the cards from the hand or section 9 Procedures for dealing the cards from an automated dealing shoe have been completed, each player shall examine his cards.

II. Each player who wagers at Four Card Poker shall be responsible for his own hand and no person other than the dealer and the player to whom the cards were dealt may touch the cards of that player.

III. The dealer shall, starting with the player farthest to the left of the dealer and continuing clockwise around the table, offer each player who has placed an Ante Wager the option to either make a Play Wager or forfeit his Ante Wager. A Play Wager shall be made in an amount that is one, two or three times the amount of the player's Ante Wager. If a player has placed an Ante Wager and an Aces Up wager but does not make a Play Wager, the player shall forfeit the Ante Wager but shall not forfeit the Aces Up wager.

IV. After each player has either placed a Play Wager on the designated area of the layout or forfeited his Ante Wager, the dealer shall collect all forfeited Ante Wagers. The dealer shall collect the cards of any player who forfeited his Ante Wager and also did not make an Aces Up wager, and place the cards in the discard rack.

V. The dealer shall reveal the dealer's cards and select the four cards that form the highest possible ranking hand.

VI. The dealer shall then, starting with the player farthest to the dealer's right and continuing counter-clockwise around the table, reveal the cards of the player, select the four cards that form the highest possible ranking hand, settle the Ante, Play and Aces Up Wagers for the player in accordance with section 11 Payout Odds, and discard the player's cards by placing them in the discard rack.

VII. The dealer will repeat the steps listed in subsection VI for each player with an active bet until all bets have been settled and all cards have been collected by the dealer and placed in the discard rack. The dealer's cards will be discarded last.

11. Payout Odds

I. The three payout types are:

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A. A player in competition against the dealer shall be paid 1 to 1 on both the Ante Wager and the Play Wager if the player's hand is either ranked higher than the dealer hand's or is of equal rank with the dealer's hand.

B. A player placing an Ante Wager and a Play Wager who has a three-of-a-kind or better shall be paid a bonus on the Ante Wager, regardless of whether the player's hand outranks the dealer's hand:

Hand-Type	Payout Odds
Four of a Kind	25 to 1
Straight Flush	20 to 1
Three of a Kind	2 to 1

C. A player shall be paid for an Aces Up Wager if the player's best Four Card Poker hand is one of the hand types in the table below, regardless of whether the player's hand outranks the dealer's hand, using one of the following payout tables:

Hand-Type	Payout Odds
Four of a Kind	50 to 1
Straight Flush	40 to 1
Three of a Kind	

	8 to 1
Flush	5 to 1
Straight	4 to 1
Two Pair	3 to 1
Pair of Aces	1 to 1

12. Irregularities

I. A card drawn in error without its face being exposed shall be used as though it was the next card from the shoe or the deck.

II. If any player or the dealer is dealt an incorrect number of cards, all hands shall be void, all wagers shall be returned to the players and the cards shall be reshuffled.

III. If one or more of the dealer's cards is inadvertently exposed prior to the dealer revealing his cards in accordance with section 10.V Play Wagers; Procedures for completion of each round of play, all hands shall be void, all wagers shall be returned to the players and the cards shall be reshuffled.

IV. If an automated card shuffling device is being used and the device jams, stops shuffling during a shuffle, or fails to complete a shuffle cycle, the cards shall be reshuffled.

V. If an automated dealing shoe 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, all wagers shall be returned

to the players and the cards shall be removed from the device and reshuffled with any cards already dealt.

13. <u>Multi-link progressive option for Four Card Poker</u>

1. Wagers

I. If the casino offers a progressive wager, after placing all wagers required by the game, a player may also place a progressive wager on whether the player will be dealt a progressive payout hand.

II. A progressive wager shall be made in the amount of $1, by placing a gaming chip into the progressive wagering device designated for that player.

III. Each player shall be responsible for verifying that the player's respective progressive wager has been accepted.

IV. A progressive wager may not be made, increased, or withdrawn after the round of play has begun.

2. Progressive Jackpot

I. All progressive pays are based on five card poker hands. The odds of winning the top prize with a Royal Flush are the same across all games.

II. The casino may elect to have a Multi-Linked Progressive Jackpot for Four Card Poker.

III. If the casino offers Four Card Poker, the game is played exactly the same as outlined in their specific "Rules of the Game." In order to qualify for one of the progressive jackpot payouts, players will need to use the five cards they are initially dealt to form a five card hand to determine if there is a winning progressive payout.

3. Payout Odds; Envy Bonus; rate of progression

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I. Should a player be eligible for a winning progressive payout, the casino shall pay the following odds on all payouts:

Hand	Pays	Envy
Royal Flush	100%	$1,000
Straight Flush	10%	$300
Four of a Kind	$300	N/A
Full House	$50	N/A
Flush	$40	N/A
Straight	$30	N/A
Three of a Kind	$9	N/A

II. Players making a progressive wager shall receive an Envy Bonus when another player at the same table is the holder of an Envy Bonus Qualifying hand.

III. The rate of progression for the progressive meter used for the progressive payouts shall be at least 21%; with the exception that if a secondary jackpot is offered, the combined rate of progression for both the primary and the secondary jackpots shall be at least 21%. The initial and reset amount must also be at least $10,000.

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1. Definitions

I. The following words and terms, when used in this chapter, shall have the following meanings unless the context clearly indicates otherwise:

II. Community card – A card which is initially dealt face down to a designated area in front of the table inventory container and which is used by all players to form a five-card poker hand.

III. Hand – The five-card poker hand formed for each player by combining the three cards dealt to the player and the two community cards.

IV. Let It Ride – When a player chooses not to take back a wager that may be withdrawn in accordance with the provisions in section 12 Procedures for completion of each round of play.

V. Round of play – One complete cycle of play during which all wagers have been placed, all cards have been dealt and all remaining wagers have been paid off or collected in accordance with the rules of this chapter.

2. Let It Ride Poker table physical characteristics

I. Let It Ride Poker shall be played on a table having betting positions for no more than seven players on one side of the table and a place for the dealer on the opposite side which may include the following information:

A. The name or logo of the casino holder.

B. Three separate designated betting areas at each betting position for the placement of wagers in accordance with section 7 Wagers, in addition to betting areas for any side wager and/or progressive feature approved for use in the Let It Ride game.

C. A separate designated area at each betting position for the placement of the cards of each player.

D. A separate designated area located directly in front of the table inventory container for the placement of the community cards.

E. The payout odds for all authorized wagers, including the Let It Ride Bonus Wager authorized under section 8 Let It Ride Bonus Wager and the Three Card Bonus Wager authorized under section 9 Three Card Bonus Wager, if the casino offers either optional wager.

F. The inscription indicating the payout limit per hand established by the casino under section 13 Payout odds; payout limitation or a generic inscription indicating the game is subject to the posted payout limit.

II. Each Let It Ride Poker table must have a drop box and a tip box attached to it on the same side of the table as the dealer.

III. Each Let It Ride Poker table must have a discard rack securely attached to the top of the dealer's side of the table.

IV. The casino may offer the optional Let It Ride Bonus Wager authorized under section 8, which may include the following equipment:

A. A wagering device at each betting position that acknowledges or accepts the placement of the Let It Ride Bonus Wager.

B. A control device that controls or monitors the placement of Let It Ride Bonus Wagers at the gaming table, including a mechanism that prevents the recognition of any Let It Ride Bonus Wager that a player attempts to place after the first card has been dealt.

3. Cards; number of decks

I. Except as provided in subsection II, Let It Ride Poker shall be played with one deck of cards with backs of the same color and design and one additional cover card to be used in accordance with section 5 Shuffle and cut of the cards.

II. If an automated card shuffling device is used, the casino shall be permitted to use a second deck of cards to play the game, provided that:

A. Each deck of cards complies with the requirements of subsection I.

B. The backs of the cards in the two decks are different colors.

C. One deck is being shuffled by the automated card shuffling device while the other deck is being used to play the game.

D. Both decks are continuously alternated in and out of play, with each deck being used for every other round of play. In the event the automated card shuffling device malfunctions, a manual shuffle procedure will be used.

E. The cards from only one deck are placed in the discard rack at any given time.

III. The decks of cards used in Let It Ride Poker may be changed:

A. At least every 6 hours if the cards are dealt by hand.

B. At least every 8 hours if the cards are dealt from a manual or automated dealing shoe.

4. Opening of the table for gaming

I. After receiving one or more decks of cards at the table, the dealer shall inspect the front and back of the cards for any defects.

II. The cards shall be turned face down on the table, mixed thoroughly by a washing of the cards and stacked. Once the cards have been stacked, they shall be shuffled in accordance with section 5 Shuffle and cut of the cards.

III. If the casino uses an automated card shuffling device to play the game and two decks of cards are received at the table as permitted under section 3II Cards; number of decks, each deck of cards shall be separately spread, inspected, mixed, stacked and shuffled.

5. Shuffle and cut of the cards

I. Immediately prior to the commencement of play, and after each round of play has been completed, the dealer shall shuffle the cards, either manually or by use of an automated card shuffling device, so that the cards are randomly intermixed. Upon completion of the shuffle, the dealer or automated card shuffling device shall place the deck of cards in a single stack; provided, however, that nothing herein prohibits the use of an automated card shuffling device which, upon completion of the shuffling of the cards, inserts the stack of cards directly into a dealing shoe.

Date Submitted to the Ohio Casino Control Commission: December 3, 2014
Date Approved by the Commission: December 17, 2014

II. If an automated card shuffling device that counts the number of cards in the deck after the completion of each shuffle and indicates whether 52 cards are present is being used, and it reveals that an incorrect number of cards are present, the deck shall be ran through the shuffling device one more time to re-verify. If it continues to indicate cards are missing, a supervisor will visually inspect the deck to determine if the cards are missing.

III. After the cards have been shuffled and stacked, the dealer shall:

   A. If the cards were shuffled using an automated card shuffling device, deal the cards in accordance with section 10 Procedure for dealing the cards from the hand or section 11 Procedure for dealing the cards from an automated dealing shoe.

   B. If the cards were shuffled manually, cut the cards in accordance with the procedures in subsection IV.

IV. If a cut of the cards is required, the dealer shall:

   A. Cut the deck, using one hand, by:

      1. Placing the cover card on the table in front of the deck of cards.

      2. Taking a stack of at least 10 cards from the top of the deck and placing them on top of the cover card.

      3. Placing the cards remaining in the deck on top of the stack of cards that were cut and placed on top of the cover card.

   B. Deal the cards in accordance with section 10 or 11.

V. Notwithstanding subsection IV, after the cards have been cut and before any cards have been dealt, a floor person or above may require the cards to be re-cut if he determines that the cut was performed improperly or in any way that might affect the integrity or fairness of the game.

VI. Whenever there is no gaming activity at a Let It Ride Poker table which is open for gaming, the cards shall be spread out on the table either face up or face down until such time that a player arrives, at which point the procedures in section 4.II Opening of the table for gaming shall be completed.

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Date Approved by the Commission: December 17, 2014

6. Let It Ride Poker rankings

I. The rank of the cards used in Let It Ride Poker, for the determination of winning hands, in order of highest to lowest rank, shall be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3 and 2. Notwithstanding the foregoing, an ace may be used to complete a straight flush or straight formed with a 2, 3, 4 and 5. All suits shall be considered equal in rank.

II. The permissible poker hands at the game of Let It Ride Poker, in order of highest to lowest rank, shall be:

A. A royal flush, which is a hand consisting of an ace, king, queen, jack and 10 of the same suit.

B. A straight flush, which is a hand, other than a royal flush, consisting of five cards of the same suit in consecutive ranking, with king, queen, jack, 10 and 9 being the highest ranking straight flush and ace, 2, 3, 4 and 5 being the lowest straight flush.

C. A four-of-a-kind, which is a hand consisting of four cards of the same rank, with four aces being the highest ranking four-of-a-kind and four 2's being the lowest ranking four-of-a-kind.

D. A full house, which is a hand consisting of three-of-a-kind and a pair, with three aces and two kings being the highest ranking full house and three 2's and two 3's being the lowest ranking full house.

E. A flush, which is a hand consisting of five cards of the same suit, not in consecutive order, with ace, king, queen, jack and 9 being the highest ranking flush and 2, 3, 4, 5 and 7 being the lowest ranking flush.

F. A straight, which is a hand consisting of five cards of consecutive rank, with an ace, king, queen, jack and 10 being the highest ranking straight and an ace, 2, 3, 4 and 5 being the lowest ranking straight; provided, however, that an ace may not be combined with any other sequence of cards for purposes of determining a winning hand (for example, queen, king, ace, 2, 3).

G. A three-of-a-kind, which is a hand consisting of three cards of the same rank, with three aces being the highest ranking three-of-a-kind and three 2's being the lowest ranking three-of-a-kind.

H. A two pair, which is a hand consisting of two pairs, with two aces and two kings being the highest ranking two pair and two 3's and two 2's being the lowest ranking two pair.

I. A pair, which is a hand containing two cards of the same rank, with two aces being the highest ranking pair and two 2's being the lowest ranking pair.

III. For purposes of the optional Three Card Bonus Wager defined in section 9 Three Card Bonus Wager, the permissible Three Card Bonus Wager hands eligible for a payout in accordance with section 13.V Payout odds; payout limitation shall be:

A. A mini-royal, which is a hand consisting of an ace, king and queen, all of the same suit.

B. A straight flush, which is a hand, other than a mini-royal, consisting of three cards of the same suit in consecutive ranking.

C. A flush, which is a hand consisting of three cards of the same suit, not in consecutive order.

D. A straight, which is a hand consisting of three cards of consecutive rank, including an ace, two and three; provided, however, that an ace may not be combined with a king and a two.

E. A three-of-a-kind, which is a hand consisting of three cards of the same rank.

F. A pair, which is a hand consisting of two cards of the same rank.

7. Wagers

I. All wagers at Let It Ride Poker shall be made by placing gaming chips or plaques on the appropriate betting areas of the table layout. A verbal wager accompanied by cash may not be accepted.

II. Only players who are seated at a Let It Ride Poker table may wager at the game. Once a player has placed his wagers and received cards, that player shall remain seated until the completion of the round of play. If a player leaves the table during a round of play, any wagers made by the player may be considered abandoned and may be treated as losing wagers.

III. All wagers shall be placed prior to any cards being dealt in accordance with the dealing procedures in section 10 Procedure for dealing the cards from the hand or section 11 Procedure

for dealing the cards from an automated dealing shoe. Except as provided in subsection IV, a wager may not be made, increased, or withdrawn after the first card has been dealt.

IV. At the beginning of each round of play, each player shall be required to place three equal but separate wagers. The wagers shall be identified as Bet Number 1, Bet Number 2 and Bet Number 3. Bet Number 1 and Bet Number 2 may subsequently be removed by the player in accordance with section 12 Procedures for completion of each round of play.

V. A player may not be permitted to simultaneously play and wager on more than one player position.

8. Let It Ride Bonus Wager

I. The casino may offer to each player at a Let It Ride Poker table the option to make an additional Let It Ride Bonus Wager that the player will receive a poker hand with a rank of three-of-a-kind or better.

II. If the Let It Ride Bonus Wager is offered, each player who has placed the three wagers required under section 7 Wagers may make an additional Let It Ride Bonus Wager by placing a $1 gaming chip on the approved wagering location designated for that wager prior to the cards being dealt.

III. All winning Let It Ride Bonus Wagers shall be paid in accordance with the payout schedule in section 13.IV Payout odds; payout limitation.

IV. A Let It Ride Bonus Wager shall be independent of any other wager made by a player at the game of Let It Ride Poker.

9. Three Card Bonus Wager

I. The casino may offer to each player at a Let It Ride Poker table the option to make an additional Three Card Bonus Wager that the three cards dealt to the player will have a rank of pair or better.

II. If the Three Card Bonus Wager is offered, each player who has placed the three wagers required under section 7 Wagers may make an additional Three Card Bonus Wager by placing a wager on the approved wagering area designated for that wager prior to the cards being dealt.

III. All winning Three Card Bonus Wagers shall be paid in accordance with the payout table in section 13.V Payout odds; payout limitation.

IV. A Three Card Bonus Wager shall be independent of any other wager made by a player at the game of Let It Ride Poker.

10. Procedure for dealing the cards from the hand

I. If the cards are dealt from the dealer's hand, the following requirements shall be observed:

A. After the procedures required under section 5 Shuffle and cut of the cards have been completed, the dealer shall place the stacked deck of cards in the left hand.

1. The cards held by the dealer shall at all times be kept in front of the dealer and over the table inventory container.

B. Unless specified in the rules of the game, no wagers may be altered once the first card of the round has been dealt. If any Let It Ride Bonus Wagers have been made, the dealer shall also collect these wagers from the approved wagering devices and shall then place the gaming chips into the table inventory container.

II. The dealer shall deal each card by holding the deck of cards in the left hand and using the other hand to remove the top card of the deck and place it face down on the appropriate area of the layout. The dealer shall, starting with the player farthest to the dealer's left and continuing around the table in a clockwise manner, deal the cards as follows:

A. One card face down to each player who has placed three wagers in accordance with section 7 Wagers.

B. One card face down to the area designated for the placement of the community cards.

C. A second card face down to each player who has placed three wagers in accordance with section 7 Wagers.

D. A second card face down to the area designated for the placement of the community cards, which card shall be placed to the right of the first card dealt to this area.

E. A third card face down to each player who has placed three wagers in accordance with section 7 Wagers.

III. After three cards have been dealt to each player and two cards have been dealt to the area designated for the placement of the community cards, the dealer shall, except as provided in subsection IV, place the stub in the discard rack without exposing the cards.

IV. If the cards have been misdealt (a player or the area designed for the placement of the community cards has more or less than three or two cards respectively), but 52 cards remain in the deck, all hands shall be void and all wagers shall be returned to the players. If the number of cards in the deck is more or less than 52 cards, all hands shall be considered void, all wagers shall be returned to the players and the entire deck of cards shall be removed from the table.

11. Procedure for dealing the cards from an automated dealing shoe

I. If the cards are dealt from an automated dealing shoe, the following requirements shall be observed:

A. After the procedures required under section 5 Shuffle and cut of the cards have been completed, the cards shall be placed in the automated dealing shoe.

B. Unless specified in the rules of the game, no wagers may be altered once the first card of the round has been dealt. If any Let It Ride Bonus Wagers have been made, the dealer shall also collect these wagers and then shall place the gaming chips into the table inventory container.

II. The dealer shall deliver the first stack of cards dispensed by the automated dealing shoe face down to the player farthest to his left who has placed three wagers in accordance with section 7 Wagers. As the remaining stacks are dispensed to the dealer by the automated dealing shoe, the dealer shall, moving clockwise around the table, deliver a stack face down to each of the other players who has placed three wagers in accordance with section 7. The dealer shall then deliver a stack of three cards face down to the area designated for the placement of the community cards, and spread the stack within the designated area so that the top card is to the dealer's right, the middle card is directly in front of the dealer, and the bottom card is to the dealer's left. The dealer shall then remove the community card that is to his left, and place that card in the discard rack face down.

III. After each stack of three cards has been dispensed and delivered in accordance with this subsection, the dealer shall remove the stub from the automated dealing shoe and, except as provided in subsection IV, place the cards in the discard rack without exposing the cards.

IV. If the cards have been misdealt (a player or the area designed for the placement of the dealer's hand has more or less than three or two cards respectively), but 52 cards remain in the deck, all hands shall be void and all wagers shall be returned to the players. If the number of cards in the deck is more or less than 52 cards, all hands shall be considered void, all wagers shall be returned to the players and the entire deck of cards shall be removed from the table.

12. Procedures for completion of each round of play

I. After the dealing procedures required under section 10 Procedure for dealing the cards from the hand or section 11 Procedure for dealing the cards from an automated dealing shoe have been completed, each player shall examine his cards, subject to the following limitations:

A. Each player who wagers at Let It Ride Poker shall be responsible for his own hand and no person other than the dealer may touch the cards of that player.

B. Each player shall be required to keep his three cards in full view of the dealer at all times.

C. After each player has made a decision regarding Bet Number 2 as required by subsection IV, the player's cards shall be placed face down on the appropriate area of the layout and the player may not touch the cards again.

II. After each player has examined his cards, the dealer shall, beginning with the player farthest to the dealer's left and moving clockwise around the table, ask each player if he wishes to withdraw Bet Number 1 or Let It Ride.

A. If a player chooses to let Bet Number 1 ride, that bet shall remain on the appropriate betting area of the layout until the end of the round of play.

B. If a player chooses to withdraw Bet Number 1, the dealer shall move the gaming chips on the betting area designated for Bet Number 1 toward the player who shall then immediately remove the gaming chips from the betting area.

III. After each player has made a decision regarding Bet Number 1, the dealer shall then turn the community card that is to the dealer's left face up and place it on top of the remaining community card. The exposed card shall become the first community card.

IV. After the first community card is exposed, the dealer shall, beginning with the player farthest to the dealer's left and moving clockwise around the table, ask each player if he wishes to withdraw Bet Number 2 or Let It Ride. This decision shall be made by each player regardless of the decision made concerning Bet Number 1.

   A. If a player chooses to let Bet Number 2 ride, that bet shall remain on the appropriate betting area of the layout until the end of the round of play.

   B. If a player chooses to withdraw Bet Number 2, the dealer shall move the gaming chips on the betting area designated for Bet Number 2 toward the player who shall then immediately remove the gaming chips from the betting area.

V. After the second community card is turned face up, the dealer shall, beginning with the player farthest to the dealer's right and continuing around the table in a counterclockwise direction, complete the following applicable procedures in succession for each player:

   A. The dealer shall turn the three cards of the player face up. The two community cards and the three cards dealt to the player shall form the five-card poker hand of that player.

   B. The dealer shall examine the cards of the player to determine if the player's hand qualifies for a payout under section 13 Payout odds; payout limitation. A Let It Ride Poker wager under section 7 Wagers on a hand which has a rank that is lower than a pair of tens shall be a losing wager.

   C. The dealer shall then settle all wagers of that player, including any bonus wagers. All losing wagers by the player shall be immediately collected by the dealer and placed in the table inventory container. After all losing wagers have been collected; all winning wagers shall be paid in accordance with the payout odds in section 13.

   D. The dealer shall discard the player's cards by placing them in the discard rack.

VI. The dealer will repeat the steps listed in subsection V for each player with an active bet until all bets have been settled and all cards have been collected by the dealer and placed in the discard rack. The dealer's cards will be discarded last.

13. Payout odds; payout limitation

I. The payout odds for winning wagers at Let It Ride Poker printed on the table layout or in any brochure or other publication distributed by the casino shall be stated through the use of the word "to" and no odds shall be stated through the use of the word "for".

II. Subject to the payout limitation in subsection III, the casino shall pay off each winning wager at the game of Let It Ride Poker under section 7 Wagers at the odds specified which shall be no less than the following odds:

Wager	Payout Odds
Royal Flush	1000 to 1
Straight Flush	200 to 1
Four-of-a-kind	50 to 1
Full House	11 to 1
Flush	8 to 1
Straight	5 to 1
Three-of-a-kind	3 to 1
Two Pair	2 to 1
Pair of Tens, Jacks, Queens Kings or Aces	1 to 1

III. Notwithstanding the minimum payout odds required in subsection II, the casino may establish a maximum amount that is payable to a player on a single hand. The maximum amount shall be at least $50,000 or the maximum amount that one patron could win per round when betting the minimum permissible wager, whichever is greater. If the established maximum payout limit is not included on the layout, the casino shall provide notice of the maximum payout limit by posting the maximum payout limit on a sign at the Let It Ride table. Any maximum payout limit established by the casino shall apply only to payouts of Let It Ride Poker wagers placed under section 7 Wagers and does not apply to payouts of Let It Ride Bonus Wagers placed under

section 8 Let It Ride Bonus Wager or Three Card Bonus Wagers placed under section 9 Three Card Bonus Wager.

IV. The casino shall pay off each winning Let It Ride Bonus Wager which shall be no less than the following monetary amounts:

Wager	Payout Odds
Royal Flush	$20,000
Straight Flush	$2,000
Four-of-a-kind	$300
Full House	$150
Flush	$50
Straight	$25
Three-of-a-kind	$5
Two Pair	-
10s or better	-

V. The casino shall pay off each winning Three Card Bonus Wager which shall be no less than the odds in one of the alternative pay tables:

Hand Type	Payout Odds
Mini-Royal	50 to 1
Straight Flush	40 to 1
Three-of-a-kind	30 to 1
Straight	6 to 1
Flush	3 to 1
Pair	1 to 1

Date Submitted to the Ohio Casino Control Commission: December 3, 2014
Date Approved by the Commission: December 17, 2014

14. Irregularities

I. A card dealt in error without its face being exposed shall be used as though it was the next card from the shoe or the deck.

II. If any player or the area designated for the placement of the community cards is dealt an incorrect number of cards, all hands shall be void, all wagers shall be returned to the players and the cards shall be reshuffled.

III. If an automated card shuffling device is being used and the device jams, stops shuffling during a shuffle, or fails to complete a shuffle cycle, the cards shall be reshuffled.

IV. If an automated dealing shoe 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, all wagers shall be returned to the players and the cards shall be removed from the device and reshuffled with any cards already dealt.

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Table Games Plan
Appendix D – Let it Ride

Date Submitted to the Ohio Casino Control Commission: December 3, 2014
Date Approved by the Commission: December 17, 2014

. Multi-link progressive option for Let it Ride

1. Wagers

I. If the casino offers a progressive wager, after placing all wagers required by the game, a player may also place a progressive wager on whether the player will be dealt a progressive payout hand.

II. A progressive wager shall be made in the amount of $1, by placing a gaming chip into the progressive wagering device designated for that player.

III. Each player shall be responsible for verifying that the player's respective progressive wager has been accepted.

IV. A progressive wager may not be made, increased, or withdrawn after the round of play has begun.

2. Progressive Jackpot

I. All progressive pays are based on five card poker hands. The odds of winning the top prize with a Royal Flush are the same across all games.

II. The casino may elect to have a Multi-Linked Progressive Jackpot for Let it Ride.

III. If the casino offers Let It Ride, the game is played exactly the same as outlined in their specific "Rules of the Game." In order to qualify for one of the progressive jackpot payouts, players will need to use the cards they are initially dealt along with the dealer community cards to form a five card hand, used to determine if there is a winning progressive payout.

3. Payout Odds; Envy Bonus; rate of progression

I. Should a player be eligible for a winning progressive payout, the casino shall pay the following odds on all payouts:

Hand	Pays	Envy

Royal Flush	100%	$1,000
Straight Flush	10%	$300
Four of a Kind	$300	N/A
Full House	$50	N/A
Flush	$40	N/A
Straight	$30	N/A
Three of a Kind	$9	N/A

II. Players making a progressive wager shall receive an Envy Bonus when another player at the same table is the holder of an Envy Bonus Qualifying hand.

III. The rate of progression for the progressive meter used for the progressive payouts shall be at least 21%; with the exception that if a secondary jackpot is offered, the combined rate of progression for both the primary and the secondary jackpots shall be at least 21%. The initial and reset amount must also be at least $10,000.

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Section G – Appendix E – Mini/Midi Baccarat

Date Submitted to the Ohio Casino Control Commission: January 7, 2015

Date Approved by the Commission: January 21, 2015

MINI-BACCARAT/MIDI-BACCARAT

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Section G – Appendix E – Mini/Midi Baccarat

Date Submitted to the Ohio Casino Control Commission: January 7, 2015

Date Approved by the Commission: January 21, 2015

1. Definitions

I. The following words and terms, when used in this chapter, have the following meanings, unless the context clearly indicates otherwise:

II. Natural – A hand which has a Point Count of 8 or 9 on the first two cards dealt.

III. Mini-Baccarat – Unless otherwise stated, all references to Mini-Baccarat will also apply to Midi-Baccarat.

2. Mini-Baccarat table physical characteristics

I. Mini-Baccarat shall be played on a table having a place for the dealer on one side and on the opposite side, numbered places for a maximum of nine seated players, which may include:

A. The name or logo of the casino offering the game.

B. Specific areas designated for the placement of wagers on the Banker's Hand, Players Hand and Tie Hand.

C. A phrase that states the payout odds for Tie Bets.

D. Numbered areas that correspond to the seat numbers for the purpose of marking vigorish.

E. An area designated for the placement of cards for the Player's Hand and Banker's Hand.

F. If a Dragon Bonus Wager is offered, the casino will have a separate area designated for the placement of the Dragon Bonus Wager along with the payout odds either inscribed on the actual layout or a sign identifying the payout odds at each Mini-Baccarat table.

II. If marker buttons are used for the purpose of marking vigorish, the marker buttons shall be placed in the table inventory float container or in a separate rack designed for the purpose of storing marker buttons.

III. Each Mini-Baccarat table shall have a drop box and a tip box attached to it on the same side of the gaming table as, but on opposite sides of, the dealer.

IV. Each Mini-Baccarat table shall have a discard rack securely attached to the top of the dealer's side of the table.

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Date Submitted to the Ohio Casino Control Commission: January 7, 2015

Date Approved by the Commission: January 21, 2015

3. Cards; number of decks

I. Mini-Baccarat shall be played with six to eight decks of cards having backs of the same color and design and two additional cover cards to be used in accordance with section 2 Shuffle and cut of the cards.

II. If an automated card shuffling device is utilized, Mini-Baccarat shall be played with 8 to 16 decks of cards in accordance with the following requirements:

A. Each deck of cards must comply with the requirements of subsection I.

B. The cards shall be separated into two batches, with an equal number of decks included in each batch.

C. The backs of the cards in each batch must be of the same design, but of a different color than the cards included in the other batch.

D. One batch of cards shall be shuffled and stored in the automated card shuffling device while the other batch is being used to play the game.

E. Both batches of cards shall be continuously alternated in and out of play, with each batch being used for every other dealing shoe.

F. The cards from only one batch shall be placed in the discard rack at any given time.

G. To facilitate speed play on midi baccarat, cards may be inspected as described in sections A, B, and C above. Once the inspection is complete, the cards will be placed in a plastic bag with the date, table, color, and number of decks being put in the bag. Along with the cards inside the bag, there will be a tag also stating the date, time, signatures and gaming number of those who inspected the cards. Once this is complete, the cards will be stored in a locked cabinet or pit stand.

H. The decks of cards opened for use at a Mini-Baccarat table shall be changed at least once every 24 hours.

1. Opening of a table for gaming

I. After receiving the six or more decks of cards at the table, the dealer calling the game shall inspect the front and back of the cards for any defects, one deck at a time. The floor person assigned to the table shall verify the inspection.

II. The cards shall be turned face downward on the table, mixed thoroughly by a washing of the cards and stacked.

2. Shuffle and cut of the cards

I. Immediately prior to the commencement of play, unless the cards were pre-shuffled; and after each dealing shoe of cards is completed, unless an automated shuffling device is used, the dealer shall shuffle the cards so that they are randomly intermixed.

II. After the cards have been shuffled by a dealer, the dealer shall leave the entire stack of cards intermixed but not entirely squared off (leave them feathered) so that the floor person can verify that the shuffle did not result in any uneven distribution of cards.

III. After shuffling the cards and, where applicable, re-shuffling them, the dealer shall offer the stack of cards, with backs facing away from the dealer, to the players to be cut. If no player accepts the cut, the dealer shall cut the cards.

IV. The cards shall be cut by placing a cover card in the stack at least ten cards in from the top or the bottom of the stack.

V. Once the cover card has been inserted into the stack, the dealer shall take all cards above the cover card and the cover card and place them on the bottom of the stack. The dealer shall then insert the second cover card in a position at least 14 cards above the bottom of the stack, and the second cover card at the bottom of the stack. The stack of cards shall then be inserted into the dealing shoe for commencement of play.

VI. After the cards have been cut and before the cards have been placed in the dealing shoe, a floor person or above may require the cards to be re-cut if the floor person or above determines that the cut was performed improperly or in any way that might affect the integrity or fairness of the game. If a re-cut is required, the cards shall be re-cut by the next person entitled to cut the cards, as determined by subsection III.

VII. Prior to commencement of play, the dealer shall remove the first card from the dealing shoe and place it, and an additional number of cards equal to the face value of the first card drawn, in the discard rack after all cards have been shown (but not exposed) to the players. When determining the face value of the first card removed from the dealing shoe, a 10, jack, queen or king shall count as ten and an ace shall count as one.

VIII. If there is no gaming activity at a Mini Baccarat or Midi Baccarat table which is open for gaming, the cards may be removed from the dealing shoe and the discard rack, at the casino's discretion, and spread out on the table for inspection, either face up or face down.

A. If there is no automated shuffling device in use, the cards shall be stacked, then shuffled and cut in accordance with this section.

B. If an automated shuffling device is in use, the cards shall be stacked and placed into the automated shuffling device to be shuffled. The batch of cards already in the shuffler shall then be removed. Unless a player so requests, the batch of cards removed from the shuffler need not be spread for inspection and re-shuffled prior to being dealt.

3. Value; point count of hand

I. The value of the cards in each deck shall be as follows:

A. Any card from 2 to 9 shall have its face value.

B. Any 10, jack, queen or king shall have a value of zero.

C. Any ace shall have a value of one.

II. 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 the number shall be discarded 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, 2 and 4 has a Point Count of 7.

B. A hand composed of an ace, 2 and 9 has a total of 12 but only a Point Count of 2 since the digit 1 in the number 12 is discarded.

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Section G – Appendix E – Mini/Midi Baccarat

Date Submitted to the Ohio Casino Control Commission: January 7, 2015

Date Approved by the Commission: January 21, 2015

4. Dealing shoe

I. Cards used to play Mini-Baccarat shall be dealt from a manual dealing shoe.

5. Wagers

I. The following wagers shall be permitted to be made by a player at the game of Mini-Baccarat:

A. 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.

3. Be void if the Banker's Hand and the Player's Hand have the same Point Count and either:

(a) Be returned to the player.

(b) If the licensee charges vigorish in accordance with section 10.VI Payout odds; vigorish, be charged a vigorish equal to 5% of the wager.

B. 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.

3. Be void and be returned to the player if the Point Counts of the Banker's Hand and the Player's Hand are equal.

C. A Tie Bet which shall:

1. Win if the Point Counts of the Banker's Hand and the Player's Hand are equal.

2. Lose if Point Counts of the Banker's Hand and the Player's Hand are not equal.

D. If offered by the casino, a Dragon Bonus Wager on the Player’s Hand or Banker’s Hand, or both, which shall:

1. Win if the selected hand is:

   (a) A Natural and the other hand is not a Natural.

   (b) A Natural 9 and the other hand is a Natural 8.

   (c) Not a Natural and has a Point Count that exceeds the Point Count of the other hand by four or more points.

2. Lose if the selected hand is:

   (a) A Natural 8 and the other hand is a Natural 9.

   (b) Not a Natural and has a Point Count less than or equal to the Point Count of the other hand.

   (c) Not a Natural and has a Point Count that exceeds the Point Count of the other hand by less than four points.

3. Tie if the selected hand is a Natural and the other hand is a Natural of equal Point Count and either:

   (a) Be returned to the player.

II. Wagers at Mini-Baccarat shall be made by placing gaming chips or plaques on the appropriate areas of the Mini-Baccarat layout. A verbal wager, accompanied by cash may be accepted provided the verbal wager is confirmed by the dealer calling the game, and the cash is expeditiously converted into gaming chips or plaques.

III. No wager at Mini-Baccarat shall be made, increased or withdrawn after the first card has been dealt.

6. Hands of player and banker; procedure for dealing initial two cards to each hand

I. There shall be two hands dealt in the game of Mini-Baccarat, one of which shall be designated the Player's Hand and the other designated the Banker's Hand.

II. No wagers may be altered once the first card of the round has been dealt.

III. The dealer shall then deal an initial four cards from the dealing shoe. The first and third cards dealt shall constitute the first and second cards of the Player's Hand. The second and fourth cards dealt shall constitute the first and second cards of the Banker's Hand in one of two manners:

   A. The dealer shall remove cards from the dealing shoe with his left hand, turn them face up and then place them on the appropriate area of the layout with his right hand. The first and third cards dealt shall be placed on the area designated for the Player's Hand and the second and fourth cards dealt shall be placed on the area designated for the Banker's Hand.

   B. The first and third cards dealt shall be placed face down on the area designated for the Player's Hand and 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 called as provided for in section 7 Procedure for dealing a third card, at which time the second and fourth cards shall be turned face up and placed on the area designated for the Banker's Hand.

IV. Players may not touch, handle, remove or alter any cards used to play Mini-Baccarat.

V. Should the table be designated as a Midi-Baccarat, players will have the ability to touch, handle or alter cards given the following conditions:

   A. The player with the most money bet on the player wager will get the Players cards with the following exceptions:

      (a) A player may elect to cede control of the cards. If so, the patron with the next most money that bets on “player” shall have the option to control the cards. If all players cede their rights to player’s hand, the dealer will expose the cards.

      (b) If no guests have a bet on the “players” bet, the dealer will expose the cards.

   B. The player with the most money bet on the banker wager will get the Bankers cards with the following exceptions:

      (a) A player may elect to cede control of the cards. If so, the patron with the next most money that bets on “banker” shall have the option to control the cards. If all players cede their rights to banker’s hand, the dealer will expose the cards.

(b) If no guests have a bet on the "banker" bet, the dealer will expose the cards.

C. Should either the "player" or "banker" hand need to draw a third card, as outlined in section 8, the aforementioned procedure outlined in subsection B shall apply.

7. Procedure for dealing a third card

I. After the dealer positions the cards in accordance with section 6.III.A or 6.III.B Hands of player and banker; procedure for dealing initial two cards to each hand, the dealer shall announce the point count of the Player's Hand and then the Banker's Hand.

II. Following the announcement of the Point Counts of each hand, the dealer shall determine whether to deal a third card to each hand in conformity with the requirements of section 8Rules for determining whether a third card shall be dealt.

III. After the dealer positions the cards in accordance with section 6.III.A or 6.III.B, a third card required to be dealt, shall first be dealt face up to the Player's Hand and then to the Banker's Hand by the dealer.

IV. In no event may more than one additional card be dealt to either hand.

V. Whenever the cover card appears as the first card in the dealing shoe at the beginning of a round of play or appears during play, the cover card shall be removed and placed to the side and the hand will be completed. Upon completion of that hand, the cards shall be re-shuffled.

8. Rules for determining whether a third card shall be dealt

I. If the Player's Hand or the Banker's Hand after the initial two cards are dealt to each is a Natural, no more cards shall be dealt to either hand.

II. If the Point Count of the Player's Hand and the Banker's Hand on the first two cards is 0 to 7 inclusive, the Player's Hand shall:

A. Draw (that is, take a third card) if the Player's Hand has a Point Count of less than 6.

B. Stay (that is, not take a third card) if the Player's Hand has a Point Count of 6 or more.

III. If the Point Count of the Player's Hand and the Banker's Hand on the first two cards is 0 to 7 inclusive, the Banker's Hand shall draw (that is, take a third card) or stay (that is, not take a third card) in accordance with the following requirements:

A. If the Player's Hand does not receive a third card, the Banker's Hand shall be dealt a third card if the Point Count of the Banker's Hand is 5 or less.

B. If the Player's Hand is dealt a third card and:

1. The Banker's Hand has a Point Count of less than 3; the Banker's Hand shall be dealt a third card.

2. The Banker's Hand has a Point Count of 7; the Banker's Hand may not be dealt a third card.

3. The Banker's Hand has a Point Count of 3, 4, 5 or 6, the Banker's Hand shall be dealt or not dealt a third card in accordance with Table 1 as follows:

Value of the Third Card

Drawn by Players Hand

		0	1	2	3	4	5	6	7	8	9
Point Count	3	Draw	Draw	Draw	Draw	Draw	Draw	Draw	Draw	Stand	Draw
of Banker's	4	Stand	Stand	Draw	Draw	Draw	Draw	Draw	Draw	Stand	Stand
Hand After	5	Stand	Stand	Stand	Stand	Draw	Draw	Draw	Draw	Stand	Stand
Two Cards	6	Stand	Stand	Stand	Stand	Stand	Stand	Draw	Draw	Stand	Stand

IV. The first vertical column in Table 1 labeled "Point Count of Banker's Hand" refers to the Point Count of the Banker's Hand after the first two cards have been dealt to the Banker's Hand.

V. The first horizontal row at the top of Table 1 labeled "Value of the Third Card Drawn by Player's Hand" refers to the value of the third card drawn by the Player's Hand, not the Point Count of the Player's Hand.

VI. To use Table 1, first find the Point Count of the Banker's Hand in the first vertical column and trace that horizontally across the table until it intersects the vertical column that corresponds to the value of the third card drawn by the Player's Hand. The symbol located where the intersection occurs shall determine whether the Banker's Hand must draw a third card or stay. For example, if the Point Count of the Banker's Hand after two cards is 5 and the value of the third card drawn by the Player's Hand is 4, the table shows that the Banker's Hand must draw a third card.

9. Announcement of result of round; payment and collection of wagers

I. After each hand has received all the cards to which it is entitled under section 6 Hands of player and banker; procedure for dealing initial two cards to each hand, section 7 Procedure for dealing a third card and section 8 Rules for determining whether a third card shall be dealt, the dealer shall announce the final Point Count of each hand indicating which hand has won the round. If two hands have equal Point Counts, the dealer shall announce "tie hand".

II. After the result of the round is announced, the dealer responsible for the wagers on the table shall first collect each losing wager. After the losing wagers are collected, the dealer shall, starting at the highest numbered player position at which a winning wager is located, mark or collect the vigorish owed by that player and immediately thereafter pay that player's winning wager and then, proceeding in descending order to the next highest numbered player position at which a winning wager is located, repeat this procedure until the vigorish owed by each player is either marked or collected and each winning wager is paid.

III. At the conclusion of a round of play, all cards on the layout shall be picked up by the dealer and placed in the discard rack, in order and in such a way that they can be readily arranged to indicate the Player's Hand and the Banker's Hand in case of a question or dispute.

10. Payout odds; vigorish

I. A winning wager made on the Player's Hand shall be paid off at odds of 1 to 1.

II. A winning Tie Bet shall be paid off at odds of at least 8 to 1.

III. Except as otherwise provided in subsection V, a winning wager made on the Banker's Hand shall be paid off by the casino at odds of 1 to 1, except that the casino shall extract a vigorish from

the winning players equal to 5% of the amount won. If needed, a dealer may use quarters as part of the payment for a wager from which the vigorish has been deducted. Quarters may not be used for wagering.

IV. If the casino offers the Dragon Bonus Wager, a vigorish may not be extracted on a winning Dragon Bonus Wager. Winning Dragon Bonus Wagers shall be paid out at the odds contained below:

Pay Table 1	
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
Natural winner	1 to 1
Natural ties	PUSH
* Non-naturals	

V. A dealer, may collect the vigorish from a player at the time the winning payout is made or may defer it to a later time; provided, however, that outstanding vigorish shall be collected prior to re-shuffling the cards in a dealing shoe or when the player leaves the gaming table, whichever occurs first. The amount of any vigorish not collected at the time of the winning payouts shall be tracked by placing a coin or marker button containing the amount of the vigorish owed in a rectangular space in front of the dealer on the layout imprinted with the number of the player owing the vigorish. The coin or marker button may not be removed from the layout until the vigorish owed is collected.

VI. The type and percentage of vigorish charged at a Mini-Baccarat table applies to all players at that table. The same type and percentage of vigorish shall be used for all Mini-Baccarat tables located within a licensed facility.

11. Irregularities

I. A card drawn in error from the dealing shoe that is not disclosed shall be used as the first card of the next hand of play.

II. A third card dealt to the Player's Hand that is not disclosed, when no third card is authorized under section 8Rules for determining whether a third card shall be dealt, shall become the third card of the Banker's Hand if the Banker's Hand is obliged to draw under section 8.III. If the Banker's Hand is required to stay, the card dealt in error shall become the first card of the next hand.

III. If a card dealt in error under the circumstances described in subsection 8.I or 8.II is disclosed at the time it is dealt, and it cannot be used in the current round of play, the dealer shall, use the disclosed card as the first card of a simulated round of play in which wagers may not be accepted. The cards shall be dealt in accordance with the rules of this chapter and be placed in the discard rack upon completion of the dealing procedure.

IV. A card found face up in the dealing shoe may be used as the next card if it is needed to complete the hand. If the card is not needed to complete the hand or if no cards have been dealt, it may not be used in the game and shall be the first card of a simulated round of play in which wagers may not be accepted.

V. If there are insufficient cards remaining in the dealing shoe to complete a round of play, that round shall be void and all wagers shall be returned. A new round shall commence after the entire set of cards are reshuffled and placed in the dealing shoe.

12. Procedures for Mini-Baccarat; optional bonus (Dragon) wager; payment of Dragon Bonus

I. The casino may, in its discretion, offer to each player at a mini-baccarat table the opportunity to make a bonus wager in accordance with the provisions of this section.

II. Any player who has made a mini-baccarat wager can make a bonus wager by placing gaming chips in the area designated for a bonus wager at his or her betting position. A bonus wager shall be no less than $1.00. If a bonus wager is placed alone it must meet the table minimum.

III. If a mini-baccarat bonus wager has been made by one or more players, the dealer shall observe all the aforementioned procedures, with the following exceptions.

   A. The dealer shall, starting from the dealer's right and moving counterclockwise around the table, settle the Dragon Bonus wager before acting on the individual players' hands using either of the following methods:

      1. The dealer may settle all Dragon Bonus wagers of all players before settling on the individual players hands or

      2. The dealer may settle each individual Dragon Bonus and then settle the players regular bet in a counter-clockwise manner.

      3. The only exception to subsections 1 and 2 will be when a Dragon Bonus wager loses in which case the dealer will collect all losing wagers prior to paying out any winning wagers.

Horseshoe Cincinnati
Section G – Appendix E – Dragon Bonus – Commission Free

Date Submitted to the Ohio Casino Control Commission: April 1, 2015
Date Approved by the Commission: April 15, 2015

Dragon Bonus Baccarat – Commission Free

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Section G – Appendix E – Dragon Bonus – Commission Free

Date Submitted to the Ohio Casino Control Commission: April 1, 2015
Date Approved by the Commission: April 15, 2015

1. Definitions

The following words and terms, when used in this chapter, have the following meanings, unless the context clearly indicates otherwise:

I. Natural – A hand which has a Point Count of 8 or 9 on the first two cards dealt.

II. Push – a hand in which the outcome results in a wager neither being paid nor taken.

2. Dragon Bonus Baccarat – Commission Free table physical characteristics

I. Dragon Bonus Baccarat – Commission Free shall be played on a table having a place for the dealer on one side and on the opposite side, numbered places for a maximum of nine seated players, which may include:

A. The name or logo of the casino offering the game.

B. Specific areas designated for the placement of wagers on the Banker's Hand, Player's Hand, Tie Hand, Dragon Bonus wager for Player, Dragon Bonus wager Banker and Fortune 7 wager.

C. A phrase that states the payout odds for Tie Bets.

D. Numbered areas that correspond to the seat numbers.

E. An area designated for the placement of cards for the Player's Hand and Banker's Hand.

F. Dragon Bonus and Fortune 7 payout odds either inscribed on the actual layout or a sign identifying the payout odds at each Dragon Bonus Baccarat – Commission Free table.

II. Each Dragon Bonus Baccarat – Commission Free table shall have a drop box and a tip box attached to it on the same side of the gaming table as, but on opposite sides of, the dealer.

III. Each Dragon Bonus Baccarat – Commission Free table shall have a discard rack securely attached to the top of the dealer's side of the table.

3. Cards; number of decks

Date Submitted to the Ohio Casino Control Commission: April 1, 2015
Date Approved by the Commission: April 15, 2015

I. Dragon Bonus Baccarat – Commission Free shall be played with six to eight decks of cards having backs of the same color and design and two additional cover cards to be used in accordance with section 5 Shuffle and cut of the cards.

II. If an automated card shuffling device is utilized, Dragon Bonus Baccarat – Commission Free shall be played with 8 to 16 decks of cards in accordance with the following requirements:

A. Each deck of cards must comply with the requirements of subsection I.

B. The cards shall be separated into two batches, with an equal number of decks included in each batch.

C. The backs of the cards in each batch must be of the same design, but of a different color than the cards included in the other batch.

D. One batch of cards shall be shuffled and stored in the automated card shuffling device while the other batch is being used to play the game.

E. Both batches of cards shall be continuously alternated in and out of play, with each batch being used for every other dealing shoe.

F. The cards from only one batch shall be placed in the discard rack at any given time.

III. The decks of cards opened for use at a Dragon Bonus Baccarat – Commission Free table shall be changed at least once every 24 hours.

4. Opening of a table for gaming

I. After receiving the six or more decks of cards at the table, the dealer calling the game shall inspect the front and back of the cards for any defects, one deck at a time. The floor person assigned to the table shall verify the inspection.

II. The cards shall be turned face downward on the table, mixed thoroughly by a washing of the cards and stacked.

5. Shuffle and cut of the cards

Date Submitted to the Ohio Casino Control Commission: April 1, 2015
Date Approved by the Commission: April 15, 2015

I. Immediately prior to the commencement of play, unless the cards were pre-shuffled; and after each dealing shoe of cards is completed, unless an automated shuffling device is used, the dealer shall shuffle the cards so that they are randomly intermixed.

II. After the cards have been shuffled by a dealer, the dealer shall leave the entire stack of cards intermixed but not entirely squared off (leave them feathered) so that the floor person can verify that the shuffle did not result in any uneven distribution of cards.

III. After shuffling the cards and, where applicable, re-shuffling them, the dealer shall offer the stack of cards, with backs facing away from the dealer, to the players to be cut. If no player accepts the cut, the dealer shall cut the cards.

IV. The cards shall be cut by placing a cover card in the stack at least ten cards in from the top or the bottom of the stack.

V. Once the cover card has been inserted into the stack, the dealer shall take all cards above the cover card and the cover card and place them on the bottom of the stack. The dealer shall then insert the second cover card in a position at least 14 cards above the bottom of the stack, and the second cover card at the bottom of the stack. The stack of cards shall then be inserted into the dealing shoe for commencement of play.

VI. After the cards have been cut and before the cards have been placed in the dealing shoe, a floor person or above may require the cards to be re-cut if the floor person or above determines that the cut was performed improperly or in any way that might affect the integrity or fairness of the game. If a re-cut is required, the cards shall be re-cut by the next person entitled to cut the cards, as determined by subsection III.

VII. Prior to commencement of play, the dealer shall remove the first card from the dealing shoe and place it, and an additional number of cards equal to the face value of the first card drawn, in the discard rack after all cards have been shown (but not exposed) to the players. When determining the face value of the first card removed from the dealing shoe, a 10, jack, queen or king shall count as ten and an ace shall count as one.

Date Submitted to the Ohio Casino Control Commission: April 1, 2015
Date Approved by the Commission: April 15, 2015

A. If there is no automated shuffling device in use, the cards shall be stacked, then shuffled and cut in accordance with this section.

B. If an automated shuffling device is in use, the cards shall be stacked and placed into the automated shuffling device to be shuffled. The batch of cards already in the shuffler shall then be removed. Unless a player so requests, the batch of cards removed from the shuffler need not be spread for inspection and re-shuffled prior to being dealt.

6. Value; point count of hand

I. The value of the cards in each deck shall be as follows:

A. Any card from 2 to 9 shall have its face value.

B. Any 10, jack, queen or king shall have a value of zero.

C. Any ace shall have a value of one.

II. 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 the number shall be discarded 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, 2 and 4 has a Point Count of 7.

B. A hand composed of an ace, 2 and 9 has a total of 12 but only a Point Count of 2 since the digit 1 in the number 12 is discarded.

7. Dealing shoe

I. Cards used to play Dragon Bonus Baccarat – Commission Free shall be dealt from a manual dealing shoe.

8. Wagers

Horseshoe Cincinnati

Section G – Appendix E – Dragon Bonus – Commission Free

Date Submitted to the Ohio Casino Control Commission: April 1, 2015
Date Approved by the Commission: April 15, 2015

I. The following wagers shall be permitted to be made by a player at the game of Dragon Bonus Baccarat – Commission Free:

A. 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. The exception would be if the Banker hand wins with a three card total of 7. In this circumstance the wager would be a push.

2. Lose if the Banker's Hand has a Point Count lower than that of the Player's Hand.

3. Be void if the Banker's Hand and the Player's Hand have the same Point Count and be returned to the player.

B. 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.

3. Be void and be returned to the player if the Point Counts of the Banker's Hand and the Player's Hand are equal.

C. A Tie Bet which shall:

1. Win if the Point Counts of the Banker's Hand and the Player's Hand are equal.

2. Lose if Point Counts of the Banker's Hand and the Player's Hand are not equal.

D. A Fortune 7 wager shall:

1. Win if the Banker wins with a three-card total of 7 points.

2. Lose if the Banker has any other hand except a winning hand with a three-card total of 7 points.

Date Submitted to the Ohio Casino Control Commission: April 1, 2015
Date Approved by the Commission: April 15, 2015

E. A Dragon Bonus Wager on the Player's Hand or Banker's Hand, or both, which shall:

1. Win if the selected hand is:

   (a) A Natural and the other hand is not a Natural.

   (b) A Natural 9 and the other hand is a Natural 8.

   (c) Not a Natural and has a Point Count that exceeds the Point Count of the other hand by four or more points.

2. Lose if the selected hand is:

   (a) A Natural 8 and the other hand is a Natural 9.

   (b) Not a Natural and has a Point Count less than or equal to the Point Count of the other hand.

   (c) Not a Natural and has a Point Count that exceeds the Point Count of the other hand by less than four points.

II. Wagers at Dragon Bonus Baccarat – Commission Free shall be made by placing gaming chips or plaques on the appropriate areas of the Dragon Bonus Baccarat – Commission Free layout. A verbal wager, accompanied by cash may be accepted provided the verbal wager is confirmed by the dealer calling the game, and the cash is expeditiously converted into gaming chips or plaques.

III. No wager at Dragon Bonus Baccarat – Commission Free shall be made, increased or withdrawn after the first card has been dealt.

9. Hands of player and banker; procedure for dealing initial two cards to each hand

I. There shall be two hands dealt in the game of Dragon Bonus Baccarat – Commission Free, one of which shall be designated the Player's Hand and the other designated the Banker's Hand.

II. No wagers may be altered once the first card of the round has been dealt.

III. The dealer shall then deal an initial four cards from the dealing shoe. The first and third cards dealt shall constitute the first and second cards of the Player's Hand. The second and fourth cards dealt shall constitute the first and second cards of the Banker's Hand in one of two manners:

A. The dealer shall remove cards from the dealing shoe with his left hand, turn them face up and then place them on the appropriate area of the layout with his right hand. The first and third cards dealt shall be placed on the area designated for the Player's Hand and the second and fourth cards dealt shall be placed on the area designated for the Banker's Hand.

B. The first and third cards dealt shall be placed face down on the area designated for the Player's Hand and 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 called as provided for in section 10 Procedure for dealing a third card, at which time the second and fourth cards shall be turned face up and placed on the area designated for the Banker's Hand.

IV. Players may not touch, handle, remove or alter any cards used to play Dragon Bonus Baccarat – Commission Free.

A. Should either the “player” or “banker” hand need to draw a third card, as outlined in section 11, the aforementioned procedure outlined in subsection B shall apply.

10. Procedure for dealing a third card

I. After the dealer positions the cards in accordance with section 9.III.A or 9.III.B Hands of player and banker; procedure for dealing initial two cards to each hand, the dealer shall announce the point count of the Player’s Hand and then the Banker's Hand.

II. Following the announcement of the Point Counts of each hand, the dealer shall determine whether to deal a third card to each hand in conformity with the requirements of section 11Rules for determining whether a third card shall be dealt.

III. After the dealer positions the cards in accordance with section 9.III.A or 9.III.B, a third card required to be dealt, shall first be dealt face up to the Player’s Hand and then to the Banker’s Hand by the dealer.

IV. In no event may more than one additional card be dealt to either hand.

V. Whenever the cover card appears as the first card in the dealing shoe at the beginning of a round of play or appears during play, the cover card shall be removed and placed to the side and the hand will be completed. Upon completion of that hand, the cards shall be re-shuffled.

11. Rules for determining whether a third card shall be dealt

I. If the Player's Hand or the Banker's Hand after the initial two cards are dealt to each is a Natural, no more cards shall be dealt to either hand.

II. If the Point Count of the Player's Hand and the Banker's Hand on the first two cards is 0 to 7 inclusive, the Player's Hand shall:

A. Draw (that is, take a third card) if the Player's Hand has a Point Count of less than 6.

B. Stay (that is, not take a third card) if the Player's Hand has a Point Count of 6 or more.

III. If the Point Count of the Player's Hand and the Banker's Hand on the first two cards is 0 to 7 inclusive, the Banker's Hand shall draw (that is, take a third card) or stay (that is, not take a third card) in accordance with the following requirements:

A. If the Player's Hand does not receive a third card, the Banker's Hand shall be dealt a third card if the Point Count of the Banker's Hand is 5 or less.

B. If the Player's Hand is dealt a third card and:

1. The Banker's Hand has a Point Count of less than 3; the Banker's Hand shall be dealt a third card.

2. The Banker's Hand has a Point Count of 7; the Banker's Hand may not be dealt a third card.

3. The Banker's Hand has a Point Count of 3, 4, 5 or 6, the Banker's Hand shall be dealt or not dealt a third card in accordance with Table 1 as follows:

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Section G – Appendix E – Dragon Bonus – Commission Free

Date Submitted to the Ohio Casino Control Commission: April 1, 2015
Date Approved by the Commission: April 15, 2015

Value of the Third Card

Drawn by Players Hand

		0	1	2	3	4	5	6	7	8	9
Point Count	3	Draw	Draw	Draw	Draw	Draw	Draw	Draw	Draw	Stand	Draw
of Banker's	4	Stand	Stand	Draw	Draw	Draw	Draw	Draw	Draw	Stand	Stand
Hand After	5	Stand	Stand	Stand	Stand	Draw	Draw	Draw	Draw	Stand	Stand
Two Cards	6	Stand	Stand	Stand	Stand	Stand	Stand	Draw	Draw	Stand	Stand

IV. The first vertical column in Table 1 labeled "Point Count of Banker's Hand" refers to the Point Count of the Banker's Hand after the first two cards have been dealt to the Banker's Hand.

V. The first horizontal row at the top of Table 1 labeled "Value of the Third Card Drawn by Player's Hand" refers to the value of the third card drawn by the Player's Hand, not the Point Count of the Player's Hand.

VI. To use Table 1, first find the Point Count of the Banker's Hand in the first vertical column and trace that horizontally across the table until it intersects the vertical column that corresponds to the value of the third card drawn by the Player's Hand. The symbol located where the intersection occurs shall determine whether the Banker's Hand must draw a third card or stay. For example, if the Point Count of the Banker's Hand after two cards is 5 and the value of the third card drawn by the Player's Hand is 4, the table shows that the Banker's Hand must draw a third card.

12. Announcement of result of round; payment and collection of wagers

Date Submitted to the Ohio Casino Control Commission: April 1, 2015
Date Approved by the Commission: April 15, 2015

I. After each hand has received all the cards to which it is entitled under section 9 Hands of player and banker; procedure for dealing initial two cards to each hand, section 10 Procedure for dealing a third card and section 11 Rules for determining whether a third card shall be dealt, the dealer shall announce the final Point Count of each hand indicating which hand has won the round. If two hands have equal Point Counts, the dealer shall announce "tie hand".

II. After the result of the round is announced, the dealer responsible for the wagers on the table shall first collect each losing wager. After the losing wagers are collected, the dealer shall, starting at the highest numbered player position at which a winning wager is located, pay that player's winning wager and then, proceeding in descending order to the next highest numbered player position at which a winning wager is located, repeat this procedure until each winning wager is paid.

III. At the conclusion of a round of play, all cards on the layout shall be picked up by the dealer and placed in the discard rack, in order and in such a way that they can be readily arranged to indicate the Player's Hand and the Banker's Hand in case of a question or dispute.

13. Payout odds

I. A winning wager made on the Banker's or Player's Hand shall be paid off at odds of 1 to 1.

II. A winning Tie Bet shall be paid off at odds of at least 8 to 1.

III. A winning Fortune 7 wager shall be paid off at odds of 40 to 1.

IV. Winning Dragon Bonus Wagers shall be paid out at the odds contained below:

Pay Table 1	
Win by 9 points*	30 to 1
Win by 8 points*	10 to 1

Date Submitted to the Ohio Casino Control Commission: April 1, 2015
Date Approved by the Commission: April 15, 2015

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
Natural winner	1 to 1
Natural ties	PUSH
* Non-naturals	

14. Irregularities

I. A card drawn in error from the dealing shoe that is not disclosed shall be used as the first card of the next hand of play.

II. A third card dealt to the Player's Hand that is not disclosed, when no third card is authorized under section 11Rules for determining whether a third card shall be dealt, shall become the third card of the Banker's Hand if the Banker's Hand is obliged to draw under section 11.III. If the Banker's Hand is required to stay, the card dealt in error shall become the first card of the next hand.

III. If a card dealt in error under the circumstances described in subsection 11.I or 11.II is disclosed at the time it is dealt, and it cannot be used in the current round of play, the dealer shall, use the disclosed card as the first card of a simulated round of play in which wagers may not be accepted. The cards shall be dealt in accordance with the rules of this chapter and be placed in the discard rack upon completion of the dealing procedure.

IV. A card found face up in the dealing shoe may be used as the next card if it is needed to complete the hand. If the card is not needed to complete the hand or if no cards have been dealt, it may not be used in the game and shall be the first card of a simulated round of play in which wagers may not be accepted.

V. If there are insufficient cards remaining in the dealing shoe to complete a round of play, that round shall be void and all wagers shall be returned. A new round shall commence after the entire set of cards are reshuffled and placed in the dealing shoe.

15. Procedures for Dragon Bonus Baccarat – Commission Free optional Dragon Bonus & Fortune 7 wagers; payment of Dragon Bonus & Fortune 7 wagers.

I. The casino may, in its discretion, offer to each player at a Dragon Bonus Baccarat – Commission Free table the opportunity to make a Dragon Bonus & Fortune 7 wagers in accordance with the provisions of this section.

II. Any player who has made a Dragon Bonus Baccarat – Commission Free wager can make a Dragon Bonus and/or a Fortune 7 wager by placing gaming chips in the areas designated for a Dragon Bonus and/or a Fortune 7 wager at his or her betting position. A bonus wager shall be no less than $1.00.

III. If a Dragon Bonus and/or a Fortune 7 wager has been made by one or more players, the dealer shall observe all the aforementioned procedures, with the following exceptions.

A. The dealer shall, starting from the dealer's right and moving counterclockwise around the table, settle the Dragon Bonus and Fortune 7 wagers before acting on the individual players' hands using either of the following methods:

1. The dealer may settle all Dragon Bonus and Fortune 7 wagers of all players before settling on the individual players hands or

2. The dealer may settle each individual Dragon Bonus and Fortune 7 wagers and then settle the players regular bet in a counter-clockwise manner.

3. The only exception to subsections 1 and 2 will be when a Dragon Bonus and/or a Fortune 7 wager loses in which case the dealer will collect all losing wagers prior to paying out any winning wagers.

PAI GOW POKER

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1. Definitions

The following words and terms, when used in this chapter, shall have the following meaning unless the context clearly indicates otherwise:

Bank or Banker – The player who elects to have the other players play against him or her. The banker is financially responsible for settling all wagers on the table.

Copy Hand – The two-card or the five-card hand of the player that contains cards identical in rank to the corresponding two-card or five-card hand of the bank or the dealer.

Envy Bonus – An additional fixed sum payout made to a player who placed a Qualifying Fortune Bonus Wager or Qualifying Emperor's Treasure Wager when another player at the Pai Gow Poker table is the holder of a qualifying hand.

High hand – The five-card hand which is formed from the seven cards dealt at the game of Pai Gow Poker so as to rank equal to or higher than the two-card Low hand.

Low hand – The two-card hand which is formed from the seven cards dealt at the game of Pai Gow Poker so as to rank equal to or lower than the five-card High hand.

Pai Gow Hand – A seven card hand that does not contain a pair, straight or flush.

Qualifying Fortune Bonus Wager – A Fortune Bonus Wager of at least $5.

Qualifying Fortune Bonus hand – A Pai Gow Poker hand with a rank of four-of-a-kind or higher formed from the seven cards dealt to a player.

Rank or ranking – The relative position of a card or group of cards as set forth in 6 Pai Gow Poker rankings; cards; poker hands.

Set or setting the hands – The process of forming a High hand and Low hand from the seven cards dealt.

2. Pai Gow Poker table; Pai Gow Poker shaker; physical characteristics

I. Pai Gow Poker shall be played at a table having on one side places for six players and on the opposite side a place for the dealer.

II. The layout for a Pai Gow Poker table may contain the following:

A. Six separate numbered betting areas for the players at the table.

B. Two separate areas located below each betting area which shall be designated for the placement of the High and Low hands of that player.

C. Two separate areas designated for the placement of the High and Low hands of the dealer.

D. The name or logo of the casino offering the game.

E. If the casino offers a Fortune Bonus Wager:

(1) A separate designated area for each player, located to the right of the player's betting area, designated for the placement of the Fortune Bonus Wager.

(2) Signage that denotes the payouts inscribed on the layout may be posted at each Pai Gow Poker table.

(3) Inscriptions that advise patrons of the payout odds and amounts for the Fortune Bonus Wager and Envy Bonus. If payout odds and amounts are not inscribed on the layout, a sign identifying the payout odds and amounts shall be posted at each Pai Gow Poker table.

(4) Inscriptions that advise patrons of any payout limits as described in 15 Fortune Bonus Wager; Envy Bonus; payout odds; payout limitation. If payout limits are not inscribed on the layout, a sign identifying the payout limits shall be posted at each Pai Gow Poker table.

F. Inscriptions for any additional side wagers approved for use in the Pai Gow Poker game by the Ohio Casino Control Commission.

III. Each Pai Gow Poker table must have a drop box and tip box attached to it on the same side of the gaming table as, but on opposite sides of, the dealer.

IV. Each Pai Gow Poker table must have a discard rack securely attached to the top of the dealer's side of the table.

V. Under 8 Pai Gow Poker shaker and dice; computerized random number generator; button Pai Gow Poker may be played with a container, to be known as a Pai Gow shaker, which shall be used to shake three dice before each hand of Pai Gow Poker is dealt to determine the starting position for the dealing or delivery of the cards. The Pai Gow shaker may adhere to the following specifications:

A. The Pai Gow Poker shaker shall be capable of housing three dice and shall be designed so as to prevent the dice from being seen while the dealer is shaking it.

B. The Pai Gow Poker shaker may have the name or identifying logo of the casino imprinted or impressed thereon.

3. Cards; number of decks

I. Except as provided in subsection II, Pai Gow Poker shall be played with one deck of cards with backs of the same color and design and two cover cards. The deck of cards used to play Pai Gow

Poker must include one joker. Nothing in this section prohibits the casino from using decks which are manufactured with two jokers provided that only one joker is used for gaming at Pai Gow Poker.

II. If an automated card shuffling device is used for Pai Gow Poker, the casino may use a second deck of cards to play the game, provided that:

A. Each deck of cards complies with the requirements of subsection I.

B. The backs of the cards of the two decks are of a different color.

C. One deck is being shuffled by the automated card shuffling device while the other deck is being used to play the game.

D. Both decks are continuously alternated in and out of play, with each deck being used for every other round of play.

E. The cards from only one deck shall be placed in the discard rack at any given time.

III. The decks of cards used in Pai Gow Ride Poker shall be changed:

A. At least every 6 hours if the cards are dealt by hand.

B. At least every 8 hours if the cards are dealt from a manual or automated dealing shoe.

4. Opening of the table for gaming

I. After receiving a deck of cards at the table, the dealer shall inspect the front and back of the cards for any defects.

II. If the deck of cards used by the casino contains two jokers, the dealer and a floor person shall ensure that only one joker is utilized and that the other joker is torn in half and placed in the box, envelope or container that the deck came from.

III. The cards shall be turned face down on the table, mixed thoroughly by a washing of the cards and stacked. Once the cards have been stacked, they shall be shuffled in accordance with 5 Shuffle and cut of the cards.

IV. If the casino uses an automated card shuffling device to play the game of Pai Gow Poker and two decks of cards are received at the table as permitted under 33.II Cards; number of decks, each deck of cards shall be separately spread, inspected, mixed, stacked and shuffled in accordance with subsections I – III.

5. Shuffle and cut of the cards

I. Immediately prior to the commencement of play, and after each round of play has been completed, the dealer shall shuffle the cards either manually or by use of an automated card shuffling device so that the cards are randomly intermixed. Upon completion of the shuffle, the dealer or device shall place the deck of cards in a single stack; provided, however, that nothing herein prohibits the use of an automated card shuffling device which, upon completion of the shuffling of the cards, inserts the cards directly into an automated or manual dealing shoe.

II. After the cards have been shuffled and stacked, the dealer shall:

A. If the cards were shuffled using an automated card shuffling device, deal or deliver the cards in accordance with 9 Procedures for dealing the cards by hand or 10 Procedures for dealing the cards from an automated dealing shoe.

B. If the cards were shuffled manually, cut the cards in accordance with the procedures set forth in subsectionIII.

III. Upon completion of a manual shuffle, the dealer shall cut the cards using one hand by:

A. Placing the cover card on the table in front of the deck of cards.

B. Taking a stack of at least 10 cards from the top of the deck and placing them on top of the cover card.

C. Placing the cards remaining in the deck on top of the stack of cards that were cut and placed on the cover card.

IV. After the cards have been cut and before any cards have been dealt, a floor person or higher may require the cards to be re-cut if he determines that the cut was performed improperly or in any way that might affect the integrity or fairness of the game. If a re-cut is required, the cards shall be re-cut by the dealer in accordance to the procedures set forth in subsection III.

V. Whenever there is no gaming activity at a Pai Gow Poker table which is open for gaming, the cards shall be spread out on the table either face up or face down until a player arrives at the table and the table may be opened and the cards shuffled and cut in accordance with 4 Opening of the table for gaming and this section.

6. Pai Gow Poker rankings; cards; poker hands

I. The rank of the cards used in Pai Gow Poker, in order of highest to lowest, are ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3 and 2. Notwithstanding the foregoing, an ace may be used to complete a straight flush or a straight formed with a 2, 3, 4 and 5. Except as otherwise provided in subsection III, the joker shall be used and ranked as an ace.

II. The permissible poker hands at the game of Pai Gow Poker, in order of highest to lowest rank, are:

A. Five aces, which is a High hand consisting of four aces and a joker.

B. A royal flush, which is a High hand consisting of an ace, king, queen, jack and 10 of the same suit or a king, queen, jack and 10 of the same suit and a joker.

C. A straight flush, which is a High hand consisting of five cards of the same suit in consecutive ranking, with ace, 2, 3, 4 and 5 being the highest ranking straight flush; king, queen, jack, 10, and 9 being the second highest ranking straight flush, and 6, 5, 4, 3 and 2 being the lowest ranking straight flush.

D. A four-of-a-kind, which is a High hand consisting of four cards of the same rank, with four aces being the highest ranking four-of-a-kind and four 2's being the lowest ranking four-of-a-kind.

E. A full house, which is a High hand consisting of a three-of-a-kind and a pair, with three aces and two kings being the highest ranking full house and three 2's and two 3's being the lowest ranking full house.

F. A flush, which is a High hand consisting of five cards of the same suit. When comparing two flushes, the hand which contains the highest ranking card as provided in subsection I, which is not contained in the other hand shall be considered the higher ranking hand.

G. A straight, which is a High hand consisting of five cards of consecutive rank, regardless of suit, with an ace, king, queen, jack and 10 being the highest ranking straight; an ace, 2, 3, 4 and 5 being the second highest ranking straight, and a 6, 5, 4, 3 and 2 being the lowest ranking straight.

H. A three-of-a-kind, which is a High hand containing three cards of the same rank, with three aces being the highest ranking three-of-a-kind and three 2's being the lowest ranking three-of-a-kind.

I. Two pair, which is a High hand containing two pairs, with two aces and two kings being the highest ranking two pair hand and two 3's and two 2's being the lowest ranking two pair hand.

J. A pair, which is either a High hand or a Low hand consisting of two cards of the same rank, with two aces being the highest ranking pair and two 2's being the lowest ranking pair.

III. For purposes of setting the hands, a joker may be used as any card to complete a straight, a flush, a straight flush or a royal flush.

IV. When comparing two High hands or two Low hands which are of identical poker hand rank under this section, or which contain none of the poker hands authorized in this section, the hand which contains the highest ranking card as provided in subsection I which is not contained

in the other hand shall be considered the higher ranking hand. If the two hands are of identical rank after the application of this subsection, the hands shall be considered a tie hand.

V. If the casino offers the optional Fortune Bonus Wager under 15 Fortune Bonus Wager; Envy Bonus; payout odds; payout limitation , the following seven card hands, which shall have a rank higher than a five-card poker hand of five aces, shall be used to determine the amount of the Fortune Bonus Wager payout or Envy Bonus payment to a winning player:

A. Seven-card straight flush with no joker is a hand consisting of seven cards of the same suit in consecutive ranking, with no joker used to complete the straight flush.

B. Royal flush plus royal match is a seven card hand consisting of an ace, king, queen, jack and a 10 of the same suit, with or without a joker, with one of the following:

(1) An additional king and queen of a same suit.

C. Seven-card straight flush with joker is a hand consisting of seven cards of the same suit in consecutive ranking with a joker being used to complete the straight flush.

7. Wagers

I. All wagers at Pai Gow Poker shall be made by placing gaming chips or plaques on the appropriate betting area of the Pai Gow Poker layout. Verbal wagers accompanied by cash may not be accepted at the game of Pai Gow Poker.

II. Only players who are seated at the Pai Gow Poker table may place a wager at the game. Once a player has placed a wager and received cards, that player shall remain seated until the completion of the round of play. If a player leaves the table during a round of player, any wagers made by the player may be considered abandoned and may be treated as losing wagers.

III. All wagers at Pai Gow Poker must be placed prior to the first card being dealt, in accordance with the dealing procedures in, 9 Procedures for dealing the cards by hand or 10 Procedures for dealing the cards from an automated dealing shoe. No wager at Pai Gow Poker may be made, increased or withdrawn after the dealer has announced “no more bets.”

IV. The casino has the right to permit a player to simultaneously play and place wagers at two adjacent betting positions during a round of play. 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. 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. 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.

8. Pai Gow Poker shaker and dice; computerized random number generator; button

I. The starting position for the deal 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 be used in accordance with 11 Procedure for determining the starting position for dealing cards or delivering stacks of cards. When dice and a Pai Gow Poker shaker are used, the following apply:

(1) The three dice, when not being rolled, shall be maintained at all times within the Pai Gow Poker shaker.

(2) 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 that, in accordance with 1111.III Procedure for determining the starting position for dealing cards or delivering stacks of cards automatically selects and displays a number from 1 - 7 inclusive, which may be used in conjunction with an automated card shuffling device and dealing shoe.

C. If an automated card shuffling device and dealing shoe is used under 10 Procedures for dealing the cards from an automated dealing shoe and 1111.IV, a button that is moved by the dealer clockwise around the table after each round of play is completed.

9. Procedures for dealing the cards by hand

I. If the cards are dealt from the dealer's hand, the following requirements shall be observed:

A. After the procedures required under 5 Shuffle and cut of the cards have been completed, the dealer shall place the deck of cards in the left hand.

(1) The cards held by the dealer shall at all times be kept in front of the dealer and over the table inventory container.

B. Unless specified in the rules of the game, no wagers may be altered once the first card of the round has been dealt. The dealer shall deal seven stacks of seven cards each to the area in front of the table inventory container. The dealer shall deal each card by holding the deck of cards in the left hand and using the other hand to remove the top card of the deck and place it face down on the appropriate area of the layout.

II. The dealer shall then, using one of the procedures authorized under 11 Procedure for determining the starting position for dealing cards or delivering stacks of cards, determine the starting position for dealing the cards.

III. After the starting position for dealing the cards has been determined, the dealer shall deal the first of the seven cards moving from left to right and the second of the seven cards moving from

right to left and shall continue alternating in this manner until there are seven stacks of seven cards.

IV. After seven stacks of seven cards have been dealt, the dealer shall determine whether exactly four cards are left by spreading the remaining cards face down on the layout.

V. If four cards remain, the four cards shall be placed in the discard rack without being exposed to anyone at the table.

VI. If the dealer determines the cards were dealt properly, the dealer shall collect any stacks dealt to a position where there is no wager and place them in the discard rack without exposing the cards.

VII. If more or less than four cards remain, the dealer shall determine if the cards were misdealt. If the cards were misdealt and a stack has more or less than seven cards, the round of play shall be void, all wagers shall be returned to the players and the cards shall be re-shuffled.

10. Procedures for dealing the cards from an automated dealing shoe

I. If the casino chooses to have the cards dealt from an automated dealing shoe, the following requirements shall be observed:

A. After the procedures under 5 Shuffle and cut of the cards have been completed, the cards shall be placed in the automated dealing shoe.

II. The dealer shall then, using one of the procedures under 11 Procedure for determining the starting position for dealing cards or delivering stacks of cards, determine the starting position for delivering the stacks of cards.

III. Once the starting position has been determined in accordance with subsection II, the dealer shall deliver the first stack of cards dispensed by the automated dealing shoe to that position. As the remaining stacks are dispensed to the dealer by the automated dealing shoe, the dealer shall deliver a stack in turn to each of the other positions, including the dealer, moving clockwise around the table, whether or not there is a wager at the position. The dealer shall deliver each stack face down.

IV. After the seven stacks of seven cards have been dispensed and delivered to each position, including the dealer, the dealer shall remove the remaining cards from the shoe and determine whether exactly four cards are left by spreading them face down on the layout.

V. If four cards remain, the cards shall be placed in the discard rack without being exposed to anyone at the table.

VI. If the dealer determines the cards were dealt properly, the dealer shall collect any stacks dealt to a position where there is no wager and place them in the discard rack without exposing the cards.

VII. If more or less than four cards remain, the dealer shall determine if the cards were misdealt. If the cards were misdealt and a stack has more or less than seven cards, the round of play shall be void, all wagers shall be returned to the players and the cards shall be reshuffled.

11. Procedure for determining the starting position for dealing cards or delivering stacks of cards

I. To determine the starting position for the dealing of cards or the delivery of stacks of cards for the game of Pai Gow Poker, the casino shall use one of the procedures written below in subsection II, III or IV.

II. The dealer shall shake the shaker and dice described in 8 Pai Gow Poker shaker and dice; computerized random number generator; button at least three times so as to cause a random mixture of the dice. The dealer shall then remove the lid covering the Pai Gow Poker shaker, total the dice and announce the total. 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 total of the three dice. 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. The Pai Gow Poker shaker shall then be placed to the right of the dealer.

III. The dealer may use a computerized random number generator to select and display a number from 1 - 7 inclusive, and verbally announce the number. 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.

IV. If an automated card shuffling device and dealing shoe is used under 10 Procedures for dealing the cards from an automated dealing shoe, the dealer may use a flat button to indicate the starting position. At the commencement of play, the button shall be placed in front of the dealer. Thereafter, the button shall rotate around the table in a clockwise manner after each round of play.

12. House Ways

I. No Pair

A. Use second and third highest card for low hand.

II. One Pair

A. Use in the high hand with the next two highest cards in the low hand.

III. Two Pair

Low Pair - Pair of 2's through Pair of 6's

Medium Pair - Pair of 7's through Pair of 10's

High Pair - Pair of Jacks, Queens, Kings or Aces

A. Low Pair – Low Pair: Always keep in the high hand and play the next two highest cards in the low hand.

B. Low Pair – Medium Pair: Split unless holding a King or better, then play two pair in the high hand.

C. Low Pair – High Pair: Split unless holding and Ace or Joker, then play two pair in the high hand.

D. Medium Pair – Medium Pair: Split unless holding and Ace or Joker, then play two pair in the high hand.

E. Medium Pair – High Pair: Split unless holding and Ace and a King, then play two pair in the high hand.

F. High Pair – High Pair: Always split pairs.

IV. Three Pair

A. Always play highest pair in the low hand.

V. Three of a Kind

A. Keep together in the high hand using the next two highest cards in the low hand. (Exception: when having three Aces, use a pair of Aces in the high hand and an Ace and the next highest card in the low hand).

VI. Two—Three of a Kinds

A. Play the pair from the highest three of a kind in the low hand and the lowest three of a kind in the high hand.

VII. Straight, Flushes, Straight Flushes and Royal Flushes

A. With no pair:

(1) When presented with a choice of playing a hand as either a Straight, Flush, Straight Flush or Royal Flush, use the option that gives you the highest low hand.

B. With One Pair:

(1) Play the pair in the low hand if a Straight, Flush or Straight Flush can be preserved in the high hand.

C. With Two Pairs:

(1) Use the two pair rule, then if a better hand can be found within the 5 card high hand, without changing the low hand, use it.

D. With Three Pair:

(1) Use the three pair rule.

E. With Three of a Kind:

(1) Play a pair in the low hand. (Exception: With two Aces and a Joker, play one of the Aces in the low hand and two Aces in the high hand, but only if the Straight, Flush or Straight Flush cannot be preserved after playing a pair in the low hand.

F. With Full House:

(1) Use the full house rule.

VIII. Full House

A. Three of a Kind and Pair:

(1) Always split and play the pair in the low hand.

B. Three of a Kind and Two Pairs:

(1) Play the highest of the pairs in the low hand.

C. Three of a Kind and Three of a Kind:

(1) Play the highest Three of a Kind as a pair in the low hand.

IX. Four of a Kind

A. 2’s thru 6’s: Never split, play in high hand.

B. 7’s thru 10’s: Split unless an Ace can be played in the low hand.

C. Jack’s thru Aces: Always split.

D. Four of a Kind with Pair:

(1) Play the pair in the low hand. (Exception: With four (4) Aces, always split unless there are at least two (2) Kings, then play the Kings in the low hand.

X. Five Aces

A. Split – play a pair of Aces in the low hand and three Aces in the high hand. Exception: With a pair of Kings - play the pair of Kings in the low hand.

13. Procedures for completion of each round of play; setting of hands; payment and collection of wagers; payout odds; vigorish

I. After the cards have been dealt, each player shall set his hands by arranging the cards into a High hand and a Low hand. When setting the two hands, the five-card High hand must be equal to or higher in rank than the two-card Low hand. For example, if the two-card hand contains a pair of sevens, the five-card hand must contain at least a pair of sevens and the three remaining cards.

II. Each player at the table shall be responsible for setting his own hands and no other person except the dealer may touch the cards of that player. If a player requests assistance in the setting of his hands, the dealer shall inform the player of the manner in which the casino requires the hands of the dealer to be set. Each player shall be required to keep the seven cards in full view of the dealer at all times. Once each player has set a High and Low hand and placed the two hands face down on the appropriate area of the layout, the player may not touch the cards again.

III. After all players have set their hands and placed the cards on the table, the seven cards of the dealer shall be turned over and the dealer shall set his hands by arranging the cards into a High and Low hand. The dealer shall then place the two hands face up on the appropriate area of the layout.

IV. The casino shall set its hand for the game of Pai Gow Poker in the manner described in Addendum I.

V. A player may announce that he wishes to surrender his wager prior to the dealer exposing either of the two hands of that player as required under subsection VI. Once the player has announced his intention to surrender, the dealer shall immediately collect the wager from that player and collect the seven cards dealt to that player without exposing the cards to anyone at the table. The dealer shall verify that seven cards were collected by counting them face down on the layout prior to placing them in the discard rack.

VI. After the dealer has set a High hand and a Low hand, the dealer shall expose both hands of each player, starting from the right and proceeding counterclockwise around the table. The dealer

shall compare the High and Low hand of each player to the High and Low hand of the dealer and shall announce if the Pai Gow Poker wager of that player wins, looses or is a tie.

VII. A Pai Gow Poker wager loses if:

A. The High hand of the player is lower in rank than the High hand of the dealer and the Low hand of the player is lower in rank than the Low hand of the dealer.

B. The High hand of the player is identical in rank to the High hand of the dealer or the Low hand of the player is identical in rank to the Low hand of the dealer and the other hand of the player is identical in rank or lower in rank than the other hand of the dealer.

C. The High hand of the player was not set so as to rank equal to or higher than the Low hand of that player.

D. The two hands of the player were not otherwise set correctly in accordance with this chapter.

VIII. All losing Pai Gow Poker wagers shall be immediately collected by the dealer and put in the table inventory container. All losing Pai Gow Poker hands shall also be collected.

IX. A Pai Gow Poker wager is a tie if:

A. The High hand of the player is higher in rank than the High hand of the dealer, but the Low hand of the player is lower in rank than the Low hand of the dealer.

B. The High hand of the player is lower in rank than the High hand of the dealer, but the Low hand of the player is higher in rank than the Low hand of the dealer.

X. If a Pai Gow Poker wager is a tie the dealer shall return the Pai Gow Poker wager to the player. All tie Pai Gow Poker hands shall also be collected.

XI. A Pai Gow Poker wager wins if the High hand of the player is higher in rank than the High hand of the dealer and the Low hand of the player is higher in rank than the Low hand of the dealer.

XII. All hands that resulted in a winning Pai Gow Poker wager shall remain face up on the layout. Winning wagers shall be paid after all hands are exposed. The dealer shall pay winning wagers beginning with the player farthest to the right of the dealer and continuing counterclockwise around the table.

XIII. A winning Pai Gow Poker wager shall be paid off by the casino at odds of 1 to 1, except that the casino shall extract a vigorish, from the winning player in an amount equal to 5% of the amount won; provided, however, that when collecting the vigorish, the casino may round off the vigorish to 25 cents or the next highest multiple of 25 cents. The casino shall collect the vigorish from a player at the time the winning payout is made. If needed, a dealer may use quarters as

part of the payment for a wager from which the vigorish has been deducted. Quarters may not be used for wagering. The dealer shall then collect the cards from that player.

XIV. All cards collected by the dealer shall be picked up in order and placed in the discard rack in such a way that they can be readily arranged to reconstruct each hand in case of a question or dispute.

14. Player Banking

I. The House will always Bank the first hand.

II. The Banker is rotated counter-clockwise among the Players and Dealer after each game.

III. Each Player has the opportunity to be the Bank, but the Player also has the option to pass the Bank.

IV. A Player can only be the Player-Bank for one game during a single rotation. A Player must have wagered on the previous hand against the House before they may receive the Bank.

V. If none of the Players want to be the Player-Bank, the House will Bank.

VI. A Marker will be used to indicate the Player Bank. The Marker will be placed inside the betting circle. The Player-Bank must have sufficient checks on the table to pay all possible winning bets.

VII. The Dealer will act as a Player when a customer is the Player-Bank.

VIII. The Dealer will then bet an amount equal to or less than the Player-Bank's last bet.

IX. The Player-Bank can request the Dealer acting as Player to bet less than the Player-Bank's last bet in rotation, or make no bet at all.

X. The Player-Bank is requested not to look at their cards until all other Players, except the Dealer, have set their hands.

XI. The Dealer will always set their hand last using the House Ways.

XII. The Players are not allowed to touch their cards after the Player-Bank has exposed their hand.

XIII. The Player-Bank wins on all "Copy hands"

XIV. Hands that are set making the front hand higher than the back hand are "foul hands" and lose automatically. In a player banker situation there will be no courtesy resets offered.

XV. When a Player surrenders their hand (throws in their hand), the wager is treated as a losing bet. The Dealer will not expose the cards. The Dealer will verify the number of cards making sure there are seven.

XVI. During the Player-Bank sequence, action between the House and the Player-Bank are determined first.

A. If the House hand wins, the Dealer's cards are stacked face up to the right corner of the chip rack with the House wager placed on top.

B. If the House loses, the House wager is placed in the center of the table and the cards are placed into the discard rack.

C. If the House and the Player-Bank push, the wager is put immediately into the chip tray and the Dealer's cards are put into the discard rack.

XVII. After the House hand has been determined, the Player-Bank's hand will be moved to the center of the layout and placed in full view. The Dealer will then expose the rest of the Player's hands.

A. On losing bets, cards will be placed in the discard rack, with the bets moved to the center of the table. These losing bets will be totaled and used to pay any winning bets. The Player-Bank will make up any difference owed to the winning hands from their own bankroll.

B. The winning hands will be spread by the circle next to the wager and proved by the Dealer and paid individually with the commission being collected during this pay and take sequence.

C. On a push hand, the Dealer will signal a push hand with a pat on the table and put the cards in the discard rack.

XVIII. If the Player-Bank has any moneys remaining after all winning bets are paid, the Player-Bank is charged commission on the net win only.

XIX. Partner-Player-Bank is when two or more Players combine their bankrolls to become the Player-Bank. Only one Player-Bank is allowed to play their Partner-Player-Bank hand. Handling and setting the cards can only be done by one Player. When there is a Partner-Player-Bank, the House has the final decision on how much the House will wager.

15. Fortune Bonus Wager; Envy Bonus; payout odds; payout limitation

I. The casino may offer a player the option of placing a Fortune Bonus Wager on whether the player will be dealt a hand type as set forth in subsection V. A player who makes a Qualifying Fortune Bonus Wager shall also qualify to receive an Envy Bonus payout.

II. Prior to the first card being dealt for each round of play, each player who has placed a wager in accordance with 7 Wagers, may make a Fortune Bonus Wager by placing a value chip of at least $1 into the separate area designated for that player. If a player makes a Qualifying Fortune Bonus Wager, the dealer shall place an Envy button next to that player's wager.

III. Unless specified in the rules of the game, no wagers may be altered once the first card of the round has been dealt. The dealer shall deal the cards in accordance with the dealing procedures in 9 Procedures for dealing the cards by hand or 10 Procedures for dealing the cards from an automated dealing shoe.

IV. If a Fortune Bonus Wager has been made by one or more players, the dealer shall observe the procedures in 13 Procedures for completion of each round of play; setting of hands; payment and collection of wagers; payout odds; vigorish with the following modifications:

A. After all Fortune 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 button at the player's betting position or who has a Fortune Bonus Wager and a Qualifying Hand. If a player:

(a) Has an Envy Bonus lammer, the dealer shall pay the player in accordance with subsection V and collect the Envy Bonus button.

(b) Has a Fortune Bonus Wager and a Qualifying Hand, the dealer shall pay the winning Fortune Bonus Wager in accordance with subsection V and place the cards of the player in the discard rack. Players are entitled to multiple Envy Bonuses when another player at the same Pai Gow Poker table is the holder of an Envy Bonus; provided, however, that a player is not entitled to an Envy Bonus for his own hand or the hand of the dealer.

(c) After all Envy Bonuses and Qualifying Hands have been paid, the dealer shall collect the cards of any player who had a Qualifying Hand but did not place a Fortune Bonus Wager and shall place the cards of the player in the discard rack.

V. The casino shall pay out winning Fortune Bonus Wagers and Envy Bonus payouts at the amounts contained in one of the following payout tables:

Hand	Payout	Envy Bonus
7 Card Straight Flush	8,000 to 1	$5,000
Royal Flush and Royal Match	2,000 to 1	$1,000
7 Card Straight Flush with Joker	1,000 to 1	$500
5 Aces	400 to 1	$250
Royal Flush	150 to 1	$50
Straight Flush	50 to 1	$20

Four-of-a-Kind	25 to 1	$5
Full House	5 to 1	n/a
Flush	4 to 1	n/a
Three-of-a-kind	3 to 1	n/a
Straight	2 to 1	n/a

VI. Notwithstanding the payout odds in subsection V, the casino may establish a maximum payout for a winning Fortune Bonus Wager that is payable for one round of play. The maximum payout amount shall be at least $50,000 or the maximum amount that one player could win per round when betting the minimum possible wager, whichever is greater. Any maximum payout limit established by a casino shall apply only to Fortune Bonus Wagers and does not apply to Envy Bonus payouts.

16. Irregularities and Invalid Roll of the Dice

I. If the dealer uncovers the shaker and all three dice do not land flat on the bottom of the shaker, the dealer shall call a “No Roll” and re-shake the dice.

II. If the dealer uncovers the Pai Gow Poker shaker and a die or dice fall out of the shaker, the dealer shall call a “No Roll” and reshake the dice.

III. If the dealer incorrectly totals the dice and deals the first card of delivers the first stack to the wrong position, all hands shall be called dead and the dealer shall re-shuffle the cards.

IV. If the dealer exposes any of the cards dealt to a player, the player has the option of voiding the hand. Without looking at the unexposed cards, the player shall make the decision either to play out the hand or to void the hand.

V. If a card or cards in the hand of the dealer is exposed, all hands shall be void and the cards shall be reshuffled.

VI. A card drawn in error without its face being exposed shall be used as the next card out.

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

VIII. If the dealer does not set his/her hands correctly, the hands must be reset in accordance with House Rule and the round of play completed.

IX. If a card is exposed while the dealer is dealing the seven stacks, the cards shall be reshuffled.

X. If cards are being dealt from the hand and the dealer fails to deal the seven stacks, the cards shall be reshuffled.

XI. If an automated shuffling device is being used and the device jams, stops shuffling or fails to complete a shuffle cycle, the cards shall be reshuffled.

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1. General Provisions

I. A minimum of one (1) dealer will be used.

II. Rapid Roulette is will seat up to 14 guests, using individual Automated Transaction Stations (ATS). The ATS stations surround a dealer table which allows the dealer to process cash transactions and initiate game play. The dealer table houses the traditional roulette wheel, cash drop box with table top value chip cover and a touch screen dealer console (called the "Javelin"), where the dealer performs money transactions, game start/finish and confirmation of winning numbers.

III. Rapid Roulette brings automated wagering terminals to the traditional game of Roulette, working off a traditional roulette wheel. Rapid Roulette allows guests, once they have bought in, to place wagers using virtual chips on a touch screen representation of a Roulette felt. All wins/losses are calculated by the Rapid Roulette, once a winning number has been confirmed by the dealer. The guest will receive all wins in credits on their individual terminal. Upon cashing out, the guest will be paid by the dealer in casino chips.

IV. A reconciliation process shall take place on any gaming day that Rapid Roulette has been opened for gaming activities. The reconciliation process will include generating a report from the Rapid Roulette system that details the activity for that gaming day, and comparing the report to the actual chip and drop counts. Any discrepancies shall be reported to the manager on duty.

2. Wagering Rules

I. All bets, odds and payouts are the same as traditional Roulette, as outlined in section G appendix H of the internal controls. Guests will play on their individual touch screen monitor using a selection of up to 6 virtual chips that will be assigned one of the following values: $0.25, $0.50, $1.00, $2.00, $2.50, $5.00, $10.00, $20.00, $25.00, $50.00, $100.00, $200.00, $500.00 and $1,000.00. The guest may use any combination of the 6 virtual chips displayed up to the maximum amount of credits the player has available, or the table maximum, whichever is the smaller.

II. Additional betting options include:

A. A "courtesy line bet", in which the 0 and the 00 split bet may be placed on the line separating the second and third dozen, with a payout odds of 17 to 1.

B. A "cancel" button which removes whichever bet the player touches next.

C. An "undo" button, reversing the last action of the player.

D. A "recall" button that re-bets the bets from the last game.

E. A “clear” button which removes all current bets.

F. If the casino opts to enable it, a “neighbors” bet which places a bet equal to the last bet on a number, on the number to the left and to the right of that selected number on the roulette wheel, with a payout odd of 35 to 1.

III. Each betting cycle begins with the dealer pressing “new game”. This begins a countdown of the betting period and the players are able to place bets on their individual touch screens. With ten (10) seconds remaining, the dealer will receive an audio prompt to spin the ball (as in traditional roulette). When the clock reaches zero, the system will lock out players from additional bets and all terminals will freeze. When the ball comes to rest, the Rapid Roulette wheel sensor will detect the winning number and the dealer will be asked to confirm it. Once confirmed, the winning number is marked with an animated Roulette dolly on all the players’ screens and all bets that correspond to this number are paid.

IV. Each guest is responsible for the correct positioning of their wager on the touch screen layout. The exact placement of the chips determines the bet being made.

3. Dealing procedures

I. To begin a game, the Dealer presses “new game” button on the javelin.

II. System announces via visual and/or audio cues “PLACE YOUR BETS”.

III. When prompted by the system, the dealer spins the ball.

IV. System will announce via visual and/or audio cues “NO MORE BETS” when either the time clock reaches zero or the Rapid wheel sensor detects that the ball is slowing to the point it may drop prior to the clock reaching zero. At this point all player touch screens become disabled.

V. Once the ball drops, the wheel sensor will read the winning number. The number appears on the javelin, and the dealer will be prompted to confirm the winning number reported by the Rapid wheel sensor by touching “yes or no”.

VI. Once the dealer confirms the winning number, the system will announce the winning number and settle all wagers.

VII. Rapid system will reset when ready for next “new game”.

4. Buy-In Procedures

I. Player places their buy-in option on top of their player station.

II. Dealer picks up the player’s buy-in and places the funds on the clipboard.

III. Dealer places the buy-in on the center table next to the drop box and counts the money.

IV. Dealer selects the station where the player put the buy-in and selects the “buy-in” option.

V. Dealer enters the amount of cash, credit, marker and/or chips.

VI. System asks the dealer to confirm the amount.

VII. Once the buy-in is approved, the money is placed in the drop box and the “confirm” button is pressed.

VIII. Player now has credits to place wagers.

IX. Approval from a Floor Supervisor or above will be required for buy-ins of a material amount, as determined by Horseshoe Cincinnati. The approval process will include the use of a supervisor authorization card that must be swiped to approve the transaction.

5. Player Cash-Out Procedures

I. Player selects “cash-out” button on the ATS terminal.

II. Player verifies when asked to confirm the cash out.

III. Dealer receives indication at Dealer console of requested cash out.

IV. Dealer selects appropriate player station and selects “cash-out”.

V. Dealer removes chips equal to value shown on Dealer console from chip tray.

VI. Dealer verifies chip count and presses the “confirm” button on console.

VII. Dealer delivers chips to player using a chip holder.

VIII. Approval from a Floor Supervisor will be required for cash outs of a material amount, as determined by Horseshoe Cincinnati. The approval process will include the use of a supervisor authorization card that must be swiped to approve the transaction.

6. Payment of Bets

I. The Rapid Roulette system resolves all placed bets on the ATS simultaneously after the winning number has been confirmed by the dealer on the Dealer console.

II. In the event that the ball fails to drop into one of the number slots, leaves the track, or floats around the spinning wheel head, the dealer will inform a Floor Supervisor that he/she has a “floater”. This will be considered a no spin and the dealer will re-spin the ball.

III. A Floor Supervisor or above will be notified of any irregularity on the game, including when the wheel sensor reads the incorrect number, and when a dealer confirms a number that is not correct. The Floor Supervisor or above will have the ability to select the correct winning number if the wheel sensor reads the incorrect number, or to void the previous game, reset bets and select the appropriate winning number if the dealer confirms the incorrect number.

7. Table Minimums and Maximums

I. The minimum and maximum wagers shall be posted on a sign at each table. All wagers made must be within the posted table minimum and maximum. Every time Rapid Roulette is opened for gaming activities, the Dealer or the Floor Supervisor assigned to Rapid Roulette will verify that all screens where the table minimum and maximum limits are posted reflect the correct amounts.

II. All players are required to bet the minimum amount. Any bet that does not reach the minimum prior to the announcement of "NO MORE BETS" will be crossed out on the player's screen and the amount wagered will be refunded to the player's credit meter. The player will also receive a text message on their display, indicating they have not reached the minimum required.

8. Tokes

I. Dealers on Rapid Roulette may earn tokes in 2 ways:

A. By accepting chips from a patron; or

B. The customers may "drag" electronic chips on their wagering station to the image of the tip jar on the screen.

1. At the end of the gaming day, a tip summary report sheet will be printed out.

2. The dealer and the Floor Supervisor or above will sign the form confirming that the amount of chips taken from the games chip inventory and dropped in the toke box matches the amount on the Rapid Roulette printed tip summary report.

3. The signed tip sheet will be retained in Casino Accounting.

Horseshoe Cincinnati
Appendix G – Roulette

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ROULETTE

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1. **Roulette wheel and table; physical characteristics; double zero Roulette wheel used as a single zero Roulette wheel**

   I. Roulette shall be played on a table having a Roulette wheel of at least 30 inches in diameter at one end of the table and a Roulette layout imprinted on the opposite end of the table which may include the following information:

      A. The name or logo of the casino offering the game.

      B. Specific areas for the placement of the wagers authorized under 4 Placement of wagers.

      C. Signage indicating the minimum and maximum wagers permitted at that table.

   II. A single zero Roulette wheel must have 37 equally spaced compartments around the wheel where the Roulette ball may come to rest. The Roulette wheel must also have a ring of equally spaced areas to correspond to the position of the compartments with one marked zero and colored green and the others marked 1 to 36 and colored alternately red and black. The numbers must be arranged clockwise around the wheel in the following order: 0, 32, 15, 19, 4, 21, 2, 25, 17, 34, 6, 27, 13, 36, 11, 30, 8, 23, 10, 5, 24, 16, 33, 1, 20, 14, 31, 9, 22, 18, 29, 7, 28, 12, 35, 3 and 26. The color of each compartment must either be a corresponding color to those depicted on the ring or a neutral color.

   III. A double zero Roulette wheel must have 38 equally spaced compartments around the wheel where the Roulette ball may come to rest. The Roulette wheel must also have a ring of equally spaced areas to correspond to the position of the compartments with one marked zero and colored green, one marked double-zero (00) and colored green, and the others marked 1 to 36 and colored alternately red and black. The numbers must be arranged clockwise around the wheel in the following order: 0, 28, 9, 26, 30, 11, 7, 20, 32, 17, 5, 22, 34, 15, 3, 24, 36, 13, 1, 00, 27, 10, 25, 29, 12, 8, 19, 31, 18, 6, 21, 33, 16, 4, 23, 35, 14 and 2. The color of each compartment must either be a corresponding color to those depicted on the ring or a neutral color.

   IV. A double zero Roulette wheel and double zero table layout may be used as a single zero Roulette wheel and single zero table layout. If the Roulette ball comes to rest in the

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compartment marked double zero (00), the spin will be declared void and the wheel will be re-spun.

V. Each Roulette table shall have a drop box and tip box attached to it.

2. Roulette balls

I. Balls used in Roulette must be made completely of a nonmetallic substance and not be less than 18mm nor more than 22mm in diameter.

3. Inspection and security procedures

I. Prior to opening a Roulette table for gaming activity, a floor person shall:

A. Inspect the Roulette table and Roulette wheel for any magnet or contrivance that would affect the fair operation of the Roulette wheel.

B. Inspect the Roulette wheel to assure that the wheel is level and rotating freely and evenly.

C. Inspect the Roulette wheel to assure that all parts are secure and free from movement.

D. Inspect the Roulette ball by passing it over a magnet or compass to assure its nonmagnetic quality.

II. If the casino uses a Roulette wheel which has external movable parts, any adjustments to the movable parts shall be made by a floor person or a member of the maintenance department.

III. All adjustments shall be completed prior to the required inspections in subsection I.

IV. The casino may replace any of the movable parts at any time, provided that an inspection as required by subsection I must be completed prior to reopening the Roulette wheel and table for play.

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4. Placement of wagers

I. All wagers at Roulette shall be made by placing gaming chips or plaques, on the appropriate areas of the Roulette layout, except that verbal wagers accompanied by cash may be accepted provided that they are confirmed by the dealer and that the cash is expeditiously converted into gaming chips or plaques.

II. A person at a Roulette table may not play 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 that same table. Non-value chips must be cashed in for value chips before a player leaves a Roulette table.

III. Each player shall be responsible for the correct positioning of his wager on the Roulette layout, regardless of whether he is assisted by the dealer. The player shall be responsible for ensuring that instructions he gives to the dealer regarding the placement of a wager are correctly carried out.

IV. A wager shall be settled in accordance with its position on the layout when the ball falls to rest in a compartment of the wheel.

V. The wagers in the game of Roulette include:

A. A Straight 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 make a Straight Wager by placing a gaming chip or plaque within the box on the Roulette layout that contains the selected number.

B. A Split 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. A Split Wager on 0 and 00 may also be placed on the line between the 0 and 00 or on the line between the 2nd 12 box and the 3rd 12 box.

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C. A Three Numbers 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.

   1. A Three Numbers Wager may 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.

   2. The player shall select one of the three numbers wagers identified in subparagraph 1 by placing a wager on the common corner of the three boxes containing the elected numbers.

D. A Four Numbers 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.

E. A First Five Numbers 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 make a First Five Numbers Wager by placing a wager on the common corner of the boxes on the Roulette layout that contain the label 1st 12 and the numbers 0 and 1.

F. A Six Numbers Wager that the Roulette ball will come to rest in a compartment of the Roulette wheel that corresponds to one of six consecutive 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.

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G. A Column 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.

H. A Dozen 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 - 12, 13 - 24 or 25 - 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, 2nd 12 or 3rd 12.

I. A Red 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 make a Red Wager by placing a wager within the red box on the Roulette layout.

J. A Black 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 make a Black Wager by placing a wager within the black box on the Roulette layout.

K. An Odd 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 make an Odd Wager by placing a wager within the box on the Roulette layout that is labeled Odd.

L. An Even 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 make an Even Wager by placing a wager within the box on the Roulette layout that is labeled Even.

M. A 1 - 18 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 - 18. The player shall make a 1 - 18 Wager by placing a wager within the box on the Roulette layout that is labeled 1 - 18.

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N. A 19 - 36 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 - 36. The player shall make a 19 to 36 Wager by placing a wager within the box on the Roulette layout that is labeled 19 - 36.

5. Payout odds

I. The casino shall pay off winning wagers at the game of Roulette at no less than the following odds:

Wager	Payout/Odds
Straight	35 to 1
Split	17 to 1
Three Numbers	11 to 1
Four Numbers	8 to 1
First Five Numbers	6 to 1
Six Numbers	5 to 1
Column	2 to 1
Dozen	2 to 1
Red	1 to 1
Black	1 to 1

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Odd	1 to 1
Even	1 to 1
1 to 18	1 to 1
19 to 36	1 to 1

II. When Roulette is played on a single zero wheel or double zero wheel and the Roulette ball comes to rest in a compartment marked zero (0) or double zero (00), wagers on red, black, odd, even, 1 - 18, and 19 - 36 shall be lost.

III. When Roulette is played on a double zero wheel being used as a single zero wheel, as provided in 1 Roulette wheel and table; physical characteristics; double zero Roulette wheel used as a single zero Roulette wheel, the following apply:

A. Notice shall be provided that the double zero wheel is being used as a single zero wheel.

B. The dealer shall announce “no spin,” declare the spin void and re-spin the wheel if the Roulette ball comes to rest in a compartment marked double zero (00).

C. Wagers on red, black, odd, even, 1 - 18 and 19 – 36 shall be lost if the Roulette ball comes to rest in a compartment marked zero (0).

6. Rotation of wheel and ball

I. The Roulette ball shall be spun by the dealer in a direction opposite to the rotation of the wheel and must complete at least four revolutions around the track of the wheel to constitute a valid spin.

II. While the ball is still rotating in the track around the wheel, the dealer shall call “no more bets," in a manner sufficient to be heard by all players at the table. Once “no more bets” has been called by the dealer, players may not touch any chips or plaques that have been placed on the

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Roulette layout until the dealer has collected all losing wagers and paid off all winning wagers under subsection IV.

III. When the ball comes to rest in a compartment, the dealer shall announce the number of the compartment and shall place a point marker on that number on the Roulette layout.

IV. After placing the point marker on the layout, the dealer shall first collect all losing wagers and then pay off all winning wagers.

7. Irregularities

I. 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.

II. If the Roulette ball does not complete four revolutions around the track of the wheel, the dealer shall announce “no spin.” The dealer shall inspect the ball for any signs of damage and if the ball is damaged, ask the floor person in charge of the table to give the dealer a new Roulette ball with which to continue gaming at the table.

III. If the Roulette ball leaves the wheel during the spin, the dealer shall announce “no spin.” The dealer shall inspect the ball for any signs of damage and if the ball is damaged, ask the floor person in charge of the table to give the dealer a new Roulette ball with which to continue gaming at the table.

IV. 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 ball from the wheel prior to its coming to rest in one of the compartments.

V. If the ball does not fall into a number and “floats,” which means the ball slowly revolves without dropping, the dealer shall announce “floater” or “no spin” and shall immediately attempt to remove the Roulette ball from the wheel prior to its coming to rest in one of the compartments.

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1. Definitions

I. The following words and terms, when used in this chapter, have the following meanings unless the context clearly indicates otherwise:

A. Hand – The Three Card Poker hand that is held by each player and the dealer after the cards are dealt.

B. Pair Plus Wager – The wager that a player is required to make prior to any cards being dealt in order to compete against a posted scale of payouts, regardless of the outcome of the player's hand against the dealer's hand.

C. Play Wager – An additional wager that a player must make if the player opts to remain in competition against the dealer after the player reviews his hand.

D. Round of play – One complete cycle of play during which all wagers have been placed, all cards have been dealt and all remaining wagers have been paid off or collected in accordance with the rules of this chapter.

E. Six Card Bonus Wager – An optional wager that a player will be able to form a winning five-card Poker hand from the three cards dealt to the dealer and the three cards dealt to the player.

2. Three Card Poker table physical characteristics

I. Three Card Poker shall be played at a table having betting positions for no more than seven players on one side of the table and a place for the dealer on the opposite side which may include the following characteristics:

A. The name or logo of the casino offering the game.

B. A separate designated betting area at each betting position for the placement of an Ante Wager.

C. A separate designated betting area located immediately in front of each Ante Wager betting area for the placement of a Play Wager.

D. A separate designated betting area located immediately behind each Ante Wager betting area for the placement of a Pair Plus Wager.

E. If the casino offers the Six Card Bonus Wager, a separate area for each player, located immediately behind the Pair Plus Wager betting area, designated for the placement of the Six Card Bonus Wager.

F. Inscriptions that advise patrons of the payout odds or amounts for Ante and Play Wagers, Pair Plus Wagers and Ante bonuses, the Six Card Bonus Wager and the phrase “Dealer Plays with Queen High or Better".

II. Each Three Card Poker table must have a drop box and a tip box attached to it on the same side of the gaming table as, but on opposite sides of, the dealer.

III. Each Three Card Poker table must have a discard rack securely attached to the top of the dealer's side of the table.

3. Cards; number of decks

I. Except as provided in subsection II, Three Card Poker shall be played with one deck of cards with backs of the same color and design, and one cover card to be used in accordance with section 5 Shuffle and cut of the cards and section 9.II Procedures for dealing the cards from an automated dealing shoe.

II. If an automated card shuffling device is used, the casino may use a second deck of cards to play the game, provided that:

A. Each deck of cards complies with the requirements of subsection I.

B. The backs of the cards in the two decks are different colors.

C. One deck is being shuffled by the automated card shuffling device while the other deck is being used to play the game.

D. Both decks are continuously alternated in and out of play, with each deck being used for every other round of play. In the event the automated card shuffling device malfunctions, a manual shuffle procedure will be used.

E. The cards from only one deck are placed in the discard rack at any given time.

III. The decks of cards used in Three Card Poker shall be changed:

A. At least every 6 hours if the cards are dealt by hand.

B. At least every 8 hours if the cards are dealt from a manual or automated dealing shoe.

4. Opening of the table for gaming

I. After receiving one or more decks of cards at the table, the dealer shall inspect the front and back of the cards for any defects.

II. The cards shall be turned face down on the table, mixed thoroughly by a washing of the cards and stacked. Once the cards have been stacked, they shall be shuffled in accordance with section 5 Shuffle and cut of the cards.

III. If the casino uses an automated card shuffling device to play the game and two decks of cards are received at the table as permitted under section 3.II Cards; number of decks, each deck of cards shall be separately spread, inspected, mixed, stacked and shuffled.

5. Shuffle and cut of the cards

I. Immediately prior to the commencement of play, and after each round of play has been completed, the dealer shall shuffle the cards, either manually or by use of an automated card shuffling device, so that the cards are randomly intermixed. Upon completion of the shuffle, the dealer or device shall place the deck of cards in a single stack; provided, however, that nothing in this section shall be deemed to prohibit the use of an automated card shuffling device which, upon completion of the shuffling of the cards, inserts the stack of cards directly into a dealing shoe.

II. If an automated card shuffling device that counts the number of cards in the deck after the completion of each shuffle and indicates whether 52 cards are present is being used, and it reveals that an incorrect number of cards are present, the deck shall be ran through the shuffling device one more time to re-verify. If it continues to indicate cards are missing, a supervisor will visually inspect the deck to determine if the cards are missing.

III. After the cards have been shuffled and stacked, the dealer shall:

A. If the cards were shuffled using an automated card shuffling device, deal the cards in accordance with section 8 Procedures for dealing the cards from the hand or section 9 Procedures for dealing the cards from an automated dealing shoe.

B. If the cards were shuffled manually, cut the cards in accordance with the procedures in subsection IV.

IV. If a cut of the cards is required, the dealer shall:

A. Cut the deck, using one hand, by:

1. Placing the cover card on the table in front of the deck of cards.

2. Taking a stack of at least 10 cards from the top of the deck and placing them on top of the cover card.

3. Placing the cards remaining in the deck on top of the stack of cards that were cut and placed on the cover card.

B. Deal the cards in accordance with section 8 or 9.

V. Notwithstanding subsection IV, after the cards have been cut and before any cards have been dealt, a floor person or above may require the cards to be recut if he determines that the cut was performed improperly or in any way that might affect the integrity or fairness of the game.

VI. Whenever there is no gaming activity at a Three Card Poker table that is open for gaming, the cards shall be spread out on the table either face up or face down until such time that a player arrives, at which point the dealer will put the cards in the automatic shuffle machine to begin play.

6. Three Card Poker rankings

I. The rank of the cards used in Three Card Poker, in order of highest to lowest rank, shall be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3 and 2. All suits shall be equal in rank. Notwithstanding the foregoing, an ace may be used to complete a straight flush or a straight with a two and three.

II. The permissible poker hands in the game of Three Card Poker, in order of highest to lowest rank, shall be:

A. A straight flush, which is a hand consisting of three cards of the same suit in consecutive ranking, with an ace, king and queen being the highest ranking straight flush and a three, two and ace being the lowest ranking straight flush.

B. A three-of-a-kind, which is a hand consisting of three cards of the same rank with three aces being the highest ranking three-of-a-kind and three 2's being the lowest ranking three-of-a-kind.

C. A straight, which is a hand consisting of three cards of more than one suit and of consecutive rank, with an ace, king and queen being the highest ranking straight and a three, two and ace being the lowest ranking straight; provided however, that an ace may not be combined with any other sequence of cards for purposes of determining a winning hand (for example, king, ace and 2).

D. A flush, which is a hand consisting of three cards of the same suit, regardless of rank.

E. A pair, which is a hand consisting of two cards of the same rank, with two aces being the highest ranking pair and two 2's being the lowest ranking pair.

III. When comparing two hands that are of identical poker hand rank under subsection II, or that contain none of the hands listed in subsection II, the hand that contains the highest ranking card under subsection I that is not contained in the other hand shall be considered the higher ranking hand. If the hands are of equal rank after the application of this section, the hands shall be considered a tie.

IV. If the casino offers the optional Six Card Bonus Wager under section 11.II Six Card Bonus Wager, the rank of a winning five-card Poker hand, in order of highest to lowest rank, shall be:

A. A royal flush, which is a hand consisting of an ace, king, queen, jack and 10 of the same suit.

B. A straight flush, which is a hand consisting of five cards of the same suit in consecutive ranking.

C. A four-of-a-kind, which is a hand consisting of four cards of the same rank, regardless of suit.

D. A full house, which is a hand consisting of three-of-a-kind.

E. A flush, which is a hand consisting of five cards of the same suit.

F. A straight, which is a hand consisting of five cards of consecutive rank, regardless of suit.

G. A three-of-a-kind, which is a hand consisting of three cards of the same rank, regardless of suit.

7. Wagers

I. The following wagers may be placed in the game of Three Card Poker:

A. A player may compete solely against the dealer by placing an Ante Wager in an amount within the minimum and maximum wagers posted at the table and then placing a Play Wager in an equal amount.

B. A player may compete solely against a posted payout table by placing a Pair Plus Wager, which wager may be in any amount within the minimum and maximum wagers posted at the table.

C. A player may compete against both the dealer and the posted payout table by placing wagers in accordance with the requirements in paragraphs A and B.

D. If the casino offers the Six Card Bonus Wager, after placing an Ante Wager and a Pair Plus Wager, a player may also place a Six Card Bonus Wager on whether the player will be dealt a hand type as set forth in section 12.VI Payout odds; rate of progression; payout limitation.

II. Wagers at Three Card Poker shall be made by placing gaming chips or plaques on the appropriate betting areas of the table layout at the player's betting position. A verbal wager accompanied by cash may not be accepted.

III. Only players who are seated at a Three Card Poker table may wager at the game. Once a player has placed a wager and received cards, that player shall remain seated until the completion of the round of play. If a player leaves the table during a round of player, any wagers made by the player may be considered abandoned and may be treated as losing wagers.

IV. Ante Wagers, Pair Plus Wagers and Six Card Bonus Wagers shall be placed prior to the cards being dealt in accordance with section 8 Procedures for dealing the cards from the hand, or section 9 Procedures for dealing the cards from an automated dealing shoe. Except for Play Wagers, a wager may not be made, increased, or withdrawn after the first card has been dealt. Play Wagers shall be placed in accordance with section 10.II Procedures for completion of each round of play.

V. A player may not be permitted to simultaneously play and wager on more than one player position.

8. Procedures for dealing the cards from the hand

I. If the cards are dealt from the dealer's hand, the following requirements shall be observed:

A. After the procedures required under section 5 Shuffle and cut of the cards have been completed, the dealer shall place the stacked deck of cards in the left hand.

1. The cards held by the dealer shall at all times be kept in front of the dealer and over the table inventory container.

B. Unless specified in the rules of the game, no wagers may be altered once the first card of the round has been dealt. The dealer shall deal each card by holding the deck of cards in the left hand and using the other hand to remove the top card of the deck and place it face down on the appropriate area of the layout.

II. The dealer shall, starting with the player farthest to the dealer’s left and continuing around the table in a clockwise manner, deal one card at a time to each player who has placed a wager in accordance with section 7 Wagers and to the dealer until each player who placed a wager and the dealer have three cards. All cards shall be dealt face down.

III. After three cards have been dealt to each player and the dealer, the dealer shall, except as provided in subsection IV, place the stub in the discard rack without exposing the cards.

IV. If a player or the dealer has more or less than three cards, but 52 cards remain in the deck, all hands shall be void and all wagers shall be returned to the players. If the number of cards in the deck is more or less than 52 cards, all hands shall be considered void, all wagers shall be returned to the players and the entire deck of cards shall be removed from the table.

9. Procedures for dealing the cards from an automated dealing shoe

I. If the cards are dealt from an automated dealing shoe, the following requirements shall be observed:

A. After the procedures required under section 5 Shuffle and cut of the cards have been completed, the cards shall be placed in the automated dealing shoe.

B. Unless specified in the rules of the game, no wagers may be altered once the first card of the round has been dealt. The dealer shall place the gaming chips into the table inventory container.

II. The dealer shall deal the first stack of cards dispensed by the automated dealing shoe face down to the player farthest to the dealer's left who has placed a wager in accordance with section 7 Wagers. As the remaining stacks are dispensed to the dealer by the automated dealing shoe, the dealer shall, moving clockwise around the table, deal a stack face down to each of the other players who has placed a wager in accordance with section 7. The dealer shall then deal the dealer's stack of three cards face down to the area designated for the placement of the dealer's cards.

III. After each stack of three cards has been dispensed and dealt in accordance with subsection II, the dealer shall remove the stub from the automated dealing shoe and, except as provided in subsection IV, place the cards in the discard rack without exposing the cards.

IV. If a player or the dealer has more or less than three cards, but 52 cards remain in the deck, all hands shall be void and all wagers shall be returned to the players. If the number of cards in the deck is more or less than 52, all hands shall be considered void, all wagers shall be returned to the players and the entire deck of cards shall be removed from the table.

10. Procedures for completion of each round of play

I. After the dealing procedures required under section 8 Procedures for dealing the cards from the hand or section 9 Procedures for dealing the cards from an automated dealing shoe have been completed, each player shall examine his cards. Each player who wagers at Three Card Poker shall be responsible for his own hand and no person other than the dealer and the player to whom the cards were dealt may touch the cards of that player.

II. After examination of his cards, each player who has placed an Ante Wager shall have the option to either make a Play Wager in an amount equal to the player's Ante Wager or forfeit the Ante Wager and end his participation in the round of play. The dealer shall offer this option to each player, starting with the player farthest to the left of the dealer and moving clockwise around the table in order.

A. If a player has placed an Ante Wager and a Pair Plus Wager as required under section 7.IV Wagers but does not make a Play Wager, the player shall forfeit both the Ante Wager and the Pair Plus Wager.

B. If a player has placed an Ante Wager, a Pair Plus Wager and a Six Card Bonus Wager, but does not make a Play Wager, the player shall forfeit both the Ante Wager and the Pair Plus Wager but may not forfeit the Six Card Bonus Wager.

III. After each player has either placed a Play Wager on the designated area of the layout or forfeited his Ante Wager and hand, the dealer shall collect all forfeited wagers and associated cards, except for the cards of those players who placed a Six Card Bonus Wager in accordance with section 11.II Six Card Bonus Wager, and place the cards in the discard rack. The dealer shall then reveal the dealer's cards and place the cards so as to form the highest possible ranking hand.

IV. The dealer shall then settle the wagers remaining on the table, starting with the player farthest to the dealer's right and continuing counterclockwise around the table until the following procedure has been completed for all of the remaining players:

A. Reveal the three card hand of all of the remaining players.

B. Collect all losing wagers.

C. Pay all winning wagers in accordance with the payout odds listed in section 12.

D. Discard the player's cards by placing them in the discard rack.

V. The dealer will repeat the steps listed in subsection IV for each player with an active bet until all bets have been settled and all cards have been collected by the dealer and placed in the discard rack. The dealer's cards will be discarded last.

11. Six Card Bonus Wager

I. The casino may offer a player the option of placing a Six Card Bonus Wager on whether the player's three cards and the dealer's three cards will form a winning five-card or winning six-card royal flush Poker hand as set forth in section 12.VI Payout odds; rate of progression; payout limitation.

II. If a Six Card Bonus Wager has been made by one or more players, the dealer shall settle Six Card Bonus Wagers after acting on the other bets, for each individual player :

A. If a player:

1. Does not have a three-of-a-kind or better, as described in section 6.IV (Three Card Poker rankings, the dealer shall collect the Six Card Bonus Wager and place the cards of the player in the discard rack.

2. Has a three-of-a-kind or better, as described in section 6.IV, the dealer shall pay the winning Six Card Bonus Wager in accordance with section 12.VI.

12. Payout odds; rate of progression; payout limitation

I. If the dealer does not hold a hand with a queen high or better rank, the Ante Wager shall automatically be paid 1 to 1 and the Play Wager shall be returned to the player.

II. If the dealer holds a hand with a queen high or better rank, a player in competition against the dealer shall be paid 1 to 1 on both the Ante Wager and the Play Wager if the player's hand is ranked higher than the dealer's hand.

III. If the dealer holds a hand with a queen high or better rank and a player holds a hand with a rank equal to the dealer's hand, the hand will be a tie and the player's Ante Wager and Play Wager shall be returned to the player.

IV. A player placing a Pair Plus Wager, shall be paid in accordance with a posted pay table, regardless of whether the player's hand outranks the dealer's hand, the casino shall pay bonus payouts which are no less than the following:

Hand-Type	Table I
Straight Flush	40 to 1
Three of a Kind	30 to 1
Straight	6 to 1
Flush	3 to 1
Pair	1 to 1

V. A player placing an Ante Wager and a Play Wager shall be paid a bonus, regardless of whether the player's hand outranks the dealer's hand, if the player's hand consists of the following:

Straight Flush	5 to 1
Three of a Kind	4 to 1
Straight	1 to 1

VI. If the casino chooses to offer the Six Card Bonus Wager, the casino shall pay out winning Six Card Bonus Wagers at the amounts contained in the following pay table:

Hand	
6-Card Royal –	$100,000

Diamonds	
6-Card Royal – Hearts	$100,000
6-Card Royal – Spades	$100,000
6-Card Royal - Clubs	$100,000
5-Card Royal Flush	1000 to 1
5-Card Straight Flush	200 to 1
Four of a Kind	50 to 1
Full House	20 to 1
5-Card Flush	15 to 1
5-Card Straight	10 to 1
Three of a Kind	5 to 1

13. Irregularities

I. A card dealt in error without its face being exposed shall be used as though it was the next card from the shoe or the deck.

II. If a player or the dealer is dealt an incorrect number of cards, all hands shall be void, all wagers shall be returned to the players and the cards shall be reshuffled.

III. If one or more of the dealer's cards is inadvertently exposed prior to the dealer revealing his cards as prescribed in section 10.III Procedures for completion of each round of play, all hands shall be void, all wagers shall be returned to the players and the cards shall be reshuffled.

IV. If an automated card shuffling device is being used and the device jams, stops shuffling during a shuffle, or fails to complete a shuffle cycle, the cards shall be reshuffled.

V. If an automated dealing shoe 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, all wagers shall be returned to the players and the cards shall be removed from the device and reshuffled with any cards already dealt.

Horseshoe Cincinnati
Table Games Plan
Appendix I – Ultimate Texas Hold'Em Poker

Date Submitted to the Ohio Casino Control Commission: December 3, 2014
Date Approved by the Commission: December 17, 2014

ULTIMATE TEXAS HOLD 'EM POKER

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Horseshoe Cincinnati
Table Games Plan
Appendix I – Ultimate Texas Hold'Em Poker

Date Submitted to the Ohio Casino Control Commission: December 3, 2014
Date Approved by the Commission: December 17, 2014

1. Definitions

I. The following words and terms, when used in this chapter, have the following meanings, unless the context clearly indicates otherwise:

A. Ante Wager – An initial wager required to be made prior to any cards being dealt in order to participate in the round of play.
B. Blind Wager – An initial wager required to be made prior to any cards being dealt in order to participate in the round of play.
C. Burn – To remove the top or next card from the deck and place it face down in the discard rack without revealing it to anyone.
D. Check – Waiving the right to place a Play Wager but remaining in the round of play.
E. Community card – Any of the five cards dealt face up in the center of the table, all of which may be used by each player and the dealer together with the player's or dealer's own two cards to form the best possible five-card poker hand.
F. Flop – The first three community cards dealt face up in the area designated for the placement of the community cards.
G. Fold – The withdrawal of a player from a round of play by not making a Play Wager.
H. Hand – Five-cards formed from any combination of the five community cards and the two cards dealt to a player or the dealer.
I. Play Wager – A wager made after two cards have been dealt to each player and the dealer, and before the dealer reveals his two cards.
J. Rank or ranking – The relative position of a card or group of cards as set forth in section 5 Ultimate Texas Hold 'Em Poker hand rankings.
K. Round of play or round – One complete cycle of play during which all players playing at the table have been dealt cards, have wagered or folded, and have had their wagers paid or collected in accordance with the rules of this chapter.
L. Trips Wager – An optional wager that a player may make prior to any cards being dealt, that the player's best five-card hand will be a three-of-a-kind or better.

2. Ultimate Texas Hold 'Em Poker table; physical characteristics

I. Ultimate Texas Hold 'Em Poker shall be played on a table having positions for six players on one side of the table and a place for the dealer on the opposite side.

II. The layout for an Ultimate Texas Hold 'Em Poker table may contain the following items:

A. The name or logo of the casino.

B. Four separate designated betting areas at each player position for the placement of Ante, Blind, Play and Trips Wagers, configured with the Trips Wager area closest to the dealer, the Play Wager area farthest from the dealer, the Ante Wager area arrayed between the Trips Wager area and the Play Wager area, and the Blind Wager area to the right of the Ante Wager area and separated from the Ante Wager area by an "=" symbol.

C. A separate designated area for the placement of the five community cards, located in the center of the table between the table inventory container and the player betting areas.

D. A separate designated area for the placement of the dealer's two cards, located between the table inventory container and the designated area for the five community cards.

E. An inscription indicating that an Ante Wager must tie if the dealer has less than a pair.

F. Except as permitted under subsection III, an inscription at each player position describing the following:

1. The payout odds for Blind and Trips Wagers.

2. A Blind Wager may not be paid unless the player's hand ranks higher than the dealer's hand.

3. The rules governing the required amount of a Play Wager as a multiple of the player's Ante Wager.

III. If the information required under subsection II is not inscribed on the layout, a sign may be posted at the Ultimate Texas Hold 'Em Poker table that sets forth the required information.

IV. Each Ultimate Texas Hold 'Em Poker table must have a drop box and a tip box attached to it on the same side of the table as, but on opposite sides of, the dealer.

V. Each Ultimate Texas Hold 'Em Poker table must have a discard rack securely attached to the top of the dealer's side of the table.

VI. **Cards; number of decks**

VII. Except as provided in subsection VIII, the game of Ultimate Texas Hold 'Em Poker shall be played with one deck of 52 cards and 2 additional cover cards.

VIII. If an automated card shuffling device is used, the casino may use a second deck of cards to play the game, provided that:

A. Each deck of cards complies with the requirements of subsection VII.

B. The backs of the cards in the two decks are different colors.

C. One deck is being shuffled by the automated card shuffling device while the other deck is being dealt or used to play the game.

D. Both decks are continually alternated in and out of play, with each deck being used for every other round of play. In the event the automated card shuffling device malfunctions, a manual shuffle procedure will be used.

E. The cards from only one deck shall be placed in the discard rack at any given time.

IX. The decks of cards used in Ultimate Texas Hold 'Em Poker shall be changed at least:

A. Every 6 hours if the cards are dealt by hand.

B. Every 8 hours if the cards are dealt from a manual or automated dealing shoe.

3. Opening of the table for gaming

I. After receiving the cards at the table, the dealer shall inspect the front and back of the cards for any defects.

II. The cards shall be turned face down on the table, mixed thoroughly by a washing of the cards and stacked. Once the cards have been stacked, they shall be shuffled in accordance with section 4 Shuffle and cut of the cards.

III. If the casino uses an automated card shuffling device to play the game and two decks of cards are received at the table as permitted under section 2.VI Cards; number of decks, each deck of cards shall be separately spread, inspected, mixed, stacked and shuffled.

4. Shuffle and cut of the cards

I. Immediately prior to the beginning of play, and after each round of play has been completed, the dealer shall shuffle the cards, either manually or by use of an automated card shuffling device, so that they are randomly intermixed. Upon completion of the shuffle, the dealer or

device shall place the deck of cards in a single stack, provided, however, that nothing in this section prohibits the use of an automated card shuffling device which, upon completion of the shuffling of the cards, inserts the stack of cards directly into a dealing shoe.

II. If an automated card shuffling device that counts the number of cards in the deck after the completion of each shuffle and indicates whether 52 cards are present is being used, and it reveals that an incorrect number of cards are present, the deck shall be ran through the shuffling device one more time to re-verify. If it continues to indicate cards are missing, a supervisor will visually inspect the deck to determine if the cards are missing.

III. After the cards have been shuffled and stacked, the dealer shall do the following:

   A. If the cards were shuffled using an automated card shuffling device, deal or deliver the cards in accordance with section 7 Procedure for dealing the cards from the hand, or section 8 Procedures for dealing the cards from an automated dealing shoe.

   B. If the cards were shuffled manually, cut the cards in accordance with subsection IV.

IV. If a cut of the cards is required, the dealer shall:

   A. Cut the deck, using one hand, by:

      1. Placing a cover card on the table in front of the deck of cards.

      2. Taking a stack of at least ten cards from the top of the deck and placing them on top of the cover card.

      3. Placing the cards remaining in the deck on top of the stack of cards that were cut and placed on the cover card.

   B. Deal the cards in accordance with the procedures in section 7 or 8.

V. Notwithstanding subsection IV, after the cards have been cut and before any cards have been dealt, a floor person or above may require the cards to be re-cut if he determines that the cut was performed improperly or in any way that might affect the integrity or fairness of the game.

VI. Whenever there is no gaming activity at an Ultimate Texas Hold 'Em Poker table that is open for gaming, the cards shall be spread out on the table either face up or face down until such time

that a player arrives, at which point the dealer will put the cards in the automatic shuffle machine to begin play.

5. Ultimate Texas Hold 'Em Poker hand rankings

I. The rank of the cards used in Ultimate Texas Hold 'Em Poker, for the determination of winning hands, in order of highest to lowest rank, must be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3 and 2. Notwithstanding the foregoing, an ace may be used to complete a straight flush or a straight formed with a 2, 3, 4 and 5.

II. The permissible five-card poker hands at the game of Ultimate Texas Hold 'Em Poker, in order of highest to lowest rank, must be:

A. A royal flush, which is a hand consisting of an ace, king, queen, jack and 10 of the same suit.

B. A straight flush, which is a hand consisting of five cards of the same suit in consecutive ranking, with king, queen, jack, 10 and 9 being the highest ranking straight flush and ace, 2, 3, 4 and 5 being the lowest ranking straight flush.

C. A four-of-a-kind, which is a hand consisting of four cards of the same rank, with four aces being the highest ranking four-of-a-kind and four 2's being the lowest ranking four-of-a-kind.

D. A full house, which is a hand consisting of a three-of-a-kind and a pair, with three aces and two kings being the highest ranking full house and three 2's and two 3's being the lowest ranking full house.

E. A flush, which is a hand consisting of five cards of the same suit, not in consecutive order, with ace, king, queen, jack and 9 being the highest ranking flush and 2, 3, 4, 5 and 7 being the lowest ranking flush.

F. A straight, which is a hand consisting of five cards of more than one suit and of consecutive rank, with an ace, king, queen, jack and 10 being the highest ranking straight and an ace, 2, 3, 4 and 5 being the lowest ranking straight; provided however, that an ace may not be combined with any other sequence of cards for purposes of determining a winning hand (for example, queen, king, ace, two and three).

G. A three-of-a-kind, which is a hand consisting of three cards of the same rank, with three aces being the highest ranking three-of-a-kind and three 2's being the lowest ranking three-of-a-kind.

H. Two pairs, which is a hand consisting of two pairs, with two aces and two kings being the highest ranking two pair and two 3's and two 2's being the lowest ranking two pair.

I. One pair, which is a hand consisting of two cards of the same rank, with two aces being the highest ranking pair and two 2's being the lowest ranking pair.

III. When comparing two hands which are of identical poker rank under subsection II, or which contain none of the hands in subsection II, the hand that contains the highest ranking card under subsection I, which is not contained in the other hand shall be considered the higher ranking hand. If the hands are of identical rank after the application of this subsection, the hands shall be considered a tie.

6. Wagers

I. Wagers at Ultimate Texas Hold 'Em Poker shall be made by placing value chips or gaming plaques on the appropriate betting areas of the table layout. A verbal wager accompanied by cash may not be accepted.

II. Ante, Blind and Trips Wagers shall be placed prior to the cards being dealt in accordance with the dealing procedure section 7 Procedure for dealing the cards from the hand or section 8 Procedures for dealing the cards from an automated dealing shoe. Except as provided in section 9 Procedures for completion of each round of play; collection and payment of wagers, no wager shall be made, increased, or withdrawn after the dealer has dealt the first card.

III. To participate in a round of play, a player shall be required to make both an Ante Wager and a Blind Wager. The amounts of the Ante Wager and the Blind Wager must be the same.

IV. A player may also place a Trips Wager by placing a wager on the Trips Wager betting area of the layout. The outcome of the Trips Wager shall have no bearing on any other wager made by the player at the game of Ultimate Texas Hold 'Em Poker.

V. Play Wagers shall be made in accordance with section 9.

VI. Only players who are seated at the Ultimate Texas Hold 'Em Poker table may place a wager at the game. Once a player has placed a wager and received cards, that player shall remain seated until the completion of the round of play.

VII. A player may not simultaneously play and wager on more than one player position at an Ultimate Texas Hold 'Em Poker table.

7. Procedure for dealing the cards from the hand

I. If the cards are dealt from the dealer's hand, the following requirements shall be observed:

A. After the procedures required under section 4 Shuffle and cut of the cards have been completed, the dealer shall place the stacked deck of cards in the left hand.

1. The cards held by the dealer shall at all times be kept in front of the dealer and over the table inventory container.

B. The dealer shall deal each card by holding the deck of cards in the left hand and using the other hand to remove the top card of the deck and place it face down on the appropriate area of the layout.

II. The dealer shall, starting with the player farthest to his left who has placed an Ante and Blind Wager and continuing around the table in a clockwise manner, deal the cards as follows:

A. One card face down to each player.

B. One card face down to the area designated for the dealer's hand.

C. A second card face down to each player.

D. A second card face down to the area designated for the dealer's hand.

III. After two cards have been dealt to each player and to the area designated for the hand of the dealer, all community cards will be dealt in accordance with section 9 Procedures for completion of each round of play; collection and payment of wagers, the dealer shall, except as provided in subsection IV, place the stub in the discard rack without exposing the cards.

IV. If a player or the dealer has an incorrect number of cards, but 52 cards remain in the deck, all hands shall be void and all wagers shall be returned to the players. If the number of cards in the

deck is more or less than 52 cards, all hands shall be considered void, all wagers shall be returned to the players and the entire deck of cards shall be removed from the table.

8. Procedures for dealing the cards from an automated dealing shoe

I. If the cards are dealt from an automated dealing shoe, the following requirements shall be observed.

A. After the procedures required under section 4 Shuffle and cut of the cards have been completed, the cards shall be placed in the automated dealing shoe.

II. The dealer shall deal the first stack of two cards dispensed by the automated dealing shoe face down to the player farthest to his left who has placed an Ante and Blind Wager. As the remaining stacks are dispensed to the dealer by the automated dealing shoe, the dealer shall, moving clockwise around the table, deliver a stack face down to each of the other players who has placed an Ante and Blind Wager. The dealer shall then deliver a stack of two cards face down to the area designated for the dealer's hand.

III. After each stack of two cards has been dispensed and delivered in accordance with this section, the dealer shall remove the remaining cards from the automated dealing shoe and, following the procedures in section 7.I.A and 7.I.B Procedure for dealing the cards from the hand, deal from his hand the five community cards in accordance with section 9Procedures for completion of each round of play; collection and payment of wagers. After all community cards have been dealt, the dealer shall, except as provided in subsection IV, place the stub in the discard rack without exposing the cards.

IV. If a player or the dealer has an incorrect number of cards, but 52 cards remain in the deck, all hands shall be void and all wagers shall be returned to the players. If the number of cards in the deck is more or less than 52 cards, all hands shall be considered void, all wagers shall be returned to the players and the entire deck of cards shall be removed from the table.

9. Procedures for completion of each round of play; collection and payment of wagers

I. After the dealing procedures required under section 7 Procedure for dealing the cards from the hand or section 8 Procedures for dealing the cards from an automated dealing shoe have been completed, each player shall examine his cards without exposing them to any other person and replace the cards face down on the layout. The dealer shall then, starting with the player

farthest to his left and proceeding in a clockwise manner around the table, ask each player if the player wishes to place a Play Wager prior to the dealing of the Flop. The player may either check or place a Play Wager in an amount equal to three or four times the amount of the player's Ante Wager.

A. If a player places a Play Wager, the wager shall be placed in the designated Play Wager betting area.

B. If a player checks, the player shall remain in the game and defer his decision to place a Play Wager to the next betting opportunity.

II. Once all players have either placed a Play Wager or checked, the dealer shall burn the next card. The dealer shall then deal the Flop face up to the designated area for the community cards.

III. After the Flop has been dealt, the dealer shall, starting with the player farthest to his left and proceeding in a clockwise manner around the table, ask each player who has not placed a Play Wager if he wishes to place a Play Wager prior to the dealing of the final two community cards. The player may either check or place a Play Wager in an amount equal to two times the amount of the player's Ante Wager.

A. If a player places a Play Wager, the wager shall be placed in the designated Play Wager betting area.

B. If a player checks, the player shall remain in the game and defer his decision to place a Play Wager to the next betting opportunity.

IV. Once all players have either placed a Play Wager or checked, the dealer shall burn the next card. The dealer shall then deal the next two cards in the deck face up to the designated area for the community cards.

V. After the final two community cards have been dealt, the dealer shall, place the stub in the discard rack without exposing cards and, starting with the player farthest to his left and proceeding in a clockwise manner around the table, ask each player who has not yet placed a Play Wager whether he wishes to fold or place a Play Wager equal in amount to his Ante Wager.

A. If a player places a Play Wager, the wager shall be placed in the designated Play Wager betting area.

B. If a player folds, the Ante and Blind Wagers of the player shall be collected by the dealer and placed in the table inventory container.

1. If the player has also placed a Trips Wager, the dealer shall place the cards of the player face down underneath the player's Trips Wager pending its resolution at the conclusion of the round of play.

2. If the player has not placed a Trips Wager, the dealer shall immediately spread the cards of the folded hand face down and then place them in the discard rack.

VI. After each player has either folded or placed a Play Wager, the dealer shall then turn his two cards face up, position the combination of his cards and either three, four or five of the community cards that can be used to form the best possible five-card hand and announce the dealer's hand to the players.

VII. If the dealer's best possible five-card hand is lower than a pair, the dealer shall, starting with the player farthest to the dealer's right who has placed a Play Wager and proceeding in a counterclockwise manner around the table, return each player's Ante Wager and resolve all other wagers in accordance with subsection VIII.

VIII. If the dealer's best possible five-card hand is a pair or above, the dealer shall, starting with the player farthest to the dealer's right who has placed a Play Wager and proceeding in a counterclockwise manner around the table, turn the two cards of each player who has placed a Play Wager face up and announce the best possible five-card poker hand that can be formed using the player's two cards and the five community cards. The wagers of each player shall be resolved one player at a time regardless of outcome. After all wagers placed by a player are settled, the player's cards shall then be immediately collected by the dealer and placed in the discard rack.

A. If the player's five-card hand is ranked lower than the dealer's five-card hand, the player shall lose and the dealer shall immediately collect the Ante, Blind and Play Wagers made by the player and place the wagers in the table inventory container.

B. If the player's five-card hand is ranked higher than the dealer's five-card hand, the player shall win and the dealer shall pay the Ante, Blind and Play Wagers made by the player in accordance with the payout odds in section 10 Payout odds; provided, however, that the Blind Wager may not be paid unless the player's winning hand has a rank of straight or higher.

C. If the player's five-card hand and the dealer's five-card hand are of equal rank, the hand shall be a tie. In this case, the dealer may not collect or pay the player's Ante, Blind or Play Wagers.

D. After settling a player's Ante, Blind and Play Wagers, the dealer shall settle any Trips Wager made by the player by determining whether the player's five-card hand qualifies for a payout in accordance with section 10.IV. A winning Trips Wager shall be paid without regard to the outcome of any other wager made by the player.

1. All cards collected by the dealer shall be picked up in order and placed in the discard rack in a way that the cards can be readily arranged to reconstruct each hand in the event of a question or dispute.

10. Payout odds

I. The payout odds for winning wagers at Ultimate Texas Hold 'Em Poker printed on any sign or in any brochure or other publication distributed by the casino shall be stated through the use of the word "to" and odds may not be stated through the use of the word "for".

II. The casino shall pay each winning Ante and Play Wager at odds of 1 to 1.

III. If a player's five-card hand ranks higher than the dealer's five-card hand, the casino shall pay the player's Blind Wager in accordance with the following odds:

Player's Five Card Hand	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
Less than a Straight returns the	n/a

players Blind Wager	

IV. The casino shall pay each winning Trips Wager at the game of Ultimate Texas Hold 'Em Poker at the odds from one of the following pay tables):

Hand	Payout Odds
Royal Flush	50 to 1
Straight Flush	40 to 1
Four-of-a-Kind	30 to 1
Full House	8 to 1
Flush	7 to 1
Straight	4 to 1
Three-of-a-kind	3 to 1

V. Notwithstanding the payout odds in subsections II, III and IV, the aggregate payout limit on all winning Ante, Play, Blind and Trips Wagers for any hand may not exceed $50,000 or the maximum amount that one patron could win per round when betting the minimum wager, whichever is greater.

11. Irregularities

I. If any card dealt to the dealer in Ultimate Texas Hold 'Em Poker is exposed prior to each player having either folded or placed a Play Wager as provided for under section 9 Procedures for completion of each round of play; collection and payment of wagers, all hands shall be void and all Ante, Blind and Play wagers shall be returned to the players. Notwithstanding the foregoing, if a player has placed a Trips Wager, the community cards shall be dealt and each Trips Wager shall be settled in accordance with the payout odds in section 10.IV Payout odds.

II. A card drawn in error without its face being exposed shall be used as though it was the next card from the shoe or the deck.

III. If a player or the dealer is dealt an incorrect number of cards, the round of play shall be void, all wagers shall be returned to the players and the cards shall be re-shuffled.

IV. If an automated card shuffling device is being used and the device jams, stops shuffling during a shuffle, or fails to complete a shuffle cycle, the cards shall be re-shuffled.

V. If an automated dealing shoe is being used and the device jams, stops dealing cards, or fails to deal cards during a round of play, the round of play shall be void, all wagers shall be returned to the players and the cards shall be removed from the device and reshuffled with any cards already dealt.

12. <u>Multi-link progressive option for Ultimate Texas Hold'em</u>

1. Wagers

I. If the casino offers a progressive wager, after placing all wagers required by the game, a player may also place a progressive wager on whether the player will be dealt a progressive payout hand.

II. A progressive wager shall be made in the amount of $1, by placing a gaming chip into the progressive wagering device designated for that player.

III. Each player shall be responsible for verifying that the player's respective progressive wager has been accepted.

IV. A progressive wager may not be made, increased, or withdrawn after the round of play has begun.

2. Progressive Jackpot

I. All progressive pays are based on five card poker hands. The odds of winning the top prize with a Royal Flush are the same across all games.

II. The casino may elect to have a Multi-Linked Progressive Jackpot for Ultimate Texas Hold'em.

III. If the casino offers Ultimate Texas Hold'em, the game is played exactly the same as outlined in their specific "Rules of the Game." In order to qualify for one of the progressive jackpot payouts, players will need to use the first two cards they are initially dealt along with the first three cards (also known as the flop) that the dealer reveals as community cards to form a five card hand. These five cards will be used to determine if there is a winning progressive payout.

3. Payout Odds; Envy Bonus; rate of progression

I. Should a player be eligible for a winning progressive payout, the casino shall pay the following odds on all payouts:

Hand	Pays	Envy
Royal Flush	100%	$1,000
Straight Flush	10%	$300
Four of a Kind	$300	N/A
Full House	$50	N/A
Flush	$40	N/A
Straight	$30	N/A
Three of a Kind	$9	N/A

II. Players making a progressive wager shall receive an Envy Bonus when another player at the same table is the holder of an Envy Bonus Qualifying hand.

III. The rate of progression for the progressive meter used for the progressive payouts shall be at least 21%; with the exception that if a secondary jackpot is offered, the combined rate of progression for both the primary and the secondary jackpots shall be at least 21%. The initial and reset amount must also be at least $10,000.

Horseshoe Cincinnati
Table Games Plan
Appendix J – Mississippi Stud

Date Submitted to the Ohio Casino Control Commission: December 3, 2014
Date Approved by the Commission: December 17, 2014

MISSISSIPPI STUD POKER

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Horseshoe Cincinnati
Table Games Plan
Appendix J – Mississippi Stud

Date Submitted to the Ohio Casino Control Commission: December 3, 2014
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1. Definitions

I. The following words and terms, when used in this chapter, shall have the following meanings unless the context clearly indicates otherwise:

A. Community card – A card which is initially dealt face down to a designated area in front of the table inventory container and which is used by all players to form a five-card poker hand.

B. Hand – The five-card poker hand formed for each player by combining the three cards dealt to the player and the two community cards.

C. Round of play – One complete cycle of play during which all wagers have been placed, all cards have been dealt and all remaining wagers have been paid off or collected in accordance with the rules of this chapter.

D. Third Street – A community card that the players use to complete their 5 card poker hand; the first card the dealer exposes.

E. Fourth Street – A community card that the players use to complete their 5 card poker hand; the second card the dealer exposes.

F. Fifth Street – A community card that the players use to complete their 5 card poker hand; the third card the dealer exposes.

G. Burn Card – A card placed in the discard rack by a dealer between each round of play.

2. Mississippi Stud Poker table physical characteristics

I. Mississippi Stud Poker shall be played on a table having betting positions for no more than seven players on one side of the table and a place for the dealer on the opposite side which may include the following information:

A. The name or logo of the casino holder.

B. Four separate designated betting areas at each betting position for the placement of wagers in accordance with section 7 Wagers.

C. A separate designated area at each betting position for the placement of the cards of each player.

D. A separate designated area located directly in front of the table inventory container for the placement of the community cards.

E. The payout odds for all authorized wagers.

F. The inscription indicating the payout limit per hand established by the casino under section 12 Payout odds; payout limitation or a generic inscription indicating the game is subject to the posted payout limit.

II. Each Mississippi Stud Poker table must have a drop box and a tip box attached to it on the same side of the table as the dealer.

III. Each Mississippi Stud Poker table must have a discard rack securely attached to the top of the dealer's side of the table.

3. Cards; number of decks

I. Except as provided in subsection II, Mississippi Stud Poker shall be played with one deck of cards with backs of the same color and design and one additional cover card to be used in accordance with section 5 Shuffle and cut of the cards.

II. If an automated card shuffling device is used, the casino shall be permitted to use a second deck of cards to play the game, provided that:

A. Each deck of cards complies with the requirements of subsection I.

B. The backs of the cards in the two decks are different colors.

C. One deck is being shuffled by the automated card shuffling device while the other deck is being used to play the game.

D. Both decks are continuously alternated in and out of play, with each deck being used for every other round of play. In the event the automated card shuffling device malfunctions, a manual shuffle procedure will be used.

E. The cards from only one deck are placed in the discard rack at any given time.

III. The decks of cards used in Mississippi Stud Poker may be changed:

A. At least every 6 hours if the cards are dealt by hand.

B. At least every 8 hours if the cards are dealt from a manual or automated dealing shoe.

4. Opening of the table for gaming

I. After receiving one or more decks of cards at the table, the dealer shall inspect the front and back of the cards for any defects.

II. The cards shall be turned face down on the table, mixed thoroughly by a washing of the cards and stacked. Once the cards have been stacked, they shall be shuffled in accordance with section 5 Shuffle and cut of the cards.

III. If the casino uses an automated card shuffling device to play the game and two decks of cards are received at the table as permitted under section 3.II Cards; number of decks, each deck of cards shall be separately spread, inspected, verified, spread, inspected, mixed, stacked and shuffled.

5. Shuffle and cut of the cards

I. Immediately prior to the commencement of play, and after each round of play has been completed, the dealer shall shuffle the cards, either manually or by use of an automated card shuffling device, so that the cards are randomly intermixed. Upon completion of the shuffle, the dealer or automated card shuffling device shall place the deck of cards in a single stack; provided, however, that nothing herein prohibits the use of an automated card shuffling device which, upon completion of the shuffling of the cards, inserts the stack of cards directly into a dealing shoe.

II. If an automated card shuffling device that counts the number of cards in the deck after the completion of each shuffle and indicates whether 52 cards are present is being used, and it reveals that an incorrect number of cards are present, the deck shall be ran through the shuffling device one more time to re-verify. If it continues to indicate cards are missing, a supervisor will visually inspect the deck to determine if the cards are missing.

III. After the cards have been shuffled and stacked, the dealer shall:

A. If the cards were shuffled using an automated card shuffling device, deal the cards in accordance with section 9 Procedure for dealing the cards from the hand or section 10 Procedure for dealing the cards from an automated dealing shoe.

B. If the cards were shuffled manually or were pre-shuffled, cut the cards in accordance with the procedures in subsection IV.

IV. If a cut of the cards is required, the dealer shall:

A. Cut the deck, using one hand, by:

1. Placing the cover card on the table in front of the deck of cards.

2. Taking a stack of at least 10 cards from the top of the deck and placing them on top of the cover card.

3. Placing the cards remaining in the deck on top of the stack of cards that were cut and placed on top of the cover card.

V. Deal the cards in accordance with section 9 or 10.

VI. Notwithstanding subsection IV, after the cards have been cut and before any cards have been dealt, a floor person or above may require the cards to be re-cut if he determines that the cut was performed improperly or in any way that might affect the integrity or fairness of the game.

VII. Whenever there is no gaming activity at a Mississippi Stud Poker table which is open for gaming, the cards shall be spread out on the table either face up or face down until such time that a player arrives, at which point the procedures in section 4.II, Opening of the table for gaming shall be completed.

6. Mississippi Stud Poker rankings

I. The rank of the cards used in Mississippi Stud Poker, for the determination of winning hands, in order of highest to lowest rank, shall be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3 and 2. Notwithstanding the foregoing, an ace may be used to complete a straight flush or straight formed with a 2, 3, 4 and 5. All suits shall be considered equal in rank.

II. The permissible poker hands at the game of Mississippi Stud Poker, in order of highest to lowest rank, shall be:

A. A royal flush, which is a hand consisting of an ace, king, queen, jack and 10 of the same suit.

B. A straight flush, which is a hand, other than a royal flush, consisting of five cards of the same suit in consecutive ranking, with king, queen, jack, 10 and 9 being the highest ranking straight flush and ace, 2, 3, 4 and 5 being the lowest straight flush.

C. A four-of-a-kind, which is a hand consisting of four cards of the same rank, with four aces being the highest ranking four-of-a-kind and four 2's being the lowest ranking four-of-a-kind.

D. A full house, which is a hand consisting of three-of-a-kind and a pair, with three aces and two kings being the highest ranking full house and three 2's and two 3's being the lowest ranking full house.

E. A flush, which is a hand consisting of five cards of the same suit, not in consecutive order, with ace, king, queen, jack and 9 being the highest ranking flush and 2, 3, 4, 5 and 7 being the lowest ranking flush.

F. A straight, which is a hand consisting of five cards of consecutive rank, with an ace, king, queen, jack and 10 being the highest ranking straight and an ace, 2, 3, 4 and 5 being the lowest ranking straight; provided, however, that an ace may not be combined with any other sequence of cards for purposes of determining a winning hand (for example, queen, king, ace, 2, 3).

G. A three-of-a-kind, which is a hand consisting of three cards of the same rank, with three aces being the highest ranking three-of-a-kind and three 2's being the lowest ranking three-of-a-kind.

H. A two pair, which is a hand consisting of two pairs, with two aces and two kings being the highest ranking two pair and two 3's and two 2's being the lowest ranking two pair.

I. A pair, which is a hand containing two cards of the same rank, with two aces being the highest ranking pair and two 2's being the lowest ranking pair.

7. Wagers

I. All wagers at Mississippi Stud Poker shall be made by placing gaming chips or plaques on the appropriate betting areas of the table layout. A verbal wager accompanied by cash may not be accepted.

II. Only players who are seated at a Mississippi Stud Poker table may wager at the game. Once a player has placed his wagers and received cards, that player shall remain seated until the completion of the round of play. If a player leaves the table during a round of play, any wagers made by the player may be considered abandoned and may be treated as losing wagers.

III. At the beginning of each round of play, each player shall be required to place one wager to receive cards. The wager shall be identified as Ante Bet.

IV. Ante wagers shall be placed in accordance with the dealing procedures in section 9 Procedure for dealing the cards from the hand or section 10 Procedure for dealing the cards from an automated dealing shoe. Except for 3rd, 4th and 5th street wagers, a wager may not be made, increased, or withdrawn after the first card has been dealt. All 3rd, 4th and 5th street wagers shall be placed in accordance to section 11 Procedures for completion of each round of play.

V. A player may not be permitted to simultaneously play and wager on more than one player position.

8. Three Card Bonus Wager

I. The casino may offer to each player at a Mississippi Stud table the option to make an additional Three Card Bonus Wager that the three community cards will have a rank of pair or better.

II. If the Three Card Bonus Wager is offered, each player who has placed the three wagers required under 7 Wagers may make an additional Three Card Bonus Wager by placing a wager on the approved wagering area designated for that wager prior to the cards being dealt.

III. All winning Three Card Bonus Wagers shall be paid in accordance with the payout table in section 12 Payout odds; payout limitation.

A. A Three Card Bonus Wager shall be independent of any other wager made by a player at the game of Mississippi Stud.

9. Procedure for dealing the cards from the hand

I. If the cards are dealt from the dealer's hand, the following requirements shall be observed:

A. After the procedures required under section 5 Shuffle and cut of the cards have been completed, the dealer shall place the stacked deck of cards in the left hand.

1. The cards held by the dealer shall at all times be kept in front of the dealer and over the table inventory container.

B. Unless specified in the rules of the game, no wagers may be altered once the first card of the round has been dealt.

II. The dealer shall deal each card by holding the deck of cards in the left hand and using the other hand to remove the top card of the deck and place it face down on the appropriate area of the layout. The dealer shall, starting with the player farthest to the dealer's left and continuing around the table in a clockwise manner, deal the cards as follows:

A. One card face down to each player who has placed an ante wager in accordance with section 7 Wagers followed by a second card face down to each player who has placed an ante wager.

III. After two cards have been dealt to each player, the dealer will offer players the opportunity to bet 1, 2 or 3 times their initial ante wager on Third Street. If a player elects not to place a wager, all monies will be forfeited and that patrons cards will be collected by the dealer.

IV. Once all active players have made their decisions on Third Street, the dealer will deal the next card face down and place it in the discard rack as a burn card. The dealer then produces the next card out of the shoe and exposes it to the players as the first community card.

V. Procedures will follow for Fourth Street and Fifth Street as listed in subsections III and IV.

VI. If a player or the area designed for the placement of the community cards has more or less than three or two cards, but 52 cards remain in the deck, all hands shall be void and all wagers shall be returned to the players. If the number of cards in the deck is more or less than 52 cards, all hands shall be considered void, all wagers shall be returned to the players and the entire deck of cards shall be removed from the table.

10. Procedure for dealing the cards from an automated dealing shoe

I. If the cards are dealt from an automated dealing shoe, the following requirements shall be observed:

A. After the procedures required under section 5 Shuffle and cut of the cards have been completed, the cards shall be placed in the automated dealing shoe.

II. The dealer shall first deliver a stack of three cards face down to the area designated for the placement of the community cards. The dealer shall then deliver the stack of two cards dispensed by the automated dealing shoe face down to the player farthest to his left who has placed an Ante wager in accordance with section 7 Wagers. As the remaining stacks are dispensed to the dealer by the automated dealing shoe, the dealer shall, moving clockwise around the table, deliver a stack face down to each of the other players who has placed an ante wager in accordance with section 7.

III. After two cards have been dealt to each player, the dealer will offer players the opportunity to bet 1, 2 or 3 times their initial ante wager on Third Street. If a player elects not to place a wager, all monies will be forfeited and that patrons cards will be collected by the dealer.

IV. Once all active players have made their decisions on Third Street, the dealer will spread the stack of three cards within the designated area so that the top card is to the dealer's right, the middle card is directly in front of the dealer, and the bottom card is to the dealer's left. The dealer will then expose the appropriate community card, based on the betting round.

V. Procedures will follow for Fourth Street and Fifth Street as listed in subsections III and IV.

VI. If a player or the area designed for the placement of the dealer's hand has more or less than three or two cards, but 52 cards remain in the deck, all hands shall be void and all wagers shall be returned to the players. If the number of cards in the deck is more or less than 52 cards, all hands shall be considered void, all wagers shall be returned to the players and the entire deck of cards shall be removed from the table.

11. Procedures for completion of each round of play

I. After the dealing procedures required under section 9 Procedure for dealing the cards from the hand or section 10 Procedure for dealing the cards from an automated dealing shoe have been completed, each player shall examine his cards, subject to the following limitations:

A. Each player who wagers at Mississippi Stud Poker shall be responsible for his own hand and no person other than the dealer may touch the cards of that player.

B. Each player shall be required to keep his two cards in full view of the dealer at all times.

C. A player may not touch the cards after the last betting round has been completed. The player's cards shall be placed face down on the appropriate area of the layout.

II. After each player has examined his cards, the dealer shall, beginning with the player farthest to the dealer's left and moving clockwise around the table, ask each player if he wishes to wager on Third Street or fold:

   A. If a player chooses to bet on Third Street, that bet shall be 1, 2 or 3 times the initial ante wager and be placed on the appropriate betting area of the layout until the end of the round of play.

   B. If a player chooses to fold, the dealer shall immediately place all monies in the table inventory rack and collect the player's cards.

III. After each player has made a decision regarding Third Street, the dealer shall then turn the community card that is to the dealer's left face up. The exposed card shall become the first community card.

IV. After the first community card is exposed, the dealer shall, beginning with the player farthest to the dealer's left and moving clockwise around the table, ask each player if he wishes to wager on Fourth Street or fold. This decision shall be made by each player regardless of the decision made concerning Third Street.

   A. If a player chooses to bet on Fourth Street, that bet shall be 1, 2 or 3 times the initial ante wager and be placed on the appropriate betting area of the layout until the end of the round of play.

   B. If a player chooses to fold, the dealer shall immediately place all monies in the table inventory rack and collect the player's cards.

V. After each player has made a decision regarding Fourth Street, the dealer shall then turn the next card face up.

VI. After the second community card is exposed, the dealer shall, beginning with the player farthest to the dealer's left and moving clockwise around the table, ask each player if he wishes to wager on Fifth Street or fold. This decision shall be made by each player regardless of the decision made concerning Fourth Street.

   A. If a player chooses to bet on Fifth Street, that bet shall be 1, 2 or 3 times the initial ante wager and be placed on the appropriate betting area of the layout until the end of the round of play.

B. If a player chooses to fold, the dealer shall immediately place all monies in the table inventory rack and collect the player's cards.

VII. After the third community card is exposed, the dealer shall, beginning with the player farthest to the dealer's right and moving counter-clockwise around the table:

A. The dealer shall turn the two cards of the player face up. The three community cards and the two cards dealt to the player shall form the five-card poker hand of that player.

B. The dealer shall examine the cards of the player to determine if the player's hand qualifies for a payout under section 12 Payout odds; payout limitation. A Mississippi Stud Poker wager under section 7 Wagers on a hand which has a rank that is lower than a pair of sixes shall be a losing wager.

C. The dealer shall then settle all wagers of that player. All losing wagers by the player shall be immediately collected by the dealer and placed in the table inventory container, and all winning wagers shall be paid in accordance with the payout odds in section 12.

D. The dealer shall discard the player's cards by placing them in the discard rack.

VIII. The dealer will repeat the steps listed in subsection VII for each player with an active bet until all bets have been settled and all cards have been collected by the dealer and placed in the discard rack. The dealer's cards will be discarded last.

12. Payout odds; payout limitation

I. The payout odds for winning wagers at Mississippi Stud Poker printed on the table layout or in any brochure or other publication distributed by the casino may be stated through the use of the word "to" and no odds shall be stated through the use of the word "for".

II. Subject to the payout limitation in subsection III, the casino shall pay off each winning wager at the game of Mississippi Stud Poker under section 7 Wagers at the odds specified which shall be no less than the following odds:

Player's Five Card Hand	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 J's or Better	1 to 1
Pair of 6's thru 10's	PUSH

III. The casino shall pay off each winning Three Card Bonus Wager which shall be no less than the odds in one of the alternative pay tables:

Hand Type	Payout Odds
Straight Flush	40 to 1
Three-of-a-kind	30 to 1
Straight	6 to 1
Flush	3 to 1
Pair	1 to 1

IV. Notwithstanding the minimum payout odds required in subsection II, the casino may establish a maximum amount that is payable to a player on a single hand. The maximum amount shall be at least $50,000 or the maximum amount that one patron could win per round when betting the

minimum permissible wager, whichever is greater. If the established maximum payout limit is not included on the layout, the casino shall provide notice of the maximum payout limit by posting the maximum payout limit on a sign at the Mississippi Stud table.

13. Irregularities

I. A card dealt in error without its face being exposed shall be used as though it was the next card from the shoe or the deck.

II. If any player or the area designated for the placement of the community cards is dealt an incorrect number of cards, all hands shall be void, all wagers shall be returned to the players and the cards shall be re-shuffled.

III. If an automated card shuffling device is being used and the device jams, stops shuffling during a shuffle, or fails to complete a shuffle cycle, the cards shall be re-shuffled.

IV. If an automated dealing shoe 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, all wagers shall be returned to the players and the cards shall be removed from the device and reshuffled with any cards already dealt.

14. <u>Multi-link progressive option for Mississippi Stud</u>

1. Wagers

I. If the casino offers a progressive wager, after placing all wagers required by the game, a player may also place a progressive wager on whether the player will be dealt a progressive payout hand.

II. A progressive wager shall be made in the amount of $1, by placing a gaming chip into the progressive wagering device designated for that player.

III. Each player shall be responsible for verifying that the player's respective progressive wager has been accepted.

IV. A progressive wager may not be made, increased, or withdrawn after the round of play has begun.

Horseshoe Cincinnati
Table Games Plan
Appendix J – Mississippi Stud

Date Submitted to the Ohio Casino Control Commission: December 3, 2014
Date Approved by the Commission: December 17, 2014

2. Progressive Jackpot

I. All progressive pays are based on five card poker hands. The odds of winning the top prize with a Royal Flush are the same across all games.

II. The casino may elect to have a Multi-Linked Progressive Jackpot for Mississippi Stud.

III. If the casino offers Mississippi Stud, the game is played exactly the same as outlined in their specific "Rules of the Game." In order to qualify for one of the progressive jackpot payouts, players will need to use the cards they are initially dealt along with the dealer community cards to form a five card hand, used to determine if there is a winning progressive payout.

3. Payout Odds; Envy Bonus; rate of progression

I. Should a player be eligible for a winning progressive payout, the casino shall pay the following odds on all payouts:

Hand	Pays	Envy
Royal Flush	100%	$1,000
Straight Flush	10%	$300
Four of a Kind	$300	N/A
Full House	$50	N/A
Flush	$40	N/A
Straight	$30	N/A
Three of a Kind	$9	N/A

II. Players making a progressive wager shall receive an Envy Bonus when another player at the same table is the holder of an Envy Bonus Qualifying hand.

III. The rate of progression for the progressive meter used for the progressive payouts shall be at least 21%; with the exception that if a secondary jackpot is offered, the combined rate of progression for both the primary and the secondary jackpots shall be at least 21%. The initial and reset amount must also be at least $10,000.

Horseshoe Cincinnati
Table Games Plan
Appendix K – Texas Hold'Em Bonus Poker

Date Submitted to the Ohio Casino Control Commission: December 3, 2014
Date Approved by the Commission: December 17, 2014

TEXAS HOLD 'EM BONUS POKER

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Horseshoe Cincinnati
Table Games Plan
Appendix K – Texas Hold'Em Bonus Poker

Date Submitted to the Ohio Casino Control Commission: December 3, 2014
Date Approved by the Commission: December 17, 2014

1. Definitions

I. The following words and terms, when used in this chapter, shall have the following meanings unless the context clearly indicates otherwise:

A. Bonus wager – An optional, supplemental wager on the two cards dealt to a player.

B. Burn – To remove the top or next card from the deck and place it face down in the discard rack without revealing it to anyone.

C. Community cards – Any of the five cards dealt face up in the center of the table that are used by each player and the dealer with their own two cards to form the best possible five-card poker hand.

D. Flop – The first three community cards dealt face up to the area designated for the placement of the community cards.

E. Flop wager – The second wager that is required to be made prior to the Flop being dealt in order to continue participation in the round of play.

F. Fold – The withdrawal of a player from a round of play by discarding his two cards prior to placing a Flop wager.

G. Hand – The highest ranking five-card hand that can be formed from the five community cards and the two cards dealt to the dealer or a player.

H. Rank or ranking – The relative position of a card or group of cards as set forth in § 6 (relating to Texas Hold 'Em Bonus Poker hand rankings).

I. River or River card – The fifth and final community card dealt face up to the designated area of the layout.

J. River wager – The fourth wager that the player may place prior to the River card being dealt.

K. Round of play or round – One complete cycle of play during which all players playing at the table have been dealt a hand, have folded or wagered upon their hand, and have had their wagers paid or collected in accordance with the rules of this chapter.

L. Turn or Turn card – The fourth community card dealt face up to the designated area of the layout.

M. Turn wager – The third wager that a player may place prior to the Turn card being dealt.

2. Texas Hold 'Em Bonus Poker table physical characteristics

I. Texas Hold 'Em Bonus Poker shall be played on a table having positions for six players on one side of the table and a place for the dealer on the opposite side which may include the following characteristics:

A. The name or logo of the casino offering the game.

B. A separate designated betting area at each player position for the placement of Ante Wagers.

C. Three separate designated areas at each player position for the placement of Flop, Turn and River Wagers, located immediately above the Ante Wager betting area as viewed by a player.

D. A separate designated area at each player position for the placement of an optional Bonus Wager, located immediately above and to the right of the Flop wager betting area as viewed by a player.

E. A separate designated area for the placement of the five community cards, located in the center of the table between the table inventory container and the player betting areas.

F. A separate designated area for the placement of the dealer's two cards, located between the table inventory container and the designated area for the community cards described in paragraph E.

G. An inscription indicating that an Ante Wager shall receive a payout if a winning hand has a qualifying rank of straight or higher.

II. Each Texas Hold 'Em Bonus Poker table may have a sign that lists the payout odds for all authorized wagers.

III. Each Texas Hold 'Em Bonus Poker table may have a drop box and a tip box attached to it on the same side of the table as, but on opposite sides of the dealer.

IV. Each Texas Hold 'Em Bonus Poker table must have a discard rack securely attached to the top of the dealer's side of the table.

3. Cards; number of decks

I. Except as provided in subsection II, the game of Texas Hold 'Em Bonus Poker shall be played with one deck of cards and two additional cover cards.

II. If an automated card shuffling device is used, the casino may use a second deck of cards to play the game, provided that:

A. Each deck of cards complies with the requirements of subsection I.

B. The backs of the cards in the two decks are different colors.

C. One deck is being shuffled by the automated card shuffling device while the other deck is being dealt or used to play the game.

D. Both decks are continually alternated in and out of play, with each deck being used for every other round of play. In the event the automated card shuffling device malfunctions, a manual shuffle procedure will be used.

E. The cards from only one deck shall be placed in the discard rack at any given time.

III. The decks of cards used in Texas Hold 'Em Bonus Poker shall be changed:

A. At least every 6 hours if the cards are dealt by hand.

B. At least every 8 hours if the cards are dealt from a manual or automated dealing shoe.

4. Opening of the table for gaming

I. After receiving the cards at the table, the dealer shall inspect the front and back of the cards for any defects.

II. The cards shall be turned face down on the table, mixed thoroughly by a washing of the cards and stacked. Once the cards have been stacked, they shall be shuffled in accordance with section 5 Shuffle and cut of the cards.

III. If the casino uses an automated card shuffling device to play the game and two decks of cards are received at the table as permitted under section 3.II Cards; number of decks, each deck of cards shall be separately spread, inspected, mixed, stacked and shuffled.

5. Shuffle and cut of the cards

I. Immediately prior to commencement of play, and after each round of play has been completed, the dealer shall shuffle the cards, either manually or by use of an automated card shuffling device, so that the cards are randomly intermixed. Upon completion of the shuffle, the dealer or device shall place the deck of cards in a single stack; provided, however, that nothing in this section prohibits the use of an automated card shuffling device which, upon completion of the shuffling of the cards, inserts the stack of cards directly into a dealing shoe.

II. If an automated card shuffling device that counts the number of cards in the deck after the completion of each shuffle and indicates whether 52 cards are present is being used, and it reveals that an incorrect number of cards are present, the deck shall be ran through the shuffling device one more time to re-verify. If it continues to indicate cards are missing, a supervisor will visually inspect the deck to determine if the cards are missing.

III. After the cards have been shuffled and stacked, the dealer shall:

A. If the cards were shuffled using an automated card shuffling device, deal or deliver the cards in accordance with section 8 Procedure for dealing the cards from the hand or section 9 Procedure for dealing the cards from an automated dealing shoe.

B. If the cards were shuffled manually or were pre-shuffled, cut the cards in accordance with the procedures set forth in subsection IV.

IV. If a cut of the cards is required, the dealer shall:

A. Cut the deck, using one hand, by:

B. Placing a cover card on the table in front of the deck of cards.

C. Taking a stack of at least 10 cards from the top of the deck and placing them on top of the cover card.

D. Placing the cards remaining in the deck on top of the stack of cards that were cut and placed on the cover card.

V. Deal the cards in accordance with section 8 or 9.

VI. Notwithstanding subsection IV, after the cards have been cut and before any cards have been dealt, a floor person or higher may require the cards to be re-cut if he determines that the cut was performed improperly or in any way that might affect the integrity or fairness of the game.

VII. Whenever there is no gaming activity at a Texas Hold 'Em Bonus Poker table that is open for gaming, the cards shall be spread out on the table either face up or face down until such time that a player arrives, at which point the dealer will put the cards in the automatic shuffle machine to begin play.

6. Texas Hold 'Em Bonus Poker hand rankings

I. The rank of the cards used in Texas Hold 'Em Bonus Poker, for the determination of winning hands, in order of highest to lowest rank, shall be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, and 2. Notwithstanding the foregoing, an ace may be used to complete a straight flush or straight formed with a 2, 3, 4 and 5.

II. The permissible five-card poker hands at the game of Texas Hold 'Em Bonus Poker, in order of highest to lowest rank, shall be:

A. A royal flush, which is a hand consisting of an ace, king, queen, jack and 10 of the same suit.

B. A straight flush, which is a hand consisting of five cards of the same suit in consecutive ranking, with king, queen, jack 10 and 9 being the highest ranking straight flush and ace, 2, 3, 4 and 5 being the lowest straight flush.

C. A four-of-a-kind, which is a hand consisting of four cards of the same rank, with four aces being the highest ranking four-of-a-kind and four 2's being the lowest ranking four-of-a-kind.

D. A full house, which is a hand consisting of a three-of-a-kind and a pair, with three aces and two kings being the highest ranking full house and three 2's and two 3's being the lowest ranking full house.

E. A flush, which is a hand consisting of five cards of the same suit, not in consecutive order, with ace, king, queen, jack and 9 being the highest ranking flush and 2, 3, 4, 5 and 7 being the lowest ranking flush.

F. A straight, which is a hand consisting of five cards of more than one suit and of consecutive rank, with an ace, king, queen, jack, and 10 being the highest ranking straight and an ace, 2, 3, 4 and 5 being the lowest ranking straight; provided however, that an ace may not be combined with any other sequence of cards for purposes of determining a winning hand (for example, queen, king, ace, 2 and 3).

G. A three-of-a-kind, which is a hand consisting of three cards of the same rank, with three aces being the highest ranking three-of-a-kind and three 2's being the lowest ranking three-of-a-kind.

H. Two pair, which is a hand consisting of two pairs, with two aces and two kings being the highest ranking two pair and two 3's and two 2's being the lowest ranking two pair.

I. One pair, which is a hand consisting of two cards of the same rank, with two aces being the highest ranking pair and two 2's being the lowest ranking pair.

III. When comparing two hands that are of identical poker rank under subsection II, or that contain none of the poker hands in subsection II, the hand which contains the highest ranking card under subsection I which is not contained in the other hand shall be considered the higher ranking hand. If the hands are of identical rank after the application of this subsection, the hands shall be considered a tie.

7. Wagers

I. All wagers at Texas Hold 'Em Bonus Poker shall be made by placing gaming chips or plaques on the appropriate betting areas of the table layout. A verbal wager accompanied by cash may not be accepted.

II. All Ante and Bonus Wagers shall be placed prior to the cards being dealt, in accordance with the dealing procedure in section 8 Procedure for dealing the cards from the hand or section 9 Procedure for dealing the cards from an automated dealing shoe. Except as provided in section 10 Procedure for completion of each round of play; collection and payment of wagers, no wager may be made, increased, or withdrawn after the first card has been dealt.

III. After placing an Ante Wager, a player may also place a Bonus wager by placing, at a minimum, a $1 gaming chip on the designated betting area of the layout. The outcome of the Bonus wager shall have no bearing on any other wager made by the player at the game of Texas Hold 'Em Bonus Poker.

IV. Flop, Turn and River Wagers shall be made in accordance with the provisions of section 10.

V. Only players who are seated at the Texas Hold 'Em Bonus Poker table may place a wager at the game. Once a player has placed a wager and received cards, that player shall remain seated until the completion of the round of play. If a player leaves the table during a round of player, any wagers made by the player may be considered abandoned and may be treated as losing wagers.

VI. A player may not be permitted to simultaneously play and wager on more than one player position at a Texas Hold 'Em Bonus Poker table.

8. Procedure for dealing the cards from the hand

I. If the cards are dealt from the dealer's hand, the following requirements shall be observed:

A. After the procedures required under section 5 Shuffle and cut of the cards have been completed, the dealer shall place the stacked deck of cards in the left hand

1. The cards held by the dealer shall at all times be kept in front of the dealer and over the table inventory container.

B. The dealer shall deal each card by holding the deck of cards in the left hand and using the other hand to remove the top card of the deck and place it face down on the appropriate area of the layout.

II. The dealer shall, starting with the player farthest to his left who has placed an Ante Wager and continuing around the table in a clockwise manner, deal the cards as follows:

A. One card face down to each player.

B. One card face down to the area designated for the dealer's hand.

C. A second card face down to each player.

D. A second card face down to the area designated for the dealer's hand.

III. After two cards have been dealt to each player and to the area designated for the hand of the dealer, all community cards will be dealt in accordance with section 10 Procedure for completion of each round of play; collection and payment of wagers, the dealer shall, except as provided in subsection IV, place the stub in the discard rack without exposing the cards.

IV. If a player or the dealer has an incorrect number of cards, but 52 cards remain in the deck, all hands shall be void and all wagers shall be returned to the players. If the number of cards in the deck is more or less than 52 cards, all hands shall be considered void, all wagers shall be returned to the players and the entire deck of cards shall be removed from the table.

9. Procedure for dealing the cards from an automated dealing shoe

I. If the cards are dealt from an automated dealing shoe, the following requirements shall be observed.

A. After the procedures required under section 5 Shuffle and cut of the cards have been completed, the cards shall be placed in the automated dealing shoe.

II. The dealer shall deal the first stack of two cards dispensed by the automated dealing shoe face down to the player farthest to the dealer's left who has placed an Ante Wager. As the remaining stacks are dispensed to the dealer by the automated dealing shoe, the dealer shall, moving clockwise around the table, deliver a stack of two cards face down to each of the other players who has placed an Ante Wager. The dealer shall then deliver a stack of two cards face down to the area designated for the dealer's hand.

III. After each stack of two cards has been dispensed and delivered in accordance with this section, the dealer shall remove the remaining cards from the automated dealing shoe and, following the procedures in section 8.I.A and 8.I.B Procedure for dealing the cards from the hand, deal from his hand the five community cards in accordance with section 10 Procedure for completion

of each round of play; collection and payment of wagers. After all community cards have been dealt, the dealer shall, except as provided in subsection IV, place the stub in the discard rack without exposing the cards.

IV. If a player or the dealer has an incorrect number of cards, but 52 cards remain in the deck, all hands shall be void and all wagers shall be returned to the players. If the number of cards in the deck is more or less than 52 cards, all hands shall be considered void, all wagers shall be returned to the players and the entire deck of cards shall be removed from the table.

10. Procedure for completion of each round of play; collection and payment of wagers

I. After the dealing procedures required under section 8 Procedure for dealing the cards from the hand and section 9 Procedure for dealing the cards from an automated dealing shoe have been completed, each player shall examine his cards without exposing them to any person, place the cards face down on the layout and either place a Flop Wager equal to twice the amount of the player's Ante Wager or fold and forfeit the Ante Wager.

   A. If a player chooses to place a Flop Wager, the wager shall be placed in the designated Flop betting area.

   B. If a player folds, the player's Ante Wager shall be collected by the dealer and placed in the table inventory container.

      1. If the player has also placed a Bonus Wager, the player's cards shall remain on the table pending resolution of the Bonus Wager at the conclusion of the round of play.

      2. If the player has not placed a Bonus wager, the dealer shall immediately spread the cards of the folded hand face down, collect the cards and place them in the discard rack.

II. Once all players have either placed a Flop Wager or folded, the dealer shall burn the next card face down. The dealer shall then turn face up the next three cards in the deck (the Flop) and place them in the designated area for the community cards.

III. Prior to dealing and revealing the Turn card, the dealer shall, starting with the player farthest to the dealer's left who has placed a Flop Wager and proceeding around the table in a clockwise manner, ask each player who has placed a Flop Wager if he wishes to place a Turn Wager equal

to the amount of the player's Ante Wager or check (not place a Turn wager). If a player wishes to place a Turn Wager, the wager shall be placed in the designated Turn betting area.

IV. Once all remaining players have either placed a Turn wager or checked, the dealer shall burn the next card face down. The dealer shall then turn face up the next card in the deck (the Turn) and place it in the designated area for the community cards.

V. Prior to dealing and revealing the River card, the dealer shall, starting with the player farthest to the dealer's left who has placed a Flop Wager and proceeding around the table in a clockwise manner, ask each player if he desires to place a River Wager equal to the amount of the player's Ante Wager or check (not place a River wager). If a player wishes to place a River Wager, the wager shall be placed in the designated River betting area.

VI. Once all remaining players have either placed a River Wager or checked, the dealer shall burn the next card face down. The dealer shall then turn the next card in the deck (the River) face up and place it in the designated area for the community cards.

VII. The dealer shall then turn the dealer's two cards face up, and announce and place the cards to indicate the best possible five-card poker hand that can be formed using the dealer's two cards and the five community cards.

VIII. Starting with the player farthest to the dealer's right who has placed a Flop wager and proceeding in a counterclockwise manner around the table, the dealer shall turn face up the two cards of each player who has placed a Flop wager and announce the best possible five-card poker hand that can be formed using the two player cards and the five community cards. The wagers of each player shall be resolved one player at a time regardless of outcome. Unless a player has placed a Bonus Wager, after each player's other wagers have been resolved, the hand of the player shall then be collected by the dealer and placed in the discard rack.

A. If the player's five-card poker hand has a lower rank than the dealer's five-card poker hand, the player shall lose and the dealer shall immediately collect any Ante, Flop, Turn and River Wagers made by the player and place the wagers in the table inventory container.

B. If the player's five-card poker hand has a higher rank than the dealer's five-card poker hand, the player shall win and the dealer shall pay any Ante, Flop, Turn and River Wagers made by the player in accordance with the payout odds in section 11 Payout odds, provided,

however, that the Ante Wager may not be paid unless the player's winning hand has a rank of straight or higher.

C. If the player's five-card poker hand and the dealer's five-card poker hand are of equal rank, the player's hand shall be a tie and the dealer shall return any Ante, Flop, Turn and River Wagers placed by the player.

D. After settling a player's Ante, Flop, Turn and River Wagers, the dealer shall settle any Bonus Wager made by the player by determining whether the player's two cards qualify for a payout in accordance with section 11.III. A winning Bonus wager shall be paid without regard to the outcome of any other wager made by the player. After the Bonus wager of the player is settled, the dealer shall immediately collect the cards of that player and place them in the discard rack.

1. All cards collected by the dealer shall be picked up in order and placed in the discard rack in a way that the cards can be readily arranged to reconstruct each hand in the event of a question or dispute.

11. Payout odds

I. The payout odds for winning wagers at Texas Hold 'Em Bonus Poker printed on the table layout, on any sign or in any brochure or other publication distributed by a certificate holder shall be stated through the use of the word "to" and no odds shall be stated through the use of the word "for".

II. The casino shall pay each winning Ante, Flop, Turn and River Wager at odds of 1 to 1.

III. The casino shall pay each winning Bonus Wager at the game of Texas Hold 'Em Bonus Poker at the odds which shall be no less than the following odds:

Player's Two Card	Payout
Ace-Ace	30 to 1
Ace-King (same suit)	25 to 1

Ace-Queen or Ace-Jack (same suit)	20 to 1
Ace-King (different suit)	15 to 1
King-King, Queen-Queen, Jack-Jack	10 to 1
Ace-Queen or Ace-Jack (different suit)	5 to 1
A pair of 10-10 through two-two	3 to 1

IV. The casino may supplement the pay table set forth in subsection III to include a payout for when both a player and the dealer have a pair of aces. If the casino elects to offer this bonus, the player shall be paid at the odds which shall be of no less than 1000 to 1.

V. Notwithstanding the payout odds set forth in subsections II - IV, the maximum aggregate payout limit on all winning Ante, Flop, Turn, River and Bonus Wagers for any hand shall be $50,000 or the maximum amount that one patron could win per round when betting the minimum wager, whichever is greater.

12. Irregularities

I. If any card dealt to the dealer in Texas Hold 'Em Bonus Poker is exposed prior to each player having either folded or placed a Flop, Turn or River Wager as provided for under section 10 Procedure for completion of each round of play; collection and payment of wagers, all hands shall be void and all Ante, Flop, Turn and River Wagers shall be returned to the players. If a player has placed a Bonus wager, the Bonus wager shall be settled in accordance with the payout odds set forth in section 11.III Payout odds.

II. A card drawn in error without its face being exposed shall be used as though it was the next card from the shoe or the deck.

III. If a player or the dealer is dealt an incorrect number of cards, the round of play shall be void, all wagers shall be returned to the players and the cards shall be re-shuffled.

IV. If an automated card shuffling device is being used and the device jams, stops shuffling during a shuffle, or fails to complete a shuffle cycle, the cards shall be re-shuffled.

V. If an automated dealing shoe is being used and the device jams, stops dealing cards, or fails to deal cards during a round of play, the round of play shall be void, all wagers shall be returned to the players and the cards shall be removed from the device and re-shuffled with any cards already dealt.

13. <u>Multi-link progressive option for Texas Hold'em Bonus Poker</u>

1. Wagers

I. If the casino offers a progressive wager, after placing all wagers required by the game, a player may also place a progressive wager on whether the player will be dealt a progressive payout hand.

II. A progressive wager shall be made in the amount of $1, by placing a gaming chip into the progressive wagering device designated for that player.

III. Each player shall be responsible for verifying that the player's respective progressive wager has been accepted.

IV. A progressive wager may not be made, increased, or withdrawn after the round of play has begun.

2. Progressive Jackpot

I. All progressive pays are based on five card poker hands. The odds of winning the top prize with a Royal Flush are the same across all games.

II. The casino may elect to have a Multi-Linked Progressive Jackpot for Texas Hold'em Bonus Poker.

III. If the casino offers Texas Hold'em Bonus Poker, the game is played exactly the same as outlined in their specific "Rules of the Game." In order to qualify for one of the progressive jackpot payouts, players will need to use the two cards they are initially dealt along with the first three cards (also known as the flop) that the dealer reveals as community cards to form a five card hand. These five cards will be used to determine if there is a winning progressive payout.

3. Payout Odds; Envy Bonus; rate of progression

Horseshoe Cincinnati
Table Games Plan
Appendix K – Texas Hold'Em Bonus Poker

Date Submitted to the Ohio Casino Control Commission: December 3, 2014
Date Approved by the Commission: December 17, 2014

I. Should a player be eligible for a winning progressive payout, the casino shall pay the following odds on all payouts:

Hand	Pays	Envy
Royal Flush	100%	$1,000
Straight Flush	10%	$300
Four of a Kind	$300	N/A
Full House	$50	N/A
Flush	$40	N/A
Straight	$30	N/A
Three of a Kind	$9	N/A

II. Players making a progressive wager shall receive an Envy Bonus when another player at the same table is the holder of an Envy Bonus Qualifying hand.

III. The rate of progression for the progressive meter used for the progressive payouts shall be at least 21%; with the exception that if a secondary jackpot is offered, the combined rate of progression for both the primary and the secondary jackpots shall be at least 21%. The initial and reset amount must also be at least $10,000.

MULTI-LINKED PROGRESSIVE JACKPOTS

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1. Definitions

I. The following words and terms, when used in this chapter, have the following meanings unless the context clearly indicates otherwise:

A. Envy Bonus – An additional fixed sum payout made to a player who placed a Progressive Payout Wager when another player at a table where the multi-link progressive is offered, is the holder of an Envy Bonus qualifying hand.

B. Envy Bonus qualifying hand – A Poker hand with a rank of Straight Flush or higher at a table where the multi-link progressive is offered.

C. Progressive payout hand – A Royal Flush; Straight Flush; Four-of-a-Kind, Full House, Flush, Straight, or Three-of-a-Kind.

2. Multi-Link Progressive table physical characteristics

I. A table offering the multi-link progressive may include the following characteristics in addition to any other characteristics as required by each game's rules:

A. A separate betting area for each player designated for the placement of the progressive wager.

B. Inscriptions that advise patrons of the payout odds or amounts for the progressive wager. If payout odds are not inscribed on the layout a sign identifying the payout odds for all authorized wagers shall be posted at each table where the multi-link progressive wager is offered.

C. A progressive table game system for the placement of progressive wagers. The progressive table game system must include:

1. A wagering device at each betting position that acknowledges or accepts the placement of the progressive wager.

2. A device that controls or monitors the placement of progressive wagers at the gaming table, including a mechanism, such as a lock-out button, that prevents the recognition of any progressive wager that a player attempts to place after the round of play has begun.

3. Wagers

I. If the casino offers a progressive wager, after placing all wagers required by the game, a player may also place a progressive wager on whether the player will be dealt a progressive payout hand.

II. A progressive wager shall be made in the amount of $1, by placing a gaming chip into the progressive wagering device designated for that player.

III. Each player shall be responsible for verifying that the player's respective progressive wager has been accepted.

IV. A progressive wager may not be made, increased, or withdrawn after the round of play has begun.

4. Procedures for handling progressive wagers

I. Prior to dealing any cards, the dealer shall use the progressive table game system to prevent the placement of any additional progressive wagers. The dealer shall then collect any progressive wagers and, on the layout in front of the table inventory container, verify that the number of gaming chips wagered equals the number of progressive wagers accepted by the progressive table game system. The dealer shall then place the gaming chips into the table inventory container.

5. Progressive Jackpot

I. All progressive pays are based on five card poker hands. The odds of winning the top prize with a Royal Flush are the same across all games.

II. The casino may elect to have a Multi-Linked Progressive Jackpot for the following tables:

A. Let It Ride

B. Mississippi Stud

C. Ultimate Texas Hold'em

D. Texas Hold'em Bonus Poker

E. Four Card Poker

F. Crazy Four Poker

III. If the casino offers games such as Let It Ride and Mississippi Stud, the games are played exactly the same as outlined in their specific "Rules of the Game." In order to qualify for one of the progressive jackpot payouts, players will need to use the cards they are initially dealt along with the dealer community cards to form a five card hand, used to determine if there is a winning progressive payout.

IV. If the casino offers games such as Ultimate Texas Hold'em and Texas Hold'em Bonus, the games are played exactly the same as outlined in their specific "Rules of the Game." In order to qualify for one of the progressive jackpot payouts, players will need to use the player's two hole cards plus the first three community cards (also known as the flop) to determine if there is a winning progressive payout.

V. If the casino offers games such as Four Card Poker and Crazy Four, the game is played exactly the same as outlined in its specific "Rules of the Game." In order to qualify for one of the progressive jackpot payouts, players will need to use all five of the cards they were initially dealt to determine if there is a winning progressive payout.

6. Progressive Payout

I. A winning progressive wager shall be paid in accordance with the payout table in section 7 Payout Odds; Envy Bonus; rate of progression prior to the collection of the winning player's cards by the dealer.

II. A winning player shall receive the payout for only the highest ranking hand formed from the player's winning progressive payout hand.

III. A winning progressive wager shall be paid irrespective of, and have no bearing on any other wagers made by the player, with the exception that if a player decides not to remain in competition with the dealer and fold his/her hand, the player shall forfeit the progressive wager but shall not forfeit the eligibility to receive an Envy Bonus under section 7.II Payout Odds; Envy Bonus; rate of progression.

IV. Prior to making a payout for a progressive wager, the dealer shall:

A. Verify that the hand is a winning hand.

B. Verify that the appropriate light on the progressive table game system has been illuminated.

C. If the winning hand is a Straight Flush or a Royal Flush,

1. Have a Table Games Supervisor or above and a member of the casino's surveillance department verify the progressive.

2. Sort the remaining cards by suit and sequence on the table to verify the deck.

7. Payout Odds; Envy Bonus; rate of progression

I. Should a player be eligible for a winning progressive payout, the casino shall pay the following odds on all payouts:

Hand	Pays	Envy
Royal Flush	100%	$1,000
Straight Flush	10%	$300
Four of a Kind	$300	N/A

Full House	$50	N/A
Flush	$40	N/A
Straight	$30	N/A
Three of a Kind	$9	N/A

II. Players making a progressive wager in accordance with section 3.II Wagers shall receive an Envy Bonus, as listed in subsection I, when another player at the same table is the holder of an Envy Bonus Qualifying hand.

   A. Players are entitled to multiple Envy Bonuses if more than one other player is the holder of an Envy Bonus Qualifying hand; provided, however, that a player is not entitled to an Envy Bonus for his own hand or the hand of the dealer.

III. The rate of progression for the progressive meter used for the progressive payouts in subsection I shall be at least 21%; with the exception that if a secondary jackpot is offered, the combined rate of progression for both the primary and the secondary jackpots shall be at least 21%. The initial and reset amount must also be at least $10,000.

IV. Winning progressive payout hands shall be paid in accordance with the amount on the meter, when it is the player's turn to be paid in accordance with section 6 Progressive Payout.

Horseshoe Cincinnati
Table Games Plan
Appendix M – Crazy Four Poker

Date Submitted to the Ohio Casino Control Commission: December 3, 2014
Date Approved by the Commission: December 17, 2014

CRAZY FOUR POKER

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Horseshoe Cincinnati
Table Games Plan
Appendix M – Crazy Four Poker

Date Submitted to the Ohio Casino Control Commission: December 3, 2014
Date Approved by the Commission: December 17, 2014

1. Definitions

I. The following words and terms, when used in this chapter, have the following meanings unless the context clearly indicates otherwise:

A. Ante Wager – A mandatory wager, equal in amount to the Super Bonus wager that a player has to make prior to any cards being dealt.

B. Queens Up Wager – An optional wager a player may make prior to any cards being dealt to compete against a posted pay table, regardless of the outcome of the player's hand against the dealer.

C. Super Bonus Wager – A mandatory wager, equal in amount to the Ante wager that a player has to make prior to any cards being dealt.

D. Hand – The best Crazy Four Poker hand that can be formed by each player and the dealer from the cards they are dealt.

E. Play Wager – An additional wager that a player is required to make if the player opts to remain in competition against the dealer.

F. Round of play – One complete cycle of play during which all wagers have been placed, all cards have been dealt and all remaining wagers have been settled in accordance with the rules of this chapter.

2. Crazy Four Poker table physical characteristics

I. Crazy Four Poker shall be played on a table having betting positions for no more than six players on one side of the table and a place for the dealer on the opposite side which may include the following characteristics:

A. The name or logo of the casino offering the game.

B. Four separate betting areas designated for the placement of Ante, Play, Super Bonus and Queens Up wagers for each player. The Super Bonus betting area must be located to the right of the Ante Wager betting area and be separated by an ''='' symbol.

C. An inscription identifying the payout odds for all authorized wagers. If payout odds are not inscribed on the layout a sign identifying the payout odds for all authorized wagers shall be posted at each Crazy Four Poker table.

D. Inscriptions on the layout or a table sign that advise patrons of the following:

1. The best four-card hand plays.
2. The dealer qualifies with a king or better.
3. A player who has a pair of aces or better may place a Play Wager in an amount up to three times the player's Ante Wager.
4. The player's Super Bonus Wager shall be returned if the player beats or ties the dealer with a hand that is not a straight or better.

II. Each Crazy Four Poker table must have a drop box and a tip box attached to it on the same side of the table as, but on opposite sides of the dealer.

III. Each Crazy Four Poker table must have a discard rack securely attached to the top of the dealer's side of the table.

3. Cards; number of decks

I. Except as provided in subsection II, Crazy Four Poker shall be played with one deck of cards with backs of the same color and design and one additional cover card to be used in accordance with section 5 Shuffle and cut of the cards.

II. If an automated card shuffling device is used, the casino may use a second deck of cards to play the game, provided that:

A. Each deck of cards complies with the requirements of subsection I.

B. The backs of the cards in the two decks are different colors.

C. One deck is being shuffled by the automated card shuffling device while the other deck is being used to play the game.

D. Both decks are continuously alternated in and out of play, with each deck being used for every other round of play. In the event the automated card shuffling device malfunctions, a manual shuffle procedure will be used.

E. The cards from only one deck are placed in the discard rack at any given time.

III. The decks of cards used in Crazy Four Poker may be changed:

A. At least every 6 hours if the cards are dealt by hand.

B. At least every 8 hours if the cards are dealt from a manual or automated dealing shoe.

4. Opening of the table for gaming

I. After receiving one or more decks of cards at the table, the dealer shall inspect the front and back of the cards for any defects.

II. The cards shall be turned face down on the table, mixed thoroughly by a washing of the cards and stacked. Once the cards have been stacked, the cards shall be shuffled in accordance with section 5 Shuffle and cut of the cards.

III. If the casino uses an automated card shuffling device to play the game and two decks of cards are received at the table as permitted under section 3 Cards; number of decks, each deck of cards shall be separately spread, inspected, verified, spread, inspected, mixed, stacked and shuffled.

5. Shuffle and cut of the cards

I. Immediately prior to the commencement of play, and after each round of play has been completed, the dealer shall shuffle the cards, either manually or by use of an automated card shuffling device, so that the cards are randomly intermixed. Upon completion of the shuffle, the dealer or automated card shuffling device shall place the deck of cards in a single stack; provided, however, that nothing in this section shall be deemed to prohibit the use of an automated card shuffling device which, upon completion of the shuffling of the cards, inserts the stack of cards directly into a dealing shoe.

II. If an automated card shuffling device that counts the number of cards in the deck after the completion of each shuffle and indicates whether 52 cards are present is being used, and it reveals that an incorrect number of cards are present, the deck shall be ran through the shuffling device one more time to re-verify. If it continues to indicate cards are missing, a supervisor will visually inspect the deck to determine if the cards are missing.

III. After the cards have been shuffled and stacked, the dealer shall:

A. If the cards were shuffled using an automated card shuffling device, deal the cards in accordance with section 8 Procedures for dealing the cards from the hand, and section 9 Procedures for dealing the cards from an automated dealing shoe.

B. If the cards were shuffled manually, cut the cards in accordance with the procedures in subsection IV.

IV. If a cut of the cards is required, the dealer shall:

A. Cut the deck, using one hand, by:

1. Placing the cover card on the table in front of the deck of cards.

2. Taking a stack of at least 10 cards from the top of the deck and placing them on top of the cover card.

3. Placing the cards remaining in the deck on top of the stack of cards that were cut and placed on the cover card.

B. Deal the cards in accordance with section 8 or 9.

V. Notwithstanding subsection IV, after the cards have been cut and before any cards have been dealt, a floor person or above may require the cards to be re-cut if he determines that the cut was performed improperly or in any way that might affect the integrity or fairness of the game.

VI. Whenever there is no gaming activity at a Crazy Four Poker table that is open for gaming, the cards shall be spread out on the table either face up or face down until such time that a player arrives, at which point the dealer will put the cards in the automatic shuffle machine to begin play.

6. Crazy Four Poker rankings

I. The rank of the cards used in Crazy Four Poker, in order of highest to lowest rank, shall be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3 and 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 with a 2, 3 and 4.

II. The permissible poker hands in the game of Crazy Four Poker, in order of highest to lowest rank, shall be:

A. A four-of-a-kind, which is a hand consisting of four cards of the same rank, with four aces being the highest ranking four-of-a-kind and four 2's being the lowest ranking four-of-a-kind.

B. A straight flush, which is a hand consisting of four cards of the same suit in consecutive ranking, with an ace, king, queen and jack being the highest ranking straight flush and a 4, 3, 2 and ace being the lowest ranking straight flush.

C. A three-of-a-kind, which is a hand consisting of three cards of the same rank, with three aces being the highest ranking three-of-a-kind and three 2's being the lowest ranking three-of-a-kind.

D. A flush, which is a hand consisting of four cards of the same suit, regardless of rank.

E. A straight, which is a hand consisting of four cards of more than one suit and of consecutive rank, with ace, king, queen and jack being the highest ranking straight and 4, 3, 2 and ace being the lowest ranking straight; provided however, that an ace may not be combined with any other sequence of cards for purposes of determining a winning hand (for example, king, ace, 2 and 3).

F. A two pair, which is a hand consisting of two pairs with two aces and two kings being the highest ranking two pair and two 3's and two 2's being the lowest ranking two pair.

G. A pair, which is a hand consisting of two cards of the same rank, regardless of suit, with two aces being the highest ranking pair and two 2's being the lowest ranking pair.

III. When comparing two hands that are of equal rank under subsection II, or that contain none of the hands listed in subsection II, the hand that contains the highest ranking card under subsection I that is not contained in the other hand shall be considered the higher ranking hand. If the hands are of equal rank after the application of this section, the hands shall be considered a tie.

7. Wagers

I. The following wagers may be placed in the game of Crazy Four Poker:

A. A player may compete solely against the dealer by placing an Ante Wager and a Super Bonus wager in equal amounts, within the minimum and maximum wagers posted at the table, and then placing a Play Wager in accordance to section 10.IV.

B. In addition to the Ante and Super Bonus Wagers, a player may compete against a posted pay table by placing a Queens Up wager.

C. A player may compete against both the dealer and the posted payout table by placing wagers in accordance with the requirements in paragraphs A and B.

II. All wagers at Crazy Four Poker shall be made by placing gaming chips or plaques on the appropriate betting areas of the table layout. A verbal wager accompanied by cash shall not be accepted.

III. Only players who are seated at a Crazy Four Poker table may wager at the game. Once a player has placed a wager and received cards, that player shall remain seated until the completion of the round of play. If a player leaves the table during a round of play, any wagers made by the player may be considered abandoned and may be treated as losing wagers.

IV. Ante, Super Bonus and Queens Up wagers shall be placed prior to cards being dealt, in accordance with the dealing procedures in section 8 Procedures for dealing the cards from the hand or section 9 Procedures for dealing the cards from an automated dealing shoe. Except for Play Wagers, a wager may not be made, increased, or withdrawn after the first card has been dealt. All Play Wagers shall be placed in accordance with section 10 Play Wagers; Procedures for completion of each round of play.

V. A player may not be permitted to simultaneously play and wager on more than one player position.

8. Procedures for dealing the cards from the hand

I. If the cards are dealt from the dealer's hand, the following requirements shall be observed:

A. After the procedures required under section 5 Shuffle and cut of the cards have been completed, the dealer shall place the stacked deck of cards in the left hand.

1. The cards held by the dealer shall at all times be kept in front of the dealer and over the table inventory container.

B. The dealer shall deal each card by holding the deck of cards in the left hand and using the other hand to remove the top card of the deck.

II. The dealer shall, starting with the player farthest to the dealer's left and continuing around the table in a clockwise manner, deal one card at a time to each player who has placed the required wagers under section 7.IV Wagers, and to the dealer until each player and the dealer have five cards. All cards shall be dealt face down.

III. After five cards have been dealt to each player and to the dealer, the dealer shall place the stub in the discard rack without exposing the cards.

IV. If a player or the dealer has more or less than five cards, but 52 cards remain in the deck, all hands shall be void and all wagers shall be returned to the players. If the number of cards in the deck is more or less than 52 cards, all hands shall be considered void, all wagers shall be returned to the players and the entire deck of cards shall be removed from the table.

9. Procedures for dealing the cards from an automated dealing shoe

I. If the cards are dealt from an automated dealing shoe, the following requirements shall be observed:

A. After the procedures required under section 5 Shuffle and cut of the cards have been completed, the cards shall be placed in the automated dealing shoe.

II. The dealer shall deal the first stack of cards dispensed by the automated dealing shoe face down to the player farthest to the dealer's left who has placed a wager in accordance to section 7.IV Wagers. As the remaining stacks are dispensed to the dealer by the automated dealing shoe, the dealer shall, moving clockwise around the table, deal a stack face down to each of the other players who has placed wager in accordance to section 7.IV Wagers. The dealer shall then deal a stack of five cards face down to himself.

III. After each stack of five cards has been dispensed and delivered in accordance with subsection 7.II, the dealer shall remove the stub from the automated dealing shoe and place the cards in the discard rack without exposing the cards.

IV. If a player or the dealer has more or less than five cards, but 52 cards remain in the deck, all hands shall be void and all wagers shall be returned to the players. If the number of cards in the

deck is more or less than 52 cards, all hands shall be considered void, all wagers shall be returned to the players and the entire deck of cards shall be removed from the table.

10. Play Wagers; Procedures for completion of each round of play

I. After the dealing procedures required under section 8 Procedures for dealing the cards from the hand or section 9 Procedures for dealing the cards from an automated dealing shoe have been completed, each player shall examine his cards.

II. Each player who wagers at Crazy Four Poker shall be responsible for his own hand and no person other than the dealer and the player to whom the cards were dealt may touch the cards of that player.

III. The dealer shall, starting with the player farthest to the left of the dealer and continuing clockwise around the table, offer each player who has placed an Ante and Super Bonus wagers the option to either forfeit his Ante and Super Bonus wagers and end his participation in the round of play or make a Play wager in an amount equal to the player's Ante wager. A player who has a pair of Aces or better may place a Play wager in an amount that is one, two or three times the amount of the player's Ante wager. If a player has placed an Ante, Super Bonus and a Queens Up wager but does not make a Play Wager, the player shall forfeit all three wagers.

IV. After each player who has placed the Ante and Super Bonus wagers has either placed a Play wager on the designated area of the layout or forfeited his wagers and hand, the dealer shall collect all forfeited wagers and associated cards and place the cards in the discard rack.

V. The dealer shall then reveal the dealer's cards and select the four cards that form the highest possible ranking hand. The dealer shall then, starting with the player farthest to the dealer's right and continuing counter-clockwise around the table, complete the following procedures for each player:

A. The dealer shall turn the five cards of each player face up on the layout and form the highest possible ranking four-card Poker hand for the player.

1. If the dealer's highest ranking four-card Poker hand is ranked lower than a king, the dealer shall return the player's Ante wager and pay out the Play and Super Bonus wagers made by the player in accordance with the payout odds in section 11.I and 11.II. The player's Super Bonus Wager shall be returned if the player's winning hand is not a straight or better.

2. If the dealer's highest ranking four-card Poker hand is a king or better, and the player's highest ranking four-card Poker hand is ranked:

   (a) Lower than the dealer's four-card Poker hand, the dealer shall immediately collect the Ante and Play Wagers made by the player but shall pay out the Super Bonus wager made by the player in accordance with the payout odds in section 11.I and 11.II.

   (b) Higher than the dealer's four-card Poker hand, the dealer shall pay the Ante, Play and Super Bonus wagers made by the player in accordance with the payout odds in section 11.I and 11.II. The player's Super Bonus wager will be returned if the player's winning hand is not a straight or better.

   (c) Is equal in rank to the dealer's four-card hand, the dealer shall return the Ante and Play wagers and pay out the Super Bonus wager in accordance with the payout odds in section 11.I and 11.II. The player's Super Bonus wager will be returned if the player's winning hand is not a straight or better.

3. After settling the player's Ante, Play and Super Bonus wagers, the dealer shall settle a Queens Up wager by determining whether the player's four-card Poker hand qualifies for a payout in accordance with section 11.III. A winning Queens Up wager shall be paid irrespective of whether the player's four-card Poker hand outranks the dealer's hand.

4. Each player's wagers will be settled before moving on to the next player.

B. After all wagers have been settled, the remaining cards shall be collected by the dealer and placed in the discard rack in such a way that the cards can be readily arranged to reconstruct each hand in the event of a question or dispute.

11. Payout Odds

I. The casino shall pay each winning Ante and Play Wagers at odds of 1 to 1.

II. The casino shall pay the player's Super Bonus Wager in accordance with the following odds:

Hand	*Pay Table*
Four Aces	200 to 1

Four-of-a-Kind	30 to 1
Straight Flush	15 to 1
Three-of-a-Kind	2 to 1
Flush	3 to 2
Straight	1 to 1

*Supervisor approval is required for a winning hand of Four-of-a-Kind or above.

III. A player placing a Queens Up Wager shall be paid at the odds in one of the following pay tables:

Hand	Payout Odds
Four-of-a-Kind	50 to 1
Straight Flush	30 to 1
Three-of-a-Kind	9 to 1
Flush	4 to 1
Straight	3 to 1
Two Pair	2 to 1
Pair of Queens or better	1 to 1

12. Irregularities

I. A card drawn in error without its face being exposed shall be used as though it was the next card from the shoe or the deck.

II. If any player or the dealer is dealt an incorrect number of cards, all hands shall be void, all wagers shall be returned to the players and the cards shall be re-shuffled.

III. If one or more of the dealer's cards is inadvertently exposed prior to the dealer revealing his cards in accordance with section 10.V Play Wagers; Procedures for completion of each round of play, all hands shall be void, all wagers shall be returned to the players and the cards shall be re-shuffled.

IV. If an automated card shuffling device is being used and the device jams, stops shuffling during a shuffle, or fails to complete a shuffle cycle, the cards shall be re-shuffled.

V. If an automated dealing shoe 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, all wagers shall be returned to the players and the cards shall be removed from the device and re-shuffled with any cards already dealt.

13. Multi-link progressive option for Crazy Four Poker

1. Wagers

I. If the casino offers a progressive wager, after placing all wagers required by the game, a player may also place a progressive wager on whether the player will be dealt a progressive payout hand.

II. A progressive wager shall be made in the amount of $1, by placing a gaming chip into the progressive wagering device designated for that player.

III. Each player shall be responsible for verifying that the player's respective progressive wager has been accepted.

IV. A progressive wager may not be made, increased, or withdrawn after the round of play has begun.

2. Progressive Jackpot

I. All progressive pays are based on five card poker hands. The odds of winning the top prize with a Royal Flush are the same across all games.

II. The casino may elect to have a Multi-Linked Progressive Jackpot for Crazy Four Poker.

III. If the casino offers Crazy Four Poker, the game is played exactly the same as outlined in their specific "Rules of the Game." In order to qualify for one of the progressive jackpot payouts,

players will need to use the five cards they are initially dealt to form a five card hand to determine if there is a winning progressive payout.

3. Payout Odds; Envy Bonus; rate of progression

I. Should a player be eligible for a winning progressive payout, the casino shall pay the following odds on all payouts:

Hand	Pays	Envy
Royal Flush	100%	$1,000
Straight Flush	10%	$300
Four of a Kind	$300	N/A
Full House	$50	N/A
Flush	$40	N/A
Straight	$30	N/A
Three of a Kind	$9	N/A

II. Players making a progressive wager shall receive an Envy Bonus when another player at the same table is the holder of an Envy Bonus Qualifying hand.

III. The rate of progression for the progressive meter used for the progressive payouts shall be at least 21%; with the exception that if a secondary jackpot is offered, the combined rate of progression for both the primary and the secondary jackpots shall be at least 21%. The initial and reset amount must also be at least $10,000.

Horseshoe Cincinnati
Appendix N – Big Six

Date Submitted to the Ohio Casino Control Commission: July 2, 2014
Date Approved by the Commission: July 16, 2014

BIG SIX

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Horseshoe Cincinnati
Appendix N – Big Six

Date Submitted to the Ohio Casino Control Commission: July 2, 2014
Date Approved by the Commission: July 16, 2014

1. Definitions

I. The following words and terms, when used in this chapter, have the following meanings, unless the context clearly indicates otherwise:

II. Clapper – The item located on the frame of the wheel that will stop on an insignia to designate a winner.

III. Peg – The items located on the wheel that protrude from the wheel so that the clapper may stop on an insignia to designate a winner.

2. Big Six table and wheel physical characteristics

I. Big Six shall be played on a table having a place for the dealer on one side and on the opposite side, players may wager on a layout, which may include:

A. The name or logo of the casino offering the game.

B. Specific areas designated for the placement of wagers on the following insignias:

1. A one dollar ($1) bill;
2. A two dollar ($2) bill;
3. A five dollar ($5) bill;
4. A ten dollar ($10) bill;
5. A twenty dollar ($20) bill;
6. A joker;

C. The Big Six wheel shall meet the following requirements:

1. Be circular in shape.
2. Be no less than five (5) feet in diameter.
3. The rim shall be divided as follows into fifty-four (54) equally spaced sections covered with glass:

(a) Twenty-three (23) sections shall contain a one dollar ($1) bill or insignia;

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(b) Fifteen (15) sections shall contain a two dollar ($2) bill or insignia;

(c) Eight (8) sections shall contain a five dollar ($5) bill or insignia;

(d) Four (4) sections shall contain a ten dollar ($10) bill or insignia;

(e) Two (2) sections shall contain a twenty dollar ($20) bill or insignia;

(f) One (1) section shall contain the joker insignia, and;

II. Each Big Six table shall have a drop box and a tip box attached to it on the same side of the gaming table as the dealer.

3. Opening of a table for gaming

I. The table games supervisor or above shall inspect the Big Six table and wheel for the following:

A. The wheel for any contrivance that would affect the integrity or fairness of the game.

B. The wheel to verify it is balanced and rotating freely and evenly.

C. All parts to ensure that they are secure and free from movement.

4. Wagers

I. The following wagers shall be permitted to be made by a player at the game of Big Six:

A. A wager on the one dollar ($1) insignia which shall:

1. Win if the clapper stops on the one dollar ($1) insignia.

2. Lose if the clapper stops on an insignia other than the one dollar ($1) insignia.

B. A wager on the two dollar ($2) insignia which shall:

1. Win if the clapper stops on the two dollar ($2) insignia.

2. Lose if the clapper stops on an insignia other than the two dollar ($2) insignia.

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C. A wager on the five dollar ($5) insignia which shall:

1. Win if the clapper stops on the five dollar ($5) insignia.
2. Lose if the clapper stops on an insignia other than the five dollar ($5) insignia.

D. A wager on the ten dollar ($10) insignia which shall:

1. Win if the clapper stops on the ten dollar ($10) insignia.
2. Lose if the clapper stops on an insignia other than the ten dollar ($10) insignia.

E. A wager on the twenty dollar ($20) insignia which shall:

1. Win if the clapper stops on the twenty dollar ($20) insignia.
2. Lose if the clapper stops on an insignia other than the twenty dollar ($20) insignia.

F. A wager on the joker insignia which shall:

1. Win if the clapper stops on the joker insignia.
2. Lose if the clapper stops on an insignia other than the joker insignia.

G. A wager on the logo or design insignia:

1. Win if the clapper stops on the logo or design insignia.
2. Lose if the clapper stops on an insignia other than the logo or design insignia.

II. Players are permitted to wager on as many insignias as the player desires.

III. Wagers at Big Six shall be made by placing gaming chips or plaques on the appropriate areas of the Big Six layout. A verbal wager, accompanied by cash may not be accepted, and all cash shall be converted to gaming chips or plaques for wagering.

IV. No wager at Big Six shall be made, increased or withdrawn after the wheel is spun.

5. Procedure for dealing the Big Six

I. All wagers must be placed before the wheel is spun.

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II. The wheel may be spun by the dealer in either direction.

III. The wheel must make three complete rotations, and must have the clapper come to rest on a single insignia to constitute a valid spin.

6. Result of round; payment and collection of wagers

I. The insignia that the clapper stops on is the winning insignia.

II. After the result of the round is determined, the dealer shall collect each losing wager. After the losing wagers are collected, the dealer shall pay each winning wager in accordance with *Section 8. Payout odds*.

7. Payout odds

I. Winning wagers shall be paid at the odds contained below:

Pay Table	
One Dollar ($1) Insignia	1 to 1
Two Dollar ($2) Insignia	2 to 1
Five Dollar ($5) Insignia	5 to 1
Ten Dollar ($10) Insignia	10 to 1
Twenty Dollar ($20) Insignia	20 to 1
Joker Insignia	40 to 1
Approved Logo or Design Insignia	40 to 1

8. Irregularities

I. If the clapper stops on a peg rather than a number, it is not a valid spin, and all wagers shall be considered void and returned to the players.

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II. If the wheel does not make at least three complete rotations, it is not a valid spin, and all wagers shall be considered void and returned to the players.

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1. Definitions

The following words and terms, when used in this chapter, shall have the following meanings unless the context clearly indicates otherwise.

Action- This signifies a player's right to act on his hand; check, bet or fold.

All-in- A player who has no funds remaining on the Poker table to continue betting in a round of play but who still retains the right to contend for that portion of the pot in which the player has already placed a bet.

Ante- A mandatory wager players may be required to place prior to any cards being dealt.

Bet- An action by which a player places gaming chips or gaming plaques into the pot on any betting round.

Betting round- A complete wagering cycle in a hand of Poker after all players have acted; bet, checked, called or folded.

Blind Bet- A mandatory wager players may be required to place prior to any cards being dealt.

Boxed Card- A card that is incorrectly face up in the deck.

Burn card- A card taken from the top of a deck which is discarded face down, which is not in play and the identity of which remains unknown.

Button- An object which is moved clockwise around the table to determine the betting and dealing sequence.

Call- A wager made in an amount equal to the immediately preceding wager.

Check- A player who waives the right to initiate the betting in a betting round but retains the right to place a bet if another player initiates the betting.

Community card- A card which is dealt face upward and which can be used by all players to form their best hand.

Dead Money- Chips in the pot that are no longer live bets.

Draw- In any game of Draw Poker, an exchange by a player of cards held in his hand for an equal number of new cards from the deck.

Fixed Limit- A game of poker with set betting limits for each betting round.

Fold- The withdrawal of a player from a round of play by refusing to equal a wager during a betting round and discarding his hand.

Forced Bet- A wager which is required to start the wagering on the first betting round in Seven-Card or Five-card Stud Poker.

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Fouled hand- A hand that either has an improper number of cards or has come into contact with other cards in such a way as to render it impossible to determine accurately which cards are contained in the hand.

High- A game of Poker in which the highest ranking hand in accordance with standard poker hand rankings (relating to cards; number of decks) wins the pot.

Hole-card- Any card dealt to a player face down.

Kill option- A requirement in certain games of poker in which the limits will be increased if certain criteria are met. Most commonly in a single pot game (all high or low) a player winning two pots consecutively will constitute a "kill". Most commonly in split pot games one player winning the entire pot qualifies a kill. There may also be a pot size qualifier to determine whether a kill is required.

Lowball- A game of Poker in which the inverse of standard poker ranking are used, lower hand rankings are stronger value and preferred. These games are primarily played either "Ace to Five" or Deuce to Seven".

Muck- The discard pile is referred to as the "muck". Muck may be used as a verb meaning to fold a hand as well.

No Limit- A form of "big bet" poker that allows players to bet their entire table stake during a betting round.

Opening bet- The first bet in a round of play.

Pot- The amount which is awarded to the winning player or players at the conclusion of a round of play and is equal to the total amount anted or bet by the players during the round of play, less any rake and promotional funds if applicable

Pot Limit- A form of "big bet" poker that allows players a maximum bet that equates to the current pot size during a betting round.

Protected hand- A hand of cards which the player is physically holding or has placed under a card protector.

Raise- A bet in an amount greater than the immediately preceding bet in that betting round.

Rake- The amount of gaming chips, gaming plaques or currency collected by the dealer as Poker revenue.

Round of play- For any game of Poker, the cycle of play during which cards are dealt, bets are placed and the winner of the pot is determined and paid in accordance with the rules of this chapter.

Set Up- Two complete decks of cards that have contrasting colored backs.

Showdown- The action of revealing the hands of each player in order to determine who shall win the pot after all betting rounds have been completed.

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Side pot- A separate pot formed when one or more players are All-in.

Stub- The remainder of the deck that is unused during the course of a round of play.

Table stakes- A player's currency, gaming chips and gaming plaques on the table that are available to place a wager during a round of play.

Up-Card- In a game of Stud Poker, any card dealt to a player face up.

2. Seven-card Stud Poker; Procedures for Dealing; Completion of Each Round of Play

I. The casino may offer the game of Seven-Card Stud High, Seven-Card Stud 8 or Better (High-Low split) and Razz (Seven-Card Stud Lowball) and shall be required to observe the procedures in this section.

II. A Seven-Card Stud Poker table shall be restricted to a maximum of eight players. Each player who elects to participate in a round of play may be required to place an Ante and make a forced opening bet.

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

IV. Once each player has received three cards the first betting round shall commence by requiring one player to place a Forced Bet. The player required to place the Forced Bet shall be determined by comparing the up-card of each player. For the purposes of this subsection, 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 the following order: spades, hearts, diamonds, clubs. The forced bet shall be made by:

A. For Seven-Card Stud High, the player with the lowest ranked up-card.

B. For Seven-Card Stud 8 or Better, the player with the lowest ranked up-card. In this game, to determine the lowest ranked up-card, an ace of spades shall be considered the highest ranking card and the two of clubs is the lowest.

C. For Razz, the player with the highest ranked up-card. In this game an ace of clubs shall be considered the lowest ranking card and the king of spades is the highest.

V. Starting to the left of the player required to place the Forced Bet, each player, proceeding in a clockwise rotation shall have an opportunity to take action on their respective hands. After the last player has taken action on the most recent bet, the betting round shall be considered complete.

VI. Upon completion of the first betting round, the Dealer shall burn the top card of the deck and then, starting with the first remaining live player to his left, deal a fourth card face up to each

player still contending during this round of play. The next betting round shall commence as follows:

A. For Seven-Card Stud High and 8 or Better, the player with the highest ranking Poker hand showing shall be required to take first action.

B. For Razz, the player with the lowest ranking Poker hand showing shall be required to take first action.

C. If the highest/lowest ranking Poker hand showing is held by two or more players, the player closest to the left of the dealer shall be required to take first action.

VII. Starting to the left of the player required to initiate action on this betting round each player, proceeding in a clockwise rotation will have an opportunity to take action on their respective hands. After the last player has taken action on the most recent bet, the betting round shall be considered complete.

VIII. The Dealer shall then deal two additional rounds of cards face up and one round of cards face down to each live player who is still in contention for the pot. A burn card will be dealt prior to each round of dealing. A betting round will entail after each round of cards are dealt.

IX. If an insufficient number of cards remain in the stub to deal either a sixth or seventh card to each player, every effort will be made to deal each remaining player a card. This may require shuffling the stub with the burn cards, dealing the last card of the stub or a combination of both. If the stub is shuffled with burn cards no burn card will be dealt after remaking the deck.

X. In the situation that there are not enough cards for each player to receive a card, there will be a community card dealt for all players to use to complete their respective hands.

XI. During the showdown each player remaining in the game shall form a five-card Poker hand from the seven cards which the player was dealt. This five-card hand shall determine the winner of the pot as follows:

A. For Seven-Card Stud High, the player with the highest ranking five-card high hand.

B. For Seven-Card Stud 8 or Better, the player with the highest ranking five-card high hand shall win half the pot and the player with the best ranking five-card low hand shall win half the pot. The low hand shall have an 8 or Better qualifier.

1. If a pot cannot be divided equally between the high and low hands, the excess amount shall be added to the high portion of the pot.

2. If a tie exists between multiple players for the high portion of the pot and this portion can't be divided equally, the player with the highest card by suit shall win the excess amount.

3. If a tie exists between multiple players for the low portion of the pot and this portion can't be divided equally, the player with the lowest card by suit shall win the excess amount.

4. Each pot shall be divided separately of other pots when multiple pots exist.

5. For purposes of this subsection, the cards shall be ranked by suit with the highest to lowest ranked suit in order as follow: spades, hearts, diamonds and clubs.

6. A player shall be allowed to play any combination of their seven cards to form both a high and a low hand. An ace can be played as the highest and the lowest card for hand ranking purposes. This allows the player to content for both the high and the low.

C. For Razz, the player with the best ranking five-card low hand. The best hand in Razz is the wheel using an ace.

XII. Fixed Limit Seven-Card Stud games shall use the lower betting limit during the first two betting rounds and the higher betting limit during final three betting rounds. Seven-Card Stud High may allow players to bet the higher betting limit on the second betting round when a players first two up-cards are paired.

3. Hold 'em Poker; Procedures for Dealing; Completion of Each Round of Play

I. The casino may offer the game of Hold 'em Poker and shall be required to observe the procedures in this section. Hold 'em Poker shall be played to determine a winning high hand only.

II. A Hold 'em Poker table shall be restricted to a maximum of 10 players. Each player who elects to participate in a round of play may be required to place an Ante, Blind Bet or combination of both.

III. A button shall be used to determine the order in which the cards shall be dealt and the order in which players shall have action.

A. At the commencement of play, the button shall be placed in front of either:

1. The first player to the right of the Dealer.

2. The player randomly determined by rank of a single card dealt.

B. Thereafter, the button shall rotate around the table in a clockwise manner after each round of play.

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IV. Designated players may be required to place Blind Bets and/or Antes due to the button placement prior to the commencement of a round of play.

V. 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.

VI. Once each player has received two cards the first betting round shall commence starting with the player to the immediate left of the Blind Bets. Each player proceeding in a clockwise rotation around the poker table shall have an opportunity to take action on their respective hands. The option to raise shall also apply to a player who made a Blind Bet. After the last player has taken action on the most recent bet, the betting round shall be considered complete.

VII. The Dealer shall then burn the top card of the deck and proceed to deal three community cards face up in the center of the table. The next betting round shall commence with action starting to the first live player to the left of the button. Each subsequent player shall, in clockwise rotation, have the opportunity to take action on their respective hands. After the last player has taken action on the most recent bet, the betting round shall be considered complete.

VIII. Upon completion of the betting round the Dealer shall burn the top card of the deck and deal a fourth community card face up in the center of the table. The next betting round shall commence and be completed in accordance with the prior betting round.

IX. Upon completion of the betting round the Dealer shall burn the top card of the deck and deal a fifth and final community card face up in the center of the table. The final betting round shall commence and be completed in accordance with the prior betting round.

X. During the showdown each player remaining in the game shall form a five-card Poker hand using any combination of the player's hole-cards and the five community cards to determine the winner of the pot.

XI. If a tie exists between multiple players and the pot can't be divided equally, the player(s) closest to the left of the button shall win the excess amount.

XII. Fixed Limit Hold 'em games shall use the lower betting limit during the first two betting rounds and the higher betting limit during final two betting rounds.

4. Omaha Poker; Procedures for Dealing; Completion of Each Round of Play

I. The casino may offer the game of Omaha High, Omaha 8 or Better (High-Low split) and Big O and shall be required to observe the procedures in this section.

II. Omaha Poker games will have the same procedures, rules and betting rounds as Hold 'em Poker with a few exceptions.

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III. All players will receive four cards during the initial deal. Big O is a version of Omaha Poker in which players are initially dealt five cards. All other rules of Big O are identical to other Omaha Poker games.

IV. During the showdown each player remaining in the game shall form a five-card Poker hand using two of the player's hole-cards and three community cards to determine the winner of the pot The winner of the pot shall be:

A. For Omaha High Poker, the player with the highest ranking five-card high Poker hand.

B. For Omaha 8 or Better Poker, the player with the highest ranking five-card high hand shall win half the pot and the player with the best ranking five-card low hand shall win half the pot. The low hand shall have an 8 or Better qualifier.

1. If a pot cannot be divided equally between the high and low hands, the excess amount shall be added to the high portion of the pot.

2. If a tie exists between multiple players for the high portion of the pot and this portion can't be divided equally, the player(s) closest to the left of the button shall win the excess amount.

3. If a tie exists between multiple players for the low portion of the pot and this portion can't be divided equally, the player(s) closest to the left of the button shall win the excess amount.

4. Each pot shall be divided separately of other pots when multiple pots exist.

5. A player shall be allowed to play any two card combination of their four hole-cards in conjunction with any three card combination of the community cards to form both a high and a low hand. An ace can be played as the highest and the lowest card for hand ranking purposes. This allows the player to contend for both the high and the low.

5. Five-card Draw Poker; Procedures for Dealing; Completion of Each Round of Play

I. The casino may offer the game of Five-Card Draw High, Five- Card Draw 8 or Better and Five-Card Draw Lowball Poker and shall be required to observe the procedures in this section.

II. A Five-Card Draw Poker table shall be restricted to a maximum of eight players. Each player who elects to participate in a round of play may be required to place an Ante, Blind Bet or combination of both.

III. A button shall be used to determine the order in which the cards shall be dealt and the order in which players shall have action.

A. At the commencement of play, the button shall be placed in front of either:

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1. The first player to the right of the dealer.

2. The player randomly determined by rank of a single card dealt.

IV. Thereafter, the button shall rotate around the table in a clockwise manner after each round of play.

V. Designated players may be required to place Blind Bets and/or Antes due to the button placement prior to the commencement of a round of play.

VI. 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 five rounds of cards face down to each player, the player with the button being the last player to receive a card each time.

VII. Once each player has received five cards the first betting round shall commence starting with the player to the immediate left of the Blind Bets. Each player proceeding in a clockwise rotation around the poker table shall have an opportunity to take action on their respective hands. The option to raise shall also apply to a player who made a Blind Bet. After the last player has taken action on the most recent bet, the betting round shall be considered complete.

VIII. After completion of the initial betting round, each live player, starting with the player to the immediate left of the button and continuing in a clockwise rotation around the poker table, shall have an opportunity to draw new cards. This process shall be accomplished one player at a time. Each player may keep his original hand or discard as many cards as he chooses. Each discarded card shall be replaced by the Dealer with a new card dealt from the deck as follows:

A. Prior to the first player receiving any new cards, the Dealer shall burn the top card of the deck and continue dealing to all other players in a clockwise rotation.

B. If insufficient cards remain in the deck for each player remaining in the round of play to draw new cards, the muck and the stub may be reshuffled and used for new cards.

IX. Five-Card Draw Poker games may be played as single draw games (as explained above) and as double or triple draw games. Each betting and drawing round will follow the same procedures as above starting action on the first live player to the left of the button. The final betting round shall follow the final drawing round.

X. During the showdown each player remaining in the game shall form a five-card Poker hand. This five-card hand shall determine the winner of the pot as follows:

A. For Five-Card Draw High, the player with the highest ranking five-card high hand.

B. For Five-Card Draw 8 or Better, the player with the highest ranking five-card high hand shall win half the pot and the player with the best ranking five-card low hand shall win half the pot. The low hand shall have an 8 or Better qualifier.

1. If a pot cannot be divided equally between the high and low hands, the excess amount shall be added to the high portion of the pot.

2. If a tie exists between multiple players for the high portion of the pot and this portion can't be divided equally, the player(s) closest to the left of the button shall win the excess amount.

3. If a tie exists between multiple players for the low portion of the pot and this portion can't be divided equally, the player(s) closest to the left of the button shall win the excess amount.

4. Each pot shall be divided separately of other pots when multiple pots exist.

5. An ace can be played as the highest and the lowest card for hand ranking purposes. This allows the player to contend for both the high and the low.

C. For Five-Card Draw Lowball, the player with the best ranking five-card low hand. The best hand in Five-Card Draw Lowball is the wheel and differs between Ace to Five Lowball and Deuce to Seven Lowball as stated in the Hand Rankings section.

XI. If a tie exists between multiple players and the pot can't be divided equally, the player(s) closest to the left of the button shall win the excess amount.

XII. Fixed Limit Five-Card Draw games shall be as follows:

A. Single draw games shall use the lower betting limit during the first betting round and the higher betting limit during final betting round.

B. Double draw games shall use the lower betting limit during the first betting round and the higher betting limits during final two betting rounds.

C. Triple draw games shall use the lower betting limit during the first two betting rounds and the higher betting limit during final two betting rounds.

D. All Five-Card Draw games may offer a betting limit spread with minimum and maximum bets each round.

6. Five-card Stud Poker; Procedures for Dealing; Completion of Each Round of Play

I. The casino may offer the game of Five-Card Stud Poker shall be required to observe the procedures in this section. Five-Card Stud Poker shall be played to determine a winning high hand only.

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II. A Five-Card Stud Poker table shall be restricted to a maximum of eight players. Each player who elects to participate in a round of play may be required to place an Ante and make a forced opening bet.

III. Starting with the first player to the left of the Dealer and continuing in a clockwise rotation around the poker table, the Dealer shall deal one round of cards face down and one round of cards face up to each player.

IV. Once each player has received two cards, the first betting round shall commence by comparing the up-card of each player. The player with the lowest ranked up-card shall be required to make a Forced Bet. For the purposes of this subsection, 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 follow: spades, hearts, diamonds, clubs.

V. Starting to the left of the player required to place the Forced Bet, each player, proceeding in a clockwise rotation shall have an opportunity to take action on their respective hands. After the last player has taken action on the most recent bet, the betting round shall be considered complete.

VI. Upon completion of the first betting round, the Dealer shall burn the top card of the deck and then, starting with the first remaining live player to his left, deal a third card face up to each player still contending during this round of play.

VII. The next betting round shall commence starting with the player showing the highest ranking hand with action continuing in a clockwise rotation around the poker table giving all players an opportunity to act. After the last player has taken action on the most recent bet, the betting round shall be considered complete.

VIII. The Dealer shall then deal two additional rounds of cards face up to each live player who is still in contention for the pot. A burn card will be dealt prior to each round of dealing. A betting round will entail after each round of cards are dealt.

IX. During the showdown each player remaining in the game shall form a five-card Poker hand from the five cards which the player was dealt to determine the winner of the pot.

X. If a tie exists between multiple players for the pot and can't be divided equally, the player with the highest card by suit shall win the excess amount.

XI. Fixed Limit Five-Card Stud games shall use the lower betting limit during the first two betting rounds and the higher betting limit during final two betting rounds. Five-Card Stud games may offer a betting limit spread with minimum and maximum bets each round.

Appendix B
Poker Room Rules & Policies

SECTION I – GENERAL HOUSE RULES

1. Entry into the Horseshoe Poker Room is limited to persons 21 years of age and older, with proof of age, that Horseshoe, acting in its sole and absolute discretion, deems appropriate. Horseshoe reserves the right to refuse anyone entry in its sole and absolute discretion.

2. Individuals who are excluded from casino facilities, either through a government program or by their own request, are not eligible.

3. Horseshoe may accommodate players based on special needs.

4. Management may make decisions which are as fair and equitable as possible. A player who commits an infraction should not profit from it and, conversely, a player who has done nothing wrong should not be placed at a disadvantage. Therefore, under extreme circumstances, it may decide to award a pot or decision to a player who is clearly entitled to it in the spirit of the rule rather than using the literal interpretation.

5. Poker Supervisor decisions are final.

6. Only one player per hand.

7. Players must protect their hands at all times, protecting a hand not only means the physical cards but also their interest in the pot. A Player who fails to protect their hand may have no recourse if the hand is fouled.

8. A player with a live hand must remain at the table, leaving the table may lead to a dead hand.

9. A player may only request to see another player's hand if collusion is suspected, and then only in the presence of a Floor Supervisor.

10. Cards must remain on the table at all times.

11. Cash does not play at any time. All cash should be changed into chips prior to entering a hand.

12. Players cards will act as a betting line, see rule #83.

13. English only at the table. This also applies to those who are watching a game and communicating with a player in the game. Speaking a foreign language while any hand is in progress is not allowed, regardless of whether a player has cards or not.

14. House Rake is 10%, up to $6 maximum. A Promotional Dollar will be taken on specified games as posted. Time Collection will be taken on specified games as posted.

15. No tobacco products of any kind are allowed in the Poker Room. This includes electronic cigarette devices.

16. A standard of behavior and appropriate dress will be monitored by Poker Supervisor.

17. The use of electronic devices with headphones is allowed as long as their use does not interfere with play. No electronic devices will be allowed on the table top felt at any time. Cell phone use is allowed at the table as long as it doesn't disrupt others or interfere with game play.

18. A player is expected to pay attention to the game and not hold up play. Activity that interferes with play, such as reading, I-pods, cell phones etc, at the table will be ceased if the problem impedes the progress of the game.

SECTION II – PLAYER CONDUCT & POKER ETIQUETTE

The following is a list of violations that may result in removal from and probable permanent eviction from Horseshoe Casino.

19. Verbally or physically threatening any patron or employee.

20. Discourteous behavior, disrespect towards staff and other players, or abusive language.

21. Using profanity or obscene language. The occasional outburst may be tolerated, but players should be given a warning by the dealer regarding profanity. Obscene expletives are unacceptable.

22. Collusion with another player or any other form of cheating.

23. Creating a disturbance by arguing, shouting, or making excessive noise.

24. Throwing, tearing, bending, or crumpling cards.

25. Destroying or defacing property.

26. Using an illegal substance or being too intoxicated.

27. Carrying a weapon.

28. Deliberately acting out of turn.

29. Deliberately splashing chips into the pot.

30. “Soft” play and/or agreeing to check a hand down when a third player is all-in.

31. Reading a hand for another player at the showdown before it has been placed face up on the table.

32. Telling anyone to turn a hand face-up at the showdown or any other form of assisting another player.

33. Revealing the contents of a live hand in a multi-handed pot before the betting is complete.

34. Revealing the contents of a folded hand before the betting is complete. Do not divulge the contents of a hand during a deal even to someone not in the pot, so you do not leave any possibility of the information being transmitted to an active player.

35. Needlessly stalling the action of a game.

36. Deliberately discarding hands away from the muck. Cards should be released in a low line of flight, at a moderate rate of speed; not at the dealer’s hands or chip-rack.

37. Stacking chips in a manner that interferes with dealing or viewing cards. Players must stack chips in an orderly fashion.

38. Making statements or taking action that could unfairly influence the course of play, whether or not the offender is involved in the pot.

39. Insurance propositions and side betting are not allowed.

SECTION III – HOUSE POLICIES & PROCEDURES

40. The proper time to draw attention to an error or irregularity is when it occurs or is first noticed. Any delay may affect the ruling.

41. If an incorrect rule interpretation or decision by an employee is made in good faith, the establishment has no liability.

42. A request for a ruling must be made prior to the start of the next hand or before the game either ends or changes to another table. Otherwise, the result of the prior hand will stand. The first riffle of the shuffle marks the start for a deal. On tables with shuffle machines the start of a new deal is once the button has been pushed on the shuffle machine.

43. If a pot has been incorrectly awarded and mingled with chips that were not in the pot, and the time limit for a ruling request given in the previous rule has been observed, management may determine how much was in the pot by reconstructing the betting, and then transfer that amount to the proper player.

44. To keep the action moving, it is possible that a game may be asked to continue even though a decision is delayed for a short period. The delay could be needed to check with surveillance, or get another Supervisor/Manager to give the ruling. In such circumstances, a pot or portion thereof may be taken off of the table by the house while the decision is pending.

45. The same action from two different players may have a different meaning, depending on the player who commits that action, so it is possible that the intent of an offender will be taken into consideration to make the fairest ruling possible. Some examples are a person’s amount of poker experience and past record of behavior.

46. Money and chips may be removed for security purposes when leaving the table. The establishment is not responsible for any shortage or removal of chips left on the table during a player’s absence, even though we will try to protect everyone as best we can. All removed funds must be fully restored when returning to the game.

47. Playing out of a rack is not allowed unless the player is in the process of racking up. A player can then play out of the rack until their next blind.

48. No one is allowed to play another player’s chips.

49. Playing over is allowed. The player will be allowed to play until his or her blind upon the initial player returning to the game. Time raked games will be paid by the original player in the game.

50. Pushing bets, “saving” or “potting out” is not allowed. This means that players are not allowed to retract any bets that have been committed to the pot.

51. Pushing an ante or posting for another person is not allowed.

52. Players will not be allowed to agree to split pots in any game. Chopping the big and small blind by taking them back when all other players have folded is allowed in button games. In the case that any additional blinds are posted or any additional money is in the pot will nullify the option to chop.

53. The game’s betting limit will not be changed if one or more players object. The Poker Supervisor may suggest that the objector(s) move to a similar sized game, if seating is available. Changing the limit or game type is always subject to management approval and a change in rake or collection.

54. Players must keep their cards in full view. This means above table-level and not past the edge of the table. The cards should not be covered by a player’s hands or hidden behind chips in a manner to conceal them creating confusion and false action.

55. Any player is entitled to a clear view of an opponent’s chips. Higher denomination chips must be easily visible. If a player requests an accurate chip count for another player, the dealer is responsible for counting out the chips if the player does not want to count out their own chips.

56. Excessive absences may also cause a player’s chips to be picked up from the table. This will be monitored and enforced at the Poker Supervisors discretion, see player pick-up policy for further details.

57. Deck changes will be monitored and decided upon at the Poker Supervisors discretion.

58. Looking through the discards or deck stub is not allowed and there will be no Rabbit Hunting.

59. Calling-for-clock procedures: Once a reasonable amount of time, which is no less than two minutes, has passed and a clock is called, a player will be given one (1) minute to act. If action has not been taken by the time the minute has expired, there will be a ten (10) second countdown. If a player has not acted on his hand by the time the countdown is over, the hand will be dead. Poker Supervisors may speed up the amount of time allotted for a clock if it appears that a player is deliberately stalling.

60. A non-player may not sit at the table without approval from the Poker Supervisor.

61. In non-tournament games, you may have a guest sit behind you if no one in the game objects. It is improper for a guest to look at any hand in action, and may result in removal.

Seating Policies

62. You must sign up with a member of the staff to enter a poker game. Phone-ins may be allowed one hour prior to arrival for certain games. It is the player’s responsibility to be in the area to hear their name called. If the player will not be around when this is happening they should notify a member of the staff.

63. When there is more than one game of the same stakes, and a must-move is not being used, the house will control the seating of new players to best preserve the viability of existing games. A new player will be sent to the game most in need of an additional player. A transfer to a similar game is not allowed if the game being left will then have fewer players than the game being entered. Table changes will be allowed once per hour or at the Poker Supervisors discretion and the player moving must post the big blind to be dealt in. New games will need to open for a minimum of one hour before any existing player may transfer to the new game. Players electing to table change must enter the new game with at least the minimum buy-in.

64. A player may not hold a seat in more than one game.

65. Permission is required before taking a seat in a game. Players are not permitted to transfer tables without the Poker Supervisors consent.

66. A lock-up in a new game will be picked up after ten minutes if someone is waiting to play.

67. The house may require that any two players not play in the same game.

68. In a new game, the player who arrives at the table the earliest gets first choice of remaining seats. If two players want the same seat and arrive at the same time, the higher player on the list has preference. A player playing a pot in another game may have a designated seat locked up until that hand is finished. Management may reserve a certain seat for a player for a good reason, such as to assist reading the board for a person with a vision problem.

69. To avoid a seating dispute, a Poker Supervisor may decide to start the game with one extra player over the normal number participating. If so, a seat will be removed as soon as someone quits the game.

70. To protect existing games, a forced move may be invoked when an additional game of the same type and limit is started. The must-move list is maintained in the same order as the original waiting list. If a player refuses to move into the main game he will be forced to quit and cannot play in the must-move game or get on the list for one hour, see must move policy for further details.

71. In all button games, a player going from a must-move game to the main game must move immediately from any position other than the small-blind or the button. That player then moves to the main game with the option of waiting to assume any position in the main game, other than button position, without posting. In all stud games, a player may play only one more hand before moving.

72. A player who is already in the game has precedence over a new player for any seat when it becomes available. However, no change will occur after a new player has locked up the seat. For players already in the game, the one who has the most seniority at the table has preference for a seat change.

73. In all button games, a player voluntarily locking up a seat in another game must move immediately, except that the player is entitled to play the button if a blind has already been taken. In a stud game, a player changing tables may play only the present hand if someone is waiting for the seat being vacated, or one more hand when no one is waiting.

74. When a game breaks, the players with the most seniority will have priority for seats in similar games. If the length of play can't be determined then each player may draw a card to determine the seating order for a similar game. The Poker Supervisor draws a card for an absent player as long as the absent player does not have a missed blind button. If the card entitles the absent player without a missed blind button to an immediate seat, the player has until due for the big blind in a button game to take the seat, two hands in a stud game, and will be put first up on the list if not back in time.

Buy-In Policies

75. All minimum/maximum buy-ins will be posted for each game; any deviation from the posted buy-ins must be approved by the Poker Supervisor.

76. Short buys are not allowed.

77. If you return to the same game within two hours of cashing out, your buy-in must be equal to the amount removed when leaving that game.

78. All games are table stakes. Only the chips in front of a player at the start of a deal may play for that hand, unless a player has purchased additional chips that are in transit. The amount bought must be announced to the table or only the amount of the minimum buy-in plays. Awareness of the amount being in play for each opponent is an important part of poker. All chips must be kept in plain view.

79. If you transfer tables and go to the same game you must bring your full stack with you.

80. A player coming from a broken game or must-move game to a game of the same limit will continue to play the same amount of money. If it is less than the minimum buy-in for that game the player will be allowed to play, with an option to re-buy more chips.

81. A player switching games voluntarily must have the proper minimum buy-in size for the new game. They must take their entire stack otherwise regardless of the maximum buy-in for that game.

82. If a player has less than the amount of the big blind or less than the ante plus a bring-in, the player must buy-in for the table minimum to receive a hand.

Betting & Raising

83. Player's cards will act as a betting line; chips cut/released in front of cards will be treated as a bet. It is the player's responsibility to be clear on their intentions before releasing chips in front of their cards and into the pot. Players will be allowed sufficient work space for cutting chips and other elements may be assessed if clarification is needed. Forward motion and the manner chips are released may be taken into account and result in no bet or other binding action even though chips were/weren't released in front of their cards.

84. A wager is not binding until the chips are actually released into the pot, unless the player has made a verbal statement of action. However, a forward motion into the pot with chips in hand may result in a player being forced to leave in the minimum amount allowable at that juncture at the Poker Supervisors discretion especially if the forward motion elicits a response by other players in the pot.

85. Verbal statements which are clearly audible by and directed to the dealer may have precedence over actions and gestures and are considered binding on the player whose turn it is to act.

86. Check-raise is permitted in all games, unless posted otherwise.

87. String bets/raises are not allowed. To protect your right to raise, you should either declare your intention verbally or place the proper amount of chips into the pot.

88. A player putting a full bet plus a half-bet or more into the pot is considered to be the same as announcing a raise, and the raise must be completed, exceptions are noted in rules #89 & #90.

89. When facing a bet or blind, placing a single oversized chip in the pot is a call if a raise isn't first verbally declared. To raise with an oversized chip, raise must be declared before the chip hits the table surface. If raise is declared, but no amount, the raise is the maximum allowable for that chip. When not facing a bet, placing an oversized chip in the pot without declaration is a bet of the maximum for the chip.

90. When facing a bet, unless a raise is first declared, multiple same-denomination chips is a call if removing one chip leaves less than the call amount. Example of a call: preflop, blinds are 200-400: A raises to 1200 total (an 800 raise), B puts out two 1000 chips without declaring raise. This is just a call because removing one 1000 chip leaves less than the amount needed to call the 1200 bet. Placing mixed denomination chips in the pot is governed by rule #88.

91. "All-in" and "Call" buttons may be used to clarify action when a player declares "All-in". These buttons are not required for action to be binding.

92. A wager not all-in must be at least the size of the previous bet or raise in that round.

93. In limit games, one bet and four raises are allowed. As soon as a pot is heads up there are unlimited raises even if that betting round began with more players.

94. In limit play, an all-in wager of less than half a bet reopens the betting for any player. All players will have equal opportunity to complete this short bet. An all-in wager of a half a bet or more is treated as a full bet, and a player may fold, call, or make a full raise.

95. The smallest chip that may be wagered in a game is the smallest chip used in the antes or blinds. If betting is in dollar units or greater, a fraction of a dollar does not play. A player going all-in must put all chips that play into the pot.

96. Deliberately acting out of turn will not be tolerated. A player who checks out of turn may not bet or raise on the next turn to act. An action or verbal declaration out of turn may be ruled binding if that action is still available in turn.

97. A player who bets or calls by releasing chips into the pot is bound by that action and must make the amount of the wager correct. This applies at the showdown when putting chips into the pot causes the opponent to show the winning hand before the full amount needed to call has been put into the pot. Under certain circumstances, lack of proper information or gross misinformation, if you are unaware that the pot has been raised, you may possibly be allowed to withdraw that money and reconsider your action, provided that no one else has acted after you.

98. All wagers and calls of an improperly low amount must be brought up to proper size if the error is discovered before the betting round has been completed. This includes actions such as betting a lower amount than the minimum bring-in and betting the lower limit on an upper limit betting round. If a wager is supposed to be made in a rounded off amount, and is not, it must be corrected. It shall be changed to the proper amount nearest in size. No one who has acted may change a call to a raise because the wager size has been changed.

99. Accepted Action: Poker is a game of observation. It's the player's responsibility to ensure the accuracy of another player's bet and/or all-in wager regardless of what is stated by the dealer and/or other players at the table. If a player requests a count but receives incorrect information from the dealer or another player at the table, then places said amount into the pot, it is assumed he/she is accepting the action and will be subject to the correct wager and/or all-in amount.

No Limit & Pot Limit / Betting & Raising Specifics

100. In big bet poker, no-limit and pot-limit games, an unlimited number of raises are allowed.

101. A player who says "raise" is allowed to continue putting chips into the pot with more than one move, provided an amount has been verbally declared in advance. A player may declare a raise, call the amount bet to them and then put the raise in with a single motion or simply put the chips into the pot in a single motion, to avoid making a string-bet.

102. Wagers may be required to be the same denomination of chip or larger used for the bring-in, even if smaller chips are used in the blind structure. If this is done, the smaller chips play only when going all-in. No bet maybe smaller than the minimum bring-in when a player is going all-in.

103. "Completing the bet" is a limit poker wager type only, this is not allowed in no-limit poker. For example, if a player bets $100 and the next player goes all-in for $140, another player wishing to raise must make the total bet at least $240 unless going all-in.

104. Multiple all-in wagers, each of an amount too small to qualify as a raise, still act as a raise and reopen the betting if the resulting wager size to a player qualifies as a raise. Example: Player A bets $100 and Player B raises $100 more, making the total bet $200. If Player C goes all in for less than $300 total, not a full $100 raise, and Player A calls, then Player B has no option to raise again, because he wasn't fully raised. Player A could have raised, because Player B raised.

105. All raises must be equal to or greater than the size of the previous bet or raise on that betting round, except for an all-in wager. A player who has already acted and is not facing a full-size wager may not subsequently raise an all-in bet that is less than the minimum bet which is the amount of the minimum bring-in, or less than the full size of the last bet or raise.

106. In pot limit cash game play, it is advisable in many structures to round off the pot size upward to produce a faster pace of play.

107. In pot limit cash games, many structures treat the small blind(s) as if it were the same size as the big blind in computing pot size preflop. Many pot limit games may also have varying bring-in requirements that are not "true" pot limit.

108. In pot limit, if a chip larger than the pot size is put into the pot, initiating action on a betting round, without comment, it is considered to be a bet of the pot size. If there has already been a bet on that betting round, it is only a call.

Button and Blind Rules

In button games, a non-playing dealer normally does the actual dealing. A round disk called the button is used to indicate which player has the dealer position. The player with the button is last to receive cards on the initial deal and has the right of last action after the first betting round. The button moves clockwise after a deal ends to rotate the advantage of last action. One or more blind bets are usually used to stimulate action and initiate play. Blinds are posted before the players look at their cards. Blinds are part of a player's bet unless a certain structure or situation specifies otherwise. A blind other than the big blind may be treated as dead, not part of the poster's bet. With two blinds, the small blind is posted by the first player clockwise from the button, and the big blind is posted by the player two positions clockwise from the button. With more than two blinds, the smallest blind is normally left of the button, not on it. Action is initiated on the first betting round by the first player to the left of the blinds. On all subsequent betting rounds, the action begins with the first active player to the left of the button.

109. The minimum bring-in, allowable raise sizes, and blind amounts are specified by the poker game.

110. Each round every player must get an opportunity for the button, and meet the total amount of the blind obligations to play their button. The following method of button and blind placement has been designated to do this:

- Dead button – The big blind is posted by the player due for it, and the small blind and button are positioned accordingly, even if this means the small blind or the button is placed in front of an empty seat, giving the same player the privilege of last action on consecutive hands.

111. A player posting a blind in the game's regular structure has the option of raising the pot at the first turn to act. Although chips posted by the big blind are considered a bet, the option to raise remains if someone is all-in with a bet of less than the minimum raise.

112. In heads-up play with two blinds, the small blind is on the button.

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113. A player returning to the game who misses any or all blinds has these options:

- If you missed the small blind, post the amount of the small blind, it is not live.
- If missed both small and big blinds, post the amount of both blinds, only the big blind is live. The small blind is taken by the dealer to the center of the pot. When it is your turn to act, you have the option to check or raise.
- Wait for the big blind to come to your position.
- Straddle in the correct position and all money posted is live.
- "Buy the Button"- A player in between the small blind and the button can post both the small and big blinds in lieu of those that were due to post blinds. The new player will receive the button on the next hand

114. If a player who owes missed blinds or is posting as a new player is dealt in without posting, the hand is dead if the player looks at it before putting up the required chips, and has not yet acted. If the player acts on the hand, putting chips into the pot before the error is discovered, the hand is live, and the player is required to post on the next deal.

115. Any player who drew for the button is considered active in the game and is required to make up any missed blinds.

116. A player who "deals off" by playing the button and then immediately getting up to change seats can allow the blinds to pass the new seat one time and re-enter the game behind the button without having to post a blind.

117. New players or players moving positions on the table are allowed to buy the button or wait until the button passes and then post. If a player, moving seats, moves more than two live players away from the blind that person is responsible for posting the blind or waiting to assume his original position.

118. When a button game starts, the dealer will high-card for the button position. The button will be awarded to the highest card by suit for all high and high-low games, and to the lowest card by suit for all low games. The Ace of Spades is the highest card.

Straddle Bets

119. One optional live straddle is allowed. The player who posts the straddle has last action for the first round of betting and is allowed to raise. To straddle, a player must be on the immediate left of the big blind, and will post an amount twice the size of the big blind. A straddle may be rounded up to the next highest chip in play for certain games. .

120. A straddle is treated as an additional blind, therefore the minimum raise in big bet games will be double the straddle and fixed limit games will allow for an additional bet preflop.

121. A mandatory straddle will not be enforced, even if every player at the table agrees; a new player will not be forced to straddle.

Kill Pots

A requirement in certain games of poker in which the limits will be increased if certain criteria are met. Most commonly in a single pot game (all high or low) a player winning two pots consecutively will constitute a "kill". Most commonly in split pot games one player winning the entire pot qualifies a kill. There may also be a pot size qualifier to determine whether a kill is required.

The size of the kill will vary for different limits and game types. A kill may be required in a game for any time a specified event takes place. In high-low split games using a required kill, a player who scoops a pot bigger than a set size must kill the next pot. In other games using a required kill, a player who wins two consecutive pots must kill the next pot. In this type of kill game, a button called a "kill button" indicates which player has won the previous pot, a 'leg up', and the winner keeps this button until the next hand is completed. If the player who has the kill button wins a second consecutive pot and it qualifies monetarily, that player must kill the next pot.

122. The kill button is neutral, belonging to no player, if:

- It is the first hand of a new game.
- The winner of the previous pot has quit the game.
- The previous pot was split and neither player had the kill button.

123. In a kill pot, the killer acts in turn as action goes around the table.

124. When a player “scoops” both the high and the low pot in a split-pot game with a kill provision, the next hand will be killed only if the pot is at least ten times the size of the big blind.

125. There is no pot-size requirement for the first pot or “leg” of a kill. For the second “leg” to qualify for a kill, you must win at least one full bet for whatever limit you are playing, and it cannot be any part of the blind structure or your own bet.

126. The leg up and kill button always stay with the main pot.

127. If a player with one “leg up” splits the main pot, that player still has a “leg up” for the next hand. If the player who split the pot was the kill in the previous hand, then that player must also kill the next pot.

128. A person who leaves the table with a “leg up” toward a kill still has a “leg up” along with the current “leg up” upon returning to the game.

129. A player who is required to post a kill must do so that same hand even if wishing to quit or be dealt out. A player who fails to post a required kill blind will not be allowed to participate in any game until the kill money is posted.

130. A player who owes a missed kill blind will post this in the same position they were originally required to post the missed kill.

131. Normally there is one killer per hand, an exception would be if a kill blind is owed from a previous hand. In this case there could be multiple players with a kill blind posted.

132. Kill blinds are considered part of the pot. If a player with a required kill wins again, then that player must kill it again for the same amount as the previous hand.

133. If players are unaware that the pot has been killed and put in a lesser amount, and it has been announced as a kill pot with the kill button face up, all bets must be corrected or players will forfeit the chips already in the pot. If it has not been properly announced, you may withdraw the chips and reconsider your action.

134. A straddle is allowed in a kill pot and is double the size of the kill blind.

135. A new player has the option of sitting down into a kill pot or waiting for the next appropriate opportunity to begin play.

136. A player with the kill blind cannot move seats. Open seats will be held for a player with a kill blind posted before allowing a new player to take this seat.

The Showdown

137. To win any part of a pot, a player must show all of his cards face up on the table if contested at the showdown. One player having the only live hand isn’t required to show their cards to claim the pot.

138. A player playing the board must show their hole cards face up; otherwise, they may relinquish any claim to the pot.

139. The winning hand must show all cards prior to the pot being pushed. Cards speak for themselves. Dealers will assist in reading hands and assigning the correct value to any tabled hand.

140. Cards speak; a tabled hand assigns itself its true value. The dealer assists in reading hands, but players are responsible for holding onto their cards until the winner is declared. Although verbal declarations as to the contents of a hand are not binding, deliberately miscalling a hand with the intent of causing another player to discard a winning hand is unethical and may result in forfeiture of the pot.

141. Any player, dealer, or Poker Supervisor who sees an incorrect amount of chips put into the pot, or an error about to be made in awarding a pot, has an ethical obligation to point out the error.

142. All losing hands will be killed by the dealer before a pot is awarded.

143. If everyone checks on the final betting round, the player who acted first is the first to show the hand. If there is wagering on the final betting round, the last player to take aggressive action by a bet or raise is the first to show the hand. In order to speed up the game, the last player to act or a player holding a probable winner is encouraged to show the hand without delay. If there is a side pot, players involved in the side pot should show their hands before anyone who is all-in for only the main pot. In No Limit/Pot Limit poker, betting has ended on a round prior to the river, the player who pushed all-in is responsible for turning their hand over first.

Ties

144. The ranking of suits from highest to lowest is spades, hearts, diamonds, clubs. Suits never break a tie for winning a pot. Suits are used to break a tie between cards of the same rank in a high-card situation.

145. Dealing a card to each player is used to determine things like who moves to another table or who gets the button in a new game. If the cards are dealt, the order is clockwise starting with the first player on the dealer’s left, the button position is irrelevant. Drawing a card is used to determine things such as seating order coming from a broken game.

146. An odd chip will be broken down to the smallest unit used to make blinds in the game being dealt unless otherwise decided by a specific game type.

147. If two or more hands tie/split a pot, an odd chip will be awarded as follows:

- In a button game, the first hand clockwise from the button gets the odd chip.
- In a stud game, the odd chip will be given to the highest card by suit in all high games, and to the lowest card by suit in all low games. When making this determination, all cards are used.
- In high-low split games, the high hand receives the odd chip in a split between the high and the low hands. The odd chip between tied high or low hands is awarded as stated above.
- All pots, side pots and high/low pots are split independently of each other and never intermingled.
- In the case multiple players have identical hands for a portion of the pot or both the high and low, the pot will be split as evenly as possible before awarding an odd chip.

Section IV – IRREGULARITIES

148. Action out of turn will be binding if the action to that player has not changed. A check, call or fold does not change action. If action changes, the out of turn bet is not binding and is returned to the out of turn player who has all options. An out of turn fold is binding.

149. Conditional statements regarding future action are non-standard and strongly discouraged, they may be binding. Statements made in turn using action oriented terminology may also be binding especially if such statements result in another player taking action. Examples: “if you bet, then I will raise” or “I should call, I’m getting pot odds”.

150. Substantial action is defined as:

    - Any two actions in turn, at least one of which must involve putting chips into the pot.
    - Any combination of three actions in turn.
    - Dealer action counts in regards to substantial action.
    - Substantial action may vary from the above definition in certain circumstances, such as heads up play.

151. To retain the right to act, a player must stop the action by calling “time” or an equivalent word. Failure to stop the action before substantial action occurs behind the player may cause the player to lose their right to act. This may result in the player only being allowed to call or the hand may be ruled dead. A player cannot forfeit their right to act if any player in front of them has not acted, only if the player fails to act when it legally becomes their turn.

152. If at any time during a round of play, additional cards or duplicated cards are discovered in play, the round of play shall be voided, all gaming chips and gaming plaques in the pot shall be returned to the appropriate player and the deck shall be replaced. If a foreign card is discovered in the stub, but will not appear in any hand or on the board and substantial action has taken place, all action stands.

153. A player who knows the deck is defective has an obligation to point this out. If such a player instead tries to win a pot by taking aggressive action, the player may lose the right to a refund.

154. In button games, if it is discovered that the button was placed incorrectly on the previous hand, the button and blinds will be corrected for the new hand in a manner that gives every player one chance for each position on the round.

155. Boxed cards are treated as non-existent. Jokers are considered boxed cards.

156. A boxed card is a card discovered face up in the deck and will not be used in the current game. A boxed card will be replaced by the next card below it in the deck, except when the next card has already been dealt facedown to another player and mixed in with other down-cards. In that case, the card that was face up in the deck will be replaced after all other cards are dealt for that round. The boxed card will be mucked.

157. A joker that appears in a game where it is not used is treated as a scrap of paper. Discovery of a joker does not cause a misdeal. If the joker is discovered before a player acts on his or her hand, it is replaced. If the player does not call attention to the joker before acting, then the player has a dead hand.

158. One or more cards missing from the deck does not invalidate the results of a hand.

159. Before the first round of betting, if a dealer deals one additional card, it is returned to the deck and used as the burn card.

Exposed & Premature Cards

160. A card dealt off the table is treated as an exposed card.

161. If a card is exposed due to dealer error, a player does not have an option to take or reject the card. The situation will be governed by the rules for the particular game being played.

162. If you drop any cards out of your hand onto the floor, you may not receive replacements and, at the discretion of the Poker Supervisor your hand may be dead.

163. A player who exposes a live hand in a multi-way pot with action pending may have a dead hand depending on the affect/detriment this action has on other live players. If the hand is ruled live the player will be responsible for all current/future action with the hand exposed to all players.

164. Show one, show all. Players are entitled to receive equal access to information about the contents of another player’s hand. After a deal, if cards are shown to another player, every player at the table has a right to see those cards. During a deal, cards that were shown to an active player who might have a further wagering decision on that betting round must immediately be shown to all the other players. If the player who saw the cards is not involved in the deal, or cannot use the information in wagering , the information should be withheld until the betting is over, so it does not affect the normal outcome of the deal. Cards shown to a person who has no more wagering decisions on that betting

round, but might use the information on a later betting round, should be shown to the other players at the conclusion of that betting round. If a player shows only some of his hole cards, he may be required to show all hole cards upon request.

165. Procedure for an exposed card varies depending on the poker game. A card that is flashed by a dealer is treated as an exposed card. A card that is flashed by a player will play. To obtain a ruling on whether a card was exposed and should be replaced, a player should announce that the card was flashed or exposed before looking at it. A down card dealt off the table is an exposed card. A Poker Supervisor, based on circumstances, may determine whether a player must take or is entitled to a replacement card.

166. If the dealer fails to burn a card or burns more than one card, the error should be corrected if discovered before betting action has started for that round. Once action has been taken on a board card, the card must stand. Whether the error is able to be corrected or not, subsequent cards dealt should be those that would have come if no error had occurred. For example, if two cards were burned, one of the cards should be put back on the deck and used for the burn card on the next round. On the last round, if there was no betting because a player was all-in, the error should be corrected if discovered before the pot has been awarded.

167. If the dealer prematurely deals any cards before the betting is complete, those cards will not play, even if a player who has not acted decides to fold, nobody has an option of accepting or rejecting the cards. The betting is then completed, and the error rectified in the prescribed manner for that situation. Horseshoe will make every effort that prematurely exposed cards have a chance to come back into play on a later street.

- In situations that the deck is remade due to a premature card, no burn card will be dealt directly after the shuffle and cut of the deck.
- Community Card Games- A dealing error for the fourth board card is rectified in a manner to least influence the identity of the board cards that would have been used without the error. The dealer burns and deals what would have been the fifth card in the fourth card's place. After this round of betting, the dealer reshuffles the deck, including the card that was taken out of play, but not including the burn cards or discards, and deals the fifth card. If the fifth card is turned up prematurely, the deck is reshuffled and dealt in the same manner.
- Seven-Card Stud Games- If the dealer burns and deals one or more up cards before a round of betting has been completed, the cards must be segregated from play as well as an additional facedown card for each remaining player still active in the hand. After that round of betting has concluded, the dealer burns a card and play resumes. Prior to the seventh card being dealt, the premature cards will be shuffled in along with the remaining stub, no muck or burn cards. If the prematurely dealt card is the final down card and has been looked at or intermingled with the player's other hole cards, the player must keep the card, and on sixth street that player may not bet or raise but can only call during that betting round because the player now has all seven cards.

Misdeals

168. The following circumstances may cause a misdeal, provided attention is called to the error before substantial action occurs. Once there is substantial action, a misdeal cannot be called. The deal will be played to conclusion, and no money will be returned to any player whose hand is fouled.

- Failure to shuffle and cut the cards in accordance with approved procedures.
- The first or second card of the hand has been dealt face up or exposed through dealer error.
- Two or more cards have been exposed by the dealer.
- Two or more boxed cards are found on the initial deal.
- Two or more extra cards have been dealt in the starting hands of a game.
- An incorrect number of cards have been dealt to a player, except the top card may be dealt if it goes to the player in proper sequence.
- Any card has been dealt out of the proper sequence, except an exposed card may be replaced by the burn card.
- The button was out of position.
- The first card was dealt to the wrong position.
- A player has been dealt out who is entitled to a hand. This player must be present at the table or have posted a blind or ante.

Dead Hands

169. A player shall be deemed to have a dead hand or have folded if:

- Physically folds or announces "fold" when facing a bet or a raise.
- Makes a forward folding motion or statement causing another player to act, even if not facing a bet.
- In stud, when facing a bet, picking up-cards off the table, turning up-cards facedown, or mixing up-cards and down-cards together.
- The hand does not contain the proper number of cards for that particular game, except at stud a hand missing the final card may be ruled live, and in draw games a hand with too few cards before the draw is live.
- Acting on a hand with a foreign card as a hole-card. A player who acts on a hand without looking at a card assumes the liability of finding an improper card.
- Cards dropping on the floor or leaving the clear view of the playing surface.
- Having the clock called when facing a bet or raise and exceeding the specified time limit.

170. Cards thrown into the muck may be ruled dead. However, a hand that is clearly identifiable may be retrieved and ruled live at management's discretion if doing so is in the best interest of the game. We will make an extra effort to rule a hand retrievable if it was folded as a result of dealer error or incorrect information given to the player.

171. Cards thrown into another player's hand are dead. A player throwing hole cards into the hole-cards of a blind may cause a re-deal. The offending player will receive a hand, but it will be dealt dead.

172. A hand may be killed if substantial action has occurred behind a player and the player hasn't taken sufficient measures to stop the action, therefore gaining information not entitled out of turn.

Betting Irregularities

173. A player making a forward motion with chips and thus causing another player to act may be forced to complete their action or forfeit their hand and the chips already committed to the pot. If no one acts behind that player, they may be forced to these same conditions at the discretion of the Poker Supervisor.

174. If there is a discrepancy between a player's verbal statement and the amount put into the pot, the bet will be corrected to the initial action.

175. If a call is short due to a counting error, the amount must be corrected, even if the hand is beaten or mucked.

176. If a player tries to bet or raise less than the legal minimum and has more chips, the wager must be increased to the proper size. This does not apply to a player who has unintentionally put too much in to call unless it is at least a half a bet or more in which case the player is obligated to make exactly the minimum raise. The wager is brought up to the sufficient amount only. Anything more would constitute a string bet.

177. In pot limit, if a wager is made that exceeds the pot size, the surplus will be given back to the bettor as soon as possible, and the amount will be reduced to the maximum allowable. The dealer or any player in the game can and should call attention to a wager that appears to exceed the pot size; this also applies to heads-up pots. The oversize wager may be corrected at any point until all players have acted on it and/or until the current betting round has concluded.

Community Card Game Specific Irregularities

178. If the flop contains too many cards, it must be re-dealt. To re-deal the flop, the four cards will be scrambled and the top card will be exposed and placed on top of the deck as the burn for the turn card. If more than four cards are exposed the flop and the stub will be reshuffled and the flop will then be re-dealt.

179. If the dealer fails to burn a card or burns more than one card, the error should be corrected if discovered before betting action has started for that round. Once action has been taken on a board card(s), the card(s) must stand. Whether the error is able to be corrected or not, every effort should be made so that subsequent cards would be those that would have come if no error had occurred. For example, if two cards were burned, one of the cards should be put back on the deck and used for the burn card on the next round. If there was no betting on a round because a player was all-in, the error should be corrected if discovered before the pot has been awarded.

Seven-Card Stud Specific Irregularities

180. If your first or second hole card is accidentally turned up by the dealer, then your third card will be dealt down. If both hole cards are dealt up, you have a dead hand and receive your ante back. If the first card of the dead hand dealt face up would have been the low card, action starts with the first hand to that player's left. That player may fold, open for the forced bet, or open for a full bet.

181. Prior to the last round of betting, the dealer will determine the number of cards required to complete the round. If it is determined that there are not enough cards left in the stub the following procedures will be followed:

    - Dealing the last card of the stub is allowed, if by using it prevents the need to remake the deck.
    - If the stub is more than one card short, the stub will be shuffled in along with the burn cards and each player will receive their seventh card. No burn card will be dealt after the deck is remade. The last card of the stub can be used in this instance if by dealing it prevents the use of a community card.
    - If the combined stub and burn cards will not allow for all players to receive a seventh card, a community card will be dealt that all players will use in combination with their respective hands. Action will start on the same player that was the high hand on sixth street if a community card is needed.

182. An all-in player should receive hole cards dealt facedown, but if the final hole card to such a player is dealt face up, the card must be kept, and the other players receive their normal card.

183. When the wrong person is designated as low and bets, if the next player has not yet acted, the action will be corrected to the real low card, who now must bet. The incorrect low card takes back the wager. If the next hand has acted after the incorrect low card wager, the wager stands, action continues from there, and the real low card has no obligations.

184. If the dealer turns the last card face up to any player, the hand high on the board after the river will start the action. The following rules apply to the dealing of cards:

    - If there are more than two players, all remaining players receive their last card facedown. A player whose last card is face up has the option of declaring, in advance of any action, either all-in for the existing pot or in for all subsequent action at his or her discretion.
    - If there are only two players remaining and the first player's final down card is dealt face up, the second player's final down card will also be dealt face up, and the betting proceeds as normal. In the event the first player's final card is dealt facedown and the opponent's final card is dealt face up, the player with the face up final card has the option of declaring, in advance of any action, either all-in for the existing pot or in for all subsequent action at his or her discretion.

185. A hand with more than seven cards is dead. A hand with less than seven cards at the showdown is dead, except any player missing a seventh card may have the hand ruled live.

186. If you are not present at the table when it is your turn to act on your hand, you forfeit your ante and your forced bet, if any. If you have not returned to the table in time to act, the hand will be killed when the betting reaches your seat.

187. If a hand is folded when there is no wager, that seat will continue to receive facedown cards until the hand is killed as a result of a bet so the fold does not affect who gets the cards to come.

188. If the dealer burns two cards for one round or fails to burn a card, the cards will be corrected, if at all possible, to their proper positions. If this should happen on a final down card, and either a card intermingles with a player's other hole cards or a player looks at the card, the player must accept that card.