

DEPARTMENT OF REVENUE

Division of Gaming

GAMING REGULATIONS

1 CCR 207-1

[Editor's Notes follow the text of the rules at the end of this CCR Document.]

RULE 1 GENERAL RULES AND REGULATIONS

BASIS AND PURPOSE FOR RULE 1

The purpose of Rule 1 is to present definitions of various terms used throughout the rules of the Colorado Limited Gaming Control Commission so that the rules can be uniformly applied and understood. The statutory basis for Rule 1 is found in sections 12-47.1-103, C.R.S., 12-47.1-201, C.R.S., 12-47.1-203, C.R.S., and 12-47.1-302, C.R.S. *Amended 2/14/14*

47.1-101 Purpose and Statutory Authority.

These Rules and Regulations are adopted by the Colorado Limited Gaming Control Commission governing the establishment and operation of limited gaming in Colorado pursuant to the authority provided by article 47.1, title 12, C.R.S. The Commission will, from time to time, promulgate, amend and repeal such regulations, consistent with the policy, objects and purposes of the Colorado Limited Gaming Act, as it may deem necessary or desirable in carrying out the policy and provisions of that Act.

47.1-102 Construction.

Nothing contained in these regulations shall be so construed as to conflict with any provision of the Colorado Limited Gaming Act or of any other applicable statute.

47.1-103 Severability.

If any provision of these regulations be held invalid, it shall not be construed to invalidate any of the other provisions of these regulations.

47.1-104 Authorized games.

Limited gaming permitted pursuant to article 47.1 of title 12, C.R.S., shall include only the following games: blackjack (21); poker; slot machines; craps; and roulette. All such games shall be conducted by licensees only in accordance with rules and regulations promulgated by the Commission.

47.1-105 Unauthorized Gambling.

- (1) No licensee shall conduct or permit on its licensed premises any wagering or gambling, except limited gaming which is conducted according to all the rules and regulations promulgated by the Commission and except other wagering activities licensed or approved by an agency of the State of Colorado.
- (2) No person shall make any unauthorized wager or conduct any gambling activity on licensed premises unless in accordance with the act, the rules and regulations promulgated by the

Commission, or the laws and regulations governing other wagering activities which are licensed or approved by an agency of the State of Colorado.

47.1-106 Definitions.

The following definitions of terms, in addition to those set forth in section 12-47.1-103, C.R.S., shall apply to all rules and regulations promulgated pursuant to article 47.1 of title 12, of the Colorado Revised Statutes:

- (1) "Agent or Employee of the Commission" shall include all employees of the Division;
- (2) "Association" means two or more persons united and acting together without a corporate charter;
- (3) "Background investigation" means the security, criminal history, and financial check of an applicant for a license to establish the suitability of such applicant to become a licensee;
- (4) "Building" means a common structure that is built or constructed or any piece of constructed work artificially built up or composed of parts joined together in some definite manner;
- (5) "Burn" means the dealer's act of removing the first card after the shuffle and placing it in the discards; also, the act of placing an active card in the discards;
- (6) "Chip" means a nonmetal or partly metal representative of value issued and/or sold by a licensee for use at gaming.
 - a. Cashable chips are issued and/or sold by the licensee for gaming and are redeemable for cash.
 - b. Non-cashable chips are issued by the licensee for gaming and are not redeemable for cash.
- (7) "Convicted of a Crime" shall include any ultimate finding of fact in a criminal proceeding that an individual is guilty of a crime, whether the judgment rests on a verdict of guilty, a plea of guilty, or of nolo contendere, and irrespective of whether entry of judgment or imposition of sentence is suspended or deferred by the court;
- (8) "Costs" means sums of money to be paid to the Commission for testing of slot machines, devices, and equipment;
- (8.5)
 - (a) "Credit" means allowing any person any length of time in which to make payment or otherwise honor a financial obligation, whether express or implied in any particular and includes lending of cash or cash equivalent.
 - (b) Markers, promissory notes, IOUs or similar transactions or instruments constituting a memorandum of debt accepted for purposes of participating in limited gaming which are not checks are credit instruments.
 - (c) "Credit" does not include:
 - (1) transactions in the ordinary course of business which are both disclosed to the Division and approved by the Commission as authorized interests, pursuant to sections 12-47.1-808, 835, C.R.S. or regulations 47.1-308, 309, 310, 405, 420;

- (2) lawful transactions in the ordinary course of business in which licensees share resources with each other for business purposes and in which licensees have no ability to attempt to exert control over the affairs of other licensees; and
 - (3) Pre-paid magnetized strip cards used in lieu of cash, chips, or tokens.
- (8.7) "Dice" means small cubes, each with a different number of spots (1-6) on each side, used in games of chance to generate random numbers.
- (9) "Drop" means the total amount of money, chips, tickets, coupons, Mobile ATM Receipts and tokens removed from the drop boxes;
- (10) "Drop box" means a locked container permanently marked with the game and a number corresponding to a permanent number on the table for blackjack, poker, craps, and roulette tables. For slot machines, a container in a locked portion of the machine or its cabinet used to collect the money and tokens retained by the machine that is not used to make automatic payouts from the machine;
- (11) "Financial institution" means a bank, savings and loan association, credit union, trust company, or other similar entity chartered by the United States, a state, or a territory or commonwealth of the United States;
- (12) [Repealed eff. 05/15/2014]
- (13) "Gaming contract" means an agreement in which a person does business with or on the premises of an entity licensed under article 47.1 of title 12, C.R.S.;
- (13.5) "Gaming device" or "gaming equipment" includes, in addition to the definition set forth in section 12-47.1-103(10), C.R.S., any progressive system, slot monitoring or control system, ticket redemption kiosk, or cashless system, and also includes any "physical or electronic versions," pursuant to section 12-47.1-103(10), (19), C.R.S., to the extent such physical or electronic versions function in the manner of: *Eff 04/30/2007*
 - (a) slot machines;
 - (b) the games of blackjack, craps, poker, or roulette as defined in section 12-47.1-103(4), (5.7), (22), (25.5), (26), C.R.S.;
 - (c) tables used for blackjack, craps, poker, and roulette;
 - (d) cards used to play blackjack or poker; or
 - (e) dice used to play craps.
- (14) "Gaming employee" means, in addition to the definition set forth in section 12-47.1-103(11),
 - (a) All persons employed by licensed manufacturers or distributors or associated equipment suppliers who install, repair or maintain gaming devices or equipment on the premises of licensed operators or retailers, either directly or by remote access; and *Eff 12/30/2008*
 - (b) All persons who perform accounting functions, services or duties for any retailer's or operator's business involving the handling, processing, manipulating or generating of gaming documentation or funds, except those persons who perform solely, payroll, or payables services who do not have access to gaming documentation or funds, or those persons who perform independent audits. [*Eff. 12/30/2008*]

- (14.5) "House banked" means a game in which players with winning hands are paid by the dealer with money from the chip bank on the poker table and/or by hand with money belonging to the retail licensee. In a house banked game, player's wagers will not be pulled into a common pot, nor will such a pot be awarded to players with winning hands.
- (15) "Imprest bank" means a predetermined dollar amount of chips, tokens, or cash kept by the licensee;
- (16) "Jackpot verification mode" means the period of time between the progressive jackpot activation of a progressive slot machine and the resetting of the device which caused its activation;
- (17) "Lammer" or "lammer button" means a chip-like implement with a numeral;
- (18) "Licensee" means a person holding any license issued by the Commission, and an employee, agent, or representative of any such person.
- (19) "Link" means one or more progressive slot machines that are connected to a progressive controller and that may be played in order to achieve the stated progressive amount;
- (20) "Matched play" means the use of a coupon at table games that is issued to a patron by an establishment for play that must be accompanied by a bet;
- (21) "Moral turpitude" means an act done contrary to honesty and good morals; it is an act of baseness, vileness, or depravity in the private and social duties which a person owes to a fellowperson or to society in general;
- (22) "Normal mode" means the mode of a progressive slot machine at all times other than when it is in the jackpot verification mode;
- (22.2) "Physical skill" means an individual's physical coordination, agility, or nimbleness, or lack thereof;
- (22.5) "Player banked" means a game in which players with winning hands are awarded all or part of a pot which consists of pooled antes, blinds, and wagers made by players playing in the hand. In a player banked game, the bankroll of the retail licensee is not at risk and is not used to pay winning wagers. The licensee will maintain only an imprest bank at the table.
- (23) "Progressive controller" means the hardware and software that controls all communications among the slot machines within a progressive slot machine link and its associated progressive meter, or among the gaming tables which offer a metered progressive jackpot within a progressive table game link and its associated progressive meter.
- (24) "Proposition player" means a person in a poker game paid a fixed sum by the licensee for the specific purpose of playing in a card game, who uses personal funds and who retains the winnings and absorbs the losses;
- (24.5) "Side Bet" means an unauthorized wager between or among a player and one or more other persons which is apart from, or independent of, wagers permitted by the rules of any approved game or wagering activity.
- (24.7) "Slot Coupon" means an encoded credit certificate which, when inserted into a slot machine, is validated by a computerized system which causes redeemable credits on the face amount to be placed on the machine. A slot coupon has no value unless inserted into a slot machine or redeemed by the casino in another approved manner;

- (25) "Strategy card" means a small, hand-held card imprinted with information which analyzes or suggests the strategy for playing or betting to be used in any authorized casino game. The card may have a movable dial or slide, but it may not have any electronic computing or electronic display capability.
- (26) "Substantial interest" means the lesser of: as large an interest in a corporation, partnership, or association as that of any other shareholder, partner, or principal; or any financial or equity interest equal to or greater than 5%;
- (27) "Support licensee" means a gaming employee licensed by the Commission, but does not include licensed key employees;
- (27.2) "Table Games Mobile ATM" means a mobile payment processing device and service that allows ATM transactions at a table game.
- (27.3) "Ticket" means an encoded credit ticket produced by a slot machine ticket printer system when cashing out redeemable credits; (47.1-106(8.3) added perm. 10/30/99)
- (27.5) "Tournament chip" means a chip issued by a licensee for use solely in tournaments and promotions at a licensed retail location.
- (28) "Token" means a metal or other approved material representative of value, redeemable for cash, issued and sold by a licensee for use in gaming. (47.1-106(28) amended perm. 10/30/99) *Eff 11/30/2006*
- (29) "Wager" means a sum of money, electronic promotional credits or thing of value risked on an uncertain occurrence. Credit and debit cards cannot be used to place a wager in a limited gaming activity. *Eff 11/30/2006 Rev eff 1/14/2012*
- (30) "Wireless" means a wireless handheld validation unit used with a supporting Wireless Local Area Network (WLAN) as part of an approved automated slot monitoring system.
- (31) "Electronic Chips" means an electronic facsimile of chip representative of value, redeemable for cash, issued and sold by a licensee when using electronic betting terminals (EBTs).
- (32) "Electronic Dice" means an electronic facsimile of small cubes, each with a different number of spots (1-6) on each side in games of chance to generate random numbers when using electronic betting terminals.
- (33) "Electronic betting terminal" or EBT means an electronic betting terminal or interface used on a table game that allows a patron to exchange cash for electronic chips, and make wagers utilizing those electronic chips.
- (34) "Mobile ATM Receipt" means a receipt generated by a Table Games Mobile ATM in exchange for an authorized debit or credit card transaction. A Mobile ATM Receipt may be exchanged at a table game for physical or electronic chips.
- (35) "Tip Storage Device" means a tip storage device, commonly referred to as a toke tube, used for the purpose of temporarily securing chips received by dealers as tips. Use of a tip storage device, must be exclusively for temporarily holding said chips, prior to exchanging lower denomination chips for higher denomination chips to place into the lockbox. The placement of tips into a tip storage device prior to exchanging shall be deemed to comply with C.R.S. 12.-47.1-820, as it applies to immediately dropping tips.

RULE 2 COLORADO GAMING REGULATIONS

BASIS AND PURPOSE FOR RULE 2

The purpose of Rule 2 is to delegate certain authority to the Director or other Division agent; provide for the review of any action taken pursuant to such authority; provide for the reference by the Director of matters delegated to the Director back to the Commission; and to establish procedures for Commission actions and hearings. Rule 2 also empowers the Commission to contract for legal counsel, and directs the Licensee to obtain moneys owed to a deceased patron and properly distribute such moneys. The statutory basis for Rule 2 is found in sections 12-47.1-201, C.R.S., 12-47.1-203, C.R.S., 12-47.1-301, C.R.S., 12-47.1-302, C.R.S., 12-47.1-501, C.R.S., 12-47.1-503, C.R.S., 12-47.1-508, C.R.S., and 24-4-105, C.R.S.

47.1-201 Commission action.

In addition to meeting in person, the Commission may take action by a telephone conference call. If a telephone conference call is used, the Director must participate in the call and take minutes of the Commission's action. A conference telephone call is a meeting of the Commission.

47.1-202 Recessed meetings.

Any meeting of the Commission may be recessed to consider matters which were duly noticed as items on the agenda of that meeting, to such time and place as the Commission may designate. Notice of a recessed meeting to consider matters which were duly noticed as items on the agenda may be given by announcement at the meeting, but where any other matters are to be considered at a recessed meeting, such matters must be duly noticed as required by statute.

47.1-203 Appointment of committees.

The Chairperson of the Commission may at the Chairperson's discretion appoint committees to study and report to the Division or the Commission any matter appropriate to the Commission's administration of the Colorado Limited Gaming Act or these rules.

47.1-204 Right of review.

The Commission may review any action taken by the Director by its own motion, by direction of the Chairperson, or by a request from a member of the Commission, the Attorney General, the Executive Director or the Governor.

47.1-205 Right of reference.

The Director with approval of the Commission may refer any matters delegated to the Director back to the Commission for its decision.

47.1-206 Delegation.

Unless the Commission determines otherwise, the Director may delegate an act required to be performed by the Director to any agent or employee of the Division.

47.1-207 Authority of Director.

- (1) The Director may issue key employee and support licenses, without necessity for Commission approval, to qualified applicants upon submission to the Director of proper applications, costs, and fees. (47.1-207 temp. 1/29/92. perm. 4/30/92, amended 03/30/00)

- (2) The Director may issue temporary key employee and support licenses to qualified applicants upon the same terms and conditions as temporary licenses are issued by the Commission to applicants for other types of licenses.
- (3) The Director may deny key employee license applications for any reason that a support license application may be denied.
- (4) The director may approve the suitability of officers and directors of a licensee, without necessity for commission approval, provided such officers or directors have less than 5% ownership equity in the licensee.
- (5) The director may deny the suitability of officers and directors of a licensee or applicant for any reason that a key license application may be denied.
- (6) The director may approve ownership changes in a licensee, without necessity for commission approval, when:
 - (a) The proposed change only reallocates ownership shares among persons whom the commission has previously approved as owners; and
 - (b) When no person will attain a total effective ownership equity of 5% or greater, when such person previously held less than 5% equity.
- (7) All such ownership changes approved by the Director must be reported to the Commission at the time of the next renewal application of the licensee.

47.1-208 Petition for hearing in an adjudicatory proceeding.

A person aggrieved by an action of the Commission or the Director that was taken without a hearing may, within 30 days following the date of the action, petition the Commission for a hearing. The Commission may in its discretion, disallow the petition, determine that it be treated as one for a declaratory order, or it may grant a hearing to consider the matters alleged in the petition. If a hearing is granted, the Commission may direct the petitioner to provide certain information to the Division prior to the hearing or it may grant the hearing conditioned upon the fulfillment by the petitioner of other reasonable terms and conditions. The hearing must be held at a time and place convenient for the Commission and the petitioner. The hearing shall be considered an adjudicatory proceeding. The Commission shall issue all decisions in any adjudicatory proceeding in writing. Commission actions shall be deemed final in such cases upon the mailing of the decision by first class mail to the petitioner's address listed in the petition.

47.1-209 Summoning of licensee.

The Commission may summon any licensee or licensee's agents or employees to appear to testify before it or its agents with regard to the conduct of the licensee or the agents or employees of the licensee. The testimony may be under oath and may embrace any matters which the Commission or its agents consider relevant to the discharge of its official duties. Testimony so taken may be used by the Commission as evidence in any proceeding or matter then before it or which may later come before it. Failure to appear and testify fully at the time and place designated, unless excused, may constitute grounds for disciplinary action against a license held by the person summoned, that person's principal or that person's employer.

47.1-210 Enforcement powers.

In addition to their other powers and duties, the Director or an employee or agent of the Division by direction of the Director may perform the following activities:

- (1) Inspect and examine, without notice, premises where gaming is conducted or gaming devices or equipment are located, sold, distributed, or stored;
- (2) Without notice or hearing, examine, inspect, seize or remove from the premises and impound any gaming devices, equipment or supplies for the purposes of examination and inspection;
- (3) At any time when business is being conducted, inspect, examine and photocopy, or remove and impound all papers, books, and records of applicants and licensees;
- (4) Investigate the conduct of all licensees, their employees, and other persons having any involvement with a licensee or licensed establishment, to assist in the enforcement of article 47.1 of title 12, C.R.S., and to insure that there is no involvement in or with a licensee or a licensed establishment by unqualified or unsuitable persons.

47.1-211 Filing or Notice.

If a filing or notice to the Commission or Director is permitted or required by these rules, the filing or notice may be delivered in person or mailed to the Division at 17301 West Colfax Ave., Suite 135, Golden, Colorado 80401. A filing or notice is complete on the date it is received by the Division. Notification to the Division shall be deemed notification to the Commission for purposes of these rules.

47.1-212 Attorney for Commission.

The Commission shall contract for legal counsel with the Colorado Attorney General.

47.1-213 Procedure for issuance, renewal, denial, revocation, suspension, limitation, and modification of license.

(Deleted effective 8/30/98)

47.1-214 Death of a gaming patron.

All coins, chips, tokens, gaming coupons, or tickets in the possession of a gaming patron who dies before such coins, chips, tokens, gaming coupons, or tickets are surrendered by such patron, shall be paid by the licensee by check drawn upon a bank, or other financial institution in Colorado, chartered by the State of Colorado or any other state or the United States Government, to the estate of the deceased patron unless the Licensee is directed otherwise pursuant to an appropriate judicial order.

RULE 3 APPLICATIONS, INVESTIGATIONS AND LICENSURE

BASIS AND PURPOSE FOR RULE 3

The purpose of Rule 3 is to establish and provide the specific information required on license applications; to establish yearly license fees for each type of license; to establish nonrefundable application fees; to establish investigation fees for certain applicants and deposit procedures for investigation fees; to establish procedures for conducting background checks on applicants and other interested persons and assessing the costs of such background checks; to require certain information regarding the premises the applicant wishes to be licensed, and to provide a procedure for approval of modifications of such premises; and to provide for the issuance of conditional, temporary, and duplicate licenses. The statutory basis for Rule 3 is found in sections 12-47.1-201, C.R.S., 12-47.1-203, C.R.S., 12-47.1-302, C.R.S., and part 5 of article 47.1 of title 12, C.R.S.

47.1-301 Qualifications for licensure.

To qualify for licensure an applicant must:

- (1) Be at least 21 years of age;
- (2) Possess a suitable character as determined by the Director or the Commission;
- (3) Possess premises to be used for gaming that are deemed suitable by the Commission and that satisfy all health and safety requirements; and
- (4) Comply with all specific laws, rules and regulations regulating limited gaming in Colorado.

47.1-302 Applications.

- (1) An applicant for any type of license must apply on forms provided by the Division. Such application forms shall be completed under penalty of perjury. The application forms may include questions concerning the following:
 - (a) Personal background information;
 - (b) Financial information;
 - (c) Participation in legal or illegal activities in Colorado or other jurisdictions, including foreign countries;
 - (d) Criminal record information;
 - (e) Information concerning all pecuniary and equity interests in the applicant; and
 - (f) Other information as required.

The application forms shall be accompanied and supplemented by such documents and information as may be specified or required. Failure to supply the information requested within five days after the request has been made by the Division constitutes grounds for delaying consideration of the application.

- (2) Renewal applications for manufacturer-distributor, associated equipment supplier, operator, and retail license must be received by the Division 120 days before the expiration of the current license. Renewal applications for support employee and key employee licenses must be received by the Division 30 days before the expiration of the current license. Renewal applicants who fail to submit their completed applications when due shall not be considered to have made a timely and sufficient application for renewal, as such term is used in 24-4-104(7) C.R.S. (47.1-302(2) Perm. 10/30/96.
- (3) Applicants, licensees, and others who submit documents to the Division or the Commission in connection with any investigation or inquiry are advised to keep a complete and detailed record of all such submissions. Once submitted, the documents become part of the Division's investigative files and work papers, and are presumed to be confidential and protected pursuant to section 12-47.1-527, C.R.S. Because of the inconvenience to the Division in segregating this information from the investigative files, and in filtering confidential materials, disclosure to the person who initially submitted the record is not favored. The Commission may grant such a request only upon a showing of compelling cause. (47.1-302.3 effective 8/30/98)

47.1-303 License Fees.

A non-refundable license fee for a two-year license must accompany an application for licensure in the following amounts: *Eff 08/06/2008*

(1)	Original and renewal Type 1 slot machine manufacturer or distributor license	\$3,000.00
(2)	Original and renewal Type 2 slot machine manufacturer or distributor license	\$6,000.00
(3)	Original and renewal Type 1 associated equipment supplier license	\$3,000.00
(4)	Original and renewal Type 2 associated equipment supplier license	\$6,000.00
(5)	Original and renewal Type 1 operator license	\$3,000.00
(6)	Original and renewal Type 2 operator license	\$6,000.00
(7)	Original and renewal Type 1 retail gaming license	\$4,500.00
(8)	Original and renewal Type 2 retail gaming license	\$6,500.00
(9)	Original key employee license	\$250.00
(10)	Original support employee license	\$100.00
(11)	Renewal key employee license	\$200.00
(12)	Renewal support employee license	\$60.00

(47.1-303(6 & 7) temp. 06/21/95, perm. 10/30/95) (47.1-303 temp. 7/1/96 perm. September 30, 1996, 47.1-303 (5 & 7) amended temp 07/01/00 perm 07/30/00)*Eff 08/06/2008 Amended 11/30/2012*

When a key employee license or support employee license expires prior to renewal, the applicant for re-licensure shall file an original license application and shall pay the fee for an original application, and the Division shall process the application as an original license application. *Eff 08/06/2008*

The license fee may be pro-rated for any license issued for a term shorter than two years.*Eff 08/06/2008*

The terms "Type 1" and "Type 2" shall have the same meaning as provided in Regulation 47.1-305. *Eff 08/06/2008*

47.1-304 Application fees. [Repealed]

[Repealed effective August 6, 2008]

47.1-305 Investigation fees.

- (1) All applicants for licenses and persons seeking approval of variation games of blackjack, poker, craps, roulette, blackjack-poker combination games and table games with electronic betting terminals, except support licenses, shall pay the costs of investigations into their backgrounds, suitability, and qualifications for licensure. *Eff 04/01/2007*
 - (a) The cost of such investigations shall be at the rate of \$65.00 per hour for each hour spent by investigators of the Division, the Colorado Bureau of Investigation, or the Department of Revenue investigating the applicants until the conclusion of the investigation.
 - (b) All such applicants shall also pay the Division for the following actual costs incurred in conducting the background investigations: transportation; lodging; meals, and other expenses associated with traveling; significant office expense; document reproduction costs, preparation time; time necessary for administration of the investigation (including additional staffing on a temporary basis); and other similar expenses incurred until the conclusion of the investigation. *Eff 04/01/2007*
 - (c) An investigation concludes upon the issuance by the Commission of an initial order concerning the issuance or denial of the license, upon the issuance by either the Commission or the Division of an order approving the withdrawal of the application, or upon the issuance by the Division of an order of denial of the license which is not appealed to the Commission.
- (2) Before any such investigations are conducted, each applicant shall pay a deposit by check made out to the Colorado Division of Gaming to the gaming fund as follows:

- (a) For each Type 1 original applicant, the deposit shall be \$5,000.00. For purposes of the deposit requirement, a Type 1 Applicant consists of either a single person, or an organization where the total number of all officers, directors, general partners, and 5% or more stockholders or equity owners totals 6 or less. In addition, all the aforementioned persons must reside in Colorado.
- (b) For each Type 2 original applicant, the deposit shall be \$10,000.00. Type 2 Applicants consist of all applicants other than Type 1 Applicants.
- (c) For each person who applies for a key employee license, and who is not an officer, director, general partner or 5% equity owner of an applicant, the deposit shall be \$1,000.00.
- (d) For each officer, director, general partner or 5% equity owner of an applicant who applies for suitability separate from the original application or a change of ownership application, the deposit shall be \$1,000.00.
- (e) For each change of ownership application involving more than an aggregate 5% effective ownership change, the deposit shall be \$2,500.00. (47.1-305 amended perm. 10/30/99)
- (3) As expenses are incurred, the Division shall draw upon the respective deposits in the gaming fund. Upon request, a statement of costs, draws upon deposit, and deposit balance shall be sent to the applicant making the request.
- (4) When a deposit balance approaches zero dollars, or is forecasted to reach zero dollars due to anticipated or known expenses which will be incurred in the future, the Division may request a further deposit of an amount sufficient to cover the anticipated expenses and which will prevent the account balance from becoming negative. Until receipt of such further deposit, investigation of the application may cease.
- (5) Where an applicant disputes any investigative charges, or the necessity for further deposits, the applicant may request relief from the Commission, by declaratory order or other appropriate motion, regarding the matters in dispute.
- (6) No license shall be issued until payment for the full amount of any negative deposit balance has been received from the applicant.
- (7) Within ninety days of the conclusion of the investigation, any deposit balance shall be returned to the applicant. A statement of costs, draws upon deposit, and deposit balance shall accompany the return of the deposit balance to the Applicant.

47.1-305.5 Table Game Review Fees

- (1) Persons seeking approval of variation games of poker, blackjack, craps, roulette, blackjack-poker combination games and table games with electronic betting terminals, shall pay a fee of \$2,000.00 for costs of inspection, examination, and evaluation of the game and for drafting regulations and internal control minimum procedures governing play and control of such game.
- (2) The Director may authorize a brief review of each application for approval of a variation game of poker, blackjack, craps, roulette, blackjack-poker combination games and table games with electronic betting terminals to be conducted, at no cost to the applicant, to determine whether or not it is likely that the proposed game could lawfully be played in this state. After such determination has been made, the applicant shall be advised of the finding, which shall not be binding on the Director or the Commission. The applicant shall then be required to submit the required fee to the Division before the Division conducts any further review of the application.

- (3) If the Director determines that it is necessary to conduct an investigation into the background and suitability of a person seeking approval of a variation game of poker, blackjack, craps, roulette, blackjack-poker combination games and table games with electronic betting terminals, such person shall be required to pay the fees specified by Rule 47.1-305. None of these games shall be approved until payment for the full amount of any negative deposit balance has been received from the person seeking approval of the variation game. (47.1-305.5 perm 10/30/97)

47.1-306 Background checks.

Applicants for licenses shall provide all information requested by their application forms and all other information which the Division may deem necessary. The Division shall examine the backgrounds, personal history, financial associations, character, record, and reputation of applicants, and persons associated with applicants, to the extent the Division in its discretion determines is necessary to evaluate the qualifications and suitability of applicants for licensure.

47.1-307 Waiver of privilege.

An applicant may claim any privilege afforded by the Constitution of the United States, or of the State of Colorado in refusing to answer questions by the Division and the Commission. However, a claim of privilege with respect to any testimony or evidence pertaining to an application may constitute sufficient grounds for denial.

47.1-308 Regulation of ownership interests.

The Director may require any person having an interest in a license or an applicant to complete an application requiring background information, source of funding, and a sworn statement that the interested person or applicant is not holding such interest for another party. The Commission may, in its discretion, require any person having an interest in any licensee to undergo a full background investigation. The Commission may further require the licensee to pay for that background investigation under the same terms and conditions as an applicant for a license.

47.1-309 Property report.

- (1) Definitions. In addition to the terms defined in the Colorado Limited Gaming Control Act and the rules thereunder, the following definitions shall apply in these rules:
- (a) "Lessor" means any person who leases or rents any property, real or personal, to an operating licensee or to a person who, in turn, leases or rents property to a retail licensee; and
 - (b) "Lease" means any formal or informal, written or oral, contract or understanding or arrangement whereby any operating licensee obtains the use or possession of any property, real or personal, to be used, occupied, or possessed in connection with any gaming establishment. The term "lease" includes, without limitation, payments made to an affiliated, controlled or not controlled, controlling or not controlling, person under a real property lease, a personal property lease, an unsecured note, a deed of trust, a mortgage, or a trust indenture.
- (2) The applicant or licensee shall report to the Division or Commission all leases to which it is a party not later than 30 days after the effective date of the lease and shall include the following information:
- (a) The name, address, and a brief statement of the nature of the business of the lessor.
 - (b) A brief description of the material terms of the lease.

- (c) A brief description of any business relationships between the operating licensee and the lessor other than by the lease.
 - (d) A copy of the lease.
- (3) Every person who is a party to any lease with an applicant for a license, or with a licensee, upon request of the Commission or the Director shall promptly provide all information requested. Information which any such persons are required to provide includes information concerning financial history; financial holdings; real and personal property ownership; interests in other companies; criminal history; personal history and associations; character; reputation in the community; and all other information which might be relevant to a determination of whether such persons would be suitable for licensing by the Commission.
 - (4) Failure to provide all information requested, as provided in subparagraph (3) above, shall constitute sufficient grounds, without more, for the Commission or the Director to require a licensee or applicant to terminate its lease with any person who failed to provide the information requested.
 - (5) Every licensee or applicant requested by the Commission or Director to terminate its lease with any person pursuant to this regulation must immediately terminate its lease and may not enter into a new lease with such person, or anyone affiliated with such person, without the approval of the Commission or Director.
 - (6) Periodic reports. The applicant or licensee shall report to the Division changes in any lease within 30 days after such changes occur.

47.1-310 Gaming contracts.

- (1) An applicant for licensing or a licensee, upon the request of the Commission or the Director, must submit copies of all written gaming contracts and summaries of all oral gaming contracts to which it is a party or intends to become a party. The Director or the Commission may review the contracts and require changes in the contracts before an application is approved or participation in the contract is allowed. The Commission or Director may require a licensee to end the licensee's participation in a gaming contract.
- (2) Every person who is a party to any gaming contract with an applicant for a license, or with a licensee, upon request of the Commission or the Director shall promptly provide to the Director all information which may be requested concerning: financial history; financial holdings; real and personal property ownership; interests in other companies; criminal history; personal history and associations; character; reputation in the community; and all other information which might be relevant to a determination whether a person would be suitable for licensing by the Commission.
- (3) Failure to provide all information requested, as provided in subparagraph (2) above, shall constitute sufficient grounds, without more, for the Commission or the Director to require a licensee or applicant to terminate its gaming contract with any person who failed to provide the information requested.
- (4) Every licensee or applicant requested by the Commission or Director to terminate its gaming contract with any person pursuant to this regulation must immediately terminate its gaming contract and may not enter into a new gaming contract with such person, or anyone affiliated with such person, without the approval of the Commission or Director.

47.1-311 Untrue statements.

The Commission or the Director may refuse to grant a license to an applicant who makes deliberate misstatements, deliberate omissions, misrepresentations, or untruths in the application or in connection with the applicant's background investigation. Such conduct may also form the basis for criminal charges against the applicant.

47.1-312 Qualifying licensee, manager, or agent.

A license may not be granted unless the applicant designates in the application a person who will be the manager or agent for the licensee. The manager or agent is the person whom the Commission, Division, or their agents may contact on behalf of the licensee.

47.1-313 Licensed Premises - Location.

- (1) Each application for a retail license shall include an 8 1/2 " x11" drawing to scale of the building, and each floor thereof, in which limited gaming shall be conducted. The application shall include the total square footage of the building. The square footage of a building shall be the gross building area ("GBA"). GBA is the total floor area of a building, excluding unenclosed areas, measured from the exterior of the walls. It includes both the superstructure floor area and the substructure or basement area.
- (2) Each application shall include a diagram, outlined in red, of the proposed licensed premises on each floor within the building. No limited gaming shall be conducted or permitted outside of the licensed premises. All persons participating in limited gaming must stand or sit within the licensed premises; and no licensee shall permit any person to conduct or participate in limited gaming who is not within the licensed premises. All slot machines, poker tables, blackjack tables, craps tables and roulette tables offered for use by the public, and all dealers and patrons playing such devices, must be located within the licensed premises. The total square footage comprising the licensed premises:
 - (a) shall not exceed 35% of the total square footage of the building as determined in subparagraph (1) above; and
 - (b) shall not exceed 50% of the square footage of any one floor; and
 - (c) all square footage utilized in the computation of these percentages must be confined to the commercial districts of Central City, Black Hawk or Cripple Creek as defined in Article XVIII, Section 9 (3)(a) of the Colorado Constitution.

The square footage of a floor in any building shall be the rentable area of a floor.

In calculating the area comprising the licensed premises on any floor, the licensee shall use the rentable area. The rentable area is computed by measuring to the inside finish of permanent outer building walls, or to the glass line if at least 50 percent of the outer building wall is glass, to the office side of corridors and/or permanent partitions, and to the center of partitions that separate the premises from adjoining rentable areas. No deductions can be made for columns and projections necessary to the building.

- (3) On each floor of the building in which limited gaming will take place, the licensed premises shall consist of no more than two non-contiguous areas. Within the licensed premises, a licensee may arrange gaming equipment or devices in the discretion of the licensee without notice to the Division. Nothing in this section, however, shall be construed to permit violation of any fire safety, health or building codes by any licensee. The licensed premises must be clearly marked as such so that the patrons of each retail gaming establishment can readily discern the licensed premises.

47.1-314 Licensed Premises - Safety Requirements.

Each applicant for a retail gaming license shall file with the Division as part of its application the following: a certificate of compliance approved by the local fire and building officials which has been approved, or deemed approved, by the State Division of Fire Safety; a statement by the respective municipal governing body, or its designee, that the building in which limited gaming will take place conforms to the appropriate architectural styles and designs; and a written statement by the appropriate local official that handicapped access to the licensed premises has been provided.

47.1-315 Withdrawal of application.

- (1) A request for withdrawal of an application may be made at any time prior to final action upon the application by the Division by filing a written request to withdraw with the Division. Final action by the Division upon an application occurs when the Division forwards its recommendation to the Commission concerning the application.
- (2) The Division may, in its discretion, deny the request, or grant the request with or without prejudice.
- (3) If a request for withdrawal is granted with prejudice, the applicant is not eligible to apply again for licensing or approval until after expiration of 1 year from the date of such withdrawal.

47.1-316 Notice of hearing.

Notice by letter will be given by the Division to all applicants for slot machine manufacturer or distributor licenses, associated equipment supplier licenses, operator licenses, or retail gaming licenses of the time and place when their applications for gaming licenses will come before the Commission for consideration. Such applicants may attend the meetings of the Commission. The Commission will notify each applicant of the disposition of the application. (47.1-316 temp. 9/30/91, perm. 11/30/91)

47.1-317 Recommendation and order.

After completion of its investigation respecting application, the Division will issue an order recommending the approval or denial of the application. If the order recommends that an application be denied, the order will be accompanied by written reasons upon which the order is based. All such orders and reasons will be made public, and no recommendation will be secret.

47.1-318 Licenses Premises-Modification.

Any retail licensee may change the configuration of its licensed premises upon prior approval of the Division. Application to modify the licensed premises must be made on forms furnished by the Division. No application to modify the licensed premises of any licensee shall be approved unless the licensed premises as modified, meets all the requirements of article 47.1 of title 12, C.R.S., and the rules and regulations promulgated thereunder.

47.1-319 Temporary license.

- (1) Except as provided in regulation 47.1-207, the Commission may in its sole discretion issue a temporary license to any applicant for a permanent license. A temporary license may only be issued where the Commission is satisfied that the investigation of the applicant conducted thus far, and the application in its entirety, indicate that the applicant and its gaming business: meet all the requirements of article 47.1 of title 12, C.R.S.; do not present any danger to the public or to the reputation of limited gaming in this state; further investigation most likely will not uncover any derogatory information about the applicant; and issuance of a temporary license is of economic necessity to the licensee and is just under the circumstances.

- (2) No licensee issued a temporary license pursuant to this article shall be entitled to receive any refund of the license fee submitted in connection with the license application.
- (3) The Commission may change a temporary license into a permanent license where: all investigations into the license application are complete; and the Commission is satisfied the holder of a temporary license qualifies to hold a permanent license.
- (4) When the Commission changes a temporary into a permanent license, the date of issuance of the permanent license shall be deemed to be that of the first temporary license.
- (5) A temporary license may expire of its own accord, or it may be suspended, revoked, or summarily suspended under the same terms and conditions as a permanent license.
- (6) The Commission may issue consecutive temporary licenses in its discretion.

47.1-320 Approval with conditions or for a limited period.

The Commission may grant a license with special conditions or for a limited period, or both.

47.1-321 Approval.

Except as provided in regulation 47.1-207, the Commission shall approve an application for any license that meets all requirements, imposed by article 47.1 of title 12, C.R.S., and the rules and regulations thereunder, including payment of all fees and costs.

47.1-322 Non-transferability of license.

A license issued pursuant to these rules and regulations shall not be assignable or transferable. The Commission reserves the right to terminate any license and revoke the privileges of such license whenever appropriate.

47.1-323 Duplicate licenses.

The fee for the duplicate of a license shall be five dollars. (amend. perm. 04/01/02)

47.1-324 Investigation of conduct of licensees, generally.

A gaming license is a revocable privilege, and no holder thereof shall be deemed to have acquired any vested rights therein or thereunder. The burden of proving the licensee's qualifications to hold any license rests at all times on the licensee. The Division and the Commission are charged by law with the duty of observing the conduct of all licensees to the end that licenses shall not be held by unqualified or disqualified persons or unsuitable persons or persons whose operations are conducted in an unsuitable manner.

**47.1-325 Approval and field trial of variation games of poker, blackjack, craps, roulette, blackjack-poker combination games and table games with electronic betting terminals.
Amended 3/16/2012**

Requests for approval of new variation games of poker, blackjack, craps, roulette, blackjack-poker combination games and table games with electronic betting terminals (EBTs) shall be made on such forms and processed in such manner as the Director shall prescribe.

- (1) The application must be in writing and must include, in addition to such other information as the Director may require:

- (a) The name of the game to be used in Colorado, and any other name by which the game is known, marketed, or approved in any other gaming jurisdiction. The name to be used in Colorado must be different than the name of any other game currently approved by the Commission.
 - (b) Identification information of all persons:
 - (i) Who developed the game;
 - (ii) Who hold intellectual property rights or other legal rights to the game;
 - (iii) Who have, or who will have, the right or privilege to market the game in Colorado; and
 - (iv) Who have had, who have, or will have, the rights to share in the profits, proceeds, royalties, commissions, or other profits generated by the sale, lease, placement, or distribution of the game in any gaming jurisdiction.
 - (c) An authorization and release executed by the applicant and by all persons identified in paragraph (b) above, permitting an investigation into the background of such persons.
 - (d) A description of the game, including the rules of play, dealing procedure, the proposed schedule of payouts, a full size paper table layout if requested by the Division, and a statistical evaluation of the game. (amended perm. 04/30/04)
 - (e) A copy of an agreement between the applicant and retail licensee to conduct a field trial upon approval. Such agreement must be signed by the applicant and an authorized agent of the retail licensee. (added perm. 04/30/04)
- (2) The Director may approve temporary rules of play and a temporary formula for calculation of adjusted gross proceeds received from the game, and may authorize the proposed game to be field tested by at least one retail licensee. (amended perm. 04/30/04)
- (3) The test period for new variation games shall not exceed 180 days, from the date offered for public play, during which time the Director or designee may amend the rules of play and may make minor modifications to the trial game. The Director may order termination of the test period at any time prior to the end of 180 days if, in the Director's or designee's discretion, the Director or designee determines:
- (a) That the game cannot be lawfully played in the State of Colorado;
 - (b) That further testing will not be of benefit to the Division or the Commission;
 - (c) That either the developer or distributor of the proposed game, or the retail licensee, has not complied with the terms and conditions of the order authorizing the test; or
 - (d) For any other cause.
- (3.5) EBTs, when utilized with approved games, are deemed in a field trial status for 90 days from the date offered for public play. Unless the Director or designee terminates the field trial of such equipment for cause, authorization and approval for use of EBTs shall become effective at the conclusion of field trial. The Division shall determine field trial testing criteria specific to various EBTs or equipment. Where applicable, Colorado Gaming Regulations 47.1-1202 and 47.1-1203 shall apply to EBTs. *Eff/ 3/16/2012*

- (4) Retail licensees offering a proposed game during a test period shall be responsible for calculation of adjusted gross proceeds from the game, and shall include such adjusted gross proceeds in their calculation of gaming tax liability.
- (5)
- (a) At the conclusion or termination of the test period, the Director may:
- (i) Deny the proposed game, or may recommend to the Commission that the proposed game not be approved;
- (ii) Require or allow the applicant to change, modify, or withdraw the application for approval of the proposed game;
- (iii) Require further field testing of the proposed game under similar or different conditions, including, but not limited to: retail location, season of play, surveillance, auditing, or any other condition; or
- (iv) Recommend to the Commission that the new game be approved, and if so, shall propose regulations which authorize and describe play of the game.
- (b) In the event the applicant disagrees with any determination of the Director pursuant to this paragraph (5), the applicant may petition for review before the Commission pursuant to Rule 47.1-208.
- (6) While a new variation game is in field trial testing, the Division's table games committee shall make a preliminary determination as to the legality of the game, no later than 90 days from when the game is offered for public play. If in the Division's determination the game is lawful, the Division will notice and post rules for a rule making hearing. Any licensee, who agreed to field trial the game, may retain and play the game throughout the rule making hearing and final approval process, not to exceed 180 days. When rules are approved by the Commission and become effective, only then shall the game become available to all retail licensees to pursue acquisition of rights to offer the game. *Eff. 3/16/2012*
- (7)
- (a) Persons requesting approval of new games shall be required to pay the costs of inspection, examination, and evaluation of the games and for drafting regulations and internal control minimum procedures governing play and control of such games. The fee shall be in an amount specified in Rule 47.1-305.5. Such fee shall be paid, in advance, before the Division begins its formal review process.
- (b) If the Director determines that it is necessary to conduct a background investigation to determine the suitability of the applicant or of any of the persons named in paragraph (1)(b), the applicant shall be required to pay the costs of such investigation and shall make an additional deposit in the amount required by Rule 47.1-305.
- (c) If, at the time of acceptance of the application, the Director elects not to require a background investigation of the applicant or of any of the persons named in paragraph (1)(b), the Director may at any later date require that such an investigation be conducted. The Director may require a periodic re-investigation, but no more often than once each year, except for good cause shown.

- (8) If the proposed game is in the public domain, the Director may waive the requirements of paragraphs (1) and (7) above, either in whole or in part. (47.1-325 perm. 10/30/97, amended perm. 4/30/04)

RULE 4 RIGHTS AND DUTIES OF LICENSEES

BASIS AND PURPOSE FOR RULE 4

The purpose of Rule 4 is to specify the rights, responsibilities, and duties of licensees; specify certain duties of licensees related to permitting access to the Division of information, records, and premises controlled by the licensee; require licensees to maintain sufficient financial reserves; establish restrictions on the use of skills and proposition players; grant permission to use lammers; require that certain information be publicly posted; direct the licensee to prohibit certain conduct; and establish procedures for patron disputes, dissolution of corporations, transfers of interests and terminations of licensee employment or licensure. The statutory basis for Rule 4 is found in sections 12-47.1-201, C.R.S., 12-47.1-203, C.R.S., 12-47.1-301, C.R.S., and 12-47.1-503, C.R.S.

47-1-401 Responsibility of licensee.

Responsibility for the employment and maintenance of lawful methods of operation rests with the licensee, and willful or persistent use or toleration of methods of operation considered unlawful by the Commission is prohibited. Each licensee shall fully and timely perform each and every term, condition and duty required by the rules and regulations of the Commission.

47-1-402 Discovery of violations.

Each licensee must immediately notify the Division of the discovery of a violation or of a suspected violation of article 47.1 of title 12, C.R.S., or the rules and regulations promulgated thereunder.

47-1-403 Unauthorized games.

No licensee may permit the operation of any game other than authorized games in a licensed retail establishment.

47-1-404 List of personnel.

Prior to opening for business, a retail licensee must furnish to the Director on a form, or other medium required by the Division, a list of all persons, including birth dates, employed by the retail licensee. Additionally, the retail licensee must by the first day of each month submit changes to its lists of employees, unless the Director, in writing, demands more frequent notification or allows less frequent notification. (amend perm 03/30/03)

47-1-405 Information to be furnished by licensee

- (1) Reports and notices to the Division required by the Colorado Limited Gaming Act, or by the rules and regulations promulgated thereunder, must be made in writing, and must be submitted to the Division's main office in Golden, Colorado.
 - (a) If any section of the Act or of the Colorado gaming regulations requires that a report or notice be made in a different manner, then the specified manner shall be used.
 - (b) Delivery of notice may be made by United States mail, by personal or commercial delivery to the office, by facsimile transmission, or by electronic mail. Facsimile transmissions shall be made to the telephone number provided by the Division. Electronic mail transmissions shall be directed to the electronic mail address provided by the

Division, or when available, by use of forms submitted from the Division's internet site.
(47.1-405(l) perm. 10/30/99)

- (2) Each retail licensee must report to the Division at least quarterly the full name and address of every person, including lending agencies, who has a right to share in the revenues of limited gaming, whether as an owner, assignee, landlord, or otherwise or to whom any interest or share in the profits of limited gaming has been pledged or hypothecated as security for a debt or deposited as a security for the performance of an act or to secure the performance of a contract of sale. (47.1-405(2) perm. 10/30/99)
- (3) Each licensed retailer, operator, associated equipment supplier, manufacturer or distributor must immediately report to the Division the name, date of birth, and social security number of all persons who obtain an ownership, financial, or equity interest in the licensee of five percent or greater, or who have the ability to control the licensee, or who have the ability to exercise significant influence over the licensee, or who loan any money or other thing of value to the licensee. (47.1-405(3) perm. 10/30/99)
- (4) Any person licensed by the Commission, and any associated person to a licensee, must make written notification to the Division of any criminal conviction and criminal charge pending against such person within ten days of such person's arrest, summons, or conviction. This notification requirement shall not apply to non-felony traffic violations unless they result in suspension or revocation of a driver's license, are based on allegations of driving under the influence or impairment of intoxicating liquor or drugs, or result in the person being taken into custody. Failure to make proper notification to the Division may be grounds for a disciplinary action. (47.1-405(3) temp. 10/30/91, perm. 1/30/92) (47.1-405(3) temp. 7/14/93, perm. 8/30/93) (47.1-405(4) perm. 10/30/99) (47.1-405(4) amended perm. 03/30/03)
- (5) All licensed manufacturers, distributors, operators, and retailers must report to both the local Division office and the Division's Golden office on a form, or other medium, required by the Division, the movement of slot machines. This notification must be made by both the recipient and sender of devices on a weekly activity basis identifying any movement of devices to and from any location for that week. (47.1-405(4) perm. 12/30/94) (47.1-405(4) perm. 10/30/96) (47.1-405(5) perm. 10/30/99) amended perm. 03/30/03)
- (6) All licensed manufacturers, distributors, associated equipment suppliers, operators, and retailers must report to the Division any discovered or suspected plan, scheme, design, device or other methods of cheating that may compromise the integrity of any gaming device sold or offered for sale, offered for play, or used for any other gaming purpose within the state of Colorado by such licensee. A report shall be made as soon as possible after the discovery of such cheating plan, scheme, design, device or method, but not later than 14 calendar days if the reporting licensee is a manufacturer, distributor, or associated equipment supplier, and not later than 7 days, if the reporting licensee is an operator or retailer. (47.1-405(6) perm. 10/30/99) *Amended 11/30/2012*
 - (a) The subject matter and reports of the investigation conducted hereunder shall be considered confidential pursuant to Section 12-47.1-527, C.R.S. as amended, except the Director may, as deemed necessary and prudent in the exercise of his discretion, take whatever steps deemed necessary to address or mitigate the cheating problem including disseminating a warning to other licensing jurisdictions or Colorado licensees about the cheating problem. (12-47.1-405 perm. 4/30/95)
- (7) Notice of financial interest relationships required to be made pursuant to 12-47.1-835, C.R.S. shall be made following the procedures in paragraph (1), above. (47.1-405) added perm. (10/30/99)

47.1-406 Inspections.

A retail licensee, licensed manufacturer or distributor, licensed associated equipment supplier and licensed operator must immediately make available for inspection by the Commission, Director, or its agents or investigators, local sheriffs, or their agents or investigators, and police departments upon demand, all papers, books, and records produced, used or kept in connection with limited gaming, and all portions of the premises where gaming is conducted or where gambling devices or equipment are manufactured, sold, used, displayed, kept, or distributed. Upon demand, employees and agents of the Commission, Division, local sheriffs, and police departments, must be given immediate access to any portion of the premises of a retail licensee, manufacturer or distributor, associated equipment supplier, or operator for the purpose of inspecting or examining records or documents, gaming devices or equipment, or the conduct of gaming activity.

47.1-407 Access to premises and production of records.

No applicant or licensee or applicant or licensee's employee or agent may neglect or refuse to produce records or evidence or to give information on lawful demand by the Commission, Director, or any investigator or agent of the Division. No applicant or licensee shall interfere or attempt to interfere with lawful efforts by the Commission, Division, or any of its agents to obtain or produce such information.

47.1-408 Employee on premises.

When a licensed game or a slot machine is available for play by the public, each licensee must have a licensed employee of the retail licensee present on the premises to supervise the operation of the game or machine.

47.1-409 Support licensee identification.

Every person licensed as a support or key employee licensee must wear in plain view identification issued by the Commission or Division. This section shall not apply to proposition players playing in poker games or to employees engaged in undercover security operations for the licensee, except that such licensees must have their license identification badges in their possession while working and must present them to division employees upon demand. (47.1-409 Amended 10/30/97)

47.1-410 Display of license.

All persons licensed as retail licensees must display their licenses, in a manner plainly visible to the public, on the licensed premises.

47.1-411 Use of lammers.

- (1) In poker games only, a licensee may use lammers instead of a poker buy form when chips are distributed to the table from the cashier. When lammers are used, the dealer must advise the dealer's supervisor that chips are needed and must ask for a specific amount of chips. The supervisor must obtain the necessary combination of lammers to signify numerically the requested transfer. The lammers must remain in a conspicuous place on the table. After receipt of the lammers, the dealer must remove from the dealer's imprest bank the necessary currency to receive the requested amount of chips. The supervisor must take the currency to the cashier and obtain the desired numbers of chips in return for the currency. The supervisor must immediately return to the table with the chips and give them to the dealer who will check the amount of chips for accuracy. The supervisor must then retrieve the lammers. Lammers must be kept in a secure place accessible only to the persons who supervise the dealers.
- (2) Licensees may establish imprest banks at a supervisor's podium or cashier podium in their poker rooms for the purpose of supplying chips and tokens to the tables in the room which offer player-banked poker games. Such podium imprest banks must be maintained using the procedures for tables described in Rule 11. Where poker room podium imprest banks are in use, an even money

transfer of cash from a poker table may be made for chips and tokens from the podium bank, without the necessity of using lammers. (47.1-411(2) amended perm. 09/30/00)

47.1-412 Payment of Winners—Reserves.

All retail licensees shall at all times have available sufficient financial reserves promptly to pay winners of, or participants in, limited gaming activities conducted or offered by that retail licensee. Payment must be made to winners and participants by cash or by check drawn upon a bank, or other financial institution in Colorado, chartered by the State of Colorado or any other state or the United States Government, within 24 hours of any bona-fide demand by a winner or participant for payment. Any check issued by a retail licensee to any winner of a limited gaming activity must, at the time of issuance and until cashed or three months has expired (whichever is earlier), be backed by and drawn upon sufficient funds to cover the full amount of the check.

47.1-413 Publication of payoffs.

Payoff schedules applicable to every licensed game or slot machine must be displayed at all times either on the table or machine or in a conspicuous place immediately adjacent to it.

Payoff schedules must accurately state actual payoffs applicable to the particular game and may not be worded in a manner which misleads or deceives the public. Maintenance of misleading or deceptive matter on a payoff schedule or failure on the part of a licensee to make payment in strict accordance with posted payoff schedules is prohibited.

47.1-414 Player rules.

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

- (1) Players and other persons present in the gaming area must be at least 21 years of age;
- (2) No side bets are permitted;
- (3) No credit may be extended;
- (4) It is unlawful to claim unattended or unearned credits and money on gaming devices; and
- (5) It is unlawful to participate in limited gaming activities while intoxicated.
- (6) Federal law prohibits the use of casino chips and tokens outside this establishment for any monetary purpose. (47.1-414 amended perm. 10/30/99; 414(6) added perm. 09/30/00)

47.1-415 Visibly Intoxicated persons.

- (1) No licensee shall permit:
 - (a) Persons who are visibly intoxicated to participate in gaming activity; or
 - (b) Service of alcoholic beverages in the licensed premises to persons who are visibly intoxicated.
- (2) No person shall participate in a limited gaming activity when such person is intoxicated.

47.1-416 Advertising.

No licensee shall allow, conduct, or participate in any false or misleading advertising concerning its limited gaming operations.

47.1-417 Patron disputes.

In a patron dispute, a licensee must notify the disputing patron that the patron has a right to contact the Division regarding the dispute.

If a licensee refuses payment of alleged winnings to a patron, the licensee and the patron are unable to resolve the dispute to the patron's satisfaction, or the dispute involves at least \$250, the licensee must immediately notify the Division. The Director shall conduct whatever investigation is necessary and must determine whether or not payment should be made. An agent of the Division may investigate the dispute and may report either to the Commission or to the Director for a decision.

The Director must notify the licensee and the patron in writing of the Director's decision regarding the dispute, within five business days after the completion of the investigation.

Failure immediately to notify the Director of a dispute, or to notify a patron of the patron's rights or failure to pay after an adverse decision, is a violation by the licensee.

47.1-418 Special rules of conduct.

A retail licensee may establish rules of conduct for players and spectators on its licensed site. Any such rules must be posted. The Director shall have the authority to immediately terminate any or all of such rules in any retail establishment.

47.1-419 Procedure upon dissolution.

Upon dissolution of a corporation, partnership, or association, the licensee must return the license to the Commission within 10 days following the date of the dissolution.

47.1-420 Transfers of interest.

Except as provided in Rule 4.5, no person may sell, lease, purchase, convey, or acquire an interest in a retail, operator, associated equipment supplier, or manufacturer/distributor licensee or business without the prior approval of the Commission. (47.1-420 temp. 7/1/93, perm. 8/30/93, amended perm. 11/30/03)

47.1-421 Termination of qualifying licensee, manager, or agent.

Upon the termination of a manager's or agent's affiliation with the licensee, the licensee must name one or more new managers or agents and notify the Division within seven days.

47.1-422 Termination of employment of support licensee.

(Deleted effective 10/31/99)

47.1-423 Post-termination matters.

Upon termination of a retail or operator license for any reason, no further gaming activity shall be conducted by said licensee or on the previously licensed premises. After such termination, at a date designated by the Director, said licensee shall appear before the Director for the purpose of rendering a final accounting and to surrender the license.

47.1-424 Restrictions on time, place, and structures.

Limited gaming conducted pursuant to article 47.1 of title 12, C.R.S. and these rules shall be permitted 24 hours a day, three hundred and sixty-five days a year. During leap years, this shall be three hundred and sixty-six days a year. Limited gaming may only take place within the licensed premises of a retail establishment possessing a license to conduct such gaming.

47.1-425 Activities which constitute fraud.

- (1) Fraudulent acts shall not be permitted by licensees or patrons of limited gaming. In addition to those acts listed in section 12-47.1-823, C.R.S., "fraudulent acts" shall include but shall not be limited to: misrepresentation of the probabilities of pay out or pay out- awards of any limited gaming device or game; wording pay off schedules or pay out awards in a misleading or deceptive manner; and the failure of the licensee to make payment in strict accordance with posted payoff schedules.
- (2) Players in any limited gaming game shall not play, nor attempt to play, in cooperation or collusion with any other person, nor shall any licensee knowingly permit such cooperation or collusion. Evidence of collusion may include, but shall not be limited to the following:
 - (a) Any play by a player which is intended to assist one player over another.
 - (b) A continuing or repeated pattern of betting by and between the same two or more players, the purpose of which is to cause other players to fold or withdraw from a game.
 - (c) Two or more players sharing winnings from a hand or a player agreeing to share winnings with another player if either wins any part of the pot, except as permitted in tournament play by rule 47.1-1058(4)
 - (d) Having an agreement not to bet or not to raise another player.
 - (e) Verbal or non verbal communication pertaining to the game between persons including, but not limited to: imparting information about one's hand to a player in the pot; advising someone on how to play a hand or suggesting a particular betting action; reading a hand for a player who has not yet shown his hand; or any communication between players by means other than spoken english, unless such communication, or its import, is understood by all persons at the table.
 - (f) Any other act participated in by two or more players which fraudulently creates an unfair advantage for a player, or -which fraudulently creates a disadvantage for any other player in the game. (47.1-425(2) Added 10/30/97)

47.1-426 Foreign gaming.

Any licensee, and any parent company or subsidiary company of the licensee, who has applied to a foreign jurisdiction for licensure or other permission to conduct gaming in such jurisdiction, or who possesses a license to conduct foreign gaming, shall notify the Division of such application. Upon request, the licensee shall make available to the Division all executed copies of all application forms and related documents filed with the foreign jurisdiction by or on behalf of the applicant or by any entity affiliated with the applicant. (amended 03/30/00)

47.1-427 Strategy cards.

- (1) At the discretion of a retail licensee, players of casino games may be permitted to use strategy cards. Retail licensees shall not permit the use of any device similar to a strategy card which is designed or intended to project the outcome of the game, to keep track of the cards played, or to analyze or predict the probability of the occurrence of an event relating to the game.

- (2) A retail licensee that does not permit the use of strategy cards shall post in its table gaming area a notice informing its patrons of any prohibition or condition imposed in accordance with regulations 47.1-1039, 47.1-1040 And 47.1-1059.

47.1-428 Acceptance of Tips.

- (1) No gaming employee while serving in a supervisory capacity shall, directly or indirectly, solicit, accept, or receive tips or gratuities from any patron or gaming employee.
- (2) No gaming employee shall, directly or indirectly, share with, offer, or give tips or gratuities to any gaming employee who is serving in a supervisory capacity. (47.1-428 added perm. 10/30/00)

RULE 4.5 PUBLICLY TRADED CORPORATIONS AND PUBLIC OFFERINGS OF SECURITIES

BASIS AND PURPOSE FOR RULE 4.5

The purpose of Rule 4.5 is to establish specific reporting procedures and approval requirements for transfers of interests and other involvement with publicly traded corporations directly or indirectly involved in gaming in Colorado. The statutory basis for Rule 4.5 is found in sections 12-47.1-201, 12-47.1-203, 12-47.1-302, 12-47.1-504, 12-47.1-511, and 12-47.1-801, C.R.S. (1991).

47.1-4.500 Incorporation by reference

- (1) The Commission adopts as part of Rule 4.5 of the Colorado Gaming Regulations certain federal rules and forms referred to in this Rule 4.5. Such federal rules and forms are published by the Office of the Federal Register National Archives and Records Administration in full in the Code of Federal Regulations in 17 CFR 200-399 (Chapter II Securities and Exchange Commission 4-1-02 Edition). These federal rules and forms were promulgated pursuant to the following federal statutes: The Securities Act of 1933, 15 U.S.C.S. sections 77a-77bbbb; and the Securities Exchange Act of 1934, 15 U.S.C.S. Sections 78a-78pp. References are also made to the following federal statutes: The Investment Advisers Act of 1940, 15 U.S.C.S. Sections 80b-1 through 80b-21; and the Employee Retirement Income Security Act of 1974, 29 U.S.C.S. Sections 1001 through 1461. This regulation does not include amendments to or later editions of the incorporated federal rules and forms found in the 4-1-02 edition of the Code of Federal Regulations.
- (2) Certified copies of the complete text of the material incorporated are maintained at the Colorado Division of Gaming, 17301 West Colfax Ave., Suite 135, Golden, Colorado 80401, and may be inspected by contacting the Records Custodian at that address during normal business hours. The incorporated material may also be examined at any state publications depository library. Certified copies shall be provided at cost upon request.

47.1-4.501 Definitions.

As used in this Rule 4.5, the following terms shall have the meaning ascribed to them herein:

- (1) "Affiliated company" means a subsidiary company, holding company, intermediary company or any other form of business organization that:
 - a. Controls, is controlled by or is under common control directly or indirectly with a licensee; and
 - b. Is involved in gaming activities in this state or involved in the ownership of property in this state upon which gaming is conducted.

- (2) “Current market price” means the average of the daily closing prices for the 20 consecutive trading days immediately preceding the date of such transaction or the closing price on the day immediately preceding the date of such transaction, whichever is higher. For the purpose of this definition, the closing price for each day shall be the last reported sale price, regular way, or in case no such reported sale takes place on such date, the average of the last reported bid and asked prices, regular way, in either case on the principal national securities exchange registered under the Securities Exchange Act of 1934, as amended (the “1934 Act”), on which such security is admitted to trading or listed, or if not listed or admitted to trading on any national securities exchange, the closing price of such security, or in case no reported sale takes place, the average of the closing bid and asked prices, on NASDAQ or any comparable system, or if such security is not listed or quoted on NASDAQ or any comparable system, the closing sale price, or in case no reported sale takes place, the average of the closing bid and asked prices, as furnished by any member of the National Association of Securities Dealers, Inc., selected from time to time by the issuer for that purpose.
- (3) “Holding company” means any corporation, firm, partnership, trust, limited liability company or other form of business organization not a natural person which, directly or indirectly:
- a. Owns;
 - b. Has the power or right to control; or
 - c. Holds with power to vote,

all or any part of the stocks, interest or other voting security of a business entity which holds or applies for a state gaming license; provided that the term “holding company” does not include any broker-dealer registered with the United States Securities and Exchange Commission (the “SEC”), any securities clearinghouse or nominee thereof or any entity insured by the Federal Deposit Insurance Corporation or regulated by a national or state banking regulator, if such person or entity holds such stocks, interest or other voting securities for an unaffiliated third party and does not exercise any vote over any such securities (other than in a fiduciary capacity at the direction of the beneficial owner of such stocks, interest or other voting securities or in accordance with the rules and regulations of any self-regulatory organization having jurisdiction over such person or entity).

For the purposes of this section, in addition to any other reasonable meaning of the words used, a holding company “indirectly” has, holds or owns any power, right or security if it does so through any interest in a subsidiary or successive subsidiaries, however many such subsidiaries may intervene between the holding company and the licensee or applicant.

- (4) “Institutional investor” means:
- (a) A bank as defined in Section 3(a) (6) of the Federal Securities Exchange Act of 1934, as amended;
 - (b) An insurance company as defined in Section 2(a) (17) of the Investment Company Act of 1940, as amended;
 - (c) An investment company registered under Section 8 of the Investment Company Act of 1940, as amended;
 - (d) An investment adviser registered under Section 203 of the Investment Advisers Act of 1940, as amended;
 - (e) Collective trust funds as defined in Section 3(c) (11) of the Investment Company Act of 1940, as amended;

- (f) An employee benefit plan or pension fund that is subject to the Employee Retirement Income Security Act of 1974, as amended, excluding an employee benefit plan or pension fund sponsored by a licensed or an intermediary or holding company licensee which directly or indirectly owns five percent or more of a licensee.
- (g) A state or federal government pension plan.
- (h) A group comprised entirely of persons specified in (a) through (g) of this definition

Notwithstanding the foregoing provisions of subsections (a) through (h), in order to qualify as an institutional investor, a person other than a state or federal pension plan must meet the requirements of a “qualified institutional buyer” as defined by the SEC in Rule 144A under the Securities Act of 1933, as amended (the “1933 Act”).

(5) “Intermediary company” means any corporation, firm, partnership, trust, limited liability company or other form of business organization other than a natural person which:

- a. Is a holding company with respect to a business entity which holds or applies for a state gaming license; and
- b. Is a subsidiary with respect to any holding company.

(6) “Public offering” means a sale of voting securities that is subject to the registration requirements of section 5 of the 1933 Act, or that is exempt from such requirements solely by reason of an exemption contained in section 3(a) (10), 3(a) (11) or 3(c) of said Act or Regulation A or Regulation D adopted pursuant to section 3(b) of the 1933 Act.

(7)

(a) “Publicly traded corporation” means:

- (i) Any corporation, firm, partnership, trust, limited liability company or other form of business organization not a natural person which:
 - (A) Has one or more classes of voting securities registered pursuant to section 12 of the 1934 Act; or
 - (B) Is an issuer subject to section 15(d) of the 1934 Act; or
 - (C) Has one or more classes of voting securities exempted from the registration requirements of section 5 of the 1933 Act, solely by reason of an exemption contained in section 3(a) (10), 3(a) (11) or 3(c) of the 1933 Act.
- (ii) Any corporation, firm, partnership, trust, limited liability company or other form of business organization created under the laws of a foreign country:
 - (A) Which has one or more classes of voting securities registered on that country's securities exchange or over-the-counter market; and
 - (B) Whose activities have been found by the Commission to be regulated in a manner which protects the investors and the State of Colorado.

(b) The term “publicly traded corporation” does not include any corporation, firm, partnership, trust, limited liability company or other form of business organization not a natural person

which has securities registered or is an issuer pursuant to subparagraph (a) of this definition solely because it:

- (i) Guaranteed a security issued by an affiliated company pursuant to a public offering; or
 - (ii) Is considered by the SEC to be a coissuer of a public offering of securities pursuant to Rule 140 under the 1933 Act.
- (8) "Security" shall have the meaning of the term set forth in section 11-51-201(17) of the Colorado Securities Act of 1990, Title 11, Article 51, C.R.S.
- (9) "Subsidiary" means any firm, partnership, trust, limited liability company or other form of business organization not a natural person, all or any interest in which is:
- (i) Owned;
 - (ii) Subject to a power or right of control; or
 - (iii) Held with power to vote directly, indirectly or in conjunction with a holding company or intermediary company.
- (9) "Voting security" means a security the holder of which is entitled to vote generally for the election of a member or members of the board of directors or board of trustees of a corporation or a comparable person or persons in the case of a partnership, trust or other form of business organization other than a corporation.

47.1-4.502 Application of Rule.

In addition to all other requirements of the Colorado Gaming Regulations, this Rule 4.5 shall impose additional requirements on publicly traded corporations holding gaming licenses in the state, and gaming licensees in the state owned directly or indirectly by a publicly traded corporation, whether through a subsidiary or intermediary company. These requirements shall automatically apply to any ownership interest held by a publicly traded corporation, holding company or intermediary company thereof, where such ownership interest directly or indirectly is, or will be upon approval by the Commission, 5 percent or more of the entire licensee. In any event, if the Commission determines that a publicly traded corporation, or a subsidiary, intermediary company or holding company thereof has the actual ability to exercise influence over a licensee, regardless of the percentage of ownership possessed by said entity, the Commission may require that entity to comply with the regulations contained in this Rule 4.5. Should any requirement in this Rule 4.5 conflict with any other regulation in the Colorado Gaming Regulations, this Rule 4.5 shall apply.

47.1-4.503 Public Offerings.

A licensee or affiliated company or controlling person thereof commencing a public offering of voting securities must notify the Commission, with regard to a public offering to be registered with the SEC, no later than ten (10) business days after the initial filing of a registration statement with the SEC, or, with regard to any other type of public offering, no later than ten (10) business days prior to the public use or distribution of any offering document, if:

- (1) If the licensee, affiliated company or a controlling person thereof intending to issue the voting securities is not a publicly traded corporation; or

- (2) If the licensee, affiliated company or a controlling person thereof intending to issue the voting securities is a publicly traded corporation, and if the proceeds of the offering, in whole or in part, are intended to be used:
 - a. To pay for construction of gaming facilities in Colorado to be owned or operated by the licensee;
 - b. To acquire any direct or indirect interest in gaming facilities in Colorado;
 - c. To finance the operation by the licensee of gaming facilities in Colorado; or
 - d. To retire or extend obligations incurred for one or more purposes set forth in subsection a, b or c of this regulation.

47.1-4.504 Notification of Public Offering.

A person notifying the Commission of a public offering pursuant to this Rule 4.5 shall, to the extent practical, disclose the following information:

- (1) A description of the voting securities to be offered.
- (2) The proposed terms upon which the voting securities are to be offered.
- (3) The anticipated gross and net proceeds of the offering, (Including a detailed list of expenses.
- (4) The use of proceeds.
- (5) The name and address of the lead underwriter.
- (6) The forms of the underwriting agreement, the agreement among underwriters, if any, and the selected dealers agreements, if any.
- (7) A statement of intended compliance with all applicable federal, state, local and foreign securities laws.
- (8) The names and addresses of the applicant's counsel for such public offering, independent auditors, and special consultants on the offering.
- (9) If any voting securities to be issued are not to be offered to the general public, the general nature of the offerees and the form of the offering.
- (10) Any other offering material filed with the SEC which is required to be submitted pursuant to the direction of the Division or Commission.

47.1-4.505 Fraudulent and Deceptive Practices Prohibited.

It is grounds for disciplinary action under the Colorado Limited Gaming Act and Colorado Gaming Regulations if any person, in connection with the purchase or sale of any security issued by a licensee or affiliated company or a controlling person thereof, is found guilty of, or pleads nolo contendere to, or is subject to a final cease and desist order with respect to, or order of permanent injunction issued on the basis of, or is the subject of a similar final action taken on the basis of, a violation of Rule 10b-5 promulgated by the SEC under Section 10(b) of the 1934 Act or section 11-51-501 of the Colorado Revised Statutes:

47.1-4.506 Submission of Proxy and Information Statements.

Each publicly traded corporation which is licensed as an operator, retailer, associated equipment supplier, or slot machine manufacturer or distributor under the Act, shall, within 5 days after distributing any proxy statement subject to Regulation 14A of the SEC or any information statement subject to Regulation 14C of the SEC to its security holders, submit such proxy statement or information statement to the Division.

47.1-4.507 Reporting Requirements.

- (1) Whenever any filing on Form 10-Q, Form 10-K, Form 8-K, Form 1-A, Registration Statement SB-2, Registration Statement 10-SB, Report 10-KSB, Report 10-QSB, Schedule 13e-3 or Schedule 14D-9 or required by Rule 14f-I promulgated pursuant to the 1934 Act is filed with the SEC or with any national or regional securities exchange by a publicly traded corporation which is licensed as an operator, retailer, associated equipment supplier, or slot machine manufacturer or distributor under the Act, such publicly traded corporation shall, within 5 business days after the filing with the SEC, electronically notify the Division that such filing has taken place, (amended perm. 11/30/03)
- (2) Whenever a publicly traded corporation which is licensed as an operator, retailer, associated equipment supplier, or slot machine manufacturer or distributor under the Act receives any material document filed with the SEC by any other person relating to such publicly traded corporation, it shall, within 10 days following such receipt, electronically notify the Division that such document receipt has occurred. (amended perm. 11/30/03) Page 19.05
- (3) Each publicly traded corporation which is licensed as an operator, retailer, associated equipment supplier, or slot machine manufacturer or distributor under the Act shall file with the Division annually at the time of license renewal a list of the record holders and beneficial owners (to the extent the later is known) of its voting securities or more frequently as such list is prepared.
- (4) Each licensee shall promptly report to the Division, on the form prescribed by the Division, the election or appointment of any director, any executive officer or other officers of such licensee (or holding company or intermediary company thereof) actively and directly engaged in the administration or supervision of the gaming activities of the licensee.
- (5) Whenever a publicly traded corporation which is licensed as an operator, retailer, associated equipment supplier or slot machine manufacturer or distributor under the Act is informed that any person determined by the Commission to be a controlling person in respect of such publicly traded corporation has disposed of any of such publicly traded corporation's voting securities, such publicly traded corporation shall thereupon promptly report such information to the Division.
- (6) Each licensee and intermediary or holding company thereof shall file promptly with the Division such other documents within its control as the Division or Commission may lawfully request.

47.1-4.508 Required Charter Provisions.

The following provisions must be included in the articles of organization or similar chartering documents of every entity licensed as an operator, retailer, associated equipment supplier, or slot machine manufacturer or distributor under the Act:

The [corporation] [partnership] [limited liability company] shall not issue any voting securities or other voting interests except in accordance with the provisions of the Colorado Limited Gaming Act and the regulations promulgated thereunder. The issuance of any voting securities or other voting interests in violation thereof shall be void and such voting securities or other voting interests shall be deemed not to be issued and outstanding until (a) the [corporation] [partnership] [limited liability company] shall cease to be subject to the jurisdiction of the Colorado Limited Gaming Control Commission, or (b) the Colorado Limited Gaming Control Commission shall, by affirmative action, validate said issuance or waive any defect in issuance.

No voting securities or other voting interests issued by the [corporation] [partnership] [limited liability company] and no interest, claim or charge therein or thereto shall be transferred in any manner whatsoever except in accordance with the provisions of the Colorado Limited Gaming Act and the regulations promulgated thereunder. Any transfer in violation thereof shall be void until (a) the [corporation] [partnership] [limited liability] shall cease to be subject to the jurisdiction of the Colorado Limited Gaming - Control Commission, or (b) the Colorado Limited Gaming Control Commission shall, by affirmative action, validate said transfer or waive any defect in said transfer.

If the Colorado Limited Gaming Control Commission at any time determines that a holder of voting securities or other voting interests, then the issuer of such voting securities or other voting interests may, within sixty (60) days after the finding of unsuitability, purchase such voting securities or other voting interests of such unsuitable person at the lesser of (i) the cash equivalent of such person's investment in the [corporation][partnership][limited liability company], or (ii) the current market price as of the date of the finding of unsuitability unless such voting securities or other voting interests are transferred to a suitable person (as determined by the Commission) within sixty (60) days after the finding of unsuitability. Until such voting securities or other voting interests are owned by persons found by the Commission to be suitable to own them, (a) the [corporation] [partnership] [limited liability company] shall not be required or permitted to pay any dividend or interest with regard to the voting securities or other voting interests, (b) the holder of such voting securities or other voting interests shall not be entitled to vote on any matter as the holder of the voting securities or other voting interests, and such voting securities or other voting interests shall not for any purposes be included in the voting securities or other voting interests of the [corporation] [partnership] [limited liability company] entitled to vote, and (c) the [corporation] [partnership] [limited liability company] shall not pay any remuneration in any form to the holder of the voting securities or other voting interests except in exchange for such voting securities or other voting interests as provided in this paragraph.

47.1-4.509 Suitability Requirements.

- (1) Each person (including an institutional investor) who, individually or in association with others, acquires, directly or indirectly, beneficial ownership of (i) 5 percent or more of any class of voting securities of a publicly traded corporation which is required to contain the charter provisions set forth in this Rule 4.5, or (ii) 5 percent or more of the beneficial interest in a licensee directly or indirectly through any class of voting securities of any holding company or intermediary company of a licensee, shall notify the Division within ten (10) days after such person acquires such securities and shall provide such additional information and be subject to a finding of suitability as required by the Division or Commission. A licensee shall notify each person who is subject to this regulation of its requirements as soon as such corporation becomes aware of the acquisition; provided that the obligations of the person subject to this regulation are independent of, and unaffected by, such corporation's failure to give such notice.
- (2) Each person (other than an institutional investor which complies with subsection (4) below) who, individually or in association with others, acquires, directly or indirectly, the beneficial ownership of (i) 10 percent or more of any class of voting securities of a publicly traded corporation which is required to contain the charter provisions set forth in this Rule 4.5, or (ii) 10 percent or more of the beneficial interest in a licensee directly or indirectly through any class of voting securities of any holding company or intermediary company of a licensee, must apply to the Commission for a finding of suitability within forty-five (45) days after acquiring such securities. A licensee shall notify each person who is subject to this regulation of its requirements as soon as such corporation becomes aware of the acquisition; provided that the obligations of the person subject to this regulation are independent of, and unaffected by, such corporation's failure to give such notice.
- (3) Each institutional investor who, individually or in association with others, acquires, directly or indirectly, the beneficial ownership of (i) 15 percent or more of any class of voting securities of a publicly traded corporation which is required to contain the charter provisions set forth in this Rule

4.5, or (ii) 15 percent or more of the beneficial interest in a licensee directly or indirectly, through any class of voting securities of any holding company or intermediary company of a licensee, must apply to the Commission for a finding of suitability within forty-five (45) days after acquiring such securities. A licensee shall notify each person who is subject to this regulation of its requirements; provided that the obligations of the person subject to this regulation are independent of, and unaffected by, such corporation's failure to give such notice.

(4)

- (a) An institutional investor which otherwise would be subject to subsection (2) of this regulation must, within forty-five (45) days after acquiring the interests set forth in subsection (2), submit to the Division the following information:
 - (i) A description of the institutional investor's business and a statement as to why the institutional investor is within the definition of "institutional investor" as set forth in this regulation.
 - (ii) A certification made under oath and the penalty of perjury that the voting securities were acquired and are held for investment purposes only and were acquired and are held in the ordinary course of business as an institutional investor and not for the purposes of causing, directly or indirectly, the election of a majority of the board of directors, any change in the corporate charter, bylaws, management, policies, or operations of a licensee or affiliated company. The signatory also shall explain the basis of his authority to sign the certification and to bind the institutional investor to its terms. The certification also shall provide that the institutional investor is bound by and shall comply with the Colorado Limited Gaming Act and the regulations adopted thereunder, is subject to the jurisdiction of the courts of Colorado, and consents to Colorado as the choice of forum in the event any dispute, question, or controversy arises regarding the application this regulation.
 - (iii) The name, address, telephone number and social security number of the officers and directors, or their equivalent, of the institutional investor as well as those persons that have direct control over the institutional investor's holdings of voting securities of the licensee or affiliated company.
 - (iv) The name, address, telephone number and social security or federal tax identification number of each person who has the power to direct or control the institutional investor's exercise of its voting rights as a holder of voting securities of the licensee or affiliated company.
 - (v) The name of each person that beneficially owns 5 percent or more of the institutional investor's voting securities or other equivalent.
 - (vi) A list of the institutional investor's affiliates.
 - (vii) A list of all securities of the licensee that are or were, directly or indirectly, beneficially owned by the institutional investor or its affiliates within the preceding year, setting forth a description of the securities, their amount, and the date of acquisition or sale.
 - (viii) A list of all regulatory agencies with which the institutional investor or any affiliate that beneficially owns voting securities of the licensee or affiliated company files periodic reports, and the name, address, and telephone number of the person, if known, to contact at each agency regarding the institutional investor.

- (ix) A disclosure of all criminal or regulatory sanctions imposed during the preceding ten (10) years and of any administrative or court proceedings filed by any regulatory agency during the preceding five (5) years against the institutional investor, its affiliates, any current officer or director, or any former officer or director whose tenure ended within the preceding twelve (12) months. As to a former officer or director, such information need be provided only to the extent that it relates to actions arising out of or during such person's tenure with the institutional investor or its affiliates.
 - (x) A copy of any filing made under 16 U.S.C § 18a with respect to the acquisition or proposed acquisition of voting securities of the licensee or affiliated company.
 - (xi) Any additional information the Division or the Commission may request.
- (b) The following activities shall not be deemed to be inconsistent with holding voting securities for investment purposes only pursuant to (a) (ii) of this regulation:
- (i) Voting, directly or indirectly, through the delivery of a proxy furnished by the board of directors, on all matters voted on by the holders of such voting securities;
 - (ii) Serving as a member of any committee of creditors or security holders formed in connection with a debt restructuring;
 - (iii) Nominating any candidate for election or appointment to the board of directors in connection with a debt restructuring;
 - (iv) Accepting appointment or election as a member of the board of directors in connection with a debt restructuring and serving in that capacity until the conclusion of the member's term;
 - (v) Making financial and other inquiries of management of the type normally made by securities analysts for information purposes and not to cause a change in its management, policies or operations; and
 - (vi) Such other activities as the Commission may determine to be consistent with such investment intent.
- (5) A person who acquires beneficial ownership of any voting security in a licensee or holding company or intermediary company of any licensee created under the laws of a foreign country shall file such reports as the Commission may prescribe and is subject to such a finding of suitability.
- (6) Any person found unsuitable by the Commission shall not hold directly or indirectly the beneficial ownership of any voting security of a licensee or holding company or intermediary company thereof beyond that period of time prescribed by the Commission, and must be removed immediately from any position as a director, officer or employee of such licensee or holding company or intermediary company thereof.
- (7) The provisions of subsections (1), (2) and (3) of this regulation shall not apply to any underwriter during the course of an underwriting, but no longer than 90 days after the beginning of such underwriting.

47.1-4.510 Powers of Commission.

The Commission may determine, upon its own motion or the recommendation of the Division, at the time of initial application for licensure or for any direct or indirect ownership interest in a licensee, or at any time thereafter that the public interest and the purposes of the Colorado Limited Gaming Act require that any individual who has a material relationship to, or material involvement with, a licensee or affiliated company thereof must apply for a finding of suitability by the Commission or apply for a key employee license. A person may be deemed to have a material relationship to, or material involvement with, a corporation if he is a director, officer, controlling person or key employee of the corporation, or if he, as an agent, consultant, advisor or otherwise, exercises a significant influence upon the management or affairs of the corporation. The foregoing powers of the Commission are not limited to individuals having a formal and direct involvement or relationship with a licensee nor to individuals who are beneficial owners of any stated percentage of the securities of a publicly traded corporation.

47.1-4.511 Prescribed Activities with Respect to “Unsuitable” Persons.

- (1) In refusing to grant approval for the transfer of an interest or other involvement with a licensee, the Commission may determine that an individual or person is unsuitable. In reviewing an application for licensure, the Commission may determine that an individual or person is unsuitable.
- (2) The Commission may determine a licensee or affiliated company thereof to be unsuitable, or take other disciplinary action, if the licensee or affiliated company thereof, after the Commission serves notice to the licensee or affiliated company thereof, that a person is unsuitable to be a stockholder or to have any other direct or indirect relationship or involvement with such licensee or affiliated company thereof:
 - (a) Pays to any person found to be unsuitable any dividend or interest upon any voting securities or any payment or distribution of any kind whatsoever except as permitted by Paragraph (d) of this regulation;
 - (b) Recognizes the exercise by any such unsuitable person, directly or indirectly, or through any proxy, trustee or nominee, of any voting right conferred by any securities or interest in any securities;
 - (c) Pays to any such unsuitable person any remuneration in any form for services rendered; or
 - (d) Fails to pursue all lawful efforts to require such unsuitable person to relinquish all voting securities including, if necessary, the immediate purchase of said voting securities by the licensee.

47.1-4.512 Exemptions.

- (1) The Commission may, either generally or specifically, exempt a person, a security, a transaction, or any portion thereof, from the application of Rule 4.5 or any portion thereof if the Commission determines that such exemption is consistent with the purposes of the Colorado Limited Gaming Act.
- (2) The Commission may by order or Rule, from time to time, delegate to the Division the power to grant exemptions from the application of this Rule 4.5 to the extent, and within the scope, specified in such order or Rule.

47.1-4.513 Effective Date.

Regulation § 47.1-4.508 shall not apply to any licensee which has submitted any application to the Division or Commission prior to the effective date of this Rule 4.5. Notwithstanding the foregoing, the

provisions of Regulation § 47.1-4.508 shall apply to all licensees on June 30, 1994, or such later date as the Commission may prescribe.

47.1-4.514 Definition of ownership interest.

- (1) For purposes of Section 12-47.1-808, C.R.S., a person shall not be deemed to have an "ownership interest" in a retail licensee because (a) such person has less than a five percent (5%) ownership interest in an institutional investor, which institutional investor has an ownership interest in a publicly traded retail licensee or in a publicly traded affiliated company of a retail licensee, (b) such person has five percent (5%) or more of an ownership interest in an institutional investor, which institutional investor has less than a five percent (5%) ownership interest in a publicly traded retail licensee or in a publicly traded affiliated company of a retail licensee, (c) such person is an institutional investor which has less than a five percent (5%) ownership interest in a publicly traded retail licensee or in a publicly traded affiliated company of a retail licensee, (d) such person is an institutional investor and possesses voting securities of a publicly traded retail licensee or in a publicly traded affiliated company of a retail licensee in a fiduciary capacity and not for its own account (unless such person exercises voting rights with respect to five percent (5%) or more of such publicly traded company's outstanding voting securities), (e) such person is a broker or dealer registered under the 1934 Act and possesses voting securities of a publicly traded retail licensee or of a publicly traded affiliated company of a retail licensee for the benefit of customers and not for such person's own account and does not exercise voting rights with respect to five percent (5%) or more of such publicly traded company's voting securities, (f) such person is a broker or dealer registered under the 1934 Act and has an ownership interest in voting securities of a publicly traded retail licensee or of a publicly traded affiliated company of a retail licensee as a market maker in such voting securities (unless such person exercises voting rights with respect to five percent (5%) or more of such outstanding voting securities), (g) such person is an underwriter of voting securities of a publicly traded retail licensee or of a publicly traded affiliated company of a retail licensee and has an interest in such voting securities during the course of an underwriting (unless such person exercises voting rights with respect to five percent (5%) or more of such publicly traded company's outstanding voting securities), but no longer than 90 days after the beginning of such underwriting, or (h) such person possesses voting securities of a publicly traded retail licensee or of a publicly traded affiliated company of a retail licensee in such person's capacity as a book-entry transfer facility (unless such person exercises voting rights with respect to five percent (5%) or more of such publicly traded company's outstanding voting securities). For the purpose of this Rule 47.1-4.514(1), a person shall be considered an institutional investor, whether or not such person is a "qualified institutional buyer" as defined by Rule 144A under the 1933 Act, as long as such person otherwise qualifies as an "institutional investor" as defined in Rule 47.1-4.501(4).
- (2) For purposes of Section 12-47.1-808, C.R.S., a person shall not be deemed to have an "ownership interest" in a retail licensee if such person's sole ownership interest in such retail licensee is through the ownership of less than five percent (5%) of the voting securities of (a) such retail licensee if such retail licensee is publicly traded, or (b) a publicly traded affiliated company of such retail licensee.
- (3) For purposes of Section 12-47.1-835, C.R.S., a person shall not be deemed to have a "substantial interest" in a manufacturer, distributor, operator, associated equipment supplier, or retailer licensee if such person's sole ownership interest in such licensee is through the ownership of less than five percent (5%) of the voting securities of (a) such licensee if such licensee is publicly traded, or (b) a publicly traded affiliated company of such licensee (unless such person exercises voting rights with respect to five percent (5%) or more of such publicly traded company's outstanding voting securities).
- (4) Nothing in this Rule 47.1-4-514 shall limit the authority of the Division or Commission to investigate or require a finding of suitability for any person involved directly or indirectly in limited gaming.

47.1-4.515 Definition of interest.

For purposes of Section 12-47.1-401, C.R.S., a person shall not be deemed to have an “interest” in a licensee because (a) such person has less than a five percent (5%) ownership interest in an institutional investor, which institutional investor has an ownership interest in a publicly traded licensee or in a publicly traded affiliated company of a licensee, or (b) such person has five percent (5%) or more of an ownership interest in an institutional investor, which institutional investor has less than a five percent (5%) ownership interest in a publicly traded licensee or in a publicly traded affiliated company of a licensee. For purposes of this Rule 47.1-4.515, a person shall be considered an institutional investor, whether or not such person is a “qualified institutional buyer” as defined by Rule 144A under the 1933 Act, as long as such person otherwise qualifies as an “institutional investor” as defined in Rule 47.1-4.501(4).

RULE 5 GROUNDS AND PROCEDURES FOR DISCIPLINARY ACTIONS

BASIS AND PURPOSE FOR RULE 5

The purpose of Rule 5 is to establish procedures and articulate grounds for disciplinary actions and informal resolution of allegations of violations of the provisions of article 47.1 of title 12 C.R.S. or any rules and regulations promulgated pursuant to such article, to provide procedures to impose sanctions for violations, and to provide for certain conditions to be met for reissuance of licenses to persons who formerly held a license. The statutory basis for Rule 5 is found in sections 12-47.1-201, C.R.S., 12-47.1-203, C.R.S., 12-47.1-302, C.R.S., 12-47.1-524, C.R.S., 12-47.1-525, C.R.S., and 24-4-104, C.R.S.

47.1-501 Grounds for disciplinary action.

The Commission may levy a monetary penalty or may suspend for up to six months, or revoke, any license issued by it or the Director for any violations by the person holding the license, or such licensee's employees or agents, of any of the provisions of article 47.1 of title 12, C.R.S., or any of the rules and regulations promulgated thereunder. Acceptance of a state gaming license or renewal thereof by a licensee constitutes an agreement on the part of the licensee to be bound by all the regulations of the Commission as the same now are or may hereafter be amended or promulgated. It is the responsibility of the licensee to keep the licensee's self informed of the content of all such regulations, and ignorance thereof will not excuse violations.

47.1-502 Initiation of disciplinary proceedings.

- (1) Upon its own motion, upon motion of the Director, or upon written complaint signed and sworn to by the complainant, the Commission may determine to initiate disciplinary proceedings against any person licensed pursuant to article 47.1 of title 12, C.R.S. Disciplinary proceedings, as used herein, shall mean those procedures undertaken by the Commission to suspend or revoke any license issued by it or the Director, to levy a monetary penalty against any licensee, or to otherwise sanction violations of gaming laws and rules.
- (2) The Commission may initiate disciplinary proceedings against a license where it determines that there is probable cause to believe: that the licensee, the licensee's employees, or agents have violated any of the provisions of article 47.1 of title 12, C.R.S., or the rules and regulations thereunder; that the licensee or persons associated with the licensee are of unsatisfactory moral character; or that violations by the licensee, the licensee's employees, or agents, of laws other than the limited gaming laws make the licensee no longer suitable for licensing by the Commission or Director.
- (3) Disciplinary proceedings shall be initiated by the Commission, or the Director, sending to the licensee by first class mail at the last known mailing address of the licensee, a list of the grounds for the proposed disciplinary action and a notice containing at least the time and place for any

hearing before the Commission concerning the proposed disciplinary action. Said list and notice shall be mailed to the licensee at least 30 days prior to the hearing.

47.1-503 Citizen Complaints authorized — Procedure following filing.

Any person claiming that a licensee has engaged or is engaging in conduct constituting grounds for disciplinary action may file with the Director a sworn written complaint stating the name and address of the licensee complained against. The complaint must fully detail the conduct upon which the complaint is made. If the Director determines the complaint has merit, the Director must immediately serve by first class mail on the licensee complained against and any other affected parties a copy of the complaint. The licensee complained against has 20 days to answer after service of the complaint on the licensee. The Director may reject a complaint if it does not meet the requirements of this section. If the licensee answers the complaint, the licensee must serve an original and seven copies on the Commission. The Director may reject the answer for failure to serve the required number of copies.

47.1-504 Dismissal of citizen complaint.

After receipt of the answer to the complaint, after the time has expired to answer, or after having determined that no answer is necessary, the Director must examine the complaint, any answer, and other supporting documents to determine whether the complaint has merit or is frivolous or whether it charges conduct constituting grounds for disciplinary action. If the Director determines that the complaint is without merit or is frivolous or that it does not charge conduct constituting grounds for disciplinary action, the Director must dismiss the complaint and notify in writing the complainant, the licensee complained against, and other affected parties, stating the reasons for dismissal. The Director may investigate the complaint and use extrinsic evidence to determine if the complaint has merit.

47.1-505 Informal consultation.

If the Director considers the citizen complaint, or any other allegations, to be grounds for disciplinary action, the Director may consult with the licensee and the parties affected in an effort to resolve the matter satisfactorily without a formal hearing. The Director must notify in writing the complainant, the licensee complained against, and affected parties of the results of the informal consultation. The informal consultation does not prevent the Commission from conducting a formal hearing.

47.1-506 Assurance of voluntary compliance.

The Director may accept an assurance of voluntary compliance regarding any act or practice alleged to violate article 47.1 of title 12, C.R.S., or the rules and regulations thereunder, from a person who has engaged in, is engaging in, or is about to engage in such acts or practices. The assurance must be in writing and may include a stipulation for the voluntary payment of the costs of the investigation and an amount necessary to restore to a person money or property which may have been acquired by the alleged violator because of the acts or practices. An assurance of voluntary compliance may not be considered an admission of a violation for any purpose; however, proof of failure to comply with the assurance of voluntary compliance is prima facie evidence of a violation of article 47.1 of title 12, C.R.S., or the rules and regulation thereunder. The Commission may approve or review an assurance of voluntary compliance.

47.1-507 Decision to initiate disciplinary action.

At any time during the review and investigation of a citizen complaint, the Director or the Commission may decide to initiate formal disciplinary proceedings where grounds exist to sustain their initiation.

47.1-508 Criminal convictions as grounds for revocation or suspension.

The Commission may revoke or suspend the gaming license of any person who is convicted of a crime, even though the convicted person's post conviction rights and remedies have not been exhausted, if the crime or conviction involves a felony, gambling, or limited gaming or if it discredits or tends to discredit the State of Colorado or the gaming industry.

47.1-509 Facts of criminal charge.

The charge in any jurisdiction of a licensee with a felony or with a misdemeanor involving moral turpitude is grounds for disciplinary action. The Commission may find the licensee guilty of a violation of this article based on the facts of the criminal charge even though the licensee has been acquitted on the criminal charge.

47.1-510 Per diem and mileage.

The Commission may authorize per diem and mileage for complainants, witnesses, and affected parties at informal consultations and for complainants and witnesses at formal hearings. The per diem and the mileage may not exceed the amounts authorized by laws generally applicable to state disciplinary proceedings.

47.1-511 Final action by Commission.

After hearing the evidence and reaching a decision in connection with any disciplinary proceeding, the Commission may find the licensee not guilty of any of the grounds alleged for disciplinary action; in which event the disciplinary proceedings shall be terminated. The Commission may, however, find the licensee guilty by a preponderance of the evidence of some or all of the grounds alleged for disciplinary action; in which event the Commission may revoke the license, may suspend the license for a particular period of time, may impose a monetary penalty as provided in section 12-47.1-525 (1), C.R.S., may issue a public or private letter of reprimand to be placed in the file of the licensee, or may take any combination of these actions. This section does not prevent the Commission from compromising or settling at any time a formal hearing, and the Commission may also allow an assurance of voluntary compliance. Written findings of fact, conclusions of law, and an order must be entered before any decision of the Commission to suspend or revoke a license shall be considered final. The Commission may allow or require briefs of law before making any decision.

47.1-512 Summary Suspension.

- (1) Where the Commission has reasonable grounds to believe and finds that any person licensed under article 47.1 of title 12, C.R.S., has been guilty of a deliberate or willful violation of any of the provisions of article 47.1 of title 12, C.R.S., or the rules and regulations thereunder, or that the licensee has been charged with a felony in Colorado or in another state, or that due to other violations of law by the licensee or its patrons, the public health, safety, or welfare imperatively requires emergency action, and where the Commission incorporates such findings in its order, the Commission may summarily suspend the licensee's license pending disciplinary proceedings for suspension or revocation. Any such disciplinary proceedings shall be promptly instituted and determined.
- (2) The summary suspension of a license without notice pending a public hearing shall be for a period not to exceed thirty days except that a licensee may waive the thirty day hearing requirement by requesting a continuance in writing no later than five (5) business days prior to the scheduled hearing. In no event, however, shall the requested continuance be granted unless the licensee requesting the continuance has complied with the order of summary suspension by surrendering such licensee's license or license identification badge to a Division office. (amended perm. 03/02/01)

47.1-513 Notice.

The Director must have delivered a notice of summary suspension personally or by mail to the licensee who has been suspended. The notice must state when the suspension will begin and end and must state the reasons for the suspension.

47.1-514 Disciplinary proceeding notice required.

The Director must have served upon the summarily suspended licensee a formal notice initiating disciplinary proceedings and a notice of hearing within 5 days after receipt by the licensee of the notice of summary suspension. The notice initiating disciplinary proceedings and the notice of hearing may be issued by the Director without prior Commission approval. The Commission shall hear the matter on an expedited basis, but in no event later than 30 days after the imposition of the summary suspension unless such licensee has requested a later date pursuant to regulation 47.1-512(2). (amended perm. 03/02/01)

47.1-515 Conditions imposed by Commission for reissuance of license.

The Commission or Director may require a person who formerly held a license to meet certain conditions before reissuing a license to that person, including but not limited to the following:

- (1) Restitution of money;
- (2) Restitution of property; and
- (3) Making periodic reports to the Commission or Director as required.

47.1-516 Costs.

- (1) In addition to the sanction, denial, or granting or issuance by the Commission of any license or other affirmative approval, the Commission may direct the payment by the applicant of any reasonable costs incurred by the Commission, by the Division, or by any applicant, party, or witness regarding the application.
 - (a) The Commission may enter any such order of its own initiative, or upon timely application and showing by the Division or any other party or witness in the action prior to the expiration of any time for appealing the underlying order.
 - (b) The filing of such an application does not stay the effectiveness of the underlying order.
- (2) Reimbursable costs shall include, but are not limited to: witness fees and per diem; expert witness fees; duplication costs; court reporter, transcription, and other costs incurred in administering or preserving any record; extraordinary staffing costs of the Division; legal fees; Commissioner per diem pursuant to § 12-47.1-301(1)(f) C.R.S.; expenses incurred in commencing, accommodating, or conducting the hearing; investigative costs; exhibit costs; and any other judicially or statutorily recognized cost, whether incurred prior or subsequent to the conclusion of the investigation of the matter.
- (3) The Commission reserves the discretion to deny, in whole or in part, any request for reimbursement of costs.
- (4) Unless otherwise ordered, costs must be paid to the ordered recipient on or before the thirtieth day from the date of the order awarding the costs, unless stayed by the Commission or other court of competent jurisdiction. Failure to pay and tender costs as ordered shall constitute grounds for sanction, including fine and revocation of any license or other affirmative approval.

RULE 6DECLARATORY ORDERS

BASIS AND PURPOSE FOR RULE 6

The purpose of Rule 6 is to establish procedures to allow persons to obtain declaratory orders from the Commission in compliance with section 24-4-105 (11), C.R.S. The statutory basis for Rule 6 is found in sections 12-47.1-201, C.R.S., 12-47.1-203, C.R.S., 12-47.1-302, C.R.S., and 24-4-105 (11), C.R.S.

47.1-601 Petition for declaratory order.

A person wishing the Commission to issue its ruling as to the applicability to that person of any statutory provision or rule relating to limited gaming, or order of the Commission or any order of the Director may file with the Director a nonrefundable filing fee in the amount of \$80.00. If the petitioner is the Division or a governmental agency or a political subdivision of this State no fee shall be required. With approval of Commission, the filing fee may be waived. Any person wishing a ruling shall file a petition in substantially the following form:

State of Colorado Limited Gaming Control Commission

Pursuant to the provisions of Regulation 47.1-601, I (name of petitioner), of (address of petitioner), am (title or capacity of petitioner), and hereby petition the Commission for its declaratory order with respect to the following:

- (1) The state statute, regulation, rule, order, decision, or determination in question is: (here identify or quote the pertinent statute, rule, etc.)
- (2) The facts and circumstances which give rise to the issue to be answered by the Commission's declaratory order are:
- (3) The precise issue to be answered by the declaratory order is:

Dated at (city and state), this _____ day of _____, 20 _____

- _____

- (Signature of Petitioner)

- (Address of Petitioner)

47.1-602 Commission action on petition.

Upon receipt of a petition, the Commission may request from the petitioner any additional information it requires for the issuance of its order. Following receipt of the petition, the Commission must either dismiss the petition, hold a hearing, or issue its declaratory order within 60 days where no additional information is requested or where such additional information is promptly provided, and serve a copy of it by mail on the petitioner. The Commission shall not issue a declaratory order where additional information has been requested and has not been provided.

47.1-603 Number of copies of petition.

A person filing a petition for declaratory order must file an original or electronic copy with the Director. An additional paper or electronic copy must be filed with the Attorney General.

RULE 7 CONFLICTS OF INTEREST

BASIS AND PURPOSE FOR RULE 7

The purpose of Rule 7 is to provide specific guidelines in compliance with section 12-47.1-401 (1), C.R.S., regarding gaming activities and receipt of nonpecuniary items of insignificant value by members of the Commission, employees of the Division, and immediate family members of such persons, and by certain public officials. The statutory basis for Rule 7 is found in sections 12-47.1-103, 12-47.1-201, C.R.S., 12-47.1-203, C.R.S., 12-47.1-302, C.R.S., and 12-47.1-401, C.R.S.

47.1-701 Prohibitions on gaming.

No Commission member, officer, agent, or employee of the Commission or the Division and no member of their immediate families shall participate in any gaming authorized by this article 47.1 of title 12, C.R.S. Violation of this section, knowingly, by a licensee or the licensee's officer, agent, or employee is grounds for disciplinary action against the licensee. This section does not prohibit gaming by a Commission or Division agent or employee in the course of the agent or employee's lawful discharge of duties.

47.1-702 Prohibitions on receiving items of value.

No Commission member, officer, agent, or employee of the Commission or the Division and no member of their immediate families shall receive anything of value from a licensee or an officer, agent, or employee of a licensee. No Commission member, officer, agent or Division member, officer, agent, or employee of the Commission or the Division may receive an item of value from an applicant for a license or an officer, agent, or employee of an applicant for a license. This section does not apply to items of insignificant value that are distributed without charge to the general public by a licensee or applicant for a license. A violation of this section by a licensee or any of the licensee's officers, agents, or employees is a ground for disciplinary action against the licensee. A violation of this section by an applicant for a license or any of the applicant's officers, agents, or employees is a ground for denial of an application.

47.1-703 Prohibitions on giving items of value.

No licensee or applicant for a license shall give anything of value to any member, employee, or agent of the Commission, the Division, the Colorado Bureau of Investigation, the District Attorneys for Teller and Gilpin Counties, or the state Division of Fire Prevention and Control, or to any municipal or county officials where limited gaming is conducted, or safety, electrical, or building inspectors or officials, or to any member of the local historic preservation commissions within the cities of Central, Black Hawk, and Cripple Creek. This section does not apply to items of insignificant value that are distributed without charge to the general public by a licensee or applicant for a license.

RULE 8 RULES OF BLACKJACK

BASIS AND PURPOSE FOR RULE 8

The purpose of Rule 8 is to establish playing rules for blackjack and procedures for conducting blackjack games in compliance with section 12-47.1-302 (2). The statutory basis for Rule 8 is found in sections 12-47.1-201, C.R.S., 12-47.1-203, C.R.S., 12-47.1-302, C.R.S., 12-47.1-816, C.R.S., and 12-47.1-818, C.R.S.

47.1-801 Blackjack (21) Rules.

- (1) The game of blackjack (21) authorized pursuant to Article 47.1 of Title 12, C.R.S., including all approved variations thereof, shall be permitted and conducted according to the rules and provisions set forth in this Rule 8, promulgated by the Commission (hereinafter collectively "the rules of blackjack"). The rules of blackjack shall be followed by all licensees and by all persons participating in any game of blackjack.
- (2) If a player has a disability which prevents such player, or a dealer, from complying with every provision found in this Rule 8, the retail licensee shall be permitted to make reasonable

accommodations to the disabled player, even if in apparent violation of Rule 8. Such reasonable accommodations shall not promote cheating, fraudulent acts, nor the use of unauthorized devices by any person.

- (3) The Division may promulgate internal control minimum procedures to provide minimum standards for licensees in the conduct of blackjack games and the exercise of licensee discretion in these rules. (47.1-801 temp. 5/13/93, perm. 6/30/93; (1) amended, (2)-(3) added perm 12/30/98)

47.1-802 Definitions for Blackjack.

The following definitions apply to all the rules of blackjack and to all games of blackjack conducted by licensees:

- (1) "Blackjack" means an ace and an additional card with a point value of ten, dealt as the initial two cards to a player or the dealer.
- (2) "Burn" means to remove one or more cards from the top of the deck or the front of a shoe and place it, or them, in the discard rack.
- (3) "Button" means an object, which, in tournament play only, is used to indicate the dealing and betting order among the players.
- (4) "Deal" means the distribution of the playing cards to the players and the dealer.
- (5) "Dealer" means the person responsible for dealing the cards at a blackjack table.
- (6) "Hard total" or "hard point count total" means the total point count of a hand which contains no aces or which contains aces that are each counted as one in value;
- (7) "Hole card" means a card dealt face down to the dealer which remains face down until all the players other than the dealer have received all the cards they have requested.
- (8) "Layout" or "table layout" means the felt, cloth, or other material covering the playing surface of a blackjack table.
- (9) "Shoe" means a dealing device that has a compartment in which two or more decks of cards are stacked and which permits cards to be dealt one at a time.
- (10) "Shuffling shoe" means an electro-mechanical device which continuously reshuffles the cards and/or which randomly inserts previously dealt and discarded cards back into the card stack, and which is integrated with a card shoe which holds the continuously changing card stack.
- (11) "Soft total" or "soft point count total" means the total point count of a hand containing one or more aces when one ace is counted as eleven in value. (47.1-802 amended perm 12/30/98)

47.1-803 Blackjack table-Physical characteristics.

Blackjack must be played at a table having on one side places for not more than seven players and on the opposite side, a place for the dealer.

- (1) A blackjack table, while in play, must have a chip tray, a discard rack, a drop slot and drop box, and a tip box, except that no tip box shall be required if tips are not accepted at the table, or the table is capable of electronic tipping. The table may have a no-peek device. A blackjack table which uses digital cards or digital representations of cards is not required to have a discard rack. Blackjack tables must have an identifying number, assigned by the retail licensee, on the top

surface of the table or a table accessory. This table number must be visible to surveillance personnel and must be able to be captured on surveillance video of table activity.

- (2) The layout must have specific areas marked in which to place wagers, and may have imprinted on it the name and logo of the establishment. A layout used for an approved variation game may have additional markings which identify the game, the holder of intellectual property rights to the game, the distributor of the game, any special markings needed for play of the game, and any other markings approved by the Director. A blackjack table that uses electronic betting terminals, (EBTs), will have the wager areas and any special markings needed for play of the game included on the electronic screens.
- (3) The following notices shall appear either on the table layout, table signage or EBTS clearly visible to every player at the table:
 - (a) One of these statements, in substantially this form: "dealer must draw to 16 and stand on all 17's," or alternatively, "dealer must draw to soft 17."
 - (b) On blackjack tables used for games other than face up blackjack, the following notices shall appear in substantially this form:
 - (i) "Blackjack pays 6 to 5" (substitute higher odds according to fact); and
 - (ii) "Insurance pays 2 to 1," (substitute higher odds and restrictions on insurance according to fact).
 - (c) Minimum and maximum table betting limits, and if applicable, minimum and maximum table betting limits for special circumstances.
 - (d) A statement that players may request a copy of all blackjack rules.
 - (e) If applicable, any restrictions on surrender.
 - (f) If applicable, any restrictions on doubling down.
 - (g) If applicable, any restrictions on splitting aces or the number of cards which can be drawn to split aces.
 - (h) If applicable, any special payment schedule or payoff odds.
 - (i) If applicable, any restrictions on tipping the dealer.
- (4) Notice of the provisions of (3)(d) through (3)(i), above, if applicable at all times at every blackjack table offered by the retail licensee, may be provided by wall signage meeting the requirements of regulation 47.1-804, rather than by table signage. (47.1-1204 amended, perm. 11/30/96. 47.1-1204 repealed and readopted as 47.1-803, with amendments, perm. 12/30/98; 47.1-803 (1) amended perm 10/30/2002 47.1-803 (1) amended perm 03/30/03)

47.1-804 Posting and furnishing of rules.

Posted house rules and house rules governing play of blackjack must be clear and legible and posted in conspicuous and conveniently accessible locations available to all players in the blackjack area. The rules and the place of posting must be approved by the director or designee. Printed copies of the house rules and rules of play must be provided to any player upon request. (47.1-831 renumbered as 47.1-804 and amended, perm. 12/30/98)

47.1-805 Dealing shoes and shuffling devices.

A dealing shoe must be designed and constructed to maintain the integrity of the game. Dealing shoes and shuffling devices in the establishment must be inspected each gaming day before cards are placed in them to ensure that the shoe or other device is not damaged, is operating properly, and has not been compromised in any manner which might affect the integrity of the game. (47.1-1210 repealed and readopted as 47.1-805, with amendments, perm. 12/30/98)

47.1-806 Cards.

- (1) The values of the cards contained in a deck of cards are as follows:
 - (a) A card from 2 to 10 has its face value;
 - (b) A jack, queen, or king has a value of 10; and
 - (c) An ace may have a value of either 1 or 11 unless a value of 11 would give a player or the dealer a score in excess of 21, in which case it has a value of one.
- (2) A standard blackjack deck shall contain 52 cards in four suits (hearts, diamonds, clubs, and spades) with each suit consisting of numerical cards from 2 to 10 and a jack, a queen, a king, and an ace. Two or more decks of cards may be combined for play at blackjack.
- (3) If permitted or required by the rules of a blackjack variation game, a joker may be added to make a 53 card deck, and two or more such decks may be combined for play of the game. One or more jokers may be added to a deck, or combination of decks, for short term promotional play with the advance approval of the Director. When jokers are in use, the licensee must provide signage describing the card value(s) or usage of the jokers.
- (4) Upon written application of a retail licensee, the Director may permit the licensee to use non-standard decks of cards, or decks of cards of alternative card content, for short term promotional play. (47.1-803 renumbered as 47.1-806 and amended, perm. 12/30/98)

47.1-807 Wagers.

- (1) Before the first card is dealt for a round of play, a player may make a wager of not more than one hundred dollars. Wagers must be paid as winning wagers if any of the following events occur:
 - (a) The sum of the values of the player's cards is 21 or less and the sum of the values of the dealer's cards is more than 21;
 - (b) The sum of the values of the player's cards exceeds the sum of the values of the dealer's cards, and the sum of the values of neither the player's cards nor the dealer's cards exceed 21; or
 - (c) The player has blackjack and the dealer does not.
- (2) Wagers will be lost whenever the player does not hold a winning hand, except when the value of the player's hand is equal to the value of the dealer's hand. The dealer will collect all losing wagers, except in the case of irregularities described in regulation 47.1-828. (47.1-804 renumbered as 47.1-807 and amended, perm. 12/30/98)

47.1-808 Push and Exceptions.

A wager is void and returned to the player when the sum of the value of the player's cards is equal to the sum of the value of the dealer's cards or when both the dealer and the player have blackjacks. A player's wager is lost if the dealer has a blackjack and the sum of the value of the player's cards is 21 and not a blackjack. A player's wager is lost when the values of both the player's cards and the dealer's cards exceed 21. (47.1-805 renumbered as 47.1-808 and amended, perm. 12/30/98)

47.1-809 Wagering rules.

Except when splitting pairs, doubling down, surrendering, or making an insurance wager, no wager may be increased, decreased, or withdrawn after the first card of a round has been dealt. All wagers at blackjack must be made by placing gaming chips, tokens, coins, valid match play coupons, electronic chips, or any combination thereof, on the appropriate areas of the blackjack layout or EBTs. When a player is at a table with EBTs, all wagers at blackjack must be made by placing electronic chips on the appropriate areas of the betting terminal. (47.1-806 renumbered as 47.1-809 and amended, perm. 12/30/98) *Eff 11/30/2006*

47.1-810 Payment of wagers.

Winning wagers must be paid at odds of at least one to one with the exception of blackjack, which must be paid at odds of at least six to five. If a retail licensee intends to pay winning wagers at odds higher than six to five for blackjacks, or at odds higher than one to one for all winning hands other than blackjacks, the odds or amounts of such payments shall be posted on table signage, EBTs, or shall appear on the table layout. (47.1-807 renumbered as 47.1-810 and amended, perm. 12/30/98)

47.1-811 Handling of wagers.

Except for splitting pairs, surrendering, making an insurance wager, and doubling down, once the first card of the hand has been received by the first player to receive a card, no player may handle, remove, or alter any wagers that have been made until the hand has been completed. After a wager on the insurance line, a surrender, a wager to double down, or a wager to split pairs has been confirmed by the dealer, no player may handle, remove, or alter the wagers until the player's hand has been settled by the dealer. (47.1-808 renumbered as 47.1-811 and amended, perm. 12/30/98)

47.1-812 Insurance wagers.

- (1) If the first card dealt to the dealer is an ace, a player may make an insurance bet which wins if the dealer's hole card is a king, queen, jack, or ten and loses if the dealer's hole card is an ace, two, three, four, five, six, seven, eight, or nine. An insurance bet is 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 bet an amount in excess of half the initial wager to the next unit that can be wagered in chips, if because of the value of chip denominations, half the initial wager cannot be bet. If the table contains EBTs, the insurance bet is made by selecting the appropriate selections on the EBT. Insurance wagers must be placed immediately after the second card is dealt to each player, after the dealer's card is exposed, and before any additional cards, beyond the second card, are dealt to the dealer. All winning insurance wagers must be paid at odds of two to one. All losing insurance wagers must be collected by the dealer immediately after the dealer draws a second card or discloses the hole card and before the dealer draws any additional cards.
- (2) At the discretion of the retail licensee, if a player holds a blackjack and the dealer's face up card is an ace, the player may expose the player's hand, if the cards were not dealt face up, and call for "even money." The dealer will pay the player's wager at odds of one to one, and shall collect the player's cards. (47.1-809 renumbered as 47.1-812; (2) added, perm. 12/30/98)

47.1-813 Doubling down.

A retail licensee may allow a player to double down on the player's hand, which is to make an additional wager, not exceeding the player's original wager, on the first two cards dealt to the player, or the first two cards of any split pair. One additional card only must be dealt to the hand on which the player has elected to double down. At the discretion of the retail licensee, the additional card may be dealt either face up or face down. If a dealer obtains blackjack after a player doubles down, the dealer must collect only the amount of the original wager of the player and shall not collect the additional amount wagered in doubling down. (47.1-810 renumbered as 47.1-813 and amended, perm. 12/30/98)

47.1-814 Splitting Pairs.

If the first two cards dealt to a player are identical in value, the player may split the hand into two separate hands by making a wager on the second hand equal to the player's original wager. If a player splits pairs, the dealer must deal a second card to the first hand so formed and must complete the player's decisions on that hand before dealing cards to the second hand. After an additional card is dealt to a split pair, the player must stand, draw, double down, or split again. A player may not split pairs, including pairs of aces, more than three times in a round of play on any one hand. At the discretion of the retail licensee, a player splitting aces may have only one card dealt to each ace. If the dealer obtains blackjack after a player splits pairs, the dealer may only collect the amount of the original wager of the player and may not collect the additional amount wagered in splitting pairs. (47.1-811 renumbered as 47.1-814 and amended; perm. 12/30/98)

47.1-815 Inspection and presentation of cards.

- (1) After receiving the cards at the table, the dealer must sort and inspect the cards. The dealer must ensure that the decks are complete, and that no cards are flawed, scratched, or marked in any way.
- (2) The dealer must spread out the cards, faced upward on the table, by deck, according to suit, and in sequence, in such a manner that each individual card can be identified. The casino surveillance system shall video record this process.
- (3) The dealer must inspect, present, shuffle, and place the cards into a shoe, if a shoe is to be used, only at the blackjack table where the cards will be dealt.
- (4) Any time cards have been removed from the playing surface of a blackjack table and are subsequently returned to any table for play, the dealer must reinspect and present the cards in the manner described above. (47.1-812 renumbered as 47.1-815; amended; and (2)-(4) added; perm. 12/30/98)
- (5) This regulation 47-1-815 shall not be applicable to dealers who are dealing at blackjack tables which use digital cards or digital representations of cards.

47.1-816 The shuffle and reshuffle.

- (1) Following presentation and inspection of cards, the dealer must turn the cards face downward on the table, mix them thoroughly using a "wash" or similar technique, shuffle them, and then stack them.
- (2) After each stack of cards is dealt, the dealer must reshuffle the cards so that they are randomly intermixed. A reshuffle of the cards must take place at the conclusion of the hand during which the cutting card is reached. In lieu of this procedure, the dealer may use an approved shuffling shoe.

- (3) If cards are dealt from the hand from a one or two deck stack, and no cutting card has been placed in the deck, the dealer shall reshuffle the cards after the conclusion of the hand during which the dealer has determined that there are insufficient cards remaining to deal another hand.
- (4) At the discretion of the retail licensee, the dealer may reshuffle the cards after the conclusion of any hand. (47.1-814 renumbered as 47.1-816; amended; and (3)-(4) added; perm. 12/30/98)
- (5) At blackjack tables using digital cards or digital representations of cards, all shuffles shall be performed by using the electronic features of the game.

47.1-817 Cut.

After the cards have been shuffled, the dealer must offer the stack of cards, with the backs facing away from the dealer, to a player to be cut. The dealer must make a reasonable attempt to alternate the cut among all players. If every player at the table declines the cut, the dealer must announce a "house cut" and must personally cut the cards.

- (1) The person cutting the cards must cut the cards by placing the cutting card in the stack.
- (2) Once the cutting card has been inserted, the dealer must take all cards in front of the cutting card and place them on the back of the stack.
- (3) If a shoe is used, the cutting card must be reinserted into the stack of cards at any position desired by the retail licensee and the cards must then be placed into the dealing shoe for the beginning of play.
- (4) If the cards are to be dealt from the hand using either one or two decks of cards, reinsertion of the cutting card into the cut deck shall be at the discretion of the retail licensee.
- (5) The procedures described above shall not be required when the dealer uses an approved shuffling shoe, nor when the dealer is dealing at a table which uses digital cards or digital representations of cards. (47.1-815 renumbered as 47.1-817; amended; and (4)-(5) added; perm. 12/30/98)

47.1-818 Procedure for dealing cards.

Cards may be dealt either from the hand, from a dealing shoe specifically designed for the purpose and located on the table to the left of the dealer, or using the electronic dealing features of a table which uses digital cards or digital representations of cards. A dealer must remove cards, other than digital cards, from the shoe or the deck and then place them on the appropriate area of the layout. Where the dealer deals the cards by hand, the dealer must protect the deck to avoid exposure of the cards and may not fan the cards nor spread the deck while dealing. (47.1-817 perm. 12/30/94. Renumbered as 47.1-818 and amended, perm. 12/30/98)

47.1-819 Burn procedure.

At the discretion of the retail licensee, the dealer may burn one or more cards. A new dealer who comes to the table may also burn one or more cards before the new dealer deals cards to the players. At the discretion of a retail licensee, the burn cards may be disclosed upon request. (47.1-818 renumbered as 47.1-819 and amended; perm. 12/30/98)

47.1-820 The deal.

At the beginning of a round of play, the dealer must, starting with the player to the dealer's left and continuing clockwise around the table, deal the cards in the following order:

- (1) One card face downward or upward to each player who has made a wager;
- (2) One card face downward or upward to the dealer;
- (3) a second card, face downward or upward to each player who has made a wager; and
- (4) A second card face downward to the dealer.
- (5) If the dealer's first card was dealt face downward, it shall now be turned face upward. (47.1-819 perm. 12/30/94. Renumbered as 47.1-820 and amended, perm. 12/30/98)

47.1-821 The play.

- (1) After two cards have been dealt to each player and to the dealer, each player must double down, surrender, split pairs, stand, draw, or make an insurance wager.
- (2) A player must indicate the player's intentions by the use of hand signals made over the layout, inside the table rail (bumper).
 - (a) A player who has been dealt the player's cards face down who wishes to stand may tuck the player's cards under the player's wager in lieu of making any other hand signal.
 - (b) A player whose intentions are clear by the placement of an additional wager need not make any additional hand signal.
 - (c) A player whose signal for action is not clear may be asked to verbally clarify the player's intent (e.g., is an additional wager from a player's holding a pair intended to be a double down wager or is it a wager for splitting pairs?).
- (3) The dealer must wait for a player's signal of intention before dealing additional cards to the player or before moving on to the next player, unless the player's card count is exactly twenty-one or exceeds twenty-one. If a player has not signaled the player's intention within a reasonable period of time, the dealer shall verbally ask the player to do so. If the player fails to act within a reasonable period of time, the dealer may move on to the next player without action on the earlier player's hand. (47.1-819 renumbered as 47.1-820; amended; and (2)(a)-(3) added; perm. 12/30/98)
- (4) When play is at a blackjack table which is equipped with buttons or other electronic means for the player to signal the player's intention, the player shall use the electronic feature provided.

47.1-822 The pickup.

- (1) When the point count of a player's hand exceeds twenty-one, the player will reveal the hand and the dealer will immediately pick up the hand and place the cards in the discard rack. At the conclusion of a round of play, all cards on the layout must be picked up by the dealer so that they can be readily arranged to indicate each player's hand in case of question or dispute. Each dealer must consistently pick up cards in only one direction during any shift. After the players' cards have been collected, the dealer must pick up the dealer's cards and add them to the stack of players' cards in such a manner that the dealer's cards will be located on the top of the discard stack when placed in the discard rack. After the pickup, all players' cards and the dealer's cards must be placed in the discard rack.
- (2) When the dealer uses an approved shuffling shoe, the shuffling shoe shall serve as the discard rack. (47.1-821 renumbered as 47.1-822; amended; and (2) added; perm. 12/30/98)

- (3) When play is at a blackjack table which uses digital cards or digital representations of cards, the electronic features of the game shall substitute for the pickup and discard of players' cards.

47.1-823 Dealer's hole card.

The dealer may not look at, expose, nor permit the exposure of the face of the dealer's hole card until after all cards requested by the players have been dealt to them unless the dealer's face up card is an ace or has the value of ten. If the dealer's face up card is an ace, the dealer may not look at the face of the dealer's hole card until the dealer has called for insurance wagers and all intended insurance wagers have been placed, or until even money in lieu of insurance has been called for and has been paid. (47.1-822 renumbered as 47.1-823 and amended; perm. 12/30/98)

47.1-824 Prohibited acts.

- (1) No licensee or other person may remove, add, or alter any cards except as provided by this rule, and no dealer or other employee of the retail licensee shall permit any person to engage in such activity.
- (2) The dealer shall not look at, nor expose to any person, the face of a card before it is dealt.
- (3) A player may not use any person, device, object, process, or procedure, other than the player's own unrecorded mental acuity, which is designed or intended to:
 - (a) Project the outcome of the game;
 - (b) To keep track of the cards played; or
 - (c) To analyze or predict the probability of the occurrence of an event relating to the game.
- (4) Nothing in this section shall prohibit a player from using a strategy card, except when the retail licensee has posted notice prohibiting such use, pursuant to regulation 47.1-427.
- (5) No dealer or pit supervisor shall advise a player about game strategy nor recommend the proper play of a hand while the player has a wager still pending on the outcome of the hand. (47.1-824 amended and (2)-(5) added; perm. 12/30/98)

47.1-825 Point counts.

A player is responsible for correctly computing the point count of the player's hand, and no player may rely on the point counts announced by the dealer or EBT.

47.1-826 Drawing of additional cards by players and dealers.

- (1) A player may elect to draw additional cards if the player's hard point count total is less than 21. a player with blackjack or a hard or soft point count total of 21 may not draw additional cards.
- (2)
 - (a) A dealer must draw additional cards to the dealer's hand until the dealer has a hard total of 17 or a hard or soft total of 18, 19, 20, or 21.
 - (b) At the discretion of the retail licensee, the dealer shall either:
 - (i) stand when the dealer has a soft total of 17; or

- (ii) be required to draw additional cards when the dealer has a soft total of 17. Thereafter, no additional cards may be drawn.
- (3) A dealer may not draw additional cards to the dealer's 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. (47.1-826 amended; perm. 12/30/98)

47.1-827 Players wagering on more than one hand.

A retail licensee may permit a player to wager on more than one hand to be played by such player or may limit multiple play. All hands played by any one player must be in contiguous playing positions at the table; there shall be no other players seated at positions between the hands being played by a player. (47.1-827 amended; perm. 12/30/98)

47.1-828 Irregularities.

- (1) When any dealing irregularity occurs, the dealer shall notify the pit supervisor, who shall direct the dealer to take the proper corrective action, and shall observe such action being taken. The pit supervisor, and not the dealer, must make all decisions concerning disputed play or payment or collection of wagers. If an irregularity occurs which is not described below, the pit supervisor shall determine the most appropriate action which the supervisor believes to be fair and equitable. Such action may include voiding a player's hand by calling it a push, or voiding the hand for all players at the table by calling every hand a push. If an irregularity occurs at a blackjack table which uses digital cards or digital representations of cards and the electronic features of the game do not permit the irregularity to be handled as provided below, the pit supervisor shall determine the most appropriate action which the supervisor believes to be fair and equitable.
- (2) If the dealer fails to deal a first card to a player, no replacement card shall be dealt. The player may not play in that round and the player's wager is void. The player may be included in the next deal.
- (3) If the dealer accidentally fails to deal a player's second card to a player who should have received a card, but deals a card to the next player, the dealt card shall play where dealt. The player who did not receive a card shall be dealt a replacement card after all other players have received their cards. The dealer shall never back up the position of a card which has been dealt in order to give it to a preceding player.
- (4) When the dealer has acted on a player's hand in a manner other than in the manner reasonably indicated by the player's hand signal, the pit supervisor may direct the hand to be played as dealt, or may require the player to choose between the options of:
 - (a) Standing and playing the hand as dealt;
 - (b) Taking a push; or
 - (c) Taking additional cards after all other players have acted on their hands.

The decision must be made by the player before the dealer's hand is exposed.

- (5) If the dealer's hole card is accidentally exposed to one or more players, the card shall be turned face up and exposed to all players and the game shall continue in the same manner as if the card had not been exposed.
- (6) A card found turned face upward in the shoe or deck may not be used in the game and must be placed in the discard rack.

- (7) A card drawn in error without its face being exposed must be used.
- (8) 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 not be dealt to the players. If a player requests a third card, the exposed card will be burned and the player will receive the next unexposed card. If no player requests a third card, the exposed card will be used by the dealer if the dealer is required by rule to take a card. If the dealer is not required to take a card the exposed card will be burned.
- (9) If the dealer has a hard 17 or a higher value hand and accidentally draws a card, the card must be burned.
- (10) If the dealer misses dealing the first or second card to the dealer, the dealer must continue dealing the first two cards to each player, and then deal the correct number of cards to the dealer.
- (11) If there are insufficient cards remaining in the shoe or deck to complete a round of play, the cards in the discard rack must be shuffled and cut; and the dealer must complete the round of play. (47.1-828 amended and (1)-(5) added, perm. 12/30/98)

47.1-829 Surrender.

At the discretion of a retail licensee, a player may discontinue play on the player's hand and surrender the player's cards by forfeiting half the player's original wager. The player must surrender after receiving the player's first two cards and before the player receives additional cards to the player's hand. (47.1-829 amended; perm. 12/30/98)

47.1-830 Proposals for variations.

- (1) Upon written application of a retail licensee, the Director may approve variations in shuffle and deal.
- (2) Upon written application to the Division, a retail licensee may request variations in other rules of blackjack. Any such variations shall be reviewed by the Division and shall be brought to the Commission for approval or denial. Any approval shall be made by the Commission through the promulgation of temporary and/or permanent rules and regulations. (47.1-830 amended; perm. 12/30/98)

47.1-831 Procedure for accepting cash at blackjack table.

A dealer who receives currency or coins ("cash") or Mobile ATM receipts from a player at a blackjack table in exchange for chips or coins must do the following:

- (1) The cash OR Mobile ATM receipt must be spread on top of the blackjack table by the dealer accepting it, in full view of the player;
- (2) The amount of cash or the amount shown on the Mobile ATM receipt must be stated by the dealer accepting it; and
- (3) Immediately after an equivalent value of chips, tokens, electronic chips, or coins has been given to the player, the cash or Mobile ATM receipt must be taken from the top of the blackjack table and placed by the dealer into the drop box, except that quarters and half dollar coins may be placed in the chip tray. (47.1-832 renumbered as 47.1-831 and amended; perm. 12/30/98)
Amended 03/01/2012

47.1-832 Multiple action blackjack.

Except as provided by this Rule 47.1-832, multiple action blackjack shall follow all rules for blackjack play set forth by this Rule 8.

- (1) Multiple action blackjack may be played only on tables displaying the multiple action blackjack layout. In addition to any special markings utilized by the game, the inscriptions required by regulation 47.1-803 shall appear on the cloth covering the blackjack table.
- (2) A player may wager on any one, two, or three hands. Bets do not have to be equal; the initial bet on each hand played may not exceed one hundred dollars. Wagers on all hands to be played must be placed before first hand is dealt.
- (3) Cards are dealt to all players and all player hands are played out during the first hand or round of play. However, wins and losses are determined, losing wagers are collected, and winning wagers are paid off only at the end of the actual hand of play for which a wager has been placed. Each hand is a separate wager and cannot be combined with other hands.
- (4) If a player does not have a wager on the second or third hand, the player's cards are to be discarded at the end of the first hand. If a player does not have a wager on the third hand, the player's cards are to be discarded at the end of the second hand.
- (5) The dealer takes an up card on the first round of dealing, and does not take a hole card on the second or third rounds. The dealer will use this same up card in three consecutive dealer hands, after players have acted on their hands.
- (6) When a player hits and breaks his hand, the hand is closed and the dealer picks up the wager on bet #1 only. The dealer then completes his hand in turn for bet #1. The dealer then slides his up card to spot #2. The dealer picks up all the wagers on broken hands for spot #2. The dealer then completes his hand on #2. The dealer moves the up card over to spot #3, and picks up all broken hand wagers for spot #3, and then picks up all closed hands and puts the cards in the discard rack. The dealer then completes his hand on #3.
- (7) If a player wishes to split cards of same value, the player must match his wager on each and all wagers played.
- (8) A player may double down on any one or more of all wagers played.
- (9) When a player has a blackjack and the dealer has either an ace or 10, each wager for the hand and each insurance wager, if applicable, must be acted upon individually depending on the outcome of the dealer's cards for each hand of play.
- (10) When a player splits pairs and the dealer has either an ace or 10, and the player breaks on either hand, the hand is to be closed but the wagers left until the dealer hits out each of the dealer's hands. When the dealer makes a blackjack, the dealer shall take only the original wager on that round.
- (11) Dealer tips offered as bets may be placed above any one or more of all wagers played. (47.1-833 temp. 5/13/93, perm. 6/30/93. Renumbered as 47.1-832, perm., 12/30/98)

47.1-833 The play - Face Up Blackjack.

Face Up Blackjack is an authorized blackjack variation game which shall follow the standard rules of blackjack, except as follows:

- (1) All of the cards dealt to the dealer shall be dealt face up.

- (2) Blackjacks must be paid at odds of at least one to one, and need not be paid at odds any higher than are paid for any other winning hands.
- (3) In the event of a push, a player's wager is lost.
- (4) There shall be no insurance wagers, nor even money paid in lieu of insurance. (47.1-834 added, perm. 11/30/96. Renumbered as 47.1-833, perm. 12/30/98)

47.1-834 The play - Competition 21.

Competition 21 is the copyrighted and patent pending blackjack variation game, the rights to which on October 1, 1996 were owned by Triad Games, L.L.C. of Golden, Colorado and which may be transferred or assigned. Competition 21 shall be dealt and played following the standard rules of blackjack, except as follows:

- (1) Competition 21 may be played only on tables displaying the Competition 21 table layout. One or more standard decks of cards shall be used, and may be dealt either from the hand or from a multideck shoe.
- (2) Each player shall place a wager in the designated betting area in front of the player's position in an amount not exceeding two dollars and fifty cents. The dealer will then deal each player one card, either face up or face down, and will lastly deal one card, face up, to the dealer.
- (3) After all players and the dealer have received their first cards, a player may surrender; upon electing to surrender, the player must announce "surrender" to the dealer. The dealer will place the player's card face down and turn the card at a 45 degree angle, signifying a surrendered hand. If the dealer does not make blackjack, the player will lose only one-half of the player's original bet. If the dealer makes blackjack, the player will lose the player's full original bet.
- (4) If a player does not surrender after receiving the player's first card, the player may choose either to stand on the one-card hand, or may choose to receive additional cards. If the player wishes to receive a second card, the player shall place an additional wager in the designated betting spot in an amount equal to the player's original wager. The dealer will then deal the player one additional card, face up.
- (5) After receiving the second card, a player may choose either to stand on the hand, or may choose to receive one or more additional cards. If the player wishes to receive a third card, the player shall place an additional wager in the designated betting spot in an amount not less than the player's original wager and not more than twice the player's original wager. The dealer will then deal the player one additional card, face up. The player may continue to receive any number of additional cards. However, for the fourth and each subsequent card drawn, the player must place an additional wager in the designated betting spot in an amount not less than the player's preceding wager and not more than twice the player's original wager. (47.1-835 (5), temp. 02/21/97 perm. 6/30/97)
- (6) A player may place an insurance wager if the dealer's first up card is an ace. A player may wager up to one-half the amount of the player's original bet and wins the insurance bet if the dealer makes blackjack. Insurance bets shall be paid at 2 to 1. If a player wins the insurance bet, the player loses the player's original bet on the hand, unless the player also holds a blackjack, resulting in a push. All insurance bets must be placed before the second card is dealt to each player. Determination of winning insurance wagers and pay-offs will be made after the dealer has completed playing out the dealer's hand.
- (7) A player may choose to split a pair of same value cards, forming two separate playing hands. Each of the split hands is played out under the same betting structure as described above in

paragraphs (4) and (5). Aces can be split only once, and each ace may receive only one additional card; a maximum of two bets per hand may be made with split aces.

- (8) A wager is void and returned to the player when the value of the player's hand is the same as the value of the dealer's hand, even when both the player and the dealer have blackjacks.
- (9) If the dealer's hand shows an ace or a ten-value card up and a player's hand breaks (exceeds 21), the player's hand will be turned face down on the layout. If the dealer draws a blackjack, only the player's original bet will be lost, even if the player has made several bets.
- (10) After all players have completed play on their hands, the dealer shall deal to the dealer a second card, face up. The dealer must continue to draw to a hand having a value of sixteen or less, and must stand on a hand having a value of seventeen or more. (47.1-835 added, perm. 11/30/96. Renumbered as 47.1-834, perm. 12/30/98)

47.1-834.1 The play - Double Action Blackjack.

Double Action Blackjack is a patented blackjack variation game, the rights to which on December 1994, are owned by Ronald Josephs, of Woodland Hills, CA, and which may be transferred or assigned. Double Action Blackjack shall be dealt and played following the rules of blackjack set forth in Rule 8, except as follows:

- (1) Double Action Blackjack may be played only on tables displaying the Double Action Blackjack layout;
- (2) Only 6 players shall be allowed at the table, with each player being allowed to wager on a first and second hand; and
- (3) The player may play only one hand. No other player shall be allowed to play the second hand.

47.1- 834.2 The Play - Triple Play Blackjack.

Triple Play Blackjack is the copyrighted and patent pending blackjack variation game, the rights to which on June 1, 1999 were owned by Action Gaming, Inc., of Las Vegas, Nevada, and which may be transferred or assigned. Triple Play Blackjack shall be dealt and played following the standard rules of blackjack, except as follows:

- (1) Triple Play Blackjack may be played only on tables displaying the Triple Play Blackjack table layout. One or more standard decks of cards shall be used, and may be dealt either from the hand or from a multi-deck shoe. Each player, other than the dealer, will play a different hand for each wager placed, except that each hand shall include the same first two cards dealt to each player.
- (2) Each player shall place one to three wagers in the designated betting areas in front of the player's position. The wagers may be in either the same or in different amounts within the posted table limits. No retail licensee shall require a player to place more than one wager.
- (3) When all wagers have been placed, the dealer will deal each player and the dealer two cards, one card at a time, in rotation around the table, beginning with the player to the dealer's left and lastly to the dealer. The players' cards shall all be dealt face up.
- (4) After all players and the dealer have received their cards, the dealer shall offer all standard play options to each of the bet positions wagered on by each player, beginning with the player to the dealer's left.

- (a) If the dealer has been dealt an ace face up, the dealer will call for insurance and each player may place an insurance wager on any one, two, or all three of the player's wagers.
 - (b) If a player wishes to split cards of the same value, the player must place an additional wager equal to each initial wager made. If the player made one initial wager, the player will now have two separate hands to act upon. If the player made two initial wagers, splitting will create four hands to act upon. If the player made all three possible initial wagers, splitting will create six hands to act upon. After splitting the initial two cards received, a player may not re-split a hand.
 - (c) A player may double down on any one, two, or all three of the player's wagers.
 - (d) If a player does not draw to any of the player's bet positions, the initially dealt two-card hand will play for all of that player's wagers.
 - (e) If a player has a blackjack, and the dealer does not have a blackjack, the player is paid at odds of not less than 3 to 2 on all three bets. If both the player and the dealer have blackjacks, the hand is a push.
 - (f) If a player chooses to draw to the hand, for each bet position the player uses the same first two cards dealt and combines them with separate "hit" cards. The draw continues until the player chooses to stop or until the value of the hand exceeds twenty-one. Each bet position is treated as a separate hand and with respect to each wager, a player may elect to draw, or not to draw. Each hand is separate and cannot be combined with other hands.
 - (g) If a player draws to over twenty-one at a bet position, that one wager is immediately collected by the dealer, leaving the player's other wagers on the table until such time as the dealer has taken action on all other wagers and hands in play at the table, including the dealer's hand, and can evaluate winners and losers.
 - (h) When the dealer and a player have completed action on a player's hand, the dealer shall then move to the next player in rotation, offering each player all appropriate choices, until all action on all bet positions has been taken.
- (5) When the dealer has acted on all players' hands, the dealer shall play out the dealer's hand in the same manner as in standard blackjack and shall determine winning and losing hands, paying the winning wagers and collecting the losing wagers. (47.1-834.2 added, perm. 09/30/99)

47.1-834.4 The Play - Wheel of Madness.

Wheel of Madness is the patented blackjack variation game, the rights to which on September 1, 2000 were owned by Madness Gaming Products, Inc. of Henderson, Nevada, and which may be transferred or assigned. Wheel of Madness shall be dealt and played following all standard rules of blackjack, except as follows:

- (1) Wheel of Madness may be played only on tables displaying the Wheel of Madness table layout and equipped with the electronic controllers, hardware, and display devices necessary for the game. The electronic components, including program software, shall not be used until approved by the Division. The game may be played with four or six decks of cards, dealt from a shoe.
- (2) At the same time that a player makes the player's normal wager on a hand, the player may make an additional, optional wager in an even-dollar amount between one dollar and one hundred dollars. At the discretion of the retail licensee, the maximum amount of the wager may be restricted to less than five dollars. The minimum and maximum amount of the wagers to be

accepted shall be displayed on the layout or on table signage. This optional wager will be won only when the player is dealt a blackjack; that is, the first two cards dealt to a player must have a point value of exactly 21, and when the player's hand beats the dealer's hand.

- (3) At the discretion of the retail licensee, players who have placed Wheel of Madness wagers may be permitted to also place tip bets for the dealer on the Wheel of Madness. If such wagers are accepted, winning wagers must be paid at the same odds as players' winning wagers. The licensee may restrict the maximum amount of such tip wagers.
- (4) Insurance may not be offered or accepted on the Wheel of Madness wager. A player who has placed a Wheel of Madness wager and who is dealt a blackjack shall be qualified to press the spin button whenever the player's hand beats the dealer's hand. A player who has insured the player's blackjack hand, or who calls for even money payment against a dealer's ace up, shall be deemed to hold a winning hand and shall be qualified to press the spin button. A player who is dealt a blackjack, but who ties (pushes) the dealer's hand, also ties on the Wheel of Madness wager and the wager is neither won nor lost. The player does not qualify to press the spin button.
- (5) After every player has been dealt two cards, the dealer shall immediately collect the Wheel of Madness wagers from all players who were not dealt blackjacks. The dealer shall place the cards of players who were dealt blackjacks, face up, under their Wheel of Madness wagers.
- (6) As wagers on the standard game of blackjack are settled, the dealer shall place the spin button in front of each player who has placed a winning Wheel of Madness wager. The qualified players shall be permitted to press the spin button to spin the Wheel of Madness Bonus Wheel. If a player chooses not to press the spin button, then the dealer shall press the spin button for the player. No other person shall be permitted to press the spin button.
- (7) Pressing the spin button will cause an electromechanical or electronic wheel (the "Wheel of Madness Bonus Wheel") to spin, or simulate spinning, and to come to rest on a displayed bonus amount. This amount shall be paid to a winning player who has placed a one dollar Wheel of Madness Wager. If the player has made a wager greater than one dollar, the bonus amount to be paid will be determined by multiplying the amount displayed on the Wheel of Madness Bonus wheel by the amount of the wager. The bonus amount won shall be paid to the player in addition to the amount paid to the player because the player held a winning hand in the standard game of blackjack. (perm. 03/02/01)

47.1-834.6 The play - STREAK.

STREAK is a patented blackjack variation game, the rights to which on December 1, 2001 were owned by MAO Gaming of Ocean Springs, Mississippi, and which may be transferred or assigned. The object of the game is for the player, while playing standard blackjack, to place one or more optional wagers on the number of consecutive hands of blackjack the player will win. If the player wins at least the number of hands anticipated by the placement of the wager(s), the player wins the optional wager(s). STREAK shall be dealt and played following the standard rules of blackjack except as follows:

- (1) STREAK may be played only on tables displaying the approved STREAK table layout and equipped with one approved STREAK button for each player's position. The button shall have distinctive markings as specified by MAO Gaming, and shall display the name or logo of the retail licensee offering the game.
- (2) At the same time that a player makes the player's standard blackjack wager, the player has the opportunity to make one or more of four optional wagers in the designated wagering area at the player's position at the table. These wagers are upon the contingency that the player will win the next two, three, four, or five consecutive hands of blackjack. At the discretion of the retail licensee, the optional wagers may be limited to even-dollar amounts between one and one

hundred dollars. The minimum and maximum amounts of the optional STREAK wagers permitted shall be posted on table signage.

- (3) A player may place more than one STREAK wager, provided that all STREAK wagers are placed by the player at the same time. A player who has placed one or more STREAK wagers may not place additional STREAK wagers until all pending STREAK wagers placed by that player have been settled as winning or losing wagers. When multiple STREAK wagers are in play, the dealer shall pay the winning standard blackjack wager first and shall next pay the winning STREAK wager, after which the button shall be moved to the next STREAK betting spot.
- (4) At the discretion of the retail licensee, players who have placed STREAK wagers may be permitted to place tip bets for the dealer on one or more of their STREAK bets. If such tip wagers are accepted, winning STREAK wagers must be paid at the same odds as the players' winning wagers. The retail licensee may require tip wagers to be in an even dollar amount, and may limit the maximum amount of such tip wagers. Notice of any such restrictions shall be provided on table signage.
- (5) After all wagers have been placed, the deal and play of the game shall continue following the standard rules of blackjack.
 - (a) If a surrender option is offered by the retail licensee and a player elects to surrender a hand, the player's STREAK wager is lost and the player's winning streak is terminated.
 - (b) At the discretion of the retail licensee, players who have placed STREAK wagers may be permitted to exercise the "even money" option on their blackjack hands in lieu of insurance against a dealer ace. If even money is offered and accepted:
 - (i) The dealer shall first pay the blackjack wager;
 - (ii) The dealer shall stack the player's cards and turn them sideways, but shall not burn the cards;
 - (iii) The dealer shall finish normal insurance procedures with all players before determining the outcome of the STREAK bet. If both the dealer and a player have blackjack, it is a push for the STREAK wager. If the dealer does not have a blackjack, the STREAK bet is advanced.
- (6)
 - (a) If a player has placed one or more STREAK wagers and the player has won the player's first hand, the dealer shall, after making the required blackjack payout, place a STREAK button on the player's designated betting area labeled "2", and shall align the edge spot on the button with the mark to the side of the "2" in the STREAK betting area.
 - (b) If a player loses a hand during the pendency of a winning STREAK wager, the dealer shall collect all remaining STREAK wagers from the player's STREAK betting area at the same time that the dealer collects the blackjack wager which has lost.
 - (c) If a player has placed a STREAK wager on the designated betting area labeled "2", the player must also win the next hand. If the player wins the second consecutive hand, the dealer shall pay the player according to one of the pay schedules found in paragraph 9 below, in addition to the standard payment for the winning hand. If no further STREAK wagers are pending for the player, the STREAK button is returned to the dealer's tray.

- (d) If a player has placed a STREAK wager on the designated betting area labeled "3", the player must also win the next two consecutive hands. The dealer shall advance the STREAK button to the player's designated STREAK betting area labeled "3" and shall align the edge spot on the button with the mark to the side of the "3" in the STREAK betting area. If the player wins the third consecutive hand, the dealer shall pay the player according to one of the pay schedules found in paragraph 9 below, in addition to the payment for the winning hand. If no further STREAK wagers are pending for the player, the STREAK button is returned to the dealer's tray.
- (e) If a player has placed a STREAK wager on the designated betting area labeled "4", the player must also win the next three consecutive hands. The dealer shall advance the STREAK button to the player's designated STREAK betting area labeled "4" and shall align the edge spot on the button with the mark to the side of the "4" in the STREAK betting area. If the player wins the fourth consecutive hand, the dealer shall pay the player according to one of the pay schedules found in paragraph 9 below, in addition to the standard payment for the winning hand. If no further STREAK wagers are pending for the player, the STREAK button is returned to the dealer's tray.
- (f) If a player has placed a STREAK wager on the designated betting area labeled "5", the player must also win the next four consecutive hands. The dealer shall advance the STREAK button to the player's designated STREAK betting area labeled "5" and shall align the edge spot on the button with the mark to the side of the "5" in the STREAK betting area. If the player wins the fifth consecutive hand, the dealer shall pay the player according to one of the pay schedules found in paragraph 9 below, in addition to the standard payment for the winning hand. The STREAK button is returned to the dealer's tray.
- (7) If the player and the dealer "push" their hands, the player's STREAK wager shall be neither won nor lost, and the winning streak shall neither advance nor terminate.
- (8) If a player splits pairs on any hand during the pendency of a STREAK wager, the player must win a majority of the split hands to advance the winning streak. If the player loses more split hands than the player wins, the STREAK wager shall be lost and the winning streak terminated. Upon termination of the winning streak, all remaining STREAK wagers for a player shall be collected by the dealer. If the player wins and loses an equal number of split hands, the hands shall "push" and the player's STREAK wager shall be neither won nor lost, and the winning streak shall neither advance nor terminate.
- (9) Winning STREAK wagers shall be paid according to one of the following pay schedules, selected at the discretion of the retail licensee. The pay schedule in use shall appear on the table layout or on signage at the table.

Player Wins	Standard Schedule	Optional Schedule
2 consecutive wins pay	3 to 1	3 to 1
3 consecutive wins pay	7 to 1	8 to 1
4 consecutive wins pay	17 to 1	18 to 1
5 consecutive wins pay	37 to 1	38 to 1

(47.1-834.6 added, perm. 05/30/02)

47.1- 834.8 The Play - Go Fish 21.

Go Fish 21 is the blackjack variation game, the rights to which on March 1, 2002 were owned by John DeLello, Jr. of Golden, Colorado and which may be transferred or assigned. Go Fish 21 shall be dealt and played following all standard rules of blackjack, except as follows:

- (1) Go Fish 21 may be played only on tables displaying the Go Fish 21 table layout and equipped with the a Go Fish specialty deck of cards, a second discard rack, and Go Fish lammer necessary for the game. The game may be played with any number of decks of cards. The specialty deck shall contain exactly 14 cards, composed of 12 cards of any one suit, having a value of 3 through Ace, but not including a 2 card, plus two Jokers.
- (2) At the same time that a player makes the player's normal wager on a hand, the player may make an additional, optional wager in an even-dollar amount between one dollar and one hundred dollars. At the discretion of the retail licensee, the maximum amount of the wager may be restricted to less than one hundred dollars. The minimum and maximum amount of the wagers to be accepted shall be displayed on the layout or on table signage. This optional wager will be won only when the player is dealt a blackjack; that is, the first two cards dealt to a player must have a point value of exactly 21, and when the player's hand beats the dealer's hand.
- (3) At the discretion of the retail licensee, players who have placed Go Fish 21 wagers may be permitted to also place tip bets for the dealer on the Go Fish 21 wager. If such wagers are accepted, winning wagers must be paid at the same odds as players' winning wagers. The licensee may restrict the maximum amount of such tip wagers.
- (4) Insurance may not be offered or accepted on the Go Fish 21 wager.
- (5) After every player has been dealt two cards, the dealer shall immediately collect the Go Fish 21 wagers from all players who were not dealt blackjacks. The dealer shall place the cards of players who were dealt blackjacks, face up, near the players' Go Fish 21 wagers.
- (6) A player who has placed a Go Fish 21 wager and who is dealt a blackjack and beaten the dealer shall be given a Go Fish lammer by the dealer. The player shall place the lammer on one of 14 Go Fish spots, labeled with numbers "1" through "14." The number represents the location of the card in the Go Fish specialty deck. A player who has insured the player's blackjack hand, or who calls for even money payment against a dealer's ace up, shall be deemed to hold a winning hand and shall be qualified to receive a Go Fish lammer. A player who is dealt a blackjack, but who ties (pushes) the dealer's hand, also ties on the Go Fish 21 wager and the wager is neither won nor lost, and the player does not qualify to receive a Go Fish lammer.
- (7) As wagers on the standard game of blackjack are settled, the dealer shall also settle the winning Go Fish wagers. For each player who has placed a winning Go Fish wager, the dealer shall first shuffle and cut the Go Fish specialty deck, and shall then count through the cards, counting out the number of cards represented by the number selected by the player by placement of the player's Go Fish lammer. For example, if the player has placed the Go Fish lammer on the player's "5" spot, the dealer shall count down to the fifth card in the Go Fish specialty deck, and shall deal the fifth card face up on the table in front of the dealer's position at the table.
 - (a) The remainder of the Go Fish specialty deck shall be discarded in the discard rack provided for only the Go Fish cards. Once used, the faced Go Fish card is also discarded in the discard rack provided for only the Go Fish cards.
 - (b) If more than one winning Go Fish wager occurs at the table in one hand, the procedure described above shall be repeated at each winning player's position, except that if more than one player has picked the same number by placement of the Go Fish lammer, the card drawn to that number shall play for all such players.
 - (c) If the faced Go Fish card is a Joker, the dealer shall place the Joker face up on the table, and shall deal the next card and shall place it face up on the table layout adjacent to the Joker. If the second card dealt is a Joker, then the dealer shall deal a third card, and shall place it face up on the table layout adjacent to the two Jokers.

- (8) Winning blackjack wagers shall be paid according to the standard rules of blackjack. Winning Go Fish wagers shall be paid according to the following pay schedule:

Go Fish Card	Pays
Joker-Joker with Ace	125 to 1
Joker-Joker with 10 through King	75 to 1
Joker-Joker with 3 through 9	50 to 1
Joker with Ace	60 to 1
Joker with 10 through King	40 to 1
Joker with 3 through 9	20 to 1
Ace	30 to 1
10 through King	20 to 1
3 through 9	10 to 1

47.1-834.9 The Play – Buffalo Blackjack Bonus

Buffalo Blackjack Bonus is a trademarked blackjack variation game, the rights to which are owned by Galaxy Gaming, Inc., of Las Vegas, Nevada and which may be transferred or assigned. Buffalo Blackjack Bonus shall be dealt and played following the standard rules of blackjack, except as follows:

- (1) Buffalo Blackjack Bonus may be played only on tables utilizing a Buffalo style table layout. The game shall be played using one, two or six standard 52 card decks and is dealt from a dealing shoe when using six decks and hand dealt when using one or two decks.
2. At the same time a player makes their standard blackjack wager, the player has an opportunity to make an additional optional wager in an even dollar amount, otherwise known as the "21 Magic" bet. The minimum and maximum amounts of the optional 21 Magic wager permitted shall be posted on table signage and cannot be more than the original blackjack wager.
3. 21 Magic may be won only if the player's value of their hand, equals 21 and the player's hand beats the dealer's hand. Should the player tie the dealer's hand, the 21 Magic wager will be considered a push. If the player does not draw out to 21, the bet will be considered a loss and will be collected by the dealer.
4. At the discretion of the retail licensee, players who have placed 21 Magic wagers and have already placed a dealer token on the blackjack wager, may be permitted to place tip bets for the dealer on that 21 Magic bet. If such tip wagers are accepted, winning 21 Magic wagers must be paid at the same odds as the player's winning wagers. The retail licensee may require tip wagers to be in an even dollar amount, and may limit the maximum amount of such tip wagers.
5. After all wagers have been placed, the deal and play of the game shall continue following the standard rules of blackjack. In the event a player chooses to split a pair into two or more hands, the player must also place an additional wager equal to the first 21 Magic wager on their second hand.
6. Insurance may not be offered or accepted on the 21 Magic wager. A player who has placed a 21 Magic wager and who is dealt a 21 shall be qualified to win that hand according to the corresponding payable whenever the player's hand beats the dealer's hand. A Player who has insured the player's blackjack hand, or who calls for even money payment against a dealer's ace up, shall be deemed to hold a winning hand and shall be qualified to win the 21 Magic wager, as long as the player's hand ultimately wins. If a surrender option is offered by the retail licensee and a player elects to surrender a hand, the player's 21 Magic wager is lost.

7. After all players and the dealer have received their first two cards, the players act on their hands, as described in the standard blackjack rules. Should a player bust and if they placed the optional 21 Magic wager, not only is the primary bet collected, but the 21 Magic wager, as well.
8. Once players have acted on their hands, players have the option of placing a second additional optional wager, otherwise known as "Bust Bonus". This wager must be made in an even dollar amount and may be made only by players who still have an active hand (i.e. the player did not bust his hand). The minimum and maximum amounts of the optional Bust Bonus wagers permitted shall be posted on the table signage and cannot be more than the original blackjack wager.
9. The dealer then acts on his hand as described in the standard blackjack rules.
10. As wagers on the standard game of blackjack are settled, the dealer shall also settle the 21 Magic and the Bust Bonus wagers according to the pay schedule, selected at the discretion of the retail licensee. The pay schedule in use shall appear on the table layout or on signage at the table.

Six Deck Paytables: *Effective 9/14/2012*

21 Magic Paytable: Hand	Paytable A	Paytable B	Paytable C	Paytable D	Paytable E	Paytable F	Paytable G
Blackjack	5 to 1	5 to 1	5 to 1	6 to 1	7 to 1	5 to 1	6 to 1
2-Card 21	6 to 1	6 to 1	5 to 1	6 to 1	7 to 1	5 to 1	6 to 1
3-Card 21	7 to 1	7 to 1	8 to 1	8 to 1	8 to 1	8 to 1	7 to 1
4-Card 21	8 to 1	8 to 1	9 to 1	9 to 1	9 to 1	9 to 1	8 to 1
5-Card 21	9 to 1	9 to 1	10 to 1	10 to 1	10 to 1	10 to 1	9 to 1
6-Card 21	10 to 1	20 to 1	10 to 1	10 to 1	10 to 1	25 to 1	10 to 1
7-Card 21	10 to 1	20 to 1	10 to 1	25 to 1	25 to 1	50 to 1	25 to 1
8-Card 21	10 to 1	20 to 1	10 to 1	25 to 1	25 to 1	500 to 1	500 to 1
9-Card 21	10 to 1	20 to 1	10 to 1	25 to 1	25 to 1	1000 to 1	1000 to 1
10+ Card 21	10 to 1	20 to 1	10 to 1	25 to 1	25 to 1	5000 to 1	5000 to 1

Single Deck Paytables:

21 Magic Paytable: Hand	Paytable A	Paytable B	Paytable C	Paytable D	Paytable E	Paytable F	Paytable G
Blackjack	5 to 1	5 to 1	5 to 1	6 to 1	7 to 1	5 to 1	6 to 1
2-Card 21	6 to 1	6 to 1	5 to 1	6 to 1	7 to 1	5 to 1	6 to 1
3-Card 21	7 to 1	7 to 1	8 to 1	8 to 1	8 to 1	8 to 1	7 to 1
4-Card 21	8 to 1	8 to 1	9 to 1	9 to 1	9 to 1	9 to 1	8 to 1
5-Card 21	9 to 1	9 to 1	10 to 1	10 to 1	10 to 1	10 to 1	9 to 1
6-Card 21	10 to 1	20 to 1	10 to 1	10 to 1	10 to 1	25 to 1	10 to 1
7-Card 21	10 to 1	20 to 1	10 to 1	25 to 1	25 to 1	50 to 1	25 to 1
8-Card 21	10 to 1	20 to 1	10 to 1	25 to 1	25 to 1	500 to 1	500 to 1
9-Card 21	10 to 1	20 to 1	10 to 1	25 to 1	25 to 1	1000 to 1	1000 to 1
10+ Card 21	10 to 1	20 to 1	10 to 1	25 to 1	25 to 1	5000 to 1	5000 to 1

Double Deck Paytable:

21 Magic Paytable: Hand	Paytable A	Paytable B	Paytable C	Paytable D	Paytable E	Paytable F	Paytable G
Blackjack	5 to 1	5 to 1	5 to 1	6 to 1	7 to 1	5 to 1	6 to 1
2-Card 21	6 to 1	6 to 1	5 to 1	6 to 1	7 to 1	5 to 1	6 to 1
3-Card 21	7 to 1	7 to 1	8 to 1	8 to 1	8 to 1	8 to 1	7 to 1
4-Card 21	8 to 1	8 to 1	9 to 1	9 to 1	9 to 1	9 to 1	8 to 1
5-Card 21	9 to 1	9 to 1	10 to 1	10 to 1	10 to 1	10 to 1	9 to 1
6-Card 21	10 to 1	20 to 1	10 to 1	10 to 1	10 to 1	25 to 1	10 to 1
7-Card 21	10 to 1	20 to 1	10 to 1	25 to 1	25 to 1	50 to 1	25 to 1
8-Card 21	10 to 1	20 to 1	10 to 1	25 to 1	25 to 1	500 to 1	500 to 1
9-Card 21	10 to 1	20 to 1	10 to 1	25 to 1	25 to 1	1000 to 1	1000 to 1
10+ Card 21	10 to 1	20 to 1	10 to 1	25 to 1	25 to 1	5000 to 1	5000 to 1

Bust Bonus Paytable:

Up Card	Bust, Off Suit	Bust, Suited
Ace	3	50
2	1	25
3	1	15
4	1	10
5	1	5
6	1	3
7	2	15
8	2	10
9	2	20
10	2	20
888*	25	75

* Special bonus paid to player when the dealer busts with three cards valued at 8 each. "Suited" is not applicable in single & double deck games.

47.1-834.10 The Play – Double Up Blackjack. Version 1 Effective 9/14/2012

Double Up Blackjack is a blackjack variation game, the rights to which are owned by Score Gaming, LLC., of Henderson, Nevada and which may be transferred or assigned.

Layout

- (1) Double Up blackjack may be played only on tables utilizing a Double Up Blackjack style table layout.

Game Play

- (1) Double Up Blackjack shall be played using six standard 52 card decks and is dealt from a dealing shoe or a continuous shuffler. The minimum and maximum amounts of the main blackjack wager and the optional double up wager will be posted on the table signage.
- (2) Double Up Blackjack shall be dealt and played following the standard rules of blackjack except as described below.

- (3) After all players and the dealer have received their first two cards, the dealer will automatically pay all player blackjacks at 3:2.
- (4) The dealer will offer insurance as per the standard rules of blackjack. Insurance will be paid at 2:1 for winning wagers.
- (5) Players will act on their hands according to the standard blackjack rules with the addition of the "double up" rules described below.
- (6) The dealer then acts on his/her hand as in the standard blackjack rules with the addition of the rules described under dealer play.
- (7) As wagers on the standard game of blackjack are settled, the dealer shall also settle the "double up" wager if placed.
- (8) The pay schedule in use shall appear on the table layout or on signage at the table.

Player Rules "Double Up"

- (1) After the player receives the initial 2 cards, in addition to all standard blackjack rules, the player may also have the option to "double up" on any two cards, except a blackjack or any 2 card hand that results from splitting aces.

- (2) Doubling Up

To "double up", the players must place a second wager of any amount, up to, but without exceeding, the value of their initial blackjack wager.

The minimum and maximum amounts of the double up wager will be posted on the table signage and cannot be more than the original blackjack wager.

For example, if the player places an initial wager of \$3, he/she may place a double up wager of any amount up to, without exceeding \$3.

In this manner a player can "double up for less" than the original blackjack wager.

- (3) The player does not receive any cards after "doubling up", and therefore stands on his/her 2 card hand.
- (4) The main wager and the "double up" wager will win if the player's hand outranks the value of the dealer's hand, or the dealer's hand exceeds total of 21. Winning wagers will be paid at 1:1.
- (5) The main wager will push, but the "double up" wager will lose, if the player's hand is of equal value to the dealer's hand.
- (6) If the player splits Aces and receives a ten for a total of 21, the player will automatically be paid 2:1 on that wager. If a player receives a ten on both aces, the player will be paid 2:1 on each wager.
- (7) Excluding the automatic payout for a blackjack and a 21 achieved by splitting Aces, all player wagers will push if, in the course of play of the dealer's hand, the dealer reaches a total of 16.

Dealer Rules:

- (1) The dealer will act on his or her hand after all players have acted on their hands.

- (2) The dealer will play by all standard blackjack rules except if the total of the dealer's hand reaches 16, play will stop and the dealer will return all active wagers to the players.
- (3) In the event the dealer does not have a 16, the dealer will
 - (a) pay all winning wagers at 1:1,
 - (b) collect all losing wagers, and
 - (c) return all player wagers that result in a tie between the player and the dealer except the double up wager, which if placed will lose to a hand that ties the dealer's hand.

House Rules/Tips:

- (1) At the discretion of the retail licensee, players who have placed a "double up" wager and have already placed a dealer token on the blackjack wager, may be permitted to place tip bets for the dealer on that "double up" wager. If such tip wagers are accepted, winning "double up" wagers must be paid at the same odds as the player's winning wagers. The retail licensee may require tip wagers to be in an even dollar amount, and may limit the maximum amount of such tip wagers.

Version 2 (Alternate rules/Paytable)

Version 2 of Double Up Blackjack will play in an identical manner to Version 1 with the following exceptions:

- (1) A player blackjack will not win automatically. If the player has a blackjack and the dealer does not, the player will be paid 3:2. A player blackjack will push to a dealer blackjack. Insurance and the option for even money on a blackjack will be available.
- (2) A player will be able to "double up" on any 2 cards except a blackjack.
- (3) The player can "double up" his or her wager on any 2 card hand after splitting Aces. The main and double up wager will be played and paid in an identical manner to all other main and double up wagers.
- (4) To "double up", the player must place a second wager or any amount up to, without exceeding, the value of his or her initial blackjack wager.

The minimum and maximum amounts of the double up wager will be posted on the table signage and cannot be more than the original blackjack wager.

For example, if the player places an initial wager of \$3, he or she may place a "double up" wager of any amount up to, without exceeding \$3.

In this manner, a player can "double up for less" than the original blackjack wager.

- (5) Players will not be paid 2:1 automatically if they receive a ten after splitting Aces.
- (6) A player's main and "double up" wager (or any other wagers when placed) will be paid 1:1 when the dealer has a 16 and the player has a 21. This includes all hands of 21 that result from a player doubling down, splitting Aces, and hitting.
- (7) A player's main and "double up" wager (when placed) will push on any hand other than a total of 21 when the dealer has a 16.

Dealer Rules:

- (1) The dealer will play by all standard blackjack rules and those described above in version 1 except if the total of the dealer's hand reaches 16, play will stop and the dealer will:
 - (a) Pay all player hands of 21 at 1:1, including all "double up", double down, and split wagers.
 - (b) Return all other player wagers if the total of the player's hand does not equal 21.

The differences between Version 1 and 2 is shown in the following table:

Version	Blackjack Payout	Blackjack Automatic Win	Double Up After Splitting Aces	A/T wins 2:1 Automatically After Splitting Aces	All Player Hands/ Wagers Push to Dealer 16	Player Wins Hand/All Wagers of 21 To Dealer 16
1	3:2	Yes	No	Yes	Yes	No
2	3:2	No	Yes	No	No	Yes

47.1-834.11 The Play – Royal Match 21.

Royal Match 21 is a copyrighted and trademarked blackjack variation game the rights to which are owned by SHFL entertainment of Las Vegas, Nevada and which may be transferred or assigned.

Royal Match 21 is an optional bonus bet for blackjack that considers the first two cards a player receives. If the player's first two cards are suited or a suited Royal Match (King-Queen suited), the player wins. This optional bet also includes a Crown Treasure bonus payout. If the player places a Royal Match bet and both the player and the dealer have a Royal Match, then the player wins a Crown Treasure bonus payout in addition to the Royal Match payout. Operators can also offer the optional Royal Match 21 Progressive wager. Unlike most SHFL entertainment progressives, Royal Match 21 Progressive offers some progressive pay tables with odds pay for the progressive wager amount PLUS a possible progressive meter pay (see below approved pay tables). Royal Match 21 uses a standard 52-card deck. Follow standard house procedures for the total number of decks to be used. Royal Match 21 must be played according to the following rules:

- (1) Each player makes a standard blackjack wager and the Royal Match 21 wager. All bets will be in an amount between the table minimum and the table maximum, as posted at the table, up to the \$100 maximum wager limit determined by the house and in accordance with applicable law.
 - (a) If casino rules allow, a player may play multiple hands.
 - (b) A player playing multiple hands may place a Royal Match 21 wager on none, one or all of his hands.
 - (c) Players may also place dealer tips/dealer wagers on their Royal Match 21 wager by placing the dealer tip in front of their Royal Match 21 wager.
- (2) The dealer then follows house procedures for dealing blackjack.
- (3) Once each player has received two cards, the dealer settles all Royal Match 21 wagers according to house procedures. If a player's first two cards are suited, he or she wins according to the posted payable. If the player's first two cards are not suited, he or she loses his or her Royal Match 21 wager.

- (a) All Royal Match 21 payouts apply to the player's first two cards only.
 - (b) When the cards are dealt face up, the Royal Match wagers will be settled immediately after everyone receives their first two (2) cards. Winners will be paid and losing bets will be picked up in order of placement from the dealer's right to left. Then, normal blackjack play will resume.
 - (c) When the cards are dealt face down, the Royal Match wagers will be settled on a hand to hand basis, as the dealer goes from left to right asking for hit/stand determinations.
- (4) Winning Royal Match 21 wagers will be paid in front of the Royal Match betting area and pushed off toward the player.
 - (5) When a casino offers the Crown Treasure payout, and the player has a Royal Match and the dealer has a King or a Queen as an up card, the player's Royal Match 21 wager is paid (see above), returned to the player and replaced with a Royal Match/Crown Treasure lammer. Once the dealer exposes his/her hole card and establishes the dealer has a Royal Match, the Crown Treasure payout is paid to the player that received the Royal Match/Crown Treasure lammer. If the dealer does not have a Royal Match, the lammers are picked up and returned to the chip tray and the dealer continues with the take and pay resolution of the blackjack wagers, starting right to left.
 - (6) Royal Match 21 Progressive is an optional progressive wager. On some pay tables players may bet any amount between \$1 and \$5 (see pay tables below). All percentage pays consider both the player's first two cards and the dealer's first two cards. Other pays consider the player's first two cards only.
 - (7) The meter will be reseeded when the 100% award hits. The cost of the reseed has been factored into the casino's mathematical advantage.
 - (8) To begin each round, players must make their regular game's wager. They may optionally place the progressive wager. Players must place the progressive wagers on the sensor in front of their betting position. The sensor will light up. If a casino elects to utilize the odds pay progressive pay table, the dealer must leave the progressive wagers on the table. For other progressive pay tables, the dealer will collect the progressive wagers.
 - (9) Once all players place their bets, the dealer will press "COIN IN" or "START GAME" on the keypad. The sensors will then light up, indicating a progressive wager.
 - (10) The dealer then follows house procedures for dealing the regular game.
 - (11) The dealer reconciles standard wagers per normal house procedures. The dealer reconciles all Suited Hand, and Suited Blackjack and Royal Match (when dealer's up card is NOT a king or queen) wins at the same time standard wagers are reconciled. All other Royal Match (when dealer's up card IS a king or queen) follows the procedure in the next section for reconciling percentage pays from the progressive meter.
 - (12) Progressive winners:
 - (a) The percentage pays are paid from the progressive jackpot shown on the progressive meter.
 - (b) When a player has a progressive winner, the dealer shall press the appropriate button on the keypad. (If the button is pressed by accident, pressing it again will turn it off.)

- (c) The dealer shall then contact a supervisor.
- (d) Once the casino verifies the progressive win, house procedures are then followed for paying the prize.
- (e) In the event more than one progressive hand, payable from the progressive meter, hits at the same table during the same time, house procedures are then followed for paying the prize.
- (f) After keying in a progressive winner, the meter may be reduced depending on the winning hand. Keying in the 100% award will reset the meter to the seed amount, plus any reserve amount. The dealer will continue handling progressive awards in a counter clockwise fashion.

(13) Paytables:

Paytable 1	Pays		Paytable 2	Pays
Royal Match	10 to 1		Royal Match	5 to 1
Two Suited Cards	3 to 1		Two Suited Cards	3 to 1
Crown Treasure (optional)	\$1,000		Crown Treasure (optional)	\$1,000
Paytable 3	Pays		Paytable 4	Pays
Royal Match	30 to 1		Royal Match	25 to 1
Two Suited Cards	2.5 to 1		Two Suited Cards	2.5 to 1
Crown Treasure (optional)	\$1,000		Crown Treasure (optional)	\$1,000
Paytable 5	Pays		Paytable 8	Pays
Royal Match	50 to 1		Royal Match	25 to 1
Two Suited Cards	2 to 1		Suited Blackjack	5 to 1
Crown Treasure (optional)	\$1,000		Two Suited Cards	2.5 to 1
			Crown Treasure (optional)	\$1,000
Paytable 9	Pays		Paytable 11	Pays
Royal Match	30 to 1		Royal Match	75 to 1
Suited Pair	9 to 1		Two Suited Cards	2 to 1
Two Card Straight Flush	5 to 1			
Two Suited Cards	1.5 to 1			
Crown Treasure (optional)	\$1,000			

PROGRESSIVE Paytable 1	Pays
Double Royal Match Suited	100% plus 250 to 1
Double Royal Match	10% plus 250 to 1
Royal Match	40 to 1
Suited Blackjack	9 to 1
Suited Hand	3 to 2

PROGRESSIVE Paytable 2	Pays
Double Royal Match Suited	100%

Double Royal Match	10%
Royal Match	40 for 1
Suited Blackjack	10 for 1
Suited hand	2 for 1
*This pay table is for 6 decks with \$1 or \$2 fixed progressive wager	

47.1-834.12 The Play - Lucky Ladies

Lucky Ladies is the copyrighted, trademark and patent pending blackjack variation game, the rights to which on December 20, 2012 were owned by Galaxy Gaming, Inc. of Las Vegas, Nevada and which may be transferred or assigned.

- (1) Lucky Ladies™ is an optional proposition bet used in the game of Blackjack. Lucky Ladies™ may be played on 2 - 8 deck blackjack games.
- (2) The proposition is whether or not the player's first two cards equal a total of twenty. Additional bonuses are paid if the player's two cards equaling twenty are suited, (e.g. Ace of Clubs and Nine of Clubs) or matched, (e.g. two identical cards such as; two King of Diamonds). Special bonuses are awarded if the player's first two cards are each a Queen of Hearts, (the "Lucky Ladies"), and the top prize is awarded if the player's Queen of Hearts pair occurs at the same time the dealer has a blackjack.
- (3) The outcome of the primary blackjack bet has no bearing on the Lucky Ladies™ bet and vice versa. A player can win on one and lose on the other.
- (4) Other than the payment or loss of the proposition bet on the first two cards, there is no effect on the primary game of blackjack and no changes in dealing procedures or player strategy.

Start of Game

- (1) Prior to the start of each round of blackjack play, players are afforded the opportunity to place a voluntary Lucky Ladies™ bet on the designated spot on the table layout at the same time their primary bet is made and before any cards are dealt.
- (2) The minimum and maximum wagering limits of the Lucky Ladies™ wager are determined by the house. The wagering limits and any aggregate payout limitations are to be posted on the table.
- (3) After all wagers have been placed, the dealer deals the first two cards to each player and then to him/herself in the same manner as regular blackjack dealing procedures.

Determination of Winner – Take or Pay Procedures

- (1) Once the dealer has dealt the first two cards to each player, the dealer must determine if any of the players that bet the Lucky Ladies™ wager have a hand whose first two cards total 20.
- (2) Beginning from the dealer's right to left, in a counter clock-wise rotation, the dealer takes all losing Lucky Ladies™ wagers and pays all winning Lucky Ladies™ wagers.
- (3) The winning payoff odds depend upon the number of decks used and are as follows:

MULTIPLE DECKS		
WINNING HAND	PAY TABLE "A"	PAY TABLE "B"
Queen of Hearts pair w/ Dealer Blackjack	1000	1000

Queen of Hearts pair	125	200
Matched 20	19	25
Suited 20	9	10
Any 20	4	4

Note: All odds shown above are "to 1" and only the highest qualifying hand is paid. For example, if a player's initial two cards are two Queen of Clubs, the hand is paid as a "Matched 20" only. They do not also receive payment for a "Suited 20" or "Any 20."

- (4) There is one exception to the take or pay procedure described above. If any player with a Lucky Ladies™ wager is dealt a pair of Queen of Hearts and the dealer has either an Ace, King, Queen, Jack or Ten card showing they do the following:
 - (a) Immediately notify the floor person.
 - (b) At the floor person's direction, perform the following steps.
 - (c) Remove any losing Lucky Ladies™ wagers and pay any winning wagers, except for the player with the Queen of Hearts pair.
 - (d) If the dealer's face up card has a value of ten:
 - (I) The floor person instructs the dealer to peek at his/her hole card.
 - (II) If the dealer does not have a blackjack, the dealer pays the player with the Queen of Hearts pair. The round then plays as normal.
 - (III) If the dealer does have a blackjack, he/she turns over his/her cards and collects all losing primary wagers from all players, including the player with the Queen of Hearts pair. The dealer then removes all of the players' cards on the table except for the player with the Queen of Hearts pair. At this time, there should only be the following showing on the table: The remaining players' first two cards, (Queen of Hearts pair); their Lucky Ladies™ wager; and the dealer's first two cards (a blackjack). The dealer then pays the Lucky Ladies™ wager to the player with the winning Queen of Hearts pair and removes all cards.
 - (e) If the dealer's face up card is an Ace:
 - (I) The dealer offers insurance to all players. (Assumes the casino normally offers insurance on face up Aces in their blackjack games.)
 - (II) If the dealer does not have a blackjack, the dealer removes all losing insurance wagers as normal, including the player with the Queen of Hearts pair. The dealer then pays the Lucky Ladies™ wager to the player with the Queen of Hearts pair. The round then plays as normal.
 - (III) If the dealer does have a blackjack, he/she turns over his/her cards and collects all losing primary wagers and pays all winning insurance wagers from all players, including the player with the Queen of Hearts pair. The dealer then removes all of the players' cards on the table except for the player with the Queen of Hearts pair. At this time there should only be the following showing on the table: The remaining players' first two cards (Queen of Hearts pair); their Lucky Ladies™ wager; and the dealer's first two cards, (a blackjack). The dealer then pays the Lucky Ladies™ wager to the player with the winning Queen of Hearts pair and removes all cards.

Resumption of Blackjack Game

- (1) The take or pay procedure for the Lucky Ladies™ wager is accomplished prior to any additional cards being dealt by the dealer. At the conclusion of the Lucky Ladies™ take or pay procedure, the blackjack game resumes as normal.

47.1-834.13 The Play – Bet the Set 21 and Progressive

Bet the Set 21 and Bet the Set 21 Progressive are copyright and patent-protected blackjack variation games, the rights to which on August 22, 2013 were owned by SHFL entertainment of Las Vegas, Nevada, and which may be transferred or assigned. Bet the Set 21 and Bet the Set 21 Progressive must be played according to the following rules:

- (1) Bet the Set 21 may be played only on tables displaying the Bet the Set 21 layout.
- (2) Bet the Set 21 is an optional wager for blackjack.
- (3) Players must make a standard blackjack wager in order to make the Bet the Set 21 wager. All bets will be in an amount between the table minimum and the table maximum, as posted at the table, up to the \$100 maximum wager limit determined by the house and in accordance with applicable law.
 - (a) If Casino rules allow, a player may play multiple hands
 - (b) A player playing multiple hands may place a Bet the Set 21 wager on none, one or all of their hands.
 - (c) Players may also place dealer tip/wagers on their Bet the Set 21 wager by placing the dealer tip in front of their Bet the Set 21 wager.
- (4) The dealer then follows house procedures for dealing blackjack
- (5) Once each player has received two cards, the dealer settles all Bet the Set 21 wagers according to house procedures. If a player's first two cards are a pair or suited pair, they win according to the posted pay table. If the player's first two cards are not a pair, they lose their Bet the Set 21 wager.
- (6) Winning Bet the Set 21 wagers will be paid in front of the Pair Square and pushed off toward the player.
 - (a) When the cards are dealt face up, the Bet the Set 21 wagers will be settled immediately after everyone receives their first two (2) cards. Winners will be paid and losing wagers will be picked up in the order of placement from the dealer's right to left. Then, normal blackjack play will resume.
 - (b) When the cards are dealt face down, the Bet the Set 21 wagers will be settled on a hand to hand basis, as the dealer goes from left to right asking for hit/stand determinations.
- (7) The pay table in use, or payout derived from the pay tables, must be displayed on the table layout or on signage at the table:

Pay Table 1	Pays
Regular Pairs	15 to 1
BTS-01 is designed for single deck	.

Pay Table 2	Pays
Regular Pairs	10 to 1
Suited Paris	25 to 1
BTS-02 is designed for double deck	.

Pay Table 3	Pays
Regular Pairs	10 to 1
Suited Pairs	15 to 1
BTS-03 is designed for multi deck	.

Pay Table 4	Pays
Regular Pairs	10 to 1
Suited Pairs	12 to 1
BTS-04 is designed for multi deck	.

Pay Table 5	Pays
Regular Pairs	12 to 1
BTS-05 is designed for single deck	.

Pay Table 6	Pays
Regular Pairs	10 to 1
Suited Pairs	20 to 1
BTS-06 works with 2, 4, 5, 6, or 8 decks	.

- (8) Bet the Set 21 Progressive is an optional multi-credit progressive wager.
- (9) The first two pays consider only the player's first two cards. The bottom two pays consider both the player's first two cards and the dealer's first two cards.
- (10) Bet the Set Progressive Pay table:

Outcome	6 Deck*	Envy Payout
Pair	5 to 1	
Suited Pair	20 to 1	
Four of a Kind	100 to 1	
Four of a Kind (same Color)	100% of the progressive + 250 to 1	\$50
* Payouts are based on a \$1 wager and multiply (except envy) up for the larger wagers		

- (11) The meter will be reseeded when the 100% award hits. The cost of the reseed has been factored in to the casino's mathematical advantage.
- (12) To begin each round, players must make their regular game's wager. They may also place the optional multi-credit progressive wager. Players must place the progressive wagers on the sensor in front of their betting position.
- (13) Once all players place their wagers, the dealer will press the appropriate button on the keypad. The sensors will then light up, indicating a progressive wager. The dealer will leave all progressive wagers on the table.

- (14) The dealer then follows house procedures for dealing the regular game.
- (15) After the dealer and the player receive their first two cards, the dealer will reconcile all Bet the Set 21 Progressive wagers. If the player's first two cards are a pair, and the dealer's up card isn't a match, the dealer will pay the progressive wager according to the posted pay table. If the player's first two cards are a pair, and the dealer's up card is a match, the dealer will wait to reconcile the player's progressive wager until the dealer's hole card is exposed. Splitting the first two cards will not AFFECT the player's progressive wager. If a player qualifies for one of the Four of a Kind payouts and splits the original two cards dealt, the dealer will leave the player's cards on the table until the dealer's hole card is exposed. All Four of a Kind (same color) hands, when the dealer's up card matches a player's pair, will follow the procedures in the next section for reconciling the percentage pay from the progressive meter.
- (16) Progressive winners:
- (a) The percentage pay is paid from the progressive jackpot shown on the progressive meter.
 - (b) Other hands are paid from the tray; they do not come off the meter.
 - (c) In the event more than one progressive meter pay hits during the same round, house procedures shall be used for the resolution of the progressive hands
 - (d) As the terms "jackpot," "jackpot award," and "progressive jackpot" are used in these rules of play, the terms shall apply to Bet the Set Progressive only. A retail licensee may not discontinue offering a Bet the Set Progressive jackpot until the highest progressive jackpot award has been won by a qualified player or players. If a licensee wishes to discontinue offering a progressive jackpot award, the licensee may petition the Director for permission to either reduce the qualifications or criteria for winning the award, allowing the award to be paid more quickly, or to transfer the award liability to the jackpot offered by a different game. If a retail licensee intends to close its business while having a progressive jackpot award liability, the licensee may petition the Director for permission to transfer the award liability, together with the award fund, to another retail licensee offering a comparable jackpot award.
 - (e) When a player has a progressive winner, the dealer shall press the appropriate hand button on the keypad and then contact a supervisor.
 - (f) Once the casino verifies the progressive win, house procedures are then followed for paying the prize.
- (17) Envy Bonus:
- (a) A player making the progressive wager also qualifies to win an envy payout. If another player at the table hits a hand associated with an envy payout, all other players who made the progressive wager win the envy payout. The player hitting the hand receives the normal prize pay only, but does NOT receive the envy payout. Rule of thumb: You can't win an envy bonus pay from yourself, or the dealer.
 - (b) If a player's hand triggers an envy payout, the dealer will leave the hand face up on the layout; otherwise, the dealer will lock up the cards. The dealer will then move on to the next player.
 - (c) The dealer pays any Envy Bonuses at the end of the round. In the event that more than one player is involved in a qualifying envy pay, all players win multiple envy payouts.

47.1-834.14 The Play – Hit and Run.

Hit and Run is a copyrighted and patent-protected blackjack variation game, the rights to which are owned by SHFL entertainment of Las Vegas, Nevada, and which may be transferred or assigned. Hit and Run Blackjack must be played according to the following rules:

- (1) Hit and Run may be played only on tables displaying the Hit and Run layout.
- (2) Hit and Run is an optional wager for blackjack. The bet wins if the player has blackjack (the "Hit"). The amount won is determined by the number of cards the dealer ends up with that round (the "Run").
- (3) Players must make a standard blackjack wager in order to make the Hit and Run wager. All bets will be in an amount between the table minimum and the table maximum, as posted at the table, up to the \$100 maximum wager limit determined by the house and in accordance with applicable law.
 - (a) If casino rules allow, a player may play multiple hands.
 - (b) A player playing multiple hands may place a Hit and Run wager on none, one or all of their hands.
 - (c) Players may also place dealer tips/wagers on their Hit and Run wager by placing the dealer tip in front of their Hit and Run wager.
- (4) The dealer then follows house procedures for dealing blackjack.
- (5) Once each player has received two cards, if the player does not have a blackjack the dealer will immediately collect their Hit and Run wagers.
- (6) If the player has blackjack, the dealer will reconcile the primary blackjack wager and then leave the player's cards face up under the Hit and Run wager.
- (7) The dealer will then hit their hand according to house procedure.
- (8) The dealer will then reconcile all other blackjack wagers and pay winning Hit and Run wagers.
- (9) Pay table:

Number of Dealer Cards*	Pays
5+	40 to 1
4	20 to 1
3	15 to 1
2	10 to 1

*includes bust card, if applicable

47.1-834.15 The Play – Dead Man's Hand Blackjack.

Dead Man's Hand Blackjack is a copyrighted and trademarked blackjack variation game the rights to which are owned by Mark T. Dunow d/b/a Dunow Gaming of Golden, Colorado and which may be transferred or assigned. Dead Man's Hand Blackjack shall be dealt and played following the standard rules of Blackjack except as follows:

- (1) Dead Man's Hand Blackjack is an optional bet for blackjack.

- (2) Dead Man's Hand Blackjack must be played only on tables displaying the Dead Man's Hand styled table layout. The game shall be played using one, two, five, six or eight standard 52 card decks.
- (3) At the discretion of the retail licensee, players may place a tip bet for the dealer on the dead man's hand bet. Winning tip bets will be paid at the same odds as the player's winning bets. The retail licensee may require tip bets to be in an even dollar amount and may limit the maximum amount of such tip bets.
- (4) At the same time a player makes his/her standard blackjack bet, the player has an opportunity to make an additional optional bet in an even dollar amount known as the Dead Man's Hand. The minimum and maximum amounts of the Dead Man's Hand bet permitted shall be posted on the table signage and cannot be more than the original blackjack bet.
- (5) If the player is playing more than one hand, the same number of Dead Man's Hand bets can be made. Players that have made the Dead Man's Hand bet and are not dealt at least one Ace or one eight on their initial first two cards will lose their Dead Man's Hand bet.
- (6) Players that make the Dead Man's Hand bet will win if one of their first two cards dealt is an Ace or an eight and will be paid according to the posted pay table. Players will also win if their first two cards are an Ace and an eight or if their first two cards are a pair of Aces or a pair of eights and the dealer has a blackjack. Such winning bets will be paid according to the posted pay table.
- (7) Players that have been dealt a pair of Aces or a pair of eights can choose to split their hands. No additional Dead Man's Hand bet is required to split these hands. Splitting pairs will be handled as follows:
 - (a) Standard house policy will apply to splitting pairs.
 - (b) Players may split pairs up to three times for a maximum of four hands.
 - (c) If a player splits a pair and then receives cards that bust the hand, the dealer will remove the cards that busted the hand and leave the initial Aces or eights in a horizontal position. Once the player has completed taking hits, the dealer will calculate the winning payout according to the posted pay table and pay the patron accordingly.
 - (d) Players will be paid for the number of Aces and/or eights he/she has been dealt when all splitting is done.
 - (e) If the player splits but does not receive any additional Aces or eights, he/she will be paid for his/her initial pair of Aces or eights according to the posted pay table.
 - (f) Depending on the pay table the retail licensee chooses to use, the objective of the game is to be dealt four sets of Aces and/or eights after the patron splits his/her initial pair of Aces or eights.
 - (g) The game then continues to the next player.
- (8) Players who make the Dead Man's Hand bet and are dealt a pair of Aces or a pair of eights may choose not to split their pair and complete their hand according to their preference. These hands will be paid double the payout for just one Ace or one eight on their first two cards according to the posted pay table.

(9) Pay table:

	Pay table 1	Pay table 2	Pay table 3	Pay table 4	Pay table 5
4 – Sets of A-8's				500 to 1	500 to 1
3 – Sets of A-8's				250 to 1	250 to 1
2 – Sets of A-8's	50 to 1	25 to 1	50 to 1	25 to 1	50 to 1
1 – Set of A-8's	14 to 1	4 to 1	4 to 1	4 to 1	5 to 1
A-A or 8-8 with only A-8 after split	3 to 1	4 to 1	4 to 1	4 to 1	4 to 1
A-A or 8-8 no split	3 to 1	4 to 1	4 to 1	4 to 1	4 to 1
Any A or 8 (first 2 cards)	3 to 2	2 to 1	2 to 1	2 to 1	2 to 1
Pair of Aces or Pair of 8's AND Dealer Blackjack	50 to 1	50 to 1	50 to 1	50 to 1	50 to 1

47.1-835 Blackjack Tournaments.

- (1) Blackjack tournaments may be conducted by retail licensees as a single event or a series of events culminating with an overall winner. At such tournament, any of the blackjack games authorized in this Rule 8 may be played. A tournament must conclude no later than four months following the first day of tournament play.
- (2) A tournament which will produce adjusted gross proceeds may be conducted by only one licensee; no two or more licensees may jointly conduct such a single tournament.
 - (a) Two or more licensees may jointly conduct a tournament in which the value of all monies collected will be returned to the participants as prizes and will not result in taxable adjusted gross proceeds.
 - (b) If one tournament is conducted by two or more licensees, one of the licensees shall be designated as being responsible for the tournament, and shall alone have the duty to ensure the proper award of all prizes at the tournament's conclusion. This licensee shall also be responsible for completion and maintenance of all tournament accounting records which pertain to the tournament as a whole.
 - (c) Licensees participating in a tournament shall ensure that no player is entered in the tournament more than once at any given time during the tournament. However, if permitted by the tournament rules, after a player has been eliminated from the tournament, the player may be allowed to re-enter the tournament as a new and separate entry. Any player found to have two or more concurrent, active entries in a tournament shall be disqualified from tournament play and shall not be eligible to receive any tournament prize. (47.1-835 added, perm. 12/30/98)

47.1-836 Tournament Chips Required.

- (1) All wagers must be made with approved tournament chips provided by the licensee. Currency and coins must be exchanged for tournament chips prior to the start of play. No currency, coins, chips other than tournament chips, or other thing of value may be used as wagers. Tournament chips shall have no cash value, and shall represent tournament points only. There shall be no limitation on the size of a wager made with tournament chips. Tournament chips may never be redeemed for cash or for any other thing of value, except that the point total represented by the players' accumulations of tournament chips shall be used to determine the winners and/or final place in a tournament.

- (2) If the tournament chips in play are not imprinted with a number representing the actual number of points which the chip represents, each tournament table must display a notice visible to all players which describes the currently assigned point value to each different color of chip. The point value assigned to each color of chip may change between rounds of tournament play, but the required notice must always reflect the current values. (47.1-836 added, perm. 12/30/98)

47.1-837 Calculation of Adjusted Gross Proceeds of Tournament Play.

For purposes of blackjack tournament play, entry fees are considered adjusted gross proceeds and shall be reported as such on the gaming tax return in the month in which the entry fee(s) are collected. If the entry fee is a non-cash item such as a toy, food card, canned good, etc., the licensee must establish a pre-determined cash value (equivalent to the cash entry fee) of the item and record this value as the entry fee on the required tournament form. Complimentary entry fees paid by the licensee shall also be considered adjusted gross proceeds. If an entry fee is collected for the tournament, the licensee must complete a tournament form listing each entrant and the dollar value of the entry fee for each entrant, regardless of how the entry fee was collected or paid. Each entrant listed on the tournament form must have an associated entry fee. Free tournaments where no entry fee is collected for any entrant results in zero adjusted gross proceeds. The licensee may not declare a loss against adjusted gross proceeds for tournaments.

47.1-838 Cash Receipts and Prize Awards-Accounting.

Cash received for tournament entry fees must be kept separate and apart from all other cash received by the licensee until such time as it is counted. Cash and merchandise paid out to winners as prize money shall be accounted for on forms specified by the Division. (47.1-838 added, perm. 12/30/98)

47.1-839 Location of Tournaments.

Each blackjack tournament may be conducted only upon licensed premises meeting the security and surveillance requirements of the rules and regulations and of the internal control minimum procedures. (47.1-839 added, perm. 12/30/98)

47.1-840 Qualification of Players.

At the licensee's discretion, the licensee may establish qualification or selection criteria to limit the eligibility of players. Such criteria, if used, should be reasonably related to limited gaming. (47.1-840 added, perm. 12/30/98)

47.1-841 Entry Fee and Player Buy-In.

Neither the amount of the tournament entry fees nor the amount of all allowable player buy-ins may exceed \$100,000. If both entry fees and buy-ins are used at a single tournament, then the combined amount of both the entry fee and all allowable buy-ins shall not exceed \$100,000. (47.1-841 added, perm. 12/30/98)

An Entry Fee is any amount collected for a tournament by the licensee not applied to the prize pool. All buy-ins for the tournament are combined to create the tournament prize pool. The licensee may create a prize pool for each event provided that any funds not awarded from that prize pool are carried forward to and awarded in future events of the tournament.

All buy-ins collected must be paid out to the winners of the tournament or events by the conclusion of the tournament. The licensee may not retain any amount collected as buy-ins. The licensee is allowed to offer complimentary buy-ins provided the dollar value is added to the prize pool. If the buy-in is a non-cash item such as a toy, food card, canned good, etc., the licensee must establish a pre-determined cash

value (equivalent to the cash buy-in for the event) of the items and record the value as the buy-in on the required tournament form.

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

If the prize voucher is used to guarantee a spot in a future event in which no entry fee and buy-in is offered, the prize voucher shall be considered a buy-in and applied to the prize pool. In this situation, the prize voucher is not considered a prize payout.

Prize vouchers may only be redeemed by the patron that won the voucher in a previous event.

47.1-842 Tournament Rules of Play.

- (1) The rules of play of each tournament game shall follow the standard rules of play of each game as set forth in this Rule 8. The rules for the conduct of each tournament shall be reduced to writing and a copy shall be provided to all tournament players. A copy of the rules must also be provided to the local office of the Division of gaming at least five days in advance of the scheduled start of the tournament. The Division shall notify the retail licensee of any proposed tournament rules which the Division finds to be unacceptable, and the licensee shall not offer a tournament using the rules found unacceptable.
- (2) The tournament must be structured so that a player cannot theoretically exceed wagering limitations for the tournament buy-in during the initial rounds of play in the tournament. (47.1-842 added, perm. 12/30/98)

47.1-843 Conduct of Tournament. Effective 9/14/2012

The following rules shall apply to all blackjack tournament play and must be included in the printed rules for each tournament:

- (1) All players will receive an equal number of tournament chips for their entry fee and/or initial buy-in.
- (2) A player's initial table and seat assignments shall be drawn randomly by means of either an electronic or manual selection process. As tables are combined following player elimination, the new seating assignments for remaining players shall also be drawn randomly by means of either an electronic or manual selection process.
- (3) A rotating button will be used to indicate the first playing position at the table. Each hand shall begin with the player who has the button. The button shall be moved one position, clockwise around the table, by the dealer, after each hand.
- (4) Players are eliminated from the tournament when they lose all their chips, or when they have too few chips remaining to be able to place a required wager.
- (5) Play will continue until either:
 - (a) The end of the final round as such final round has been defined in advance by the tournament rules; or

- (b) Until only one player has not been eliminated. The winner(s) shall be decided by the total accumulation of points for the duration of the tournament. At the option of the retail licensee, the rules may permit a specified number of final remaining players, not exceeding four, to be permitted to unanimously agree among themselves to split the prize(s) between or among them without the necessity of continuing tournament play to finality.
- (6) The dealer shall change the decks of cards at least once every two hours of continuous play.
Amended 9/14/2012
- (7) Each player shall be permitted to play only one hand.
- (8) No player may allow a person to sit in on a tournament game on the player's behalf. No player may wager on another player's hand, nor may any player play other than the player's own hand.
- (9) Only tournament chips on the table at the start of a game may be played. Chips must be kept in full view of other players. Concealed chips may not be used in play.
- (10) A player may assemble chips in front of the player before acting. A player shall be considered to have made a bet if the player pushes assembled chips forward into the player's betting area and has removed the player's hand from the chips. After a bet has been made, it cannot be changed.
- (11) A hand gesture made indicating the player's intent is binding upon the player. If a player faults a dealer's action because it was different than the action intended by the player, the pit supervisor or tournament judge shall resolve the dispute in the manner described by regulation 47.1-828.
(47.1-843 added, perm. 12/30/98)

47.1-844 House rules for tournament play.

House rules for the tournament, which must also be included in the printed rules, shall include as a minimum:

- (1) Inclusion of the standard house rules for play of the specific blackjack game, or in the alternative, a statement to read: "except as changed by these tournament rules, tournament play shall follow the house rules of [casino name]."
- (2) The amount of the entry fee, if any, and the amount of the initial player buy-in. The rules must also expressly state whether or not re-buys will be permitted, and if permitted, under what circumstances or conditions.
- (3) The initial amount of bets and the initial limits on bets, and a description of the manner in which the amount of betting limits will increase or progress during the tournament.
- (4) How the final round of play is to be determined, the procedure for breaking ties, and how the tournament is to be concluded.
- (5) How many prizes are to be awarded, and the exact description of each prize.
- (6) Any additional house rules which are different from the normal play of the game in the licensed establishment. (47.1-844 added, perm. 12/30/98)

RULE 9 MINIMUM PROCEDURES FOR DROP, COUNT, AND DISTRIBUTION OF CHIPS AND COINS FOR BLACKJACK, CRAPS AND ROULETTE

BASIS AND PURPOSE FOR RULE 9

The purpose of Rule 9 is to establish procedures for the distribution of chips to blackjack, craps and roulette tables, the removal of chips and coins from blackjack, craps and roulette tables, and to establish drop and count procedures related to blackjack, craps and roulette gaming in compliance with section 12-47.1-302 (1) (q). The statutory basis for Rule 9 is found in sections 12-47.1-201, C.R.S., 12-47.1-203, C.R.S., and 12-47.1-302, C.R.S.

47.1-901 Drop Procedures.

At the close of each shift, each blackjack, craps and roulette table's chip, token, and coin inventory must be counted and the total of each denomination of chips, tokens, and coins must be recorded together with their grand total on a table inventory form, in compliance with the requirements set forth in the internal control minimum procedures established by the Division. A final fill or credit may be made to restore the table bank to its beginning total. This is accomplished by using a fill or credit slip when chips or tokens are added to or removed from a table's chip tray.

At the end of a shift, all locked single-shift drop boxes must be removed from the blackjack, craps and roulette tables by the drop team members who must transport them directly to the count room or other secure area for counting. If not counted immediately, the drop boxes must be locked securely until the count takes place.

At the end of a shift, the corresponding section of all multiple-shift drop boxes must be locked before the appropriate section for the new shift is enabled. At the end of each gaming day, all locked multiple-shift drop boxes must be removed from the blackjack, craps and roulette tables by the drop team members who must transport them directly to the count room or other secure area for counting. If not counted immediately, the drop boxes must be locked securely until the count takes place.

47.1-902 Count procedures.

The count of blackjack, craps and roulette revenue must be performed by the count team in compliance with the requirements set forth in the internal control minimum procedures established by the Division. The drop boxes must be individually emptied on the count room table. Each empty drop box must be viewed by at least one other member of the count team to confirm that it is empty.

As the contents of a drop box are counted and verified by the count team, the count must be recorded in ink on the master games report. Corrections on soft count documentation must be made by crossing out the error and entering the correct figure and by obtaining the initials of at least two count team members.

Immediately after the master games report has been completed, all members of the count team must attest by signature to the accuracy of the blackjack, craps and roulette drop count. All cash counted must be given to the cashier for verification. The cashier who verifies the count must certify by signature as to the accuracy of the money delivered and received.

After verification by the cashier, the master games report with the necessary supporting documents must promptly be delivered to the retail licensee's accounting department.

47.1-903 Keys.

The following keys must be controlled in such a manner that access to blackjack, craps and roulette drop boxes requires at least two persons:

- (1) Count room keys;
- (2) Drop box rack keys;
- (3) Drop box table release keys;

- (4) Drop box contents keys; and
- (5) Duplicate keys.

47.1-904 Procedure for distribution of chips to blackjack, craps and roulette tables.

All requests for fills needed at a blackjack, craps and roulette table must be generated in the corresponding table games pit, and proper procedures must be in place to ensure adequate documentation of the transaction between the pit and the cage.

47.1-905 Procedure for removing chips or coins from blackjack, craps and roulette tables.

All requests for credits needed at a blackjack, craps and roulette table must be generated in the corresponding table games pit, and proper procedures must be in place to ensure adequate documentation of the transaction between the pit and the cage.

47.1-906 Statistics.

Individual and statistical game records reflecting drop, adjusted gross proceeds, and adjusted gross proceeds-to-drop percentage amounts by table, must be maintained by the licensee. Statistics for blackjack, craps and roulette must be maintained as defined in the internal control minimum procedures established by the Division.

47.1-907 Procedures outlined in the internal control minimum procedures.

The procedures for the drop, count, and distribution of chips and coins for blackjack, craps and roulette tables are further defined in the internal control minimum procedures established by the Division.

RULE 10 RULES FOR POKER

BASIS AND PURPOSE FOR RULE 10

The purpose of Rule 10 is to establish playing rules for authorized types of poker and management procedures for conducting poker games in compliance with section 12-47.1-302 (2). The statutory basis for Rule 10 is found in sections 12-47.1-201, C.R.S., 12-47.1-203, C.R.S., 12-47.1-302, C.R.S., and 12-47.1-818, C.R.S.

47.1-1001 Poker Rules

- (1) The game of poker authorized pursuant to article 47.1 of title 12, C.R.S., including all variations thereof, shall be permitted and conducted according to the rules and provisions set forth in this Rule 10, promulgated by the Commission (hereinafter collectively "the rules of poker"). The rules of poker shall be followed by all licensees and by all persons participating in any game of poker. (47.1-1001(1) amended 10/30/97)
- (2) Poker is dealt by a dealer on a poker table. A player bets on the cards (hand) the player holds. All the bets placed by the players are collected together in the center of the table which is known as the pot. There may be a required initial ante and there may be required blind bets by the players. After all the dealing of cards and betting has occurred for a pot and there are two or more players still in contention, there is a showdown to determine which player has the best hand. The object of the game is for a player to win the pot either by making a bet no other player is willing to match or by the player having the most valuable hand after all the betting is over. Based on the type of poker game played, the winning player may be the player who holds the hand of highest rank, lowest rank, or divided between the highest and the lowest ranking hands. At the discretion of the

retail licensee, a qualifier may be used to restrict high hands, low hands, or high and low hands. (47.1-1001 perm. 03/31/96; amended 12/30/04)

- (3) When permitted and described by the rules of play of approved poker games, the procedures outlined in paragraph (2) above may not be applicable in whole or in part. The following are permitted when described by the rules of play of an approved game:
- (a) The dealer may be permitted or required to play one or more hands of cards in a game. The dealer may not place a wager in any game in which the dealer is a player or participant.
 - (b) Players may be required to play against the dealer in addition to, or instead of, playing against other players.
 - (c) Players may hold winning hands if the hands qualify the players for monetary or premium returns based upon a publicly available pay schedule.
 - (d) It is possible for a player not to hold a winning hand, even when the player holds the best hand among all players in a game, if the hand does not qualify the player for a monetary or premium return based upon a publicly available pay schedule.
 - (e) There may be games in which there are either no winning non-dealer players or any number of winning players. There may be games in which there are either no losing non-dealer players, or any number of losing players.
 - (f) There may be a number of betting rounds or additional wagers following the player's initial wager. A player will not necessarily receive additional cards before participating in a new betting round or making an additional wager.
 - (g) It is not necessary that players' wagers be pulled into a common pot, nor will a pot necessarily be awarded to winning players.
 - (h) The dealer may or may not take a rake from wagers placed by the players. (47.1-1001(3) added, perm. 11/30/96)
 - (i) There may be games in which there is not a qualifying hand and a common pot is not awarded to any player; the pot may be awarded to a qualifying player in a subsequent hand. (added perm. 12/30/04)

47.1-1002 Definitions for Poker.

The following definitions apply to all the rules of poker and to all games of poker conducted by licensees:

- (1) "Ante" means a predetermined contribution to the pot before the first card of the game is dealt;
- (2) "Bet" means a player's wager to the pot on any betting round; no initial or subsequent bet may exceed \$100.00;
- (3) "Betting round" means a complete cycle in a hand of poker in which all players have called or folded;
- (4) "Blind bet" or "blind" means a bet made before the first card of the game is dealt;
- (4.25) "Blind position" means the player to the left of the button;

- (4.5) "Bet or Fold" means the requirement that a player place a wager (i.e., bet) or fold his hand;
- (5) "Button" means an object which is moved clockwise around the table to denote an imaginary dealer;
- (6) "Buy-in" means a purchase of chips by a player prior to or during play. In tournament play all buy-ins are used to fund the prize pool and are paid back in their entirety to the players during the tournament;
- (7) "Call" means a bet made equal to the immediately preceding bet;
- (8) "Check" means to waive the right to initiate the betting in a round, but to retain the right to call or raise;
- (9) "Check and raise" means a raise after a player first checked in a round;
- (10) "Chips," in addition to the definition set forth in section 47.1-106 (6) of Rule 1, General Rules and Regulations, means tokens, 25-cent coins, or 50-cent coins or electronic chips; *Eff 10/30/2008*
- (10.5) Chopping of the blinds: An agreement between the two players in the blind positions to end the hand by taking back their blinds when no action has occurred before the flop and all other players have folded.
- (11) "Community cards" means cards dealt or turned face upward which can be used by all players with a live hand to make their best hand;
- (12) "Deal" means the distribution of playing cards among the players;
- (13) "Defective Deck" means a deck that is found to have other than the proper cards or number of cards for the game being played
- (14) "Draw" means in draw poker, the taking of additional cards by a player;
- (14.5) "Entry fee" means any amount collected for a tournament by the licensee not applied to the prize pool. This amount is reported as adjusted gross proceeds on the licensee's gaming tax return in the month the fee was collected;
- (15) "Flop" means the first three community cards dealt or turned face up at one time;
- (16) "Fold" means to discard a hand, forfeiting claim to the pot;
- (17) "Hand" means one game in a series, one deal, the cards held by a player, or the best cards a player is holding;
- (18) "Jackpot award" means a special money award, in addition to the money in the pot, paid following the occurrence of a specific pre-defined situation to qualifying individuals playing a player banked poker game, as specified by the posted jackpot rules; (47.1-1002(18) amended, perm. 11/30/96)
- (19) "Jackpot rake" means the amount, not to exceed \$2.00, which may be taken from the pot at a player banked poker game by the retail licensee expressly to build a jackpot award. The jackpot rake may be taken in addition to the standard rake; (47.1-1002(19) amended, perm. 11/30/96)
- (20) "Misdeal" means to deal a hand of poker incorrectly;

- (21) "Money on the piece" means a procedure by which a poker player may use currency visible on a poker table before a hand begins in the betting action when the player runs out of chips in the middle of a hand. The bill represents all bets, calling or raising, and is marked with chips from the action pot;
- (22) "Muck" means discards, burn cards and cards from the unused stub;
- (23) "Open" or "to open" means to make the first bet in a hand;
- (24) "Opener" means the player who makes the first bet in any betting round;
- (24.5) "Poker tournament" means an event or series of events that culminates with an overall winner;
- (25) "Pot" means the total amount anted and bet by players during a game which is awarded to the winning player or players;
- (26) "Progressive pool" means a special money award, in addition to the money in the pot, contributed by players in a game for the benefit of such players and distributed according to criteria described in the rules of the game. (47.1-1002(26.5) added perm. 9/30/99)
- (27) "Raise" means a bet in an amount greater than the immediately preceding bet in that betting round. The amount of a raise may not exceed \$100.00 more than the immediately preceding bet;
- (28) "Rake" means the amount taken from the pot by the retail licensee, which amount shall not exceed ten (10) percent of the pot; (47.1-1002(24) temp. 9/30/91, perm. 12/30/91, amended perm. 09/30/99)
- (29) "Round" means a cycle of bets made by the players following the deal of the cards;
- (30) "Qualifier" means the requirement to qualify for award of the pot, or for any portion of the pot in any game;
- (31) "Showdown" means the revealing of each player's hand after the last bet to determine the winner(s) of the pot;
- (31.5) "Shuffling device" means an electro-mechanical device which shuffles the cards; (47.1-1002 (31.5) added perm. 05/30/01)
- (32) "Stake" means the funds with which a player enters the game;
- (33) "Substantial action" means two players putting money in the pot, or three players acting by making a statement or physical gesture of intent to fold or put money in the pot by a bet, call, or raise. A player posting a blind or straddle is not considered to have taken action at that point. The term "substantial action" shall have no applicability to house banked poker games; (47.1-1002 (28)-(34) perm. 03/31/96); 47.1-1002 (34) amended 10/30/97; 47.1-1002 amended 12/30/04)

47.1-1003 Types of poker authorized.

The retail licensee may conduct the following poker games:

- (1) Texas Hold 'Em high poker;
- (2) Five-card low draw poker;
- (3) Five-card high draw poker;

- (4) Five-card high-low split draw poker;
- (5) Five-card stud poker;
- (6) Seven-card low stud poker;
- (7) Seven-card high stud poker;
- (8) Seven-card high-low split stud poker;
- (9) Omaha high-low split hold 'Em poker;
- (10) Omaha high hold 'Em poker;
- (11) Texas Hold 'Em high-low split poker;
- (12) Pineapple Hold 'Em high poker;
- (13) Pineapple Hold 'Em high-low split poker;
- (14) Crazy pineapple Hold 'Em high poker;
- (15) Crazy pineapple Hold 'Em high-low split poker;
- (16) Hold 'Em Eighty-eight poker;
- (17) Joker Poker;
- (18) Caribbean Stud Poker;
- (19) Caribbean Draw Poker;
- (20) Let it Ride and Let it Ride Bonus;
- (21) Colorado Hold 'Em Poker;
- (22) Western Stud;
- (23) Vegas Double Action;
- (24) Prospector Poker;
- (25) Three Card Poker;
- (26) Bonus 6;
- (27) Home Run Hold 'Em;
- (28) 208 Poker;
- (29) Boston 5 or Boston 7 Stud Poker;
- (30) Player's Choice Poker;
- (31) 3-5-7 Poker;

- (32) Champion poker; *Eff 11/30/2006*
- (33) Trips Poker;
- (34) Texas Hold 'Em Bonus Poker;
- (35) Longhorn Hold'Em;
- (36) Wild Six Card Draw Poker;
- (37) Pai Gow Poker; *Eff 3/17/2011*
- (38) Crazy 4 Poker; *Eff 3/17/2011*
- (39) High Five Poker; *Eff 3/17/2011*
- (40) Mississippi Stud; *Eff 3/17/2011*
- (41) Ultimate Texas Hold 'Em; *Eff 3/17/2011*
- (42) Three Card Split;
- (43) Emperor's Challenge; *Amended 09/14/2012*
- (44) Fortune Pai Gow Poker;
- (45) Texas Shootout;
- (46) Straight Edge Poker;
- (47) Big Raise Stud Poker.

47.1-1004 Ranking of cards in hands.

The cards are ranked ace, king, queen, jack, ten, nine, eight, seven, six, five, four, three, and deuce. The ace is the highest ranked card in high poker and is ranked lower than a deuce in low poker, and is ranked lower than a deuce when used in an ace-5 straight in either high or low poker.

- (1) A high poker hand in a showdown consists of five cards, ranked according to the following from highest to lowest:
 - (a) Five aces—four aces of different suits and the joker;
 - (b) Five of a kind—four cards of the same rank and the joker;
 - (c) Straight flush—five cards of the same suit in sequence; an ace-high straight flush is a “royal flush”;
 - (d) Four of a kind—four cards of the same rank;
 - (e) Full house—three cards of the same rank and two cards of the same rank;
 - (f) Flush—five cards of the same suit;
 - (g) Straight—five cards in sequence;

- (h) Three of a kind—three cards of the same rank;
 - (i) Two pair—two cards of the same rank and two cards of one other rank;
 - (j) One pair—two cards of the same rank; and
 - (k) High card—the highest ranking card in the hand.
- (2) A low poker hand in a showdown consists of the best low qualifying hand. Straights and flushes do not impair the value of a hand for low.
- (3) If expressly permitted by the rules of play of an approved poker game, a poker hand may consist of either fewer than five cards or more than five cards. The rank of poker hands containing other than five cards shall be specified by the rules of play of each game permitting such hand. (47.1-1004(1) amended; (2)-(3) added, perm. 11/30/96; 47.1-1004(1) amended 12/30/04)

47.1-1005 Use of joker.

- (1) At the discretion of the licensee, a joker may be used in poker as an ace, or as any card not already in the player's hand to complete a straight flush, a flush, a straight or as the lowest card not already in the player's hand. (47.1-1005 perm. 03/31/96, amended 12/30/04)
- (2) If permitted by the rules of play of an approved poker game, one or more jokers may be added to the deck, and may be used as described above, or may be used as wild cards, representing any card in the deck. (added perm. 12/30/04)

47.1-1006 Tie.

Tied hands are determined solely by the five cards that make the hand, and no other cards. Ties may not be broken by the value of the side cards, nor by suit. At a showdown, if two or more hands are tied, the pot is split between the tied hands. (47.1-1006 perm. 03/31/96; amended 12/30/04)

47.1-1007 Cards.

- (1) When a table is opened for play, the cards in a game of poker must be verified by the dealer as one complete standard deck of 52 cards. One or more jokers may be added in certain games. The design on the backs of the cards in the deck must be identical, and no card may contain any marking, symbol, or design that enables a player to know the identity of any element printed on the face of the card. The backs of the cards may contain a logo. The backs of the cards in the deck must be designed to eliminate the ability of any person to place concealed markings on them. No retail licensee may use cards that are taped, cut, shaved, marked, defaced, bent, crimped, or deformed. (47.1-1007 perm. 03/31/96; amended 12/30/04)
- (2) If permitted by the rules of play in an approved poker game, digital or electronic representations of cards may be used. (added perm. 12/30/04)

47.1-1008 Retail licensee to provide dealer.

The retail licensee must provide the dealer. The dealer may not make a bet or otherwise wager on a poker game.

47.1-1009 Shuffle and cut of the cards.

- (1) Before play, the dealer must, in front of the players, shuffle the cards so that they are randomly intermixed. An approved mechanical shuffling device may be used to shuffle the cards. Following

the shuffle, the dealer must cut the cards. The dealer must place a cutting card on the bottom of the deck to conceal the last card.

- (2) If there are not enough cards left in the deck for each player, the dealer is to deal all the cards except the last card. The dealer is to then scramble the last card and the four burn cards, cut the deck, burn a card, and deliver the remaining down cards, using the last card if necessary. The dealer may not shuffle in any cards which have been folded by the players. If there are five players remaining without a card, the dealer will not burn so that each player may receive a fresh card. If the dealer determines that by using this procedure, there will still not be enough cards for all the players, the dealer is not to give any of the players a down card. Instead, the dealer is to announce to the table that there are not enough cards to go around and a community card will be used. The dealer will then burn a card and turn a card up in the center of the table. The card plays in everyone's hand. The player who falls high on board, using the community card, initiates the action. (47.1-1009 temp. 9/30/91, perm. 12/30/91; 47.1-1009 temp. 5/13/93, perm. 6/30/93; 47.1-1009 perm. 03/31/96; 47.1-1009 amended, perm. 11/30/96; 47.1-1009 (3) amended perm. 10/30/97; 47.1-1009 amended 12/30/04; 47.1-1009(3) deleted 12/30/04)

47.1-1010 Ante.

An ante may be used in the game at the discretion of the retail licensee. The player must ante for each hand by placing chips equaling the ante in front of the player on the table before the first card of the game is dealt. The dealer must sweep the antes and place them in the pot. Once the first card is dealt to any player, the ante may not be altered, except that if a player's hand is declared dead for reasons other than the player's fault, the ante may be returned to such player. When a player is at a table with an electronic betting terminal (EBT), the ante will be displayed on the terminal and will be locked into place once the first card is dealt to any player. (47.1-1010 perm. 03/31/96; amended 12/30/04)

47.1-1011 The deal.

- (1) Cards may be dealt out of the hand by the dealer. A button may be moved around the table, clockwise, so that the player who has the button receives the advantage of playing and betting last. The dealer must protect the deck to avoid exposure of the cards.
- (2) The retail licensee must have two separate decks of cards available at each table, except that the second deck of cards used in house banked games may be maintained at the pit podium. The color of the backs of the cards of the two decks must be of a different predominant color. A new deck must be used for at least one complete cycle of play around the table, or for seven hands of play in house banked games, unless the deck is found to be defective. If a mechanical shuffling device is used, the deck may be changed following each hand.
- (3) If appropriate to the play of an approved poker game, a mechanical shuffling device may be used to dispense each player's cards, and/or the dealer's cards, and/or the community cards, as a group, to the dealer. The dealer shall then deal an intact group of cards from the shuffling device to each player, and/or to the dealer, and/or to the community card area, as specified by the rules of the game. (47.1-1011 temp. 9/30/91, perm. 12/30/91; 47.1-1011 perm. 03/31/96; 47.1-1010(1) amended, (2) added, perm. 11/30/96)
- (4) If appropriate to the play of an approved poker game, an approved electronic shuffling device may be used to deal each player's cards, and/or the dealer's cards, and/or the community cards. The cards are dealt and displayed as specified by the rules of the game. (47.1-1011 amended 12/30/04)

47.1-1012 The play — Texas hold'em high and high-low split.

- (1) The dealer must deal two cards to each player, face downward and one at a time. The first player to receive a card is the player to the left of the player who has the button. The last player to receive cards is the player assigned the button. After all players have received their two cards, there is a betting round. The player to the left of the last blind bettor may call, raise, or fold and each following player may call, raise, or fold in a clockwise order;
- (2) The dealer burns the top card of the deck and deals three community cards from the deck one at a time face downward and turns them face upward all at once in the center of the table. Community cards are common to the hand of every active player in the pot;
- (3) After the flop, the betting continues for another round. The first player still in the pot sitting left of the player assigned the button is the first to act and then each player in a clockwise order may act in turn until all bets are equal. Any player may call, check, raise, or fold in accordance with the house rules;
- (4) The dealer burns a card and deals a fourth community card face upward in the center of the table. Another betting round occurs. The dealer burns a card and deals a fifth community card face upward in the center of the table for the final betting round; and
- (5) After all bets are made and if there are two or more players remaining in the game, there is a showdown.
 - (a) In Texas hold 'em high, the best qualifying high hand wins the pot.
 - (b) In Texas hold 'em high-low split, the best qualifying high hand and the best qualifying low hand split the pot.
 - (i) If there is no qualifying low hand, a player who wins high receives the entire pot.
 - (ii) A player who wins in one direction and ties a player in the other direction receives three-quarters of the pot.
 - (iii) A player who wins in both directions without a tie receives all of the pot.
 - (iv) Aces may be used for either high or low. At the discretion of the casino, a qualifier may be used to restrict the low hands. Straights and flushes do not impair the value of a hand for low.
- (6) The five community cards shall be combined with none, one, or two cards from each player to determine the player's best five card hand. (47.1-1012 temp. 9/30/91, perm. 12/30/91) (47.1-1012 amended, perm. 03/31/96; amended 12/30/04)

47.1-1013 The play – Five-Card Draw poker.

The games five-card low draw poker, five-card high draw poker, and five-card high-low split draw poker must be played according to the following rules:

- (1) The dealer shall deal five cards to each player. After the initial betting round, players either retain their pat hands or discard. The players' discards must be kept separate from the muck. Players who discard are dealt a replacement card for each card discarded. There is a final betting round followed by a showdown;
- (2) After all bets are made and if there are two or more players remaining in the game, there is a showdown.

- (a) In five-card low draw, the best qualifying low hand wins the pot. The best low qualifying hand is determined by the licensee.
- (b) In five-card high draw, the best qualifying high hand wins the pot.
- (c) In five-card high-low split draw, the best qualifying high hand and the best qualifying low hand split the pot.
 - (i) If there is no qualifying low hand, a player who wins high receives the entire pot.
 - (ii) A player who wins in one direction and ties a player in the other direction receives three-quarters of the pot.
 - (iii) A player who wins in both directions without a tie receives all of the pot.
 - (iv) Aces may be used for either high or low. At the discretion of the casino, a qualifier may be used to restrict the low hands. Straights and flushes do not impair the value of a hand for low.
 - (v) If the chips contained in the pot are not divisible by two, the player with the high hand must be awarded the odd chip after the remaining pot is split equally. (47.1-1013 amended, perm. 03/31/96; amended 12/30/04)

47.1-1014 The play -- Five-card stud poker.

In five-card stud poker, the player must receive one card face downward and one card face upward to form an initial hand. The player must receive three more cards dealt face upward one at a time. At the discretion of the retail licensee, the fifth card may be dealt face down. There may be a total of four betting rounds, one after each new card has been dealt. Five-card stud poker is only played at high poker. (47.1-1014 amended 12/30/04)

47.1-1015 The play -- Seven-card stud poker.

The games of Seven-card low stud, Seven-card high stud and Seven-card high-low stud poker must be played according to the following rules:

- (1) In seven-card stud poker, the player receives two cards dealt face downward and one card dealt face upward. The players receive three additional cards dealt face upward and a final card dealt face downward, with a betting round after each card. (47.1-1015 amended, perm. 3/31/96)
- (2) After all bets are made and if there are two or more players remaining in the game, there is a showdown.
 - (a) In Seven-card low stud, the best qualifying low hand wins the pot. The best low qualifying hand is determined by the licensee.
 - (b) In Seven-card high stud, the best qualifying high hand wins the pot.
 - (c) In Seven-card high-low stud, the best qualifying high hand and the best qualifying low hand split the pot.
 - (i) If there is no qualifying low hand, a player who wins high receives the entire pot.
 - (ii) A player who wins in one direction and ties a player in the other direction receives three-quarters of the pot.

- (iii) A player who wins in both directions without a tie receives all of the pot.
- (iv) Aces may be used for either high or low. At the discretion of the casino, a qualifier may be used to restrict the low hands. Straights and flushes do not impair the value of a hand for low. (47.1-1015 amended 12/30/04)

47.1-1016 The play -- Seven-card high-low split stud poker.

Repealed. (47.1-1016 temp. 2/15/95, perm. 3/30/95) (47.1-1016 amended, perm. 3/31/96; repealed 12/30/04)

47.1-1017 The Play – Omaha Hold 'Em Poker.

The games of Omaha high-low split hold 'em and Omaha high hold 'em poker must be played according to the following rules:

- (1) The dealer shall deal four cards to each player. After each player has received four cards, there is a betting round;
- (2) The dealer burns the top card of the deck and deals a three card flop;
- (3) After the flop, the betting continues for another round;
- (4) The dealer burns a card and deals a fourth community card. Another betting round occurs. The dealer burns a card and deals a fifth community card for the final betting round. After all bets are made, and if there are two or more players remaining in the game, there is a showdown.
 - (a) In Omaha high hold 'em, the best qualifying high hand wins the pot.
 - (b) In Omaha high-low split hold 'em, the best qualifying high hand and the best qualifying low hand split the pot.
 - (i) If there is no qualifying low hand, a player who wins high receives the entire pot.
 - (ii) A player who wins in one direction and ties a player in the other direction receives three-quarters of the pot.
 - (iii) A player who wins in both directions without a tie receives all of the pot.
 - (iv) Aces may be used for either high or low. At the discretion of the casino, a qualifier may be used to restrict the low hands. Straights and flushes do not impair the value of a hand for low.
 - (c) In order for a player to win, a player must use two cards from the player's hand combined with three cards only from the community cards to make the best five card hand. A player may use any two cards from the player's hand for high and the same two or any two cards for low. (47.1-1017 temp. 2/15/95, perm. 3/30/95) (47.1-1017 amended, perm. 3/31/96; amended 12/30/04)

47.1-1017.2 The play – Pineapple hold 'em poker.

The games of Pineapple hold 'em high poker and Pineapple hold 'em high-low split poker must be played according to the following rules:

- (1) The dealer shall deal three cards to each player. After all players have received three cards, there is a betting round. The dealer will ask for cards, and each player must discard one card to the dealer and retain only two cards in the player's hand. Any player with more than two cards in the player's hand after the flop has a dead hand and shall have no claim on any part of the pot.
- (2) The dealer burns the top card of the deck and deals a three card flop;
- (3) After the flop, there is another betting round;
- (4) The dealer burns a card and deals a fourth community. Another betting round occurs. The dealer burns a card and deals a fifth community card;
- (5) After all bets are made and if there are two or more players remaining in the game, there is a showdown.
 - (a) In Pineapple hold 'em high, the best qualifying high hand wins the pot.
 - (b) In Pineapple hold 'em high-low split, the best qualifying high hand and the best qualifying low hand split the pot.
 - (i) If there is no qualifying low hand, a player who wins high receives the entire pot.
 - (ii) A player who wins in one direction and ties a player in the other direction receives three-quarters of the pot.
 - (iii) A player who wins in both directions without a tie receives all of the pot.
 - (iv) Aces may be used for either high or low. At the discretion of the casino, a qualifier may be used to restrict the low hands. Straights and flushes do not impair the value of a hand for low.
- (6) Five community cards shall be combined with none, one, or two cards from each player to determine the player's best five card hand. (47.1-1017.2 added, perm. 3/31/96; amended 12/30/04)

47.1-1017.4 The play -- Crazy pineapple hold 'em poker.

The games of Crazy pineapple hold 'em high poker and Crazy pineapple hold 'em high-low split poker must be played according to the following rules:

- (1) The dealer shall deal three cards to each player. After all players have received three cards, there is a betting round;
- (2) The dealer burns the top card of the deck and deals a three card flop;
- (3) After the flop, there is another betting round. The dealer will ask for cards, and each player shall discard one card to the dealer and retain only two cards in the player's hand. Any player with more than two cards in the player's hand after the fourth community card has been dealt has a dead hand and shall have no claim on any part of the pot;
- (4) The dealer burns a card and deals a fourth community card. Another betting round occurs. The dealer burns a card and deals a fifth community card for the final betting round;
- (5) After all bets are made and if there are two or more players remaining in the game, there is a showdown.

- (a) In Crazy pineapple hold 'em high, the best qualifying high hand wins the pot.
- (b) In Crazy pineapple hold 'em high-low split, the best qualifying high hand and the best qualifying low hand split the pot.
 - (i) If there is no qualifying low hand, a player who wins high receives the entire pot.
 - (ii) A player who wins in one direction and ties a player in the other direction receives three-quarters of the pot.
 - (iii) A player who wins in both directions without a tie receives all of the pot.
 - (iv) Aces may be used for either high or low. At the discretion of the casino, a qualifier may be used to restrict the low hands. Straights and flushes do not impair the value of a hand for low.
- (6) Five community cards shall be combined with none, one, or two cards from each player to determine the player's best five card hand. (47.1-1017.4 added, perm. 3/31/96; 47.1-1017.4 amended, temp. 4/19/96, perm. 09/30/1996; amended 12/30/04)

47.1-1017.6 The play - Hold 'em Eighty-eight.

Hold 'em Eighty-eight is the copyrighted and patented poker variation game, the rights to which are owned by Hold 'em Eighty-eight, Inc. of Morrison, Colorado. Hold 'em Eighty-eight must be played according to the following rules:

- (1) Hold 'em Eighty-eight may be played only on tables displaying the eighty-eight hold 'em layout. A single deck of cards and a dealer button will be used.
- (2) Each player will make an initial bet in the amount specified at the table by the retail licensee, and will place the bet in the front circle in front of the player's position.
- (3) Following shuffle and cut, the dealer burns a card and deals two cards to each player, face downward and one at a time. The first player to receive a card is the player to the left of the player who has the button. The last player to receive cards is the player assigned the button.
- (4) The dealer burns the top card of the deck and deals the three card flop in the center of the table. The dealer then burns the top card of the deck and deals one final community card face down in the center of the table. Community cards are common to the hand of every active player in the pot.
- (5) After the flop, a player must either fold or place one additional final wager in an amount equal to or greater than the initial amount wagered in the front circle, but not more than one hundred dollars. At the discretion of the retail licensee, the final wager may be either in a fixed amount, or in an amount determined and placed by the player to the left of the player who has the button. No player may raise the amount of the final wager. If a player folds, the player's initial wager is pulled to the middle and the hand mucked. If a player places the final wager, the wager is placed in the second circle in front of each player's position.
- (6) The dealer turns over the fourth community card, pulls the bets into the pot, and takes the rake.
- (7) All players remaining in the game show their cards and the player holding the highest hand wins the pot. Each player makes such player's best five-card hand, using either one card from the player's hand together with four community cards, or both cards from the player's hand together

with three community cards. If two or more players have a tying hand, the pot is split among them. (47.1-1017.6 added, perm. 3/31/96; 47.1-1017.6 amended, temp. 4/19/96, perm. 09/30/96)

47.1-1017.8 The play -- Joker poker.

Joker Poker is the copyrighted and patented poker variation game, the rights to which are owned by Casino Gaming Concepts, Inc. of Commerce, California. Joker poker must be played according to the following rules:

- (1) Joker Poker may be played only on tables displaying the joker poker layout. A single deck of cards and a dealer button will be used.
- (2) The maximum number of players at the table is seven. Each player will make a bet in an amount between the table minimum and the table maximum, as posted at the table, and will place the bet in the designated circle in front of the player's position.
- (3) Following shuffle and cut, the dealer deals one card at a time to each player and continues dealing in rotation until each player has five cards. The first player to receive a card is the player to the left of the player who has the button. The last player to receive a card is the player assigned the button.
- (4) After all cards have been dealt, each player chooses one card from the player's hand to be a wild card. The player places the selected wild card face down in the front box printed on the layout in front of the player, and places the remaining four cards in the back box printed on the layout in front of the player.
- (5) After all hands are tabled, the dealer opens the players' hands one at a time, left to right, by turning the wild card face up and placing the wild card on top of the four back cards. The dealer then turns all five cards over and the wild is found face down on the bottom of the other four. The back four cards are found facing up and overlapping the wild card.
- (6) The dealer announces the final value of the winning hand and collects wagers from the players that have lower ranked hands. The wagers collected from each player with a non-winning hand shall not be greater than the amount wagered by the player(s) with the winning hand.
- (7) Collected wagers are pulled together into the pot and the rake is taken.
- (8) The dealer pays the remainder of the pot to the player(s) with the winning hand(s). In the event of identical hands between players, the pot is split. (47.1-1017.6 added, perm. 3/31/96)

47.1-1017.10 The play -- Caribbean Stud Poker.

Caribbean Stud Poker is the copyrighted, trademarked, and patented poker variation game, the rights to which are owned by SHFL entertainment of Las Vegas, Nevada, and which may be transferred or assigned. Caribbean Stud Poker must be played according to the following rules:

- (1) Caribbean Stud Poker may be played only on approved tables equipped with the necessary electronic equipment and signage, and which displays the Caribbean Stud Poker table layout. A single deck of cards will be used. Players do not play against other players. Each player may play only one hand following each shuffle of the deck.
- (2) Each player must make an ante wager by placing the wager in the designated "ante" wagering area in front of the player's position. The ante wager may not exceed fifty dollars.

- (3) Each player may optionally place the progressive wager. Players must place the progressive wagers on the sensor in front of their betting position.
- (a) The optional wager will allow the player to participate in play for a progressive jackpot. A player wins a progressive jackpot award if the player has made the optional wager and holds a hand having a value of flush or better. Multiple Caribbean Stud Poker games and/or Caribbean Draw poker games may be linked together with a common progressive jackpot.
 - (b) Once all players place their bets, the dealer will press the appropriate button on the keypad. The sensors will then light up, indicating a progressive wager. The dealer then follows house procedures for dealing the regular game.
 - (c) As the terms "jackpot," "jackpot award," and "progressive jackpot" are used in these rules of play for Caribbean Stud, the terms shall apply to Caribbean Stud only. A retail licensee may not discontinue offering a Caribbean Stud jackpot until the highest progressive jackpot award has been won by a qualified player or players. If a licensee wishes to discontinue offering a progressive jackpot award, the licensee may petition the Director for permission to either reduce the qualifications or criteria for winning the award, allowing the award to be paid more quickly, or to transfer the award liability to the jackpot, offered by a different game. If a retail licensee intends to close its business while having a progressive jackpot award liability, the licensee may petition the Director for permission to transfer the award liability, together with the award fund, to another retail licensee offering a comparable jackpot award.
- (4) Any dealer tip delivered as a wager shall be placed on the "ante" only, and may not exceed the value of the player's ante. The dealer may not accept a tip wager on the "bet" area.
- (5) Immediately prior to the commencement of play and after each round of play has been completed, the dealer shall shuffle the cards. Following shuffle and cut, the dealer deals five cards to each player and to the dealer, either face downward and one at a time in clockwise rotation among the players and the dealer, or in a five card group dispensed by a mechanical shuffling device. The fifth card dealt to the dealer only, which shall be the bottom card of the group of cards dispensed by the shuffling device, shall be dealt or turned face up. The first player to receive a card, or cards, is the player to the left of the dealer; the dealer receives cards last. After all cards have been dealt, the dealer shall place the remaining cards into the discard rack without exposing the cards.
- (6) An incorrect number of cards dealt to any player constitutes a dead hand for that player only. The player receiving the misdealt cards retains the player's ante and any bet. An incorrect number of cards dealt to the dealer constitutes a misdeal to the table and the players may play their hands for the purposes of the progressive jackpot only. If there are no progressive jackpot hands, all hands at the table are dead and the players retain their antes and bets.
- (7) The player now picks up the player's cards and must decide either to fold (surrender ante) or to bet (bet equals two times ante).
- (a) If the player folds, the ante wager is lost. In any player order, the dealer collects first the ante and then the cards from each player who has folded. As the cards are collected, the dealer will spread them, count them, and then place them in the discard rack.
 - (b) If the player wishes to play the hand, the player must make an additional wager, equal to exactly twice the amount of the ante, by placing the wager in the "bet" area, behind the ante, in front of the player's position.

- (8) The dealer turns over the dealer's remaining cards and creates the best possible poker hand. The dealer must have a hand consisting of an ace and a king, or better, to have a qualifying hand. If the hand is qualifying, the dealer moves the poker hand forward allowing the players to see the hand.
- (9) If the dealer does not have a qualifying hand, the dealer will announce "no hand" and immediately pay all the ante wagers at the rate of 1 to 1 (even money).
- (a) The dealer will then spread, count, and collect each player's cards individually. The cards of players who have a hand qualifying for a progressive jackpot payment will be left on the table face up.
 - (b) A games supervisor will verify the hands, if any, which qualify for a progressive jackpot payout, house procedures are then followed for paying the prize.
- (10) When all player wagers have been made, the dealer will compare the dealer's hand to the hand of each player who has made both "ante" and "bet" wagers. The higher poker hand, between each player and the dealer, wins.
- (a) Tied hands result in a push and no action.
 - (b) The antes of winning hands are paid at the rate of 1 to 1 (even money).
 - (c) The bets of winning players' hands are paid according to the following payment schedule, which shall be displayed by table signage or on the table layout:

Royal flush pays	100 to 1
Straight flush pays	50 to 1
Four of a kind pays	20 to 1
Full house pays	7 to 1
Flush pays	5 to 1
Straight pays	4 to 1
Three of a kind pays	3 to 1
2 pairs pays	2 to 1
1 pair or less pays	1 to 1 (even money)

- (d) The dealer compares hands, pays winning wagers, and takes losing wagers, beginning with the player to the dealer's right and moving counterclockwise around the table.
- (e) After paying or taking each wager, the dealer must spread the player's cards, count them, and place them in the discard rack before the dealer moves on to the next player. The cards of players who have a hand qualifying for a progressive jackpot payment will be left on the table face up.
- (f) A games supervisor will verify the hands, if any, which qualify for a progressive jackpot payout, will announce the amount, and will pay the player. The player's card will then be collected and placed in the discard rack.
- (g) Player hands qualifying for progressive jackpot payments shall be paid according to the following payment schedule, which shall be displayed by table signage or on the table layout:

Royal flush pays 100% of the displayed progressive jackpot; Straight flush pays either 10% of the displayed progressive jackpot or pays \$5,000 (licensee chooses payout option at the time the game is put into play);

- (f) A games supervisor will verify the hands, if any, which qualify for a progressive jackpot payout. House procedures are then followed for paying the prize.
- (g) In the event more than one progressive hand, payable from the progressive meter, hits at the same table during the same time, house procedures are then followed for paying the prize.
- (h) After keying in the progressive winner, the meter may be reduced, depending on the winning hand. Keying in a 100% award will reset the meter to the seed amount, plus any reserve amount. The dealer will continue handling progressive awards in a counter clockwise fashion.
- (i) Player hands qualifying for progressive jackpot payments shall be paid according to the following payment schedule, which shall be displayed by table signage or on the table layout:

Royal flush pays 100% of the displayed progressive jackpot; Straight flush pays either 10% of the displayed progressive jackpot or pays \$5,000 (licensee chooses payout option at the time the game is put into play);

Four of a kind pays	\$500
Full house pays	\$100
Flush pays	\$50

(47.1-1017.10 added, perm. 11/30/96, amended perm. 09/30/99.)

- (11) Table Aggregate per Round payouts may be set at the discretion of the retail licensee. Table Aggregate per Round payouts only apply to the basic pay table on Caribbean Stud games. Two or more players must have winning hands in any given round of play in order for the Table Aggregate Per Round limit to be enforced. Maximum Payout per Player limit may also be set at the discretion of the retail licensee. Operating Licensee at its discretion may institute a maximum tip payout.

47.1-1017.12 The play -- Caribbean Draw Poker.

Caribbean Draw Poker is the copyrighted, trademarked, and patented poker variation game, the rights to which on June 1, 1999 were owned by Mikohn Gaming Corporation of Las Vegas, Nevada and which may be transferred or assigned. Caribbean Draw Poker must be played according to the following rules:

- (1) Caribbean Draw Poker may be played only on approved tables equipped with the necessary electronic equipment and signage, and which displays the Caribbean Draw Poker table layout. A single deck of cards will be used. Players do not play against other players. Each player may play only one hand following each shuffle of the deck.
- (2) Each player must make an ante wager by placing the wager in the designated "ante" wagering area in front of the player's position. The ante wager may not exceed fifty dollars.
- (3) Each player may place an additional, optional, wager by placing a token in the designated coin-in slot in front of the player's ante.
 - (a) The optional wager will allow the player to participate in play for a progressive jackpot. As tokens are accepted, the progressive meter will advance by a predetermined amount for each token placed through the coin-in slots. A player wins a progressive jackpot award if the player has made the optional wager and holds a hand having a value of flush or better. Multiple Caribbean Stud Poker games and/or Caribbean Draw Poker games may be linked together with a common progressive jackpot.

- (b) In the event that two or more players qualified to receive progressive jackpot payments hold royal flushes in the same hand, the royal flush progressive jackpot may be divided equally between or among the qualified players.
 - (c) After all progressive wagers have been made and before the dealer starts to deal the cards, the dealer operates a key pad by which the dealer locks out the coin-in mechanism. After the hand is completed, the dealer will clear the lockout so the players may wager on the progressive jackpot for the next hand.
 - (d) As the terms “jackpot,” “jackpot award,” and “progressive jackpot” are used in these rules of play for Caribbean Draw, the terms shall apply to Caribbean Draw only. A retail licensee may not discontinue offering a Caribbean Draw jackpot until the highest progressive jackpot award has been won by a qualified player or players. If a licensee wishes to discontinue offering a progressive jackpot award, the licensee may petition the Director for permission to either reduce the qualifications or criteria for winning the award, allowing the award to be paid more quickly, or to transfer the award liability to the jackpot offered by a different game. If a retail licensee intends to close its business while having a progressive jackpot award liability, the licensee may petition the Director for permission to transfer the award liability, together with the award fund, to another retail licensee offering a comparable jackpot award.
- (4) Any dealer tip delivered as a wager shall be placed on the “ante” only, and may not exceed the value of the player’s ante. The dealer may not accept a tip wager placed on the “bet” area.
 - (5) Immediately prior to the commencement of play and after each round of play has been completed, the dealer shall shuffle the cards. Following shuffle and cut, the dealer deals five cards to each player and to the dealer, face downward and one at a time in clockwise rotation among the players and the dealer. The first player to receive a card is the player to the left of the dealer; the dealer receives cards last.
 - (6) An incorrect number of cards dealt to any player constitutes a dead hand for that player only. The player receiving the misdealt cards retains the player’s ante and any bet. An incorrect number of cards dealt to the dealer constitutes a misdeal to the table and the players may play their hands for the purposes of the progressive jackpot only. If there are no progressive jackpot hands, all hands at the table are dead and the players retain their antes and bets.
 - (7) After all players have received five cards, they will review them to determine whether they will fold or call.
 - (a) If the player folds, the ante wager is lost. In any player order, the dealer collects first the ante and then the cards, face down, from each player who has folded. As the cards are collected, the dealer will spread them, count them, and then place them in the discard rack.
 - (b) If the player wishes to call, the player must make an additional wager, equal to exactly twice the amount of the ante, by placing the wager in the “bet” area, behind the ante, in front of the player’s position.
 - (8) Each player must now decide whether to stand (that is, keep the hand the player was dealt) or to draw (discard and have replaced up to two cards).
 - (a) The player places the cards to be discarded and replaced, if any, face down on the table in front of the player on the layout area marked “cards.”

- (b) The player holds or maintains control over the player's cards which are not to be discarded.
- (9) After all players have placed a call bet and all players have placed their discards face down, players may declare to the dealer that they have won a payout for the progressive jackpot. Those players' hands are then displayed face up and the dealer pays any and all progressive jackpot winners from left to right.
- (a) Progressive jackpot payouts are based on the initial five cards of each player. Any additionally drawn cards do not qualify for the progressive jackpot feature of the game.
- (b) A games supervisor will verify the hands, if any, which qualify for a progressive jackpot payout, will announce the amount, and will pay, or instruct the dealer to pay, the player. The player's card will then be collected and placed in the discard rack.
- (c) Player hands qualifying for progressive jackpot payments shall be paid according to the following payment schedule, which shall be displayed by table signage or on the table layout:
- Royal flush pays 100% of the displayed progressive jackpot; Straight flush pays either 10% of the displayed progressive jackpot or pays \$5,000 (licensee chooses payout option at the time the game is put into play);

Four of a kind pays	\$500
Full house pays	\$100
Flush pays	\$50

- (10) After all jackpot payouts have been paid, the dealer will verify that each player has discarded not more than two cards, will collect the discards face down, and will deposit the discards into the discard rack.
- (11) Starting with the player to the left of the dealer and moving clockwise, the dealer will deal the appropriate number of draw cards to each player who has discarded, until each player has a total of five cards.
- (12) The dealer will turn over the dealer's five cards and must use the following dealer draw rules to make the best possible poker hand. If the dealer is required to discard, the dealer must first discard the appropriate number of cards to the discard rack before dealing the replacement cards.
- (a) The dealer must stand with any of these card combinations: straight flush, flush, straight, four of a kind, and full house.
- (b) The dealer must discard and draw one card with any of these card combinations: two pairs (the dealer keeps the pairs and discards the fifth card); any hand less than one pair that has a four card flush or a four card straight (the dealer keeps the four cards to the flush or straight and discards the fifth card). In the event that the dealer has both four cards to a straight and a different combination of four cards to a flush, the dealer must play four cards to the flush. If the dealer has multiple straight options, the dealer must play for the open end straight.
- (c) The dealer must discard and draw two cards with any of these card combinations: three of a kind, one pair (the dealer keeps the highest of the other three cards), and no pair (the dealer discards the lowest two cards). If the hand includes a pair as well as a four

card flush or a four card straight, the dealer must keep the pair plus the highest of the three remaining cards.

- (13) Using standard poker rank, the dealer must hold at least a pair of eights to qualify to play the hand. If the dealer does not have a qualifying hand, the dealer will announce "no hand" and immediately pay all the ante wagers at the rate of 1 to 1 (even money), collect the cards, and start a new game.
- (14) If the dealer has a pair of eights, or better, the dealer will compare the dealer's hand to the hand of each player who has made both "ante" and "bet" wagers. The higher poker hand wins. If the player's and the dealer's hands are the same rank, it is a push and the player retains both the ante and the bet.

- (a) The antes of winning hands are paid at the rate of 1 to 1 (even money).
- (b) The bets of winning players' hands are paid according to the following payment schedule, which shall be displayed by table signage or on the table layout:

Royal flush pays	100 to 1
Straight flush pays	50 to 1
Four of a kind pays	20 to 1
Full house pays	7 to 1
Flush pays	5 to 1
Straight pays	3 to 1
Three of a kind pays	2 to 1
2 pairs or lower pays	1 to 1 (even money)

- (c) The dealer compares hands, pays winning wagers, and takes losing wagers, beginning with the player to the dealer's right and moving counterclockwise around the table.
- (d) After paying or taking each wager, the dealer must spread the cards, count them, and place them in the discard rack before the dealer moves on to the next player.
- (e) Tied hands result in a push and no action. (47.1-1017.12 added, perm. 11/30/96, amended perm. 09/30/99)

47.1-1017.14 The play -- Let it Ride and Let it Ride Bonus with the option of a 3 Card Bonus and Progressive Bet.

Let it Ride and Let it Ride Bonus and 3 Card Bonus are the copyrighted, trademarked, and patented poker variation games, the rights to which are owned by SHFL entertainment of Las Vegas, Nevada and which may be transferred or assigned. Let it Ride and Let it Ride Bonus with the option of 3 Card Bonus and Progressive bets must be played according to the following rules:

- (1) Let it Ride may be played only on tables displaying the Let it Ride or the Let it Ride Bonus table layouts. Let it Ride Bonus may be played only on tables displaying the Let it Ride Bonus table layout. The only difference between the games is the available optional Bonus wager and pay schedules. Both Let It Ride and Let It Ride Bonus with the 3 Card Bonus optional bet may be played only on tables displaying the Let it Ride with 3 Card Bonus or Let it Ride Bonus with 3 Card Bonus table layouts. The only difference between Let it Ride and Let it Ride Bonus and the two games with the 3 Card Bonus optional bet is an available optional bet and pay schedules. An optional progressive side bet is also available for Let it Ride. A single deck of cards will be used. Players do not play against the dealer or against any other player. Each player may play only one hand following each shuffle of the deck. Winning hands are determined and paid according to one of the pay schedules, which shall be displayed as part of the table layout.

- (2) Each player must make three equal bets by placing the bets in the three designated wagering circles in front of the player's position, except as provided in (A), below. In the Bonus game, players may also place an optional bonus wager in the designated area in the amount of one dollar. A player will win the bonus wager if the player holds a hand, which qualifies for a bonus payout according to the separate bonus pay schedule. A player may not place a bonus wager without first having made the basic game wager. For the 3 Card Bonus optional bet, players may also place a bet in the area designated by the words 3 Card Bonus in front of the player's position. A player will win the 3 Card Bonus optional bet if the player holds a hand which qualifies for a 3 Card Bonus payout according to the separate 3 Card Bonus pay schedules. The progressive bet is placed to play for hand value only; all three bets (LIR Base Game wager, 3 Card Bonus, and Progressive wager) may be placed if the player wishes to play all three ways. Once all players place their bets, the dealer will press the appropriate button on the keypad. The sensors will then light up to indicate a progressive wager. The dealer will then remove all progressive bets from the table and place them in the tray.
- (a) The amount of a player's contract wager, that wager which is placed in the wagering circle labeled with a dollar symbol ("\$"), when combined with the one dollar bonus wager, may not exceed one hundred dollars.
- (b) If the house rules require a minimum wager, that minimum shall have been met when the combined amount that the player has placed in wagering circle "\$", the Bonus and Progressive wager is equal to, or greater than, the house minimum.
- (3) At the discretion of the retail licensee, any dealer tip delivered as a wager shall be placed as an equal wager in any combination above the player's wagering areas (marked as "1", "2", "\$", and "3 Card Bonus"), to be settled at the end of play of the hand at the odds listed and in accordance with the pay schedule. If any bets are pulled back during the course of a game, any corresponding dealer tips must be pulled back at the same time.
- (4) Immediately prior to the commencement of play and after each round of play has been completed, the dealer shall shuffle the cards. Following shuffle and cut, the dealer deals three cards to each player and two cards to the dealer, either face downward and one at a time in clockwise rotation among the players and the dealer (the dealer does not receive a card in the third rotation), or in a three card group dispensed by a mechanical shuffling device. The first player to receive a card, or cards, is the player to the left of the dealer; the dealer receives cards last. If a mechanical shuffling device, which dispenses cards in three card groups, has been used, the dealer plays the top two cards of the group dealt to the dealer. The bottom card of the three-card group is not played and is placed in the discard rack without being viewed. The dealer's remaining two cards will be used as community cards. After all cards have been dealt, the dealer shall place the remaining cards into the discard rack without exposing the cards.
- (5) An incorrect number of cards dealt to any player constitutes a misdeal with respect to that player only, voiding the player's wager(s). Exposed cards dealt to a player do not constitute a misdeal. The dealer will turn the card(s) over and continue to deal. If a player's card falls from the table, that player's hand is dead and the player's wager(s) are void. An incorrect number of cards dealt to the dealer, or exposed cards dealt to the dealer, constitutes a misdeal to the table, and all players' wagers are void. (47.1-1017.14 (5) added and subsequent paragraphs renumbered perm 05/30/01)
- (6) After a player has looked at the player's three cards, the player may ask for the player's first bet back, or may let all of the player's wagers remain in play. Players must indicate their decisions by use of hand signals from a position over the tabletop. The players act in order, beginning with the first player to the dealer's left and moving clockwise. If a player chooses to withdraw bet number 1, the dealer shall move the player's wager toward the player, who shall then remove the wager from the gaming area. After all players have acted, the first of the dealer's cards is then turned up

for all players to see and to use as a community card. (47.1-1017.14 (5) amended perm. 10/30/97)

- (7) After the first community card, the player may ask for the player's second bet back, or may let all of the player's wagers remain in play. The players again act in order, beginning with the first player to the dealer's left and moving clockwise. If a player chooses to withdraw bet number 2, the dealer shall move the player's wager toward the player, who shall then remove the wager from the gaming area. All cards shall be tucked under the "\$" sign to assure that the player's actions are complete. After all players have acted, the second of the dealer's cards is then turned up for all players to see and to use as a second community card. Each player now has a complete five-card hand, using the three cards the player was dealt together with the two community cards.
- (8) After the second community card has been turned face up, the dealer shall, beginning with the player to the dealer's right, turn each player's three cards face up. The dealer shall examine each player's hand, in combination with the two community cards, to determine if the player's hand is a winning or a losing hand. The dealer will pay and take according to house procedures. In order to qualify as a winning hand for the basic payout, a player's hand must contain a pair of tens or better. A player who has placed a 3 Card Bonus hand is also paid a bonus amount according to the approved 3 Card Bonus payable. A player who has placed a bonus wager is also paid a bonus amount according to the bonus pay schedule.
- (9) Progressive Winners:
 - (a) The percentage pays are paid from the progressive jackpot shown on the progressive meter.
 - (b) Other hands are paid from the tray; they do not come off the meter.
 - (c) In the event more than one progressive meter pay hits during the same round, house procedures shall be used for the resolution of the progressive hands.
 - (d) As the terms "jackpot," "jackpot award," and "progressive jackpot" are used in these rules of play for Let it Ride Progressive, the terms shall apply to Let it Ride Progressive only. A retail licensee may not discontinue offering a Let it Ride Progressive jackpot until the highest progressive jackpot award has been won by a qualified player or players. If a licensee wishes to discontinue offering a progressive jackpot award, the licensee may petition the Director for permission to either reduce the qualifications or criteria for winning the award, allowing the award to be paid more quickly, or to transfer the award liability to the jackpot offered by a different game. If a retail licensee intends to close its business while having a progressive jackpot award liability, the licensee may petition the Director for permission to transfer the award liability, together with the award fund, to another retail licensee offering a comparable jackpot award.
 - (e) If one of the PMG ("Nexus") pay schedules, listed below, are used on this game, other progressive table themes that have the same pay schedules approved can be connected to the same jackpot.
 - (f) When a player has a progressive winner, the dealer shall press the appropriate hand button on the keypad and then contact a supervisor.
 - (g) Once the casino verifies the progressive win, house procedures are then followed for paying the prize.

- (h) In the event more than one progressive hand, payable from the progressive meter, hits at the same table during the same time, house procedures are then followed for paying the prize.
- (i) After keying in the progressive winner, the meter may be reduced, depending on the winning hand. Keying in a 100% award will reset the meter to the seed amount, plus any reserve amount. The dealer will continue handling progressive awards in a counter clockwise fashion.
- (j) An incorrect number of cards dealt to any player constitutes a dead hand for that player only. The player receiving the misdealt cards retains the player's ante plus any other wagers made. An incorrect number of cards dealt to the dealer constitutes a misdeal to the table and the players may play their hands for the purpose of the progressive jackpot only. If there are no progressive jackpot hands, all hands at the table are dead and the players retain their antes and bets.

Envy Bonus:

- (i) A player making the progressive wager also qualifies to win an envy payout. If another player at the table hits a hand associated with an envy pay, all other players who made the progressive bet win the envy pay. The player hitting the hand receives the normal prize pay only, but does not receive the envy pay.
 - (j) If a player's hand triggers an envy payout, the dealer will leave the hand face-up on the layout; otherwise, the dealer will lock up the cards. The dealer will then move on to the next player.
 - (k) The dealer pays any Envy Bonuses at the end of the round. In the event that more than one player is involved in a qualifying envy pay, then all players win multiple envy payouts.
- (10) In the event more than one progressive hand, payable from the progressive meter, hits at the same table during the same round, the dealer will first pay the player farthest on his right and then move counter-clockwise to pay other players.
- (11) Each winning wager shall be paid in accordance with the pay schedule. The dealer shall pay all winning wagers beginning with the player farthest to the right of the dealer and continuing counterclockwise around the table. Payments to winners shall be made according to the following pay schedules. The retail licensee may choose any one of the four pay schedules for the basic game, and either of the two Bonus pay schedules for the Bonus game. The selected pay schedules must appear on the table layout or on signage at the table.

(a) Basic Game Pay Schedules:

	Pay Schedule 1	Pay Schedule 2	Pay Schedule 3	Pay Schedule 4
Royal flush pays	500 to 1	100 to 1	500 to 1	200 to 1
Straight flush pays	100 to 1	50 to 1	200 to 1	100 to 1
Four of a kind pays	25 to 1	30 to 1	50 to 1	40 to 1
Full house pays	15 to 1	15 to 1	11 to 1	15 to 1
Flush pays	10 to 1	9 to 1	8 to 1	9 to 1
Straight pays	5 to 1	6 to 1	5 to 1	5 to 1
Three of a kind pays	3 to 1	3 to 1	3 to 1	3 to 1
Two pairs pay	2 to 1	2 to 1	2 to 1	2 to 1
Pair of 10's or better pays	1 to 1	1 to 1	1 to 1	1 to 1

(b) Bonus Game Pay Schedules:

	Pay Schedule 1	Pay Schedule 2
Royal flush pays	10,000 to 1	5,000 to 1
Straight flush pays	2,000 to 1	2,000 to 1
Four of a kind pays	100 to 1	100 to 1
Full house pays	75 to 1	75 to 1
Flush pays	50 to 1	50 to 1
Straight pays	25 to 1	25 to 1
Three of a kind pays	8 to 1	8 to 1
Two pairs pay	4 to 1	4 to 1

- (12) Payments to winners of the 3 Card Bonus optional bet shall be made according to the following pay schedules. The retail licensee may choose from any of the following pay schedules. The selected pay schedule must appear on signage on the table.

	Pay Schedule 1	Pay Schedule 2	Pay Schedule 3
Straight flush pays	40 to 1	40 to 1	40 to 1
Three of a kind pays	30 to 1	30 to 1	30 to 1
Straight pays	6 to 1	5 to 1	6 to 1
Flush pays	4 to 1	4 to 1	3 to 1
Pair pays	1 to 1	1 to 1	1 to 1

- (13) The retail licensee offering the progressive side bet may use any of the following 3 pay schedules. The pay schedules in use, or payouts derived from the pay schedules, must be displayed on the table layout or on signage at the table: *Eff 03/16/2012*

	Pay Schedule 1		Pay Schedule PMG-01		Pay Schedule PMG-02	
Hand	Pays*	Envy	Pays*	Envy**	Pays*	Envy**
Royal Flush	100%	\$1,000	100%	\$1,000	100%	\$5,000
Straight Flush	10%	\$300	10%	\$300	10%	\$1,500
4 of a Kind	300 for 1		300 for 1		300 for 1	
Full House	50 for 1		50 for 1		50 for 1	
Flush	40 for 1		40 for 1		40 for 1	
Straight	30 for 1		30 for 1		30 for 1	
3 of a Kind	9 for 1		9 for 1		9 for 1	

*Original Wager is NOT Returned

**Envy and seed amount adjust up and down accordingly with changes made to the wager amount.

- (14) After paying all winning wagers, the dealer shall collect the cards of the winning players and the community cards and place them in the discard rack together with the remaining cards from the deck which have already been placed in the discard rack. (47.1-1017.14 added, perm. 11/30/96, amended perm 05/30/01)
- (15) Table Aggregate Per Round payouts may be set at the discretion of the retail licensee. Table Aggregate Per Round payouts only apply to the basic pay table on Let It Ride or Let It Ride Bonus with the option of a 3 Card Bonus. Two or more players must have winning hands in any given round of play in order for the Table Aggregate Per Round limit to be enforced. Maximum Payout Per Player limit may also be set at the discretion of the retail licensee. Operating Licensee at its discretion may institute a maximum tip payout.

47.1-1017.16 The play -- Colorado Hold'em Poker.

Colorado Hold'em Poker is the copyrighted and trademarked poker variation game, the rights to which on October 1, 1996 were owned by Colorado Hold'em, Ltd., of Colorado Springs, Colorado and which may

be transferred or assigned. The object of the game is for each player to combine two cards from the player's hand with three community cards to create a winning poker hand. Colorado Hold'em Poker must be played according to the following rules:

- (1) Colorado Hold'em Poker may be played only on tables displaying the Colorado Hold'em layout. A single deck of cards will be used. Players do not play against other players or against the dealer. Each player may play only one hand following each shuffle of the deck.
- (2) Each player will make an initial bet in the amount specified at the table by the retail licensee, and will place the bet in the betting area marked "ante" in front of the player's position.
- (3) Immediately prior to the commencement of play and after each round of play has been completed, the dealer shall shuffle the cards. Following shuffle and cut, the dealer deals three cards to each player, either face downward and one at a time in rotation among players, or in a three card group dispensed by a mechanical shuffling device. The first player to receive a card, or cards, is the player to the left of the dealer.
- (4) The dealer now deals the three card flop, face down, in front of the dealer.
- (5) Continuation of play shall follow the procedures set forth in paragraph (6), or in the alternative, the procedures set forth in paragraph (7). The choice of play variation shall be at the sole discretion of the retail licensee, but a licensee offering two or more Colorado Hold'em tables must use the same variation at all such tables. (amended perm. 09/30/00)
- (6) Play Variation 1. (amended perm. 09/30/00)
 - (a) Upon receiving three cards, if the player believes that the player cannot make a winning hand, the player may place all three cards in the area marked "fold" and shall surrender the player's ante. (amended perm. 09/30/00)
 - (b) A player who has not folded must place an additional bet, equal to the amount of the ante bet, in the area marked "Bet." The player must select one card from the player's hand and place it in the area marked "Discard." (amended perm. 09/30/00)
 - (c) If the three cards held by the player before discarding are "three of a kind," or constitute a "three card straight flush," the player is not required to discard a card. Before the dealer has turned over the flop, the player may turn the player's cards face up and declare "three of a kind" or "three card straight flush," as appropriate. The player shall be paid according to the payout schedule on the amount of the ante bet, and play on that hand shall be concluded.
 - (d) After all players have made their choices, the dealer will turn the three community cards face up, and will determine the poker hand held by each player when the player's two cards are combined with the three community cards. If a player does not hold a hand qualifying for payment as a winning hand, both the ante bet and the second bet shall be taken by the dealer.
 - (e) Hands qualifying for payment shall be paid by the dealer according to one of the following payout schedules, a version of which shall be selected by the licensee. The payout schedule to be used shall appear on the table layout or on table signage:

Qualifying hand	Version 4	Version 4A	Version 4B
Royal flush	1000 to 1	500 to 1	500 to 1
Straight flush	200 to 1	200 to 1	100 to 1
Four of a kind	40 to 1	40 to 1	40 to 1
Full house	11 to 1	11 to 1	11 to 1
Flush	8 to 1	8 to 1	8 to 1
Straight	5 to 1	5 to 1	5 to 1
Three card straight flush (on the deal)	5 to 1	5 to 1	5 to 1
Three of a kind (on the deal)	5 to 1	5 to 1	5 to 1
Three of a kind	3 to 1	3 to 1	3 to 1
Two pairs pays	2 to 1	2 to 1	2 to 1
Pair of 10's or better	1 to 1	1 to 1	1 to 1
Pair of 7's to 9's	Push	Push	Push

(7) Play Variation 2.

- (a) After each player has examined the player's cards, the dealer shall, beginning with the player to the dealer's left and moving clockwise around the table, determine if each player wishes to continue play with only the initial bet at risk, or to continue play and also make an additional bet exactly equal to the initial bet, or to declare an immediate winning hand.
- (b) To continue play, either with or without having placed an additional bet, the player must select one card from the player's hand and place it in the area marked "discard."
- (c) If the three cards held by the player before discarding are "three of a kind" or constitute a "three card straight flush," the player is not required to discard a card. Before the dealer has turned over the flop, the player may turn the player's cards face up and declare "three of a kind" or "three card straight flush," as appropriate. The player shall be paid according to the payout schedule on the amount of the ante bet, and play on that hand shall be concluded.
- (d) After all players have made their choices, the dealer will turn the three community cards face up, and will determine the poker hand held by each player when the player's two cards are combined with the three community cards. If a player does not hold a hand qualifying for payment as a winning hand, both the ante bet and the second bet shall be taken by the dealer.
- (e) Hands qualifying for payment shall be paid by the dealer according to the following payout schedule, which shall appear on the table layout or on table signage:

Qualifying hand	Version 5
Royal flush	500 to 1
Straight flush	100 to 1
Four of a kind	25 to 1
Full house	10 to 1
Flush	8 to 1
Straight	5 to 1
Three card straight flush (on the deal)	5 to 1
Three of a kind (on the deal)	5 to 1
Three of a kind	3 to 1
Two pairs pays	2 to 1
Pair of jacks or better	1 to 1
Pair of 9's or 10's	Push

(8) Optional bonus bet

- (a) A retail licensee may, in its discretion, offer to each player in a Colorado hold'em game the option to make an additional bonus wager' that the player will receive a poker hand with a rank of a pair of jacks or better.
- (b) Each player who has made an initial wager may make an additional bonus wager in the amount of one dollar wager by placing the wager on or in the designated bonus wagering area at the time the initial wager is placed.
- (c) A bonus wager shall have no bearing on any other wager made by a player in the game.
- (d) Hands qualifying for payment shall be paid by the dealer according to one of the following bonus payout schedules, a version of which shall be selected by the licensee. The payout schedule to be used shall appear on the table layout or on table signage:

Qualifying Hand	Version B1	Version B1C
Royal flush	10,000 to 1	2,000 to 1
Straight flush	1000 to 1	500 to 1
Four of a kind	100 to 1	100 to 1
Full house	50 to 1	50 to 1
Flush	30 to 1	30 to 1
Straight	20 to 1	20 to 1
Three card straight flush (on the deal)	5 to 1	5 to 1
Three of a kind (on the deal)	5 to 1	5 to 1
Three of a kind	3 to 1	3 to 1
Two pairs pays	1 to 1	1 to 1
Pair of jacks or better	push	push

(47.1-1017.16 amended perm. 09/30/00)

47.1-1017.18 The play -- Western Stud.

Western Stud is the copyrighted, trademarked, and patented poker variation game, the rights to which on January 1, 2001 were owned by The Old West Gaming Company, Inc. of Las Vegas, Nevada and which may be transferred or assigned. Western Stud must be played according to the following rules: (47.1-1017.18amend. perm. 03/02/01)

- (1) Western Stud may be played only on tables displaying the Western Stud table layout. A single deck of cards will be used. Players do not play against other players. Each player may play only one hand following each shuffle of the deck.
- (2) Each player must place an ante wager in the designated wagering area in front of the player's position.
- (3) Any dealer tip delivered as a wager may be placed in front of the ante wager. If the player continues play with an additional wager, the player may also place an additional dealer tip, equal to the first dealer tip, in front of the additional wager.
- (4) Immediately prior to the commencement of play and after each round of play has been completed, the dealer shall shuffle the cards. Following shuffle and cut, the dealer deals four cards to each player, and four cards to each of two separate hands to the dealer. The cards are to be dealt face downward and one at a time in rotation among the players and the two dealer hands. The first player to receive a card is the player to the left of the dealer; the dealer receives cards last.

- (5) When all cards have been dealt, the players may examine their hands to determine if they want to beat the dealer's high hand, the dealer's low hand, both the dealer's high and low hands, or decide not to play and forfeit their ante wagers. Straights and flushes do not impair the value of hands for low.
- (a) A player must place the player's cards face down in the "high," "low," or "both" decision box on the table layout in front of the player's position, or if the player decides not to play, shall slide the cards under the player's ante wager.
 - (b) A player who opts to play against one of the dealer's hands must place an additional wager equal to the ante wager.
 - (c) A player who opts to play against both of the dealer's hands must place two additional wagers, each of which must be equal to the full value of the player's ante wager. When a player plays against both of the dealer's hands, each of the two wagers are considered separate wagers against each of the dealer's hands. In settling the hand, half the value of the ante wager will be considered as having been placed against each of the dealer's two hands.
- (6) Each player may place an additional optional wager called the "River bet." The River bet need not match the ante wager, and shall not exceed the amount of the ante wager. A player can win a River bet regardless of the outcome of the player's high or low, or both high and low wagers; that is, the hand can be lost and the River bet won. Only one River bet payout may be made to a player in a single game, that for the highest paying hand held. Upon a player's winning, the River bet will be paid based on the value of the player's hand as it appears on the following payment schedule, which shall be displayed on table signage or as part of the table layout:

Royal flush pays	25 to 1
Straight flush pays	15 to 1
Four of a kind pays	5 to 1
Full house pays	5 to 1
Flush pays	2 to 1
Straight pays	2 to 1
Any 8 or better low pays	1 to 1

- (7) When all players have acted, the dealer collects all hands that have been placed under the ante wagers, places the cards into the discard rack or muck, and collects the ante wagers from the folded hands. The dealer then completes the deal by dealing out a fifth and final card to each remaining player and to each of the dealer's two hands in the same rotation as the deal. The players' final cards are dealt above the decision boxes and are not commingled with the players' original cards.
- (8) The dealer now exposes the two dealer hands, one at a time. The higher standard poker hand must play high for the dealer; the remaining hand must play low for the dealer. If the dealer's higher hand does not have an ace and a king, or better, the high hand does not play and all wagers on high are a push, receiving no action. All wagers on low will always receive action against the dealer's low hand.
- (9) Beginning with the first player to the left of the dealer, the dealer turns over each player's first four cards, keeping the cards within the decision box. The dealer then turns over the player's fifth card, leaving it where it was dealt, and verbally announces the value of the hand. The player's River bet, if any, is settled first and then the ante and additional wagers on the hand are settled. Players' winning ante and additional wagers on the high and low hands are paid at the rate of 1 to 1 (even money). If a player and the dealer have identical value hands, the hand is a push, receiving no action. The player's cards are then removed and placed into the discard rack or

muck. The dealer continues this process with each player's hand, in rotation, until all wagers have been settled and all cards have been collected. (47.1-1017.18 added, perm. 11/30/96; 47.1-1017.18 (2)-(9) amended perm. 10/30/97)

47.1-1017.20 The play -- Vegas Double Action.

Vegas Double Action is the copyrighted and patented poker variation game, the rights to which on June 1, 1999 were owned by Action Gaming, Inc. of Las Vegas, Nevada, and which may be transferred or assigned. Vegas Double Action must be played according to the following rules: (This paragraph amended perm. 09/30/99)

- (1) Vegas Double Action may be played only on tables displaying the Vegas Double Action table layout. A single deck of cards will be used. Players do not play against the dealer or against any other player. Each player may play only one hand following each shuffle of the deck. Winning hands are determined and paid according to the payment schedules which shall be displayed on table signage or as part of the table layout.
- (2)
 - (a) In standard play, each player must place a wager in the designated wagering area in front of the player's position, which shall be a wager on the final outcome of the player's five card hand. The player may place an optional "Stud bet" in the designated Stud bet wagering area in front of the player's position, which shall be a wager on the hand formed by the dealer's five cards. The dealer's cards will also be played as community draw cards.
 - (b) At the discretion of the retail licensee, players may be required to place a Stud bet on the dealer's hand in addition to a wager on the player's own hand. If players are so required, the total combined amount required to be wagered by the player shall not exceed one hundred dollars. Nothing shall prevent a player, at the player's option, from betting more than any required minimum, up to a maximum bet of one hundred dollars on the player's hand and one hundred dollars on the dealer's (Stud bet) hand.
- (3) Any dealer tip delivered as a wager may be placed on either one of, or both, the player's hand and the dealer's (Stud bet) hand, provided that the player has placed a personal wager on the same hand.
- (4) Immediately prior to the commencement of play and after each round of play has been completed, the dealer shall shuffle the cards. Following shuffle and cut, the dealer deals five cards to each player, either face downward and one at a time in rotation among the players, or in a five card group dispensed by a mechanical shuffling device. The first player to receive a card, or cards, is the player to the left of the dealer.
- (5) After each player has received and viewed the player's cards, the player is permitted to discard from zero to five unwanted cards by placing the discards in the designated area at the top right of each player's position. If a player discards all five cards, the dealer will indicate that the player is still in the hand by moving that player's bet to the discard area. Players shall tuck the live cards that they wish to hold under the wager.
- (6) When all players have completed their intended play, the dealer will deal the next five cards face up on the numbered community card spots in numerical order starting from left to right. These five cards will be used as community draw cards, as well as to determine the winners of the optional Stud bets. After all cards have been dealt, the dealer shall place the remaining cards into the discard rack without exposing the cards. If the Stud hand has a value of less than a pair of 6's, all

Stud bets are lost, and the dealer will collect each Stud bet in clockwise order starting with the player to the dealer's left.

- (7) The dealer will now determine winners of the draw hand. Beginning with the first player to the left of the dealer, the dealer will turn over each player's cards. The dealer will then proof the hand by pushing forward the correct number of community cards required to make a five card hand by combining the player's held cards with the correct number of replacement cards from the board. The player's draw cards from the community cards must be used in numbered order and from the far right as viewed from the player's position.
- (8) If the player's hand has a value of less than a pair of jacks, the wager is lost. The dealer will collect the losing bet and then collect the player's cards, placing them face down in the discard rack. Players disagreeing with the dealer's determination of rank of hand should present their case before the hand is discarded.
- (9) If the player's hand has a value of a pair of jacks or better, but less than two pair, the hand is a push and no action will be taken with respect to the wager. The dealer will collect the player's cards in the manner described above.
- (10) If the player's hand has a value of two pair or better, the dealer will announce the rank of hand to the player, pay off the player's wager according to the payment schedule below, and collect the player's cards in the manner described above.

Royal flush pays	200 to 1
Straight flush pays	50 to 1
Four of a kind pays	25 to 1
Full house pays	7 to 1
Flush pays	4 to 1
Straight pays	3 to 1
Three of a kind pays	2 to 1
Two pairs pays	1 to 1 (even money)

- (11) After settling the draw hand, the dealer will announce the Stud hand, that is, the value of the hand formed by the five community cards. If the hand has a value of a pair of 6's or better, each player who placed a Stud bet is paid according to the following payment schedule:

Royal flush pays	1000 to 1
Straight flush pays	500 to 1
Four of a kind pays	100 to 1
Full house pays	20 to 1
Flush pays	15 to 1
Straight pays	10 to 1
Three of a kind pays	3 to 1
Two pairs pays	2 to 1
Pair of 6's or better pays	1 to 1 (even money)

(47.1-1017.20 added, perm. 11/30/96)

47.1-1017.22 The play -- Prospector Poker.

Prospector Poker is the copyrighted, trademarked, and patent pending poker variation game, the rights to which on October 1, 1996 were owned by Black Hawk Gaming & Development Company, Inc. of Boulder, Colorado and which may be transferred or assigned. Prospector Poker must be played according to the following rules:

- (1) Prospector Poker may be played only on tables displaying the Prospector Poker table layout. A shoe containing eight decks of cards will be used. Players do not play against each other. Each player may play only one hand during each dealing round. Determination of winners of low, high, and tied hands is made by considering the point value of the hand. For point value, cards have the following numerical value: aces count 1; number cards 2 through 10 count face value; face cards count 10 each.
- (2) Prior to the commencement of play, the dealer shall shuffle the cards, offer the cut to a player, and load the shoe. All wagers must be placed before cards are dealt.
- (3) Players must make a "poker" wager by placing a bet in the designated wagering circle marked with the letter "P," located in front of each player's position. A player's six card hand will be made by combining the three cards dealt to the player with the three cards dealt to the dealer's gold box. The value or rank of a player's final hand will determine whether or not the player is a winner.
- (4) In addition to the poker wager, a player may place an additional optional wager in either the "Hi" or the "Low" gold wagering area; in either the "Hi" or the "Low" silver wagering area; or in both a gold and a silver wagering area, in front of the player's position.
 - (a) A player's gold bet causes the player's three card hand to be played against the dealer's gold hand; a player's silver bet causes the player's three card hand to be played against the dealer's silver hand.
 - (b) A player's high bet is won if the player's three card hand is higher than the dealer's three card hand. The winning hand is paid at 1 to 1 odds.
 - (c) A player's low bet is won if the player's three card hand is lower than the dealer's three card hand. The winning hand is paid at 1 to 1 odds.
 - (d) A hand played for high which is a tie hand is won by the dealer if the point value of the hand is 20 or higher, and is a push if the point value of the hand is 19 and lower. A player may not win a tied high hand.
 - (e) A hand played for low which is a tie hand is won by the dealer if the point value of the hand is 20 and lower, and is a push if the point value of the hand is 21 and higher. A player may not win a tied low hand.
- (5) When all wagers have been placed, the dealer deals three cards to each player and to the dealer's silver and gold boxes, face upward and one at a time in rotation among the players and the dealer. The first player to receive a card is the player to the left of the dealer; the dealer's gold box receives cards last.
- (6) Beginning with the first player to the dealer's right and working counterclockwise in rotation, the dealer determines the outcome on all silver bets, taking losing wagers and paying all winners. The dealer then discards the three cards in the dealer's silver hand.
- (7) Beginning with the first player to the dealer's right and working counterclockwise in rotation, the dealer determines the outcome on all gold bets, taking losing wagers and paying all winners. The dealer's gold hand remains on the table.
- (8) Beginning with the first player to the dealer's right and working counterclockwise in rotation, the dealer determines the rank of each player's six card hand made by combining the player's three cards with the dealer's three card gold hand. Winning poker wagers will be paid according to the

following payment schedule, which shall be displayed on table signage or as part of the table layout:

Six of a kind pays	1,000 to 1
Royal flush pays	500 to 1
Five or six card straight flush pays	100 to 1
Five of a kind pays	25 to 1
Six card flush pays	10 to 1
Four of a kind pays	7 to 1
Full house pays	7 to 1
Six card straight pays	6 to 1
Five card flush pays	5 to 1
Three pairs pays	4 to 1
Five card straight pays	3 to 1
Three of a kind pays	3 to 2
2 pairs pays	1 to 1 (even money)
Pair of aces or kings is a	push

- (9) The dealer removes all cards from the layout and places them in the discard rack, leaving the dealer's gold hand on top.
- (10) If a player is dealt too many cards, only that player's hand will be void. If a dealer's hand is dealt too many cards, all hands will be void. If a hand has been dealt too few cards, the hand may be completed by dealing a replacement card to the short hand after all other cards have been dealt to all other players' and dealer's hands. (47.1-1017.22 added, perm. 11/30/96)

47.1-1017.24 The play -- Three Card Poker.

Three Card Poker is the copyrighted, trademarked, and patented poker variation game, the rights to which are owned by SHFL entertainment of Las Vegas, Nevada, and which may be transferred or assigned. Three Card Poker must be played according to the following rules:

- (1) Three Card Poker may be played only on tables displaying the three card poker layout. A single deck of cards will be used. Each player may play a maximum of two hands following each shuffle of the deck. The rank of hands in three card poker, from highest to lowest, is: straight flush, three of a kind, straight, flush, pair, and high card.
- (2) Each player will make at least one initial bet with a maximum of two hands in the amount specified at the table by the retail licensee, and will place the bet(s) in either one of, or both, the "pair plus" and the "ante" wagering areas in front of the player's position. The player may place an optional 6 Card Bonus wager in the spot marked as 6 Card Bonus in front of the player's position. The 6 Card Bonus wager is based on the best 5-card poker hand made using the player's 3 cards and the dealer's 3 cards. The player may also place an optional progressive wager as long as the "pair plus" or "ante" wager is in place. The player may place a pair plus wager without making the "ante" wager. The pair plus bet is placed to play for hand value only; the ante bet is placed to play against the dealer. The progressive bet is placed to play for hand value only; all four bets may be placed if the player wishes to play all four ways. Once all players place their bets, the dealer will press the appropriate button on the keypad to indicate a progressive wager. The sensors will light up, indicating a progressive wager. The dealer will then remove all progressive bets from the table and place them in the tray. The dealer then follows house procedures for dealing the regular game.
- (3) Any dealer tip delivered as a wager may be placed on either one of, or all of the following: the 6 card bonus, the "pair plus" or "ante" hands, provided that the player has placed a personal wager on the same hand(s). If a player continues play with a "play" wager, the dealer's tip on the "ante"

may remain in play whether or not the player adds a "play" tip wager for the dealer. *Amended 09/14/2012*

- (4) Immediately prior to the commencement of play and after each round of play has been completed, the dealer shall shuffle the cards. Following shuffle and cut, the dealer deals three cards to each player and to the dealer, either face downward and one at a time in rotation among the players and the dealer, or in a three card group dispensed by a mechanical shuffling device. The first player to receive a card, or cards, is the player to the left of the dealer; the dealer receives cards last.
- (5) An incorrect number of cards dealt to a player constitutes a misdeal to that player only. The player receiving the misdealt cards retains the player's ante and any bet. An incorrect number of cards dealt to the dealer constitutes a misdeal for the hand, and all players retain their antes and any bets. Any number of exposed cards does not constitute a misdeal. If the dealer exposes a card, the dealer will turn the card over and continue dealing. (47.1-1017.24 (5) amended perm. 10/30/97)
- (6) Wagers are collected or paid in this order: play, ante bonus (if applicable), ante, pair plus, 6 card bonus, then progressive. *Amended 09/14/2012*
- (7) For the dealer's hand to qualify to play against the players' hands, the dealer's hand must have a value of queen high or better. If the dealer's hand does not qualify to play, all ante bets are won by the players and paid at the rate of 1 to 1. If the dealer's hand does not qualify to play, all play bets are pushes.
- (8) If a player has placed an "ante" wager and does not wish to play, the player has the option to fold and forfeit the ante bet. If a player has made a 6 card bonus wager and has folded his/her ante wager, he/she is still eligible to win the 6 card bonus wager. The dealer will tuck the players' folded cards under the 6 card bonus wager and collect the folded ante wager. If a player who has placed a pair plus wager does not receive at least a pair, the wager is lost and the player should fold the player's cards. After all players who wish to fold have folded, the dealer collects the ante and/or the pair plus wagers and the cards from each player who folded. All bets will be collected in the order in which the players fold. As the dealer collects the cards, the cards are spread face down to count them, and then placed in the discard rack. A player may view the folded hands upon request. *Amended 09/14/2012*
- (9) If a player who has placed an "ante" wager wishes to stay in the hand, the player must place an additional wager in an amount equal to the ante in the "play" wagering area in front of the player's position, and will place the player's hand under the wager in the "play" area.
- (10) After all players have acted, the dealer exposes the dealer's cards and creates the best possible three card poker hand, ranking the cards from the dealer's left to the right and allowing the players to see the hand.
 - (a) If the dealer does not have a qualifying hand, there is no action on the play bets; the ante bonuses are paid on all straights or better; all ante bets are paid, and all pair plus wagers are paid or taken.
 - (b) If the dealer has a qualifying hand, the play wagers are paid or taken; the ante bonuses are paid on all straights or better; the ante is paid or taken; and the pair plus wagers are paid or taken.
- (11) If after ranking the cards, the dealer finds that the dealer's first two cards are a tie with a player's, the third card will determine the winner. A tied hand is a push on the play and on the ante; however, the bonus on the ante and the pair plus wagers are always paid if applicable.

- (12) If a player beats the dealer's qualifying hand, the player wins the player's ante and play bets, both of which are paid at the rate of 1 to 1. If the dealer's hand has a higher poker rank than the player's hand, the player loses both the player's ante and play bets. Tied hands are pushes.
- (13) The following hands are always paid a bonus on the ante as the bonus does not play against the dealer: straight flush, three of a kind, and straight.
- (14) If a player has bet on "pair plus," and the player's hand contains a pair or better, the player wins, regardless of the dealer's hand. If the player's hand contains less than a pair, the player loses.
- (15) If a player has bet on "6 Card Bonus" and the best 5 card hand using the player's three cards and the dealer's three cards is a three-of-a-kind or higher, the player wins. If the 5 card hand is less than a three-of-a-kind, then the player loses this bet. *Amended 09/14/2012*
- (16) Progressive Winners:
 - (a) The percentage pays are paid from the progressive jackpot shown on the progressive meter.
 - (b) Other hands are paid from the tray; they do not come off the meter.
 - (c) As the terms "jackpot," "jackpot award," and "progressive jackpot" are used in these rules of play for Three Card Poker Progressive, the terms shall apply to Three Card Poker Progressive only. A retail licensee may not discontinue offering a Three Card Poker Progressive jackpot until the highest progressive jackpot award has been won by a qualified player or players. If a licensee wishes to discontinue offering a progressive jackpot award, the licensee may petition the Director for permission to either reduce the qualifications or criteria for winning the award, allowing the award to be paid more quickly, or to transfer the award liability to the jackpot offered by a different game. If a retail licensee intends to close its business while having a progressive jackpot award liability, the licensee may petition the Director for permission to transfer the award liability, together with the award fund, to another retail licensee offering a comparable jackpot award.
 - (d) When a player has a progressive winner, the dealer shall press the appropriate button on the keypad and then contact a supervisor.
 - (e) Once the casino verifies the progressive win, house procedures are then followed for paying the prize.
 - (f) In the event more than one progressive hand, payable from the progressive meter, hits at the same table during the same time, house procedures are then followed for paying the prize.
 - (g) After keying in the progressive winner, the meter may be reduced, depending on the winning hand. Keying in a 100% award will reset the meter to the seed amount, plus any reserve amount. The dealer will continue handling progressive awards in a counter clockwise fashion.
 - (h) An incorrect number of cards dealt to any player constitutes a dead hand for that player only. The player receiving the misdealt cards retains the player's ante and any bet. An incorrect number of cards dealt to the dealer constitutes a misdeal to the table and the players may play their hands for the purpose of the progressive jackpot only. If there are no progressive jackpot hands, all hands at the table are dead and the players retain their antes and bets.

Envy Bonus:

- (a) A player making the progressive wager also qualifies to win an envy payout. If another player at the table hits a hand associated with an envy pay, all other players who made the progressive bet win the envy pay. The player hitting the hand receives the normal prize pay only, but does not receive the envy pay.
 - (b) If a player's hand triggers an envy payout, the dealer will leave the hand face-up on the layout; otherwise, the dealer will lock up the cards. The dealer will then move on to the next player.
 - (c) The dealer pays any Envy Bonuses at the end of the round. In the event that more than one player is involved in a qualifying envy pay, then all players win multiple envy payouts.
- (17) The retail licensee may offer the game using any one of the following seventeen pairs of pay schedules along with either Progressive pay schedule. Pay schedules 5 through 17, when used with their respective table layouts, are to be used only as per written agreement between each licensee and SHFL entertainment of Las Vegas, Nevada. The pay schedules in use, or payouts derived from the pay schedules, must be displayed on the table layout or on signage at the table:

	Pay Schedule 1		Pay Schedule 2	
Player Hand	Ante Bonus	Pair Plus	Ante Bonus	Pair Plus
Straight flush	5 to 1	40 to 1	4 to 1	40 to 1
Three of a kind	4 to 1	30 to 1	3 to 1	25 to 1
Straight	1 to 1	6 to 1	1 to 1	6 to 1
Flush		4 to 1		4 to 1
One Pair		1 to 1		1 to 1

	Pay Schedule 3		Pay Schedule 4	
Player Hand	Ante Bonus	Pair Plus	Ante Bonus	Pair Plus
Straight flush	5 to 1	40 to 1	5 to 1	40 to 1
Three of a kind	4 to 1	30 to 1	4 to 1	30 to 1
Straight	1 to 1	5 to 1	1 to 1	6 to 1
Flush		4 to 1		3 to 1
One Pair		1 to 1		1 to 1

	Pay Schedule 5		Pay Schedule 6	
Player Hand	Ante Bonus	Pair Plus	Ante Bonus	Pair Plus
Mini Royal	50 to 1		50 to 1	
Straight flush	8 to 1	40 to 1	8 to 1	40 to 1
Three of a kind	6 to 1	30 to 1	6 to 1	25 to 1
Straight		6 to 1		6 to 1
Flush		4 to 1		4 to 1
One Pair		1 to 1		1 to 1

	Pay Schedule 7		Pay Schedule 8	
Player Hand	Ante Bonus	Pair Plus	Ante Bonus	Pair Plus
Mini Royal	50 to 1		50 to 1	
Straight flush	8 to 1	40 to 1	8 to 1	40 to 1
Three of a kind	6 to 1	30 to 1	6 to 1	30 to 1
Straight		5 to 1		6 to 1
Flush		4 to 1		3 to 1
One Pair		1 to 1		1 to 1

	Pay Schedule 9		Pay Schedule 10	
Player Hand	Ante Bonus	Pair Plus	Ante Bonus	Pair Plus
Mini Royal	5 to 1	50 to 1	4 to 1	50 to 1
Straight flush	5 to 1	40 to 1	4 to 1	35 to 1
Three of a kind	4 to 1	25 to 1	3 to 1	25 to 1
Straight	1 to 1	6 to 1	1 to 1	6 to 1
Flush		4 to 1		4 to 1
One Pair		1 to 1		1 to 1

	Pay Schedule 11		Pay Schedule 12	
Player Hand	Ante Bonus	Pair Plus	Ante Bonus	Pair Plus
Mini Royal	5 to 1	50 to 1	5 to 1	50 to 1
Straight flush	5 to 1	40 to 1	5 to 1	40 to 1
Three of a kind	4 to 1	25 to 1	4 to 1	25 to 1
Straight	1 to 1	5 to 1	1 to 1	25 to 1
Flush		4 to 1		3 to 1
One Pair		1 to 1		1 to 1

	Pay Schedule 13	
Player Hand	Ante Bonus	Pair Plus
Mini Royal	5 to 1	50 to 1
Straight flush	5 to 1	35 to 1
Three of a kind	4 to 1	30 to 1
Straight	1 to 1	5 to 1
Flush		4 to 1
One Pair		1 to 1

	Pay Schedule 14		Pay Schedule 15	
Player Hand	Ante Bonus	Pair Plus	Ante Bonus	Pair Plus
Mini Royal	50 to 1		50 to 1	
Straight flush	10 to 1		10 to 1	
Three of a kind	4 to 1	40 to 1	4 to 1	40 to 1
Straight	3 to 1	30 to 1	3 to 1	25 to 1
Flush		6 to 1		6 to 1
One Pair		4 to 1		4 to 1

	Pay Schedule 16	Pay Schedule 16	Pay Schedule 17	Pay Schedule 17
Player Hand	Ante Bonus	Pair Plus	Ante Bonus	Pair Plus
Mini Royal	50 to 1		50 to 1	
Straight flush	10 to 1		10 to 1	
Three of a kind	4 to 1	40 to 1	4 to 1	40 to 1
Straight	3 to 1	30 to 1	3 to 1	30 to 1
Flush		5 to 1		6 to 1
One Pair		4 to 1		3 to 1

Hand	6 Card Bonus Pay Schedule 1	6 Card Bonus Pay Schedule 2	6 Card Bonus Pay Schedule 3	6 Card Bonus Pay Schedule 4
Royal Flush	1,000 to 1	1,000 to 1	1,000 to 1	1,000 to 1
Straight	200 to 1	200 to 1	200 to 1	200 to 1

Flush				
Four of a Kind	50 to 1	50 to 1	100 to 1	100 to 1
Full House	25 to 1	25 to 1	20 to 1	20 to 1
Flush	20 to 1	15 to 1	15 to 1	15 to 1
Straight	10 to 1	10 to 1	9 to 1	10 to 1
Three of a Kind	5 to 1	5 to 1	8 to 1	7 to 1

Effective 9/16/2012

	Progressive Pay Schedule 1	Progressive Pay Schedule 1	Progressive Pay Schedule 2	Progressive Pay Schedule 2
Player Hand	Payout	Envy Bonus	Payout	Envy Bonus
AKQ Spades	100 percent	\$100	100 percent	\$100
AKQ Hearts/Diamonds/Clubs	500 for 1	\$25	500 for 1	\$25
Straight Flush	70 for 1		100 for 1	
Three of a kind	60 for 1		90 for 1	
Straight	6 for 1			
Seed Amount	\$1,000	\$1,000	\$1,000	\$1,000

The original wager is not returned on the progressive pay schedules. The seed amount on the progressive pay schedules reflects a \$1 wager. All numbers are multiplied by the factor of a larger wager.

47.1-1017.28 The Play -- Bonus 6.

Bonus 6 is a patented poker variation game, the rights to which on November 1, 1998 were owned by Thomas F. Perkins, of Atlanta, Georgia, and which may be transferred or assigned. Bonus 6 must be played according to the following rules:

- (1) Bonus 6 may be played only on tables displaying the Bonus 6 table layout. A single deck of fifty-two cards will be used. Each player may play only one hand following each shuffle of the deck. Players do not play against the dealer or against any other player, but win if their hands qualify for payment according to the pay schedule which shall be displayed on table signage or as part of the table layout. Players may not discuss or expose their hands during play.
- (2) Before receiving any cards, each player must place a wager in the designated "ante" wagering area in front of the player's position. The amount of each ante shall be within the table limit range to be determined by the retail licensee, but not exceeding one hundred dollars, and shall be posted at the table. If the retail licensee does not require a minimum wager, no table signage is required.
- (3) At the discretion of the retail licensee, a player who wishes to tip the dealer by making a bet for the dealer shall place the tip next to the player's ante wager. At the discretion of the retail licensee, a player may be permitted, but shall not be required, to place an additional tip bet for the dealer each time the player makes an additional wager. A tip bet shall not be required to be in any minimum amount, except that the second and third tip bets, if any, shall be in amounts equal to the amount of the tip bet on the ante. Dealer tip bets placed on winning hands shall be paid at the same odds as players' bets on winning hands. No insurance fee or bonus card fee shall be required or accepted on behalf of the dealer as part of the tip.
- (4) At the same time that the ante wager is placed, each player may pay an optional insurance fee by placing one-half the amount of the ante wager in the designated "insurance" area in front of the

player's position. Payment of the insurance fee will give the player the right to exercise the option to receive a bonus sixth card later in the game. (amended perm. 11/30/03)

- (5) Immediately prior to each round of play, the dealer shall shuffle and cut the cards, and shall burn the top card. The dealer shall deal two cards to each player, face down, one card at a time in clockwise rotation around the table, beginning with the player to the left of the dealer. When the final player has received the player's second card, a single card will be dealt to the dealer's position, face up, and will serve as a community card for all players.
- (6) An incorrect number of cards dealt to any player constitutes a misdeal with respect to that player only, voiding the player's wager(s) and insurance fee. An exposed card does not constitute a misdeal. The dealer will turn the card over and continue to deal. If a player's card falls from the table, that player's hand is dead and the player's wager(s) and insurance fee is void.
- (7) After each player has received their first two cards, the player may fold or may play the hand. To continue play, the player must place an additional bet equal to the player's ante bet. To fold, the player will discard the player's cards in front of the player's position. The dealer collects the cards, the ante wagers, the tip bets (if any), and the insurance fees (if any) from the players who have folded.
- (8) When all wagers have been placed, the dealer shall burn the top card then deal a third card to each player. After each player has received their third card, the player may fold or may play the hand. To continue play, the player must place an additional bet equal to the ante bet. To fold, the player will discard the player's cards in front of the player's position. The dealer collects the cards, the wagers, the tip bets, and the insurance fees (if any) from the players who have folded. (amended perm. 11/30/03)
- (9) When all wagers have been placed, the dealer shall burn the top card then deal a fourth card to each player. After each player has received their fourth card, the player shall take one of these actions:
 - (a) A player holding a winning hand (a hand qualifying for payment according to the payment schedule) shall tuck the player's cards under the final wager. The dealer shall collect the insurance fee, if any. A player holding a winning hand may not attempt to improve the hand by receiving a fifth dealt card, but must play the five card hand (the four cards dealt to the player combined with the community card).
 - (b) A player who does not have a winning hand and who did not pay the insurance fee shall discard the player's hand in front of the player's position. The dealer shall collect the cards, the wagers, and the tip bets (if any) from the players who have folded.
 - (c) A player who does not have a winning hand, and who paid the insurance fee but does not wish to receive a fifth dealt card, shall discard the player's hand in front of the player's position. The dealer shall collect the cards, the wagers, the tip bets, and the insurance fees from the players who have folded.
 - (d) A player who does not have a winning hand, but who paid the insurance fee described in (4) above and wishes to receive a fifth dealt card, shall pay a bonus card fee equal to the amount of the ante. The dealer shall burn the top card and beginning with the player to the dealer's left the dealer shall expose each player's hand. The dealer shall verify that the hand is not a winning hand, and will deal a fifth card, face down, to the player. The dealer will then collect the insurance and Bonus 6 fees from the player, and will continue in like manner with all remaining players at the table. If the dealer determines that a player holds a winning five card hand, including the community card, a fifth card will not be dealt to the player, and the dealer will tuck the player's hand under the ante wager.

The dealer shall collect the insurance fee from the player, and shall push the Bonus 6 fee back to the player. (amended perm. 11/30/03)

- (10) The dealer will expose each player's final card, beginning with the player to the right of the dealer, and working counter-clockwise around the table. For each player, either the cards and wagers on non-winning hands will be collected, or the best five-card winning poker hand formed from the cards dealt to the player combined with the community card will be identified and will be paid.
- (11) Only the highest ranked hand held by a player shall be paid as a winning hand. Hands shall be settled and paid according to one of the following pay schedule options. A substitute award for the royal flush and/or a straight flush may be set at the discretion of the licensee for pay tables A through E.

Option A

Royal flush pays	1,000 to 1
Straight flush pays	100 to 1
Four of a kind pays	50 to 1
Full house pays	20 to 1
Flush pays	6 to 1
Straight pays	4 to 1
Three of a kind pays	3 to 1
Two pairs	2 to 1
Pair of 6's or higher pays	1 to 1

Option B

Royal flush pays	500 to 1
Straight flush pays	100 to 1
Four of a kind pays	30 to 1
Full house pays	15 to 1
Flush pays	7 to 1
Straight pays	4 to 1
Three of a kind pays	3 to 1
Two pairs	2 to 1
Pair of 6's or higher pays	1 to 1

or

Option C (Double plus Bonus (6) Poker)

Royal flush pays	500 to 1
Straight flush pays	100 to 1
Four aces pays	100 to 1
Four twos through fours pays	75 to 1
Four fives through kings pays	50 to 1
Full house pays	20 to 1
Flush pays	6 to 1
Straight pays	4 to 1
Three of a kind pays	3 to 1
Two pairs	2 to 1
Pair of 6's or higher pays	1 to 1

Option D

Royal Flush pays	200 to 1
Straight Flush pays	50 to 1

Four of a Kind pays	20 to 1
Full House pays	10 to 1
Flush pays	6 to 1
Straight pays	3 to 1
Three of a Kind pays	3 to 1
Two Pairs pays	2 to 1
Pair of 6's or higher pays	1 to 1

Option E

Royal Flush pays	100 to 1
Straight Flush pays	50 to 1
Four of a Kind pays	20 to 1
Full House pays	10 to 1
Flush pays	6 to 1
Straight pays	3 to 1
Three of a Kind pays	3 to 1
Two Pairs pays	2 to 1
Pair of 6's or higher pays	1 to 1

(amended perm. 11/30/03; amended 12/30/04)

47.1- 1017.30 The Play -- Home Run Hold 'em

Home Run Hold 'em is the copyrighted and patented poker variation game, the rights to which on June 1, 1999 were owned by the Gilpin County Collective Braintrust, Inc. of Golden, Colorado, and which may be transferred or assigned. Home Run Hold 'em must be played according to the following rules:

- (1) The object of the game is for each player to make the best possible five card hand out of the seven cards dealt to the player and as community cards. The player holding the high hand at showdown wins the pot. The first player in the game to win four hands qualifies to receive all, or a portion of, a progressive pool.
- (2) Home Run Hold 'em must be played only on tables displaying the Home Run Hold 'em table layout and equipment.
 - (a) A single deck of cards will be used.
 - (b) A button will be used to indicate the dealer position.
 - (c) Special markers termed "base runners" shall be used to indicate the number of hands a player has won since the start of the game or since the game's progressive pool was most recently awarded.
 - (d) A transparent box shall be placed on the table layout to hold the progressive pool.
 - (e) Each player may play only one hand following each shuffle of the deck.
 - (f) Tip bets may not be placed for the benefit of the dealer.
 - (g) At the discretion of the retail licensee, a jackpot award may also be offered.
- (3) The retail licensee shall decide whether to offer a blind or ante variation. Each player shall make an initial bet by placing the bet in front of the player's position in the ante variation. The player or players in the blind positions, being the first one or two places before the button, shall place an

initial blind bet in the betting area. All players in either variation shall make a strike out wager by placing the bet in front of the player's position. The minimum amounts of each of the two wagers shall be determined by the retail licensee, except that the sum of the two wagers shall not exceed one hundred dollars, and the amount of the strike out wager must equal or exceed the amount of the ante or blind wager.

- (4) After all wagers have been placed, the dealer collects the ante or blind wagers and places them in the pot on the table layout. The strike out wagers may be gathered at this time and kept separate from the pot until a winner is determined. The winner's strike out wager shall be returned to the winning player, and the remainder is placed into the home run progressive pool.
- (5) Prior to dealing, and after each hand has been completed, the dealer shall shuffle the cards. Following shuffle and cut, the dealer deals two cards to each player, face downward and one card at a time in rotation among the players. The first player to receive a card is the player to the left of the player who is assigned the dealer button, and the last player to receive cards is the player assigned the button. The dealer then deals three cards, face down, in the flop area on the table layout, and immediately turns them over and leaves them face up on the layout in the ante variation. These three cards are community cards, common to the hands of every active player in the pot. In the blind variation, there shall be a betting round before the three card flop, in which players may call or raise the blind bet, or fold.
- (6) Beginning with the player to the left of the button, the dealer will offer the player the opportunity to check, bet, or fold, and will continue check, bet, call, raise, or fold to each subsequent player in the game.
 - (a) A player who wishes to fold should surrender the player's cards to the muck. The dealer then picks up the cards and mucks them into the discard rack or discard area.
 - (b) A player who wishes to bet on the player's hand shall place a wager on the layout in front of the player.
 - (c) A player who wishes to raise shall place a raising wager on the layout in front of the player.
- (7) When all bets and raises are called, the dealer burns the top card off the deck and deals a fourth community card face upward in the designated spot on the table layout. If the dealer fails to burn a card before the deal, it shall be a harmless error, and no misdeal shall have occurred. Another betting round occurs in the same manner as the first. When all bets and raises are called, the dealer collects the wagers into the pot.
- (8) The dealer burns the top card off the deck and deals a fifth and final community card face upward in the designated spot on the table layout. If the dealer fails to burn a card before the deal, it shall be a harmless error, and no misdeal shall have occurred. Another betting round occurs in the same manner as the preceding. When all bets and raises are called, the dealer collects the wagers into the pot.
- (9) After all bets, raises, and calls have been made and if there are two or more players remaining in the game, there is a showdown. All remaining players who want to claim the pot place their cards face up. Three or more of the five face up community cards can be combined with none, one, or two cards from each player to determine each player's best five card hand. The dealer determines the winning hand, and after raking the pot, awards the pot to the winner. The dealer returns the strike out wager to the winner of the pot and the remainder is placed into the home run progressive pool.

- (a) The winning player also is awarded a base runner, which the dealer places on a base on the player's baseball diamond which appears on the table layout in front of the player. A player who wins with a four-of-a-kind shall be awarded two base runners; a player who wins with a straight flush shall be awarded three base runners; and a player who wins with a royal flush shall be awarded four base runners. No player shall at any time be awarded more base runners than needed to win the current progressive pool.
 - (b) If two or more players hold the same winning hand, the pot is split between or among the winning players, no base runners are awarded to any players, and their strike out wagers are returned.
- (10) The game continues in like manner, with the dealer button moving one player position clockwise with each new hand. The first player at the table to win four base runners wins the home run progressive pool. (47.1-1017.30 added perm. 09/30/99)
 - (a) The progressive pool may first be raked, and following the rake, if any, the balance of the progressive pool is given to the winning player.
 - (b) Following the award of the home run progressive pool, the dealer collects all base runners remaining on the table, from all players.
- (11) Winning a base runner creates no future right of a player to qualify to share in the home run progressive pool at some time later than the current table play. A player who collects the player's chips and leaves the game shall return all awarded base runners to the dealer. Players are not permitted to remove base runners from the table. Any player who places on the table layout a base runner which has not been awarded to such player in current table play commits a fraudulent act.
- (12) When it is necessary or desirable for the retail licensee to close the game or table when unawarded money remains in the progressive pool, each player at the table who has base runners on board shall be awarded a pro-rated portion of the progressive pool, based on the total number of base runners on the table. Following distribution of the progressive pool, the table may be closed. (47.1-1017 amended 12/30/04)

47.1-1017.32 208 Poker.

208 Poker is a copyrighted and trademarked poker variation game, the rights to which on October 20, 2000 were owned by Tim Braun and Larry Lawson, doing business as Braunson Gaming, Inc., a Colorado Corporation, and which may be transferred or assigned. 208 Poker must be played according to the following rules:

- (1) 208 Poker may be played only on an approved 208 Poker table layout. Each player may play only five cards in any one game. Each player must play with both standard house chips and tokens and with special game chips displaying the 208 Poker logo. The 208 Poker game chips may be purchased only at the 208 Poker table with cash or standard casino chips and tokens. No player may introduce into a game any 208 Poker game chips which were not purchased at the 208 Poker table during that same period of play. At the finish of play, the chips may be redeemed at the value at which they were purchased for standard casino chips and tokens only at the 208 Poker table at which the player has played.
- (2) 208 Poker is played with four standard decks of playing cards. Three of the decks, which will be commingled and dealt from a shoe or a shuffling shoe, must have a common design on the card backs. The fourth deck, which will be dealt "out of hand," must have a card back different than that on the shoe decks.

- (3) Players do not play against either the dealer nor against any other player. A player wins if the player holds a hand which qualifies for payment based upon one of the game's pay schedules, or if the player has placed an optional wager on any other event in the game which qualifies the player for payment based upon one or more of the game's applicable pay schedules. All pay schedules, or the payoff odds for all possible outcomes, must be displayed on the table layout or on table signage.
- (4) Players may place wagers on three distinct components of the game, all of which are concurrently applicable in each hand of play.
 - (a) The primary game is wagering on the value of a five card poker hand. Each player's five card hand is formed by two cards dealt to the player, combined with three community cards which all players have in common. A player must place an Ante wager on the player's five card hand to play any part of the game of 208 poker. An optional jackpot wager may also be placed on the outcome of the five card hand.
 - (b) The second game component is a wager on the value of a three card poker hand formed by the three community cards. All wagers on the three card hand are optional and retail licensees may not require players to place any such wagers.
 - (c) The third game component is wagering on one or more of the value, face, and suit of each individual card of the three community cards. There are three opportunities to place these wagers, once in advance of each community card being dealt. All wagers on the individual cards are optional and retail licensees may not require players to place any such wagers.
- (5) At the start of play, the dealer shall combine and shuffle three decks of cards, and shall place them in a dealing or shuffling shoe. The dealer shall shuffle the fourth deck and retain it to deal by hand.
- (6) Players must place an ante bet on the outcome of the five card hand, using standard house chips and tokens, on the designated spot in front of the player on the table layout. Each player may place an additional, optional, Jackpot wager in an amount not greater than one dollar on the outcome of the five card hand. Each player may also place an additional, optional, wager on the final constitution of a three card hand formed by three community cards which will later be dealt. The jackpot wager and the three card wager may be made using only the special 208 Poker game chips.
- (7) A tip bet for the dealer, based upon the outcome of the five card hand, may be placed using standard house chips or tokens by placing the tip adjacent to a player's ante bet, and upon winning, shall be paid at the same odds as the player's bet. Tip bets for the dealer, to be paid upon the player winning an optional wager, may be placed using only coins and tokens by placing the tips on any of the proposition outcomes upon which the player has also placed a wager. Tips may also be given directly to a dealer using either standard house chips and tokens or using the 208 Poker game chips. The dealer must exchange 208 Poker game chip tips to house chips and tokens or coins before dropping the tips in the tip box.
- (8) Using the "out of hand" single deck, the dealer will burn the top card and then deal two cards face down to each player who has placed an ante wager, one card at a time in clockwise rotation around the table, beginning with the player to the dealer's left. The dealer will not receive any cards. After all players have been dealt two cards, this deck shall be set aside in a discard rack and shall not be used further in the game.
- (9) An incorrect number of cards dealt to any player constitutes a misdeal with respect to that player only, voiding the player's wager(s). Exposed cards dealt to a player do not constitute a misdeal;

the dealer will turn the card(s) over and continue to deal. If a player's card falls from the table, that player's hand is dead and the player's wagers are void.

- (10) Players who did not place a three card wager at the time they placed their ante wagers have a final opportunity to do so before the next card is dealt.
- (11) Players may now place one or more optional wagers on the nature of the next single card to be dealt. The nature of the card may include one or more features based upon the value, face, and suit of the card. These wagers may be placed using only the special 208 Poker game chips.
- (12) When all wagers have been placed, the dealer shall burn the front card from the card stack in the shoe and will turn the next card face up and place on the designated community card spot on the table layout. After this card has been placed on the layout, a marker shall be placed on the image of the corresponding card on the table layout.
- (13) The dealer will collect all non-winning wagers which have been placed on the nature of the first community card. Winning wagers will be paid according to the following pay schedule:

Value and suit of card	48 to 1
Value of card, except for sevens, of any suit	11 to 1
Suit of card, except for sevens	3 to 1
Three-way split deck	2 to 1
Over 7 or under 7 in value	1 to 1

- (14) When all wagers on the first community card have been settled, players shall be instructed to remove their winning payments from the table layout, and will be given the opportunity to place one or more optional wagers on the nature of the second single card to be dealt as a community card. The procedure for wagering, dealing, and settling these wagers shall follow the procedures described in paragraphs (11) through (13), above.
- (15) When all wagers on the second community card have been settled, players shall be instructed to remove their winning payments from the table layout, and will be given the opportunity to place one or more optional wagers on the nature of the third and final single card to be dealt as a community card. The procedure for wagering, dealing, and settling these wagers shall follow the procedures described in paragraphs (11) through (13), above.
- (16) When all wagers on the third community card have been settled, the dealer shall determine if the value of the three card hand formed by the three community cards qualifies for payment under the pay schedule, and whether any players have placed wagers on the winning outcome. The dealer shall first collect all non-winning wagers, and shall then pay off all wagers qualifying for payment according to the following pay schedule. "Identical" shall mean exactly alike, having both the same suit and the same numeric or face value.

Any three of an identical kind	2,500 to 1
Royal flush	2,000 to 1
Straight flush	300 to 1
Any A+K+Q	200 to 1
Any three of a kind	125 to 1
Any straight	20 to 1
Any flush	15 to 1
Any identical two cards	15 to 1

- (17) When all wagers on the three card hand have been settled, the dealer shall determine the best five card hand which can be made for each player by combining the two cards dealt to the player together with the three community cards. A player holds a winning hand if the hand qualifies for

payment according to the applicable pay schedule provided below. Beginning with the player to the dealer's right, and moving counter-clockwise around the table, the dealer shall turn each player's cards face up in front of the dealer to read the best poker hand. Payment shall be made only on the single highest paying qualifying hand held by a player within each pay group. Cards which do not form a winning hand shall be placed face down in front of the non-winning players, and the dealer shall collect the players' wagers.

- (a) Players' jackpot wagers qualifying for payment shall be paid according to the following pay schedule. "Identical" shall mean exactly alike, having both the same suit and the same numeric or face value.

Five of a kind, with four identical cards	5,000 to 1
Four of an identical kind	3,000 to 1
Five of a kind	2,500 to 1
Full house identical (Three identical cards with two identical cards)	1,500 to 1

- (b) Players' ante wagers qualifying for payment shall be paid according to the following schedule. "Identical" shall mean exactly alike, having both the same suit and the same numeric or face value.

Royal flush	1,000 to 1
Straight flush	250 to 1
Three of an identical kind	25 to 1
Four of a kind	20 to 1
Flush	10 to 1
Any two pairs of identical cards	8 to 1
Full House	6 to 1
Straight	6 to 1
Three of a kind	2 to 1
Two pairs	1 to 1
Any two identical cards	1 to 1
Any pair	Push

- (18) When all hands have been settled, the dealer may start a new game. Not more than three games may be dealt out of one shuffle of the shoe, except that if two or more identical cards, which were dealt from the shoe, appear in the same hand, then the shoe decks must be reshuffled prior to the next game being dealt. When a shuffling shoe is used by the dealer, the shoe decks need not be reshuffled by hand at any time during play. The single deck of cards used in the game must always be shuffled before each new game.
- (19) No player may play with more than one color of 208 Poker game chips, and each player shall play with a different color of 208 Poker game chips. 208 Poker chips shall have a value of 25 cents each, unless the retail licensee shall allow a player to declare and buy in at a higher per-chip value. A lammer shall be used by the dealer to indicate the value of each color of chip in play, if other than 25 cents. All 208 Poker chips should be redeemed by the dealer at the end of a player's period of play at the table. Any chips not redeemed at the 208 Poker gaming table during the same period of play in which they were purchased may be redeemed at a later time at a 208 Poker game table or by a casino cashier at value of 25 cents each, regardless of the value at which they may have been purchased.

(47.1-1017.32 added perm. 05/30/01)

47.1-1017.34 The Play – Boston 5 or Boston 7 Stud Poker.

Boston 5 Stud Poker and Boston 7 Stud Poker are patented poker variation games, the rights to which on July 1, 2001 were owned by John Feola, doing business as New Vision Gaming of North Reading,

Massachusetts, and which may be transferred or assigned. Boston 5 Stud Poker and Boston 7 Stud Poker must be played according to the following rules: *Eff 04/01/2007 Amended 03/16/2012*

- (1) Both the Boston 5 Stud Poker version and the Boston 7 Stud Poker version may be played only on tables displaying the Boston 5 Stud Poker or the Boston 7 Stud Poker table layout. A single deck of fifty-two cards will be used. The object of the game is for each player to get a better five card poker hand than the dealer's hand, and/or to get a five card hand qualifying for payment according to the Ante bonus pay schedule. With the three card optional bonus bet, the object is for the player to get a three card hand qualifying for payment according to the Optional Bonus pay schedule. Players may play only one hand of cards with each shuffle of the deck. *Eff 04/01/2007*
- (2) Table limits shall be posted at the table. Prior to any cards being dealt, each player must place a wager not to exceed one hundred dollars in the circle marked ante bonus and 1st Wager. Also at this time, a player may place a bet on the three card Optional Bonus bet. A player who places an Ante Bonus bet in the "Ante Bonus" betting circle will be eligible for an award as listed in the Ante Bonus pay out schedules. The three card Optional Bonus bet may be made in any whole dollar amount between one and one hundred dollars. At its discretion, the retail licensee may choose to allow a player to wager on the three card Optional Bonus bet without playing the core game. *Amended 09/14/2012*
- (3) At the discretion of the retail licensee, a player who wishes to tip the dealer by placing bets for the dealer shall place the tip(s) above or adjacent to the player's wagers at the same time that the player places the player's wagers. A tip bet can only be placed where a player bet has been made. A tip bet shall not be required to be in any minimum amount, but the amount of each tip bet may not exceed the amount of each of the player's specific wagers placed. Players may be permitted to place a tip bet for the dealer on any or all of the following bets: the three card Optional Bonus bet, the Ante Bonus bet and the 1st Wager bet. An Ante Bonus tip bet is not required to be in an amount of half of the player's 1st Wager bet. Only when a player has placed a tip bet on the 1st Wager, the player may, but is not required to, place an additional tip bet for the dealer on the 2nd Wager at the same time that the player places the player's 2nd Wager. Dealers' tip bets placed on tying hands shall push, and dealers' tip bets on winning hands shall be paid at the same odds as players' bets on winning hands. *Eff 04/01/2007*
- (4) Immediately prior to each round of play, the dealer shall shuffle and cut the cards. At the discretion of the retail licensee, the dealer may burn the top card. The dealer shall deal three cards to each player and to the dealer, all three at the same time, face down, in clockwise rotation around the table, beginning with the player to the left of the dealer and lastly to the dealer. *Eff 04/01/2007*
- (5) An incorrect number of cards dealt to any player constitutes a misdeal with respect to that player only, voiding the player's wager(s). Exposed cards dealt to a player do not constitute a misdeal; the dealer will turn the card(s) over and continue to deal. If a player's card falls from the table, that player's hand is dead and the player's wagers are void. *Eff 04/01/2007*
- (6) If the dealer misses dealing one card to the dealer, the dealer shall, after all other cards have been dealt to the players, take the next card from the deck stub to complete the dealer's hand. If the dealer fails to deal two cards to the dealer, then the entire hand is a misdeal; all wagers are void and all cards are collected. An exposed card dealt to the dealer does not constitute a misdeal, and the exposed card will be played as dealt. *Eff 04/01/2007*
- (7) After all players have received their three cards, the dealer shall ask the players if they hold cards qualifying for a three card optional Bonus payment, and if so, the players will expose their three card hands. Players who fail to declare and show their three card hands qualifying for payment at this time shall not be permitted to do so at any later time in the game. The dealer will collect all wagers on hands not qualifying for a three card Optional Bonus payment, and will pay all winning hands according to the following pay schedules: *Eff 04/01/2007 Amended 9/14/2012*

Hand	B7S-01 Pays*	B7S-02 Pays*	B7S-03 Pays*	B7S-04 Pays*
Royal Flush	NA	NA	NA	100
Straight Flush	40	40	40	40
Three of a Kind	30	30	30	30
Straight	6	6	5	5
Flush	4	3	4	4
Pair	1	1	1	1
Payback	97.6833%	92.7240%	94.4253%	95.5113%
House Advantage	2.3167%	7.2760%	5.5765%	4.4887%

Hand	B7S-05 Pays*	B7S-06 Pays*	B7S-07 Pays*	B7S-08 Pays*
Royal Flush	50	100	100	100
Straight Flush	40	40	50	40
Three of a Kind	30	30	30	25
Straight	6	6	6	6
Flush	3	3	3	4
Pair	1	1	1	1
Payback	92.9050%	93.8100%	95.8009%	97.5928%
House Advantage	7.0950%	6.1900%	4.1991%	2.4072%

- (8) Each player then has the option either to fold or to continue playing. Players who do not fold must make an additional wager in an amount equal to the 1st Wager by placing the additional wager in the 2nd Wager circle in front of the player's position. *Eff 04/01/2007*
- (9) After all players have had the opportunity to place their wagers, the dealer shall pick up the wagers and cards from players who have folded. The dealer shall begin with the player to the dealer's right and continue in a counterclockwise rotation around the table, first picking up wagers, and then repeating the rotation picking up cards. The dealer shall not show the cards, and shall place them in the discard rack. *Eff 04/01/2007*
- (10) At the discretion of the retail licensee, the dealer may burn the top card from the deck. The dealer shall deal two or four more cards (depending on whether they are playing Boston 5 or Boston 7, respectively), all at the same time, face down, in clockwise rotation around the table, to each remaining player and lastly to the dealer. The remainder of the deck will be placed in the discard rack. *Eff 04/01/2007*
- (11) The dealer then turns the dealer's five or seven cards face up (again, depending on whether they are playing Boston 5 or Boston 7, respectively) and determines the best 5 card poker hand held by the dealer. For Boston 5, each player's cards are then turned over by the dealer and are compared to the dealer's hand. For Boston 7, players have to make their best 5 card hand out of seven, discarding 2 cards. The dealer begins with the player to the dealer's right and continues in a counterclockwise rotation around the table. The higher five card poker hand wins between the dealer and each player. In the event of a tie, the hands push and the player's 1st and 2nd Wagers are neither won nor lost. *Eff 04/01/2007*
- (12) When a dealer's five card hand beats a player's five card hand, the dealer collects both the 1st and 2nd Wagers as well as the Ante Bonus wager. When a player's hand beats the dealer's hand, the player retains both the player's wagers placed on the 1st and 2nd Wagers and is paid at odds of 1 to 1 on the 1st and 2nd Wagers. *Eff 04/01/2007 Amended 09/14/2012*
- (13) A player is eligible to receive an Ante Bonus award when the player holds a five, six or seven card hand qualifying for payment pursuant to the Ante Bonus pay schedule below. The player will retain his original wager ONLY if his best 5-card Poker hand beat or tied the Dealer's best 5-card

Poker hand. If the Dealer's hand beats the Player's hand, but the Player had a hand qualifying for an Ante Bonus, the Player will still be paid his Ante Bonus but will lose his original Ante Bonus Wager. *Eff 04/01/2007 Amended 09/14/2012*

a) Boston 5 pay-table *Eff 03/16/2012*

Player Holds:	Ante Bonus pay schedule
Royal flush	1,000 to 1
Straight flush	200 to 1
Four of a kind	100 to 1
Full House	25 to 1
Flush	15 to 1
Straight	8 to 1
Three of a kind	5 to 1
Two Pairs	2 to 1

b) Boston 7 pay-table *Amended 9/14/2012*

Paytables for "1-1-1" Betting Structure

Hand	B7-01 Pays*	B7-02 Pays*	B7-03 Pays*	B7-04 Pays*	B7-05 Pays*
7-Card Royal Flush	\$25000	\$25000	\$25000	\$25000	NA
6-Card Royal Flush	\$5000	\$5000	\$5000	\$5000	NA
5-Card Royal Flush	500	250	250	200	250
Straight Flush	100	100	100	50	50
Four of a Kind	20	20	25	20	20
Full House	4	4	4	4	4
Flush	3	3	3	3	3
Straight	2	2	2	2	2
Three of a Kind	1	1	1	1	1

- (14) After all wagers have been settled, the dealer shall pick up all cards from the table, beginning with the player to the dealer's right and continuing in a counterclockwise rotation around the table. Players may not touch any wagers placed or recover any winnings until the completion of each game. *Eff 04/01/2007*

47.1-1017.36 The Play – Player's Choice Poker.

Player's Choice Poker is the copyrighted and patented poker variation game, the rights to which on December 1, 2001 were owned by John Feola, doing business as New Vision Gaming of Medford, Massachusetts, and which may be transferred or assigned. Player's Choice Poker must be played according to the following rules:

- (1) Player's Choice Poker may be played only on tables displaying the Player's Choice Poker table layout. A single deck of fifty-two cards will be used to deal either six three-card hands or six five-card hands, at the discretion of the retail licensee. The object of the game is for each player to choose one or more hands of cards which will qualify for payment pursuant to a pay schedule. More than one hand can qualify for payment and players may wager on more than one hand. More than one player may wager on the same hand.
- (2) Before the dealer deals any cards, each player must place a wager on one or more of the six numbered circles in front of the player's position, with each circle representing the hand of cards the player is wagering on.
- (3) At the discretion of the retail licensee, a player who wishes to tip the dealer by placing bets for the dealer shall place the tip(s) above or below the player's wagers at the same time that the player

places the player's wagers. A tip bet shall not be required to be in any minimum amount, and the amount of each tip bet shall not exceed the amount of the player's own wager on the same hand. Winning tip bets shall be paid at the same odds as winning players' bets.

- (4) Immediately before each round of play, the dealer shall shuffle and cut the cards. At the discretion of the retail licensee, the dealer may burn the top card. The dealer shall deal one card at a time, either face down or face up (at the discretion of the retail licensee), in rotation to each hand until either three cards or five cards are dealt to each of the six hands, as appropriate for the variation of play being used.
- (5) An incorrect number of cards dealt to any hand constitutes a misdeal with respect to that hand only, voiding all players' wagers on that hand. When the cards are dealt face down, exposed cards do not constitute a misdeal and the dealer will turn the card(s) over and continue to deal. If a card falls from the table, that hand is dead and the all players' wagers on the hand are void.
- (6) After all six hands have been dealt, the dealer shall announce each hand's value or rank and shall determine whether each hand qualifies for an award according to the pay schedule in use, which must appear on the table layout or on signage at the table. The dealer shall collect all losing wagers and shall pay all winning wagers according to the one of the following pay schedules:

- (a) Three-Card Hands (only the highest ranked hand qualifying for payment shall be paid on each different wager):

Straight flush	40 to 1
Three of a kind	30 to 1
Straight	6 to 1
Flush	4 to 1
Pair	1 to 1

- (b) Five-Card Hands (only the highest ranked hand qualifying for payment shall be paid on each different wager):

Royal flush	\$5,000 Without regard to amount of wager
Straight flush	\$1,000 Without regard to amount of wager
Four of a kind	150 to 1
Full house	50 to 1
Flush	30 to 1
Straight	15 to 1
Three of a kind	5 to 1
Two pairs	2 to 1
One pair	1 to 1

- (7) After all wagers have been paid, the dealer shall place the cards from all hands in the discard rack and may reshuffle the deck for the next game. (added perm. 01/30/02)

47.1-1017.37 The play – 3-5-7 Poker.

3-5-7 Poker is the trademarked poker variation game, the rights to which on November 21, 2003, were owned by Gaming Entertainment, Inc., Las Vegas, Nevada. 3-5-7 Poker must be played according to the following rules:

- (1) 3-5-7 Poker may be played only on tables displaying the 3-5-7 Poker table layout. A single deck of fifty-two (52) cards will be used. Each player may play only one 3-5-7 Poker hand following each shuffle of the deck. Each hand of 3-5-7 Poker consists of three games: 3-card poker, 5-card

poker, and 7-card poker. Each hand of 3-5-7 Poker shall be complete after the dealer has settled all wagers made on the hand.

- (2) Before receiving any cards, each player shall place a wager in the designated area on the layout. A player may wager on any one, two, or all three games in the hand. The amount of each wager shall be within the table limit, to be determined by the retail licensee, but not exceeding one hundred dollars, and shall be posted at the table. If the retail licensee does not require a minimum wager, no table signage is required. A player who wishes to tip the dealer by making a bet for the dealer shall place the tip-bet next to the player's wager for that game. Each retail licensee may allow or not allow tip-bets according to its policy. All tip-bets allowed shall be paid according to the posted pay schedule for player wagers.
- (3) Immediately prior to each round of play, the dealer shall shuffle and cut the cards. The dealer shall deal a total of three cards face downward to each player who has made a wager and four community cards face downward to be used by all players in one of the following methods:
 - (a) The dealer will deal one card face down on the table and then deal a second card, also face down, on top of the first card. The dealer will deal a third card face down and scoop the three card stack and deliver the cards, still face down, to the first player. This procedure is repeated for each player that has made a wager on the game. The dealer then deals four community cards into the designated position on the layout for community cards. The dealer will place the remainder of the deck into the discard rack.
 - (b) The dealer will deal a card face down into the designated area for the first community card to the dealers left. The dealer will then deal one card face down in a clockwise rotation, from left to right, to each player who has made a wager. The dealer will then deal a second community card face down into the appropriate position on the layout and a second card face down in rotation to each player. This procedure is repeated for a third community card and a third player card. A final (fourth) community card is dealt face down to the appropriate position on the layout and the remainder of the deck is placed into the discard rack.
- (4) If a shuffle device is used, the licensee shall have a second deck of cards at the table which are of a predominately different color back. As one deck is being shuffled by the machine, the other deck is in use. The decks are alternated between hands. The dealer shall deliver cards from the shuffling device in groups of three to each player and the dealer. To set the community cards, the dealer places the first group of three cards on the table, burning the bottom card and retaining two cards. The dealer places a second group of three cards on the table, once again burning the bottom card and retaining two cards. These four remaining cards are placed into the white and yellow rectangles, constituting the community cards.
- (5) An incorrect number of cards dealt to any player or the dealer constitutes a misdeal; all wagers are void and all cards are picked up and re-shuffled. An exposed card does not constitute a misdeal. The dealer will turn the card over and continue to deal. An exposed community card will constitute a misdeal; all remaining wagers are void. If a player's card falls from the table, that player's hand is dead and that player's wager(s) is void.
- (6) At the discretion of the retail licensee, a player who has made a wager on all three games may be allowed to surrender half the wager on the 7-card game. The surrender option is only available for the 7-card wager.
- (7) After each player has received and viewed the player's first three cards, and has made the surrender decision, the player shall place the cards face down behind his wager or tuck the cards under the first wager. The dealer will expose, and spread each players cards in front of the players wagers on the layout, from right to left in a counter clockwise rotation. All wagers are also settled from right to left in a counter clockwise rotation.

- (a) The dealer shall settle each player's 3-card Poker wager by placing non-winning wagers in the table tray and paying winning wagers according to the posted pay schedule. If a player has not placed a wager on 5-card or 7-card games, the player's cards shall be removed and placed in the discard rack.
 - (b) After all wagers on the 3-card Poker game have been settled, the dealer shall turn the first two community cards face up on the layout and announce "5-card Poker." The 5-card Poker hand shall consist of the player's 3-card poker hand and the first two community cards turned up by the dealer. The dealer shall settle each player's 5-card poker wager by placing non-winning wagers in the table tray and paying winning wagers according to the posted pay schedule. If a player has not placed a wager on the 7-card game the player's cards shall be removed and placed in the discard rack.
 - (c) After all wagers on the 5-card Poker game have been settled, the dealer shall turn the last two community cards face up on the layout and announce "7-card Poker." The 7-card Poker hand shall consist of the player's 3-card poker hand and the four community cards turned up by the dealer. The dealer shall settle each player's 7-card poker wager by placing non-winning wagers in the table tray and paying winning wagers according to the posted pay schedule. The dealer shall then remove all of the remaining cards and place them in the discard rack for the next hand.
- (8) Optional Player Banked Pot. In an optional version of play, the retail licensee may allow each player to place an optional additional wager on each 3-card, 5-card, and 7-card game of a posted amount, not to exceed one hundred dollars. At the beginning of each game the optional additional wagers for that game are pulled to the center of the table in a pot and awarded, by the dealer, to the player with the best hand. No player may make an optional additional player-banked pot wager without having first made a pay schedule wager on that game. Only players who have made the optional additional wager for the player banked pot are eligible to win that pot.
- (a) In the 3-card game, optional wagers are collected into a pot prior to the player's 3-card hand being exposed, and the pot is awarded prior to pay schedule wagers being settled for the 3-card game. The retail licensee may collect a rake on the player-banked pot of not more than 10% or five dollars, whichever is less. The amount of rake must be posted at the table.
 - (b) In the 5-card game, optional wagers are collected into a pot prior to the first two community cards being exposed, and the pot is awarded prior to pay schedule wagers being settled for the 5-card game. The retail licensee may collect a rake on the player-banked pot of not more than 10% or five dollars, whichever is less. The amount of the rake must be posted at the table.
 - (c) In the 7-card game, optional wagers are collected into a pot prior to the last two community cards being exposed, and the pot is awarded prior to pay schedule wagers being settled for the 7-card game. The retail licensee may collect a rake on the player-banked pot of not more than 10% or five dollars, whichever is less. The amount of the rake must be posted at the table.
 - (d) If only one player has placed an additional optional player banked wager the dealer shall return the wager to the player as void. Two or more player must place the wager to form a pot.
- (9) Any rake collected by the retail licensee shall be placed into the table tray and included in the calculation of AGP.

- (10) The dealer shall collect all losing wagers and shall pay all winning wagers according to one of the following pay tables. The appropriate pay table shall be printed on the table layout or provided on table signage:

'3' BET

	Payout Schedule 1	Payout Schedule 2
Straight Flush	40 to 1	40 to 1
3 of a Kind	30 to 1	25 to 1
Straight	6 to 1	6 to 1
Flush	4 to 1	4 to 1
One Pair	1 to 1	1 to 1

'5' BET

	Payout Schedule 3	Payout Schedule 4
	Pays (to 1)	Pays (to 1)
Royal Flush	500	500
Straight Flush	100	100
4 of a Kind	40	40
Full House	15	12
Flush	8	9
Straight	6	6
3 of a Kind	4	4
Two Pair	3	3
Pair 6s or better	1	1

'7' BET

	Payout Schedule 5	Payout Schedule 6
	Pays (to 1)	Pays (to 1)
Royal Flush	100	100
Straight Flush	20	25
4 of a Kind	7	15
Full House	5	6
Flush	4	4
Straight	3	3
3 of a Kind	2	2
Ten-high Two Pair (Payout Schedule 5)	1 to 1	
Jack-high Two Pair (Payout Schedule 6)		1 to 1

(47.1-1017.37 added perm. 11/30/04)

47.1-1017.38 Trips Poker.

Trips Poker is the trademarked poker variation game, the rights to which on September 6, 2004, were owned by Digideal in Spokane Valley, Washington. Trips Poker must be played according to the following rules:

- (1) Trips Poker may be played only on tables displaying the Trips Poker table layout. A single deck of fifty-two (52) virtual cards is used plus two (2) jokers, which are used as wild cards.
- (2) Trips Poker is played on the proprietary Digital Card System platform of the Digideal Corporation.
- (3) Trips Poker is a bet or fold game. All bets are equal and raises are not allowed.

- (4) All cards are dealt face up.
- (5) The objective of the game is to build a qualifying hand out of five (5) cards that contains three (3) of a kind (Trips) or better.
- (6) Before receiving any cards, each player places an initial wager in the designated area on the layout. After the wagers are placed, the dealer presses the deal button and the virtual cards are electronically shuffled. No initial wagers may be placed after this has occurred.
- (7) For each round of betting the dealer may prompt the players to either bet or fold. The dealer will then pull all bets to the center of the table prior to dealing the cards. The dealer deals two cards for the first round and one card for each subsequent round until five cards are dealt to each player. The player must place a wager before additional cards can be dealt to them.
- (8) If a player chooses to fold they have a chance to reenter the game in consecutive, subsequent rounds if no other player has a qualifying hand. If all players fold, the dealer presses the deal button, collects the appropriate rake, and the pot rolls over to the next round.
- (9) If a player sits out a hand by not placing an initial wager that player is no longer eligible to play another hand until the pot is won and it is time for a new round to begin.
- (10) If no player has a qualifying hand (three of a kind or higher) the pot rolls over to the next round. At the end of a non-winning round, the dealer will award up to 95 percent (casino option of between 5 percent and 95 percent in increments of 5 percent) of the pot to the player with the highest poker hand. In the event there are two or more hands of equal value, the Hi Hand payout is divided evenly among those hands.
- (11) If one or more players have a qualifying hand, the highest hand is awarded the pot. In the event there are two or more hands of equal value, the Hi Hand payout is divided evenly among those hands.
- (12) Before the pot or payout for the high hand is awarded, the dealer collects a rake. The house may collect a rake for each hand of poker dealt. The rake is dropped in the drop box.
- (13) The casino has the option to end the game after round 5 regardless of whether three of a kind or better has been attained. In the event the casino decides to end the game after completion of the fifth round, the player's screen will display "final round" and the entire pot will be awarded to the highest poker hand.
- (14) Any licensee offering this game must have a pre-established contingency plan in regard to how the pot will be awarded if it has not been won by the time the casino closes, if it closes. The plan must allow for the pot to be awarded prior to the casino closing.
- (15) Table stakes do not apply to this game. A player is not allowed to go all in. The inability of a player to make a bet results in a mandatory fold.
- (16) Inadvertent dealer action resulting in the folding of a player or multiple player hands will result in the player's wager(s) being returned to them for that round. Play will then continue in a normal fashion with each player understanding that the carry over pot total found on their player screen and the corresponding Hi Hand payout award will be incorrect until the pot is won. It will be the responsibility of the dealer and/or supervisor to keep a manual count of the pot total and to subsequently do a manual calculation of the Hi Hand payout.

47.1-1017.39 Texas Hold'Em Bonus Poker.

Texas Hold'Em Bonus Poker is the trademarked poker variation game, the rights to which are owned by SHFL entertainment of Las Vegas, Nevada and which may be transferred or assigned. Texas Hold'Em Bonus Poker must be played according to the following rules:

- (1) Texas Hold'Em Bonus Poker may be played only on tables displaying the Texas Hold'Em Bonus Poker table layout. A single deck of fifty-two (52) cards is used. Players play against the dealer but not any other players. The objective of the game is to beat the dealer by making a higher ranking five card poker hand utilizing the five community cards and the player's two hole cards. Neither of the player's hole cards needs to be used in the final hand. Table stakes does not apply to this game.
- (2) Each player must make an initial wager on the ante (blind). At this time the player has the option to make an additional bonus wager. The bonus wager does not have to equal the ante bet. Winning bonus wagers are paid according to a paytable that must be prominently displayed at the table. The player may also place an optional progressive wager as long as the ante wager is in place. Once all players place their bets, the dealer will press the appropriate button on the keypad to indicate a progressive wager. The sensors will then light up, indicating a progressive wager. The dealer will then remove all progressive bets from the table and place them in the tray. The dealer then follows house procedures for dealing the regular game.
- (3) Any dealer tip delivered as a wager may be placed on the "ante" hand, provided that the player has placed a personal wager on the same hand. If a player continues play with any subsequent wager, the dealer's tip on the "ante" may remain in play whether or not the player adds a subsequent and corresponding wager(s) for the dealer.
- (4) Immediately prior to each round of play, the dealer shall shuffle and cut the cards. The dealer will deal two cards to each player and the dealer position area, one at a time face down in a clockwise manner starting to the dealer's left. If using a mechanical shuffling device, the cards can be dispensed in two card groups for the players and dealer then five card groups for the community or five community cards first and then two card groups for the players and dealer. The first player to receive a card, or cards, is the player to the left of the dealer; the dealer receives cards last.
- (5) An incorrect number of cards dealt to a player constitutes a misdeal to that player only. The player receiving the misdealt cards retains the player's ante, and any wager. An incorrect number of cards dealt to the dealer constitutes a misdeal for the hand, and all players retain their ante, and any wagers. Any number of exposed cards does not constitute a misdeal. If the dealer exposes a card, the dealer will turn the card over and continue dealing.
- (6) After each player and the dealer have received two cards, there is a betting round. Each player can decide to stay in the game by making a bet, two times their ante wager on the flop bet (not to exceed one hundred dollars) or fold, forfeiting both their ante and bonus wagers. If a player folds the dealer will collect the ante and bonus wagers and place the player's two cards into the discard rack. If the player who has folded made a progressive wager, then the cards will be placed on the progressive sensor until the end of the game when the dealer pays according to the posted paytable.
- (7) The dealer then burns one card, deals three community cards from the deck, and turns them face upward in the designated flop area. Community cards are common to the hand of every active player in the pot and the dealer. If the dealer is using a mechanical shuffling device, this step is not needed.
- (8) After the flop, each player has the option to check or bet before the turn card is dealt. A player can make a bet, equal to the ante wager, on the turn. Should a player choose to check (not bet), the player is still active in the game. The turn bet is an optional bet.

- (9) The dealer then burns one card and deals another community card face upward in the designated turn area.
- (10) After the turn, each player has the option to check or bet before the river card is dealt. A player can make a bet, equal to the ante wager, on the river. Should a player desire to check (not bet), the player is still active in the game. The river bet is an optional bet.
- (11) The dealer then burns one card and deals another community card face upward in the designated river area.
- (12) The dealer then returns the remaining cards in the deck to the discard rack, exposes their two hole cards and sets their best five card poker hand utilizing the five community cards and the dealer's two hole cards.
- (13) Starting to the dealer's right, the dealer exposes each player's two hole cards, one player at a time. If the player made the optional bonus wager, the dealer takes or pays the player's bonus wager according to the posted pay table. The dealer then sets the player's best five card poker hand, utilizing the five community cards and the player's two hole cards. There is a showdown between the player and the dealer with the best high hand winning. If the player wins, the player is paid even money on the flop, turn and river bets with the ante wager being paid even money on a straight or higher. The ante wager is a push on a winning hand lower than a straight. If the dealer's hand is higher, the dealer takes all of the player's wagers. The dealer then collects the player's two cards and places them in the discard rack and moves on to the next player.
- (14) Winning bonus wagers shall be paid according to a payment schedule prominently displayed on the table. Either of the following payment schedules may be used.
- (15) Progressive Winners:
 - (a) The percentage pays are paid from the progressive jackpot shown on the progressive meter.
 - (b) Other hands are paid from the tray; they do not come off the meter.
 - (c) In the event more than one progressive hand, payable from the progressive meter, hits at the same table during the same time, house procedures are then followed for paying the prize.
 - (d) As the terms "jackpot," "jackpot award," and "progressive jackpot" are used in these rules of play for Texas Hold'Em Bonus Progressive, the terms shall apply to Texas Hold'Em Bonus Progressive only. A retail licensee may not discontinue offering a Texas Hold'Em Bonus Progressive jackpot until the highest progressive jackpot award has been won by a qualified player or players. If a licensee wishes to discontinue offering a progressive jackpot award, the licensee may petition the Director for permission to either reduce the qualifications or criteria for winning the award, allowing the award to be paid more quickly, or to transfer the award liability to the jackpot offered by a different game. If a retail licensee intends to close its business while having a progressive jackpot award liability, the licensee may petition the Director for permission to transfer the award liability, together with the award fund, to another retail licensee offering a comparable jackpot award.
 - (e) If one of the PMG ("Nexus") pay schedules, listed below, are used on this game, other progressive table themes that have the same pay schedules approved can be connected to the same jackpot.

- (f) When a player has a progressive winner, the dealer shall press the appropriate hand button on the keypad and then contact a supervisor.
- (g) Once the casino verifies the progressive win, house procedures are then followed for paying the prize.
- (h) After keying in the progressive winner, the meter may be reduced, depending on the winning hand. Keying in a 100% award will reset the meter to the seed amount, plus any reserve amount. The dealer will continue handling progressive awards in a counter clockwise fashion.
- (i) An incorrect number of cards dealt to any player constitutes a dead hand for that player only. The player receiving the misdealt cards retains the player's ante and any bet. An incorrect number of cards dealt to the dealer constitutes a misdeal to the table and the players may play their hands for the purpose of the progressive jackpot only. If there are no progressive jackpot hands, all hands at the table are dead and the players retain their antes and bets.

Envy Bonus:

A player making the progressive wager also qualifies to win an envy payout. If another player at the table hits a hand associated with an envy pay, all other players who made the progressive bet win the envy pay. The player hitting the hand receives the normal prize pay only, but does not receive the envy pay. If a player's hand triggers an envy payout, the dealer will leave the hand face-up on the layout; otherwise, the dealer will lock up the cards. The dealer will then move on to the next player.

- (16) If a player's card goes off the table, that player's hand is considered dead. The player will retain all wagers and the dealer will place the player's cards in the discard rack.
- (17) If a dealer exposes any of the dealer's cards this will be considered a misdeal for the entire table. All player's wagers will be retained.
- (18) If the player or a dealer exposes any of the player's cards, the dealer will turn over the exposed card and the hand will continue.
- (19) If the dealer deals out an incorrect number of cards for the flop, the dealer will muck the flop cards and shuffle them along with the burn card and the remainder of the deck. The dealer will cut the cards, burn the top cards and flop three cards face up. The same procedure will apply to any mistakes during the turn and river; however, all cards placed prior to the mistake will remain in play. Folded cards will not be included in the shuffle.
- (20) If the dealer forgets to burn a card at any time the hand will remain in play and each player will have the option to continue the hand or fold. The players that fold will retain all wagers and the cards will be placed in the discard rack.
- (21) If the turn and/or the river cards are exposed prematurely prior to the player having a chance to act on the hand, the player will be given a chance to either check or place a wager.
- (22) In all instances, the dealer will notify the floor supervisor prior to correcting any mistakes.
- (23) The retail licensee may offer the game using the following pay schedules. The pay schedules in use, or payouts derived from the pay schedules, must be displayed on the table layout or on signage at the table:

Schedule I

A-A (Player's hand) & A-A (Dealer Hand)	1000 to 1
A-K (Player's hand only)	30 to 1
A-K (Suited)	25 to 1
A-Q or A-J (Suited)	20 to 1
A-K (Unsuited)	15 to 1
K-K or Q-Q or J-J (High Pairs)	10 to 1
A-Q or A-J (Unsuited)	5 to 1
10-10 through 2-2 (Low Pairs)	3 to 1

Schedule II

A-A	30 to 1
A-K (Suited)	25 to 1
A-Q or A-J (Suited)	20 to 1
A-K (Unsuited)	15 to 1
K-K or Q-Q or J-J (High Pairs)	10 to 1
A-Q or A-J (Unsuited)	5 to 1
10-10 through 2-2 (Low Pairs)	3 to 1

	THBP-1	THBP-2	THBP-3	THBP-4
Hand*	\$1 Pays	\$1 Pays	\$1 Pays	\$1 Pays
Royal Flush	100% from Meter	100% from Meter	100% from Meter	100% from Meter
Straight Flush	10% from Meter	10% from Meter	10% from Meter	10% from Meter
Four of a kind	500 from Meter	500 from Meter	500 from Meter	500 from Meter
Full House	100 from Meter	100 from Meter	100 from Meter	100 from Meter
Flush	50 from Meter	50 from Meter	50 from Meter	50 from Meter
Straight			10 from Meter	10 from Meter

*First 5 Cards - player's two cards and the first three community cards (the flop)

	THBP-5	THBP-6	THBP-7
Hand*	\$1 Pays	\$5 Pays	\$5 Pays
Royal Flush	100% from Meter	100% from Meter	100% from Meter
Straight Flush	10% from Meter	10% from Meter	\$25,000 from Meter
Four of a kind	500 from Meter	\$2,500 from Meter	\$2,500 from Meter
Full House	100 from Meter	\$500 from Meter	\$500 from Meter
Flush	50 from Meter	\$250 from Meter	\$250 from Meter
Straight	10 Not from Meter		

* First 5 Cards - player's two cards and the first three community cards (the flop)

	THBP-8
	\$1 Pays
Royal After 5	100% (from meter)
Royal After 6	25% (from meter)
Royal After 7	5% (from meter)
Community Royal	\$3000 (not from meter)
Straight Flush	\$250 (not from meter)
4 of a Kind	\$100 (not from meter)
Full House	\$10 (not from meter)

	THBP-09 (PMG Nexus)		THBP-10 (PMG Nexus)	
Hand	\$1 Pays	Envy	\$5 Pays	Envy
Royal Flush	100% (from meter)	\$1,000	100% (from meter)	\$5,000
Straight Flush	10% (from meter)	\$300	10% (from meter)	\$1,500
Four of a Kind	300 for 1		300 for 1	
Full House	50 for 1		50 for 1	
Flush	40 for 1		40 for 1	
Straight	30 for 1		30 for 1	
Three of a Kind	9 for 1		9 for 1	

* First 5 Cards - player's two cards and the first three community cards (the flop)

47-1-1017.40. The play – Champion Poker.

Champion Poker is the trademarked poker variation game, the rights to which are owned by Gaming Entertainment, Inc., Las Vegas, Nevada. Champion Poker must be played according to the following rules:

- (1) Champion Poker may be played only on tables displaying the Champion Poker table layout. A single deck of fifty-two (52) cards will be used. Each player may play only one Champion Poker hand following each shuffle of the deck. Each hand of Champion Poker consists of two games: A 5 Card (or 7 Card) Hold Em Bonus and Texas Hold Em (ante blind). Players must bet on the 5 Card (or 7 Card) Hold Em Bonus game in order to play Texas Hold Em or they may bet the 5 Card (or 7 Card) Hold Em Bonus game only. Each hand of Champion Poker shall be complete after the dealer has settled all wagers made on the hand.
- (2) Before receiving any cards, each player shall place a wager in the designated area on the layout. A player may wager on the 5 Card (or 7 Card) Hold Em Bonus game only or they may wager on the 5 Card (or 7 Card) Hold Em Bonus game and the Texas Hold em (ante blind) game. The Texas Hold Em wager (ante blind) and the 5 Card (or 7 Card) Hold Em Bonus wager must be equal and shall be within the table limit, to be determined by the retail licensee, but not exceeding one hundred dollars, and shall be posted at the table. If the retail licensee does not require a minimum wager, no table signage is required. A player who wishes to tip the dealer by making a bet for the dealer shall place the tip-bet next to the player's wager for that game. Each retail licensee may allow or not allow tip-bets according to its policy. All tip-bets allowed shall be paid according to the posted pay schedule for player wagers.
- (3) Immediately prior to each round of play, the dealer shall shuffle and cut the cards. the dealer shall deal two (2) cards face downward to each player who has made a Hold Em Bonus wager, two (2) cards face downward to be used as the Dealer hand and five (5) community cards face downward to be used by all players. Specific dealing procedures should be in line with the standard dealing practices at each casino. Once all cards have been dealt, the dealer will place the remainder of the deck into the discard rack.
- (4) If a shuffle device is used, the licensee shall have a second deck of cards at the table, which are of a predominately different color back. As the machine is shuffling one deck, the other deck is in use. The decks are alternated between hands. The dealer shall deliver cards from the shuffling device in accordance with the dealing option chosen by each casino.
- (5) An incorrect number of cards dealt to any player or the dealer constitutes a misdeal; all wagers are void and all cards are picked up and re-shuffled. a misdeal would occur if either Dealer card were exposed. An exposed community card will constitute a misdeal; all remaining wagers are void. if a player's card falls from the table, that player's hand is dead and that player's wager(s) is void.

- (6) Players must bet on the 5 Card (or 7 Card) Hold Em Bonus game in order to play Texas Hold Em, or they may bet the 5 Card (or 7 Card) Hold Em Bonus game only. The Texas Hold Em (ante blind) wager and the 5 Card (or 7 Card) Hold Em Bonus wager must be equal. If the player chooses to make the Texas Hold Em (ante blind) bet, the player will have two additional decisions to make. The first decision is made after the player receives his two (2) cards - the player may choose to play or fold. If the player chooses to play, he must match the ante blind wager; if he chooses to fold the player will forfeit his ante blind wager. The second decision is made after the community three card flop cards are exposed - the player may choose to raise by placing a third wager in the raise circle equal to the play wager. After all cards have been dealt, face down, the dealer first determines whether or not any of the players wish to forfeit their ante blind wager or continue to play Texas Hold Em. If the player chooses to play, he will place a bet in the "Play" circle equal to his "ante blind" bet. If the player chooses not to play, he will forfeit his "ante blind" wager; however, the 5 Card (or 7 Card) Hold Em Bonus wager will remain in action. Upon players making this first decision, the dealer will proceed to expose the three (3) flop community cards and determine if any players choose to "Raise" the Texas Hold Em wager. Once the "Raise" wagers are made, the dealer will proceed to either settle the 5 Card Hold Em bonus wagers, based on the posted pay table or expose the final two (2) Community Cards known as the turn and the river and settle all 7 Card Hold Em Bonus wagers based on the posted pay table. Beginning to the dealer's right, the dealer will say "Five Card Bonus" (or "Seven Card Bonus"). After the Hold Em Bonus wagers are settled, the dealer will then expose his two cards. From these seven cards the dealer and the player make the best five-card poker hand where the higher of the dealer's and each player's hands wins. The dealer's best five-card poker hand should be isolated from the five (5) community cards. Ties are pushes. The winning players are paid even money on all wagers, i.e., the ante blind, play and raise wagers. In addition, if the casino opts for the 5 Card Hold Em Bonus game, the players are eligible for an ante bonus if the player has made a Texas Hold 'em (ante blind) wager and the best five of the player's seven cards form a full house or better, the player will receive an additional bonus paid on the ante. The outcome of the player hand versus the dealer hand has no bearing on the ante bonus; the ante bonus is paid as long as the player has a full house or better. Once the dealer settles all bets he moves on to the next game.
- (7) The dealer shall collect all losing 5 Card (or 7 Card) Hold Em Bonus wagers and shall pay all winning 5 Card (wagers according to the following pay tables. The pay tables shall be printed on the table layout or provided on table signage:

Pay Schedules for Five-Card Hold 'Em Bonus

Payout Schedule A

Royal Flush	200 to 1
Straight Flush	50 to 1
4 of a Kind	20 to 1
Full House	10 to 1
Flush	8 to 1
Straight	5 to 1
3 of a Kind	3 to 1
Two Pair	2 to 1
Pair 8's or Better	1 to 1

Payout Schedule B

Royal Flush	100 to 1
Straight Flush	40 to 1
4 of a Kind	20 to 1
Full House	10 to 1
Flush	7 to 1

Straight	4 to 1
3 of a Kind	3 to 1
Two Pair	2 to 1
Pair 8's or Better	1 to 1

Ante bonus pay table for the Five-Card Hold Em Bonus Game

Royal Flush	25 to 1
Straight Flush	10 to 1
4 of a Kind	4 to 1
Full House	1 to 1

Pay Schedules for Seven-Card Hold Em Bonus

Payout Schedule E

Royal Flush	100 to 1
Straight Flush	25 to 1
4 of a Kind	15 to 1
Full House	6 to 1
Flush	5 to 1
Straight	4 to 1
3 of a Kind	2 to 1

Payout Schedule F

Royal Flush	50 to 1
Straight Flush	25 to 1
4 of a Kind	15 to 1
Full House	6 to 1
Flush	5 to 1
Straight	4 to 1
3 of a Kind	2 to 1

Payout Schedule G

Royal Flush	50 to 1
Straight Flush	20 to 1
4 of a Kind	10 to 1
Full House	7 to 1
Flush	5 to 1
Straight	4 to 1
3 of a Kind	2 to 1

There is no ante bonus for the 7 card Hold em bonus game.

47-1-1017.41 The play – Longhorn Hold'em.

Longhorn Hold'em Poker is the patented, trademarked and copyrighted poker variation game, the rights to which on September 1, 2006, were owned by Stacey Perry and/or MAO Gaming Corporation both of Biloxi, Mississippi, and which may be transferred or assigned. Longhorn Hold'em must be played according to the following rules:

- (1) Longhorn Hold'em may be played only on tables displaying the Longhorn Hold'em table layout and signage. A single deck of fifty-two (52) cards is used. The objective is to make the highest ranking traditional five card poker hand utilizing one to two of the player's cards and three to four

community cards. Players must place a Bonus wager. The Bonus wager is won and paid in accordance to a posted pay table. The Bad Beat Jackpot wager is an optional wager. The Bad Beat Jackpot is paid when any player holding Aces Full or better is beaten; with at least one of the qualifying cards being the player's card, not a community card. All players that placed and have not forfeited the bad beat wager share in the Bad Beat Jackpot: The player who is beaten is paid fifty percent of the posted amount, the player who beat that player is paid twenty five percent of the posted amount and the remaining players split twenty five percent of the posted amount. Players who choose to fold during the play for the pot forfeit their stake in the bad Beat Jackpot for that round of play. Any player at the table may hold a qualifying hand.

- (2) Initially, each player must make the Bonus wager. Each player has the option of placing a Bad Beat Jackpot wager.
- (3) The dealer shall shuffle and cut the cards once; after the shuffle no new players may enter the game until the start of a new round
- (4) The dealer shall deal two cards to each player, face down and one at a time. The first player to receive a card is the player to the left of the player who has the button marked "Dealer". The last player to receive cards is the player assigned the button marked "Dealer".
- (5) After each player has received two cards, there is a betting round. Each player can opt to stay in the game to see the first three community cards, called the Flop, by making a Pot wager. The player may choose to fold, forfeiting both their Bad Beat and Bonus wagers. If a player folds the dealer will place the Bonus wagers in the tray and drop the Bad Beat Jackpot wager in the Jackpot drop box; and place the player's two cards into the discard rack.
- (6) The dealer moves the posted Pot wagers to the area in the center of the layout marked Pot.
- (7) The dealer burns the top card of the deck and deals three community cards face up in the designated Flop section of the layout. These community cards can be common to the hand of every active player in the pot.
- (8) After the flop, the betting continues for another round. Each player can opt to stay in the game to see the next community card, called the Turn, by making another Pot wager. The player may choose to fold, forfeiting both their Bad Beat and Bonus wagers. If a player folds the dealer will place the Bonus wagers in the tray and drop the Bad Beat Jackpot wager in the Jackpot drop box; place the player's two cards into the discard rack.
- (9) The dealer moves the posted Pot wagers to the area in the center of the layout marked Pot.
- (10) The dealer burns the top card of the deck and deals a community card face up in the designated Turn section of the layout. This community card can be common to the hand of every active player in the pot.
- (11) After the Turn, the betting continues for another round. Each player can opt to stay in the game to see the next community card, called the River, by making another Pot wager. The player may choose to fold, forfeiting both their Bad Beat and Bonus wagers. If a player folds the dealer will place the Bonus wagers in the tray and drop the Bad Beat Jackpot wager in the Jackpot drop box; place the player's two cards into the discard rack.
- (12) The dealer moves the posted Pot wagers to the area in the center of the layout marked Pot.
- (13) The dealer burns the top card of the deck and deals a community card face up in the designated River section of the layout. This community card can be common to the hand of every active player in the pot.

- (14) The round is over. The player with the highest ranking poker hand wins the Pot.
- (15) The dealer will determine if any of the players win the Bonus wager. For winning hands, the dealer will pay the bet at posted odds. All losing Bonus wagers will be placed in the tray.
- (16) The dealer will determine if any of the players qualify for the Bad Beat Jackpot. If so, a Games Supervisor is called to verify the qualifying hands. Jackpot payouts will be made in accordance with all state and federal laws.
- (17) The dealer shall collect all Bad Beat Jackpot wagers, which shall be dropped in the Jackpot drop box.
- (18) The dealer will count the chips in the Pot and take a rake for the house. The dealer will then award the Pot to the winner.
- (19) After all hands are settled the dealer will pick up the cards and move the button marked "Dealer" to the next player to the right. The table is ready for the next round.
- (20) As the terms "Jackpot," and "Jackpot award," are used in these rules of play for Longhorn Hold'em, the terms shall apply to Longhorn Hold'em only.
- (21) The Bad Beat Jackpot award is seeded by the retail operator, in an amount between \$100 and \$500.
- (22) All monies collected for the Bad Beat Jackpot shall be distributed as follows: 60% is placed in the Primary Jackpot; 40 % is placed in the Secondary Jackpot, which replaces the Primary Jackpot when it is won. When the Primary Jackpot is won, the table top signage will be updated with the amount representing the total of the secondary Jackpot prior to the beginning of the next round of play. The Primary Jackpot amount is updated daily after the soft count and posted on the table top signage.
- (23) Winning Bonus wagers will be paid in accordance with one of the following pay tables:

	Pay Table Schedule I.		Pay Table Schedule II.
Royal Flush	1000 to 1	Royal Flush	500 to 1
Straight Flush	200 to 1	Straight Flush	100 to 1
Four of a Kind	30 to 1	Four of a Kind	30 to 1
Full House	6 to 1	Full House	7 to 1
Flush	4 to 1	Flush	4 to 1
Straight	3 to 1	Straight	3 to 1
3 of a Kind	1 to 1	3 of a Kind	1 to 1
Two Pair	push	Two Pair	push

- (24) Any dealer tip delivered as a wager shall be placed on the Bonus wager only.
- (25) Required bet amounts for each wager shall be posted on signage at the table. The Bonus wager does not have to equal the Bad Beat Jackpot wager; the Pot bet does not have to equal either the Bonus wager or Bad Beat Jackpot wager.
- (26) If the dealer exposes a player's card, that player's hand is declared dead. The player's Bad Beat and Bonus wagers are returned to the player.
- (27) If the dealer exposes too many community cards during the Flop, Turn, or River the extra card(s) will be added back into the deck and the dealer will reshuffle. The dealer will continue to deal cards where he left off.

- (28) If the dealer drops a card, he shall pick up the card add it back into the deck, reshuffle and resume play where he left off.
- (29) If a dealer deals a card before wagers are made, he shall pick up the card add it back into the deck, reshuffle and resume play where he left off.
- (30) If a dealer skips a player while dealing pocket cards, the player skipped is dealt out, all moneys placed for bonus and bad beat wagers are returned to player.
- (31) Table games stakes do not apply to this game. A player is not allowed to go all in. The inability of a player to make a bet results in a mandatory fold. If the last player in fails to complete play for the bonus bet and pot, both are forfeited to the house.
- (32) At the discretion of the retail licensee, proposition players may be used.
- (33) A retail licensee may not discontinue offering Longhorn Hold'em until a qualifying player(s) has won the jackpot award. If the retail licensee wishes to discontinue offering Longhorn Hold'em the retail licensee may combine the primary and secondary jackpots and reduce the qualifying criteria for winning the award, allowing the award to be paid at once and more quickly. It is the retail licensee's responsibility to ensure all jackpot award funds are paid to the qualifying winning player(s) during the reduced criteria rounds, after the jackpot has been won.

47.1-1017.42 The Play – Wild Six Card Draw Poker

Wild Six Card Draw Poker is a trademarked and patented poker variation game, the rights to which are owned by Mike Timpano of Timpano Gaming Inc., Ontario, Canada. Wild Six Card Draw Poker must be played in accordance to the following rules:

- (1) Wild Six Card Draw Poker must be played on tables displaying the Wild Six Card Draw Poker layout. A standard 52 card deck with the inclusion of two wild card jokers will be used for the play of the game. Each player will be permitted to play only one hand in any new round of play. The two jokers may be used in any form as wild cards to form a pair, 3 of a kind, flush, straight, full house, four of a kind, 5 of a kind, straight flush or royal flush. The dealer must verify the 54 cards prior to each new dealer tapping into the game, unless an automated shuffler is used that verifies the number of cards being used in each deck.
- (2) The ranking of the hands from highest to lowest will be as follows: royal flush, five of a kind, straight flush, 4 of a kind, full house, flush, straight, 3 of a kind, 2 pair, highest pair, highest card.
- (3) Each participant of the game will make at least one initial wager on the "Poker Bet" wager. The wager will be in the amount of the minimum and/or maximum amount specified at the table by the retail licensee as permitted by the state's wagering limits and regulations. The "Poker Wager" is for highest ranking hand between the player's final 5 card hand versus the ranking of the dealer's final 5 card hand. The player may choose to make two additional wagers, which are optional, at the beginning of each new round of play. These two optional wagers are strictly a hand ranking against a pay schedule and have no play against the dealer's hand. These wagers are: (1) "Queens or Better," which requires a player to have at least a pair of queens or better to win, using only the player's original five cards; and (2) "Draw Bonus Bet," which requires the player to have at least 2 pair or better to win. All three wagers are placed in the player's play area and on the circles indicating the wager. All and or any of the wagers must be placed prior to receiving any cards.
- (4) Players may tip the dealer and may place the tip above any one, two or three of the betting circles so long as the player has their own personal bet on each of the tipped wagers.

- (5) The play begins with the players making their mandatory "Poker Wager" and any of the two optional side wagers. Once the cards are shuffled and cut, the dealer will deal one card at a time from left to right and back right to left, to create a stack of five cards in front of the table tray/bank for each active player at the table, plus one stack for the dealer. An active player is considered any player who has at least one wager on the "Poker Bet" option. The dealer will send out a stack of five cards to each active player from left to right. The last stack to the right of the stacks of five will be the dealer's stack of five. If a mechanical shuffling device is used, the players will be sent five cards at a time starting with the player to the left and to the dealer receiving the final five-card hand.
- (6) An incorrect number of cards dealt to any player and/or the dealer will constitute a misdeal and the round of play will be re-played. An exposed or flashed card does not constitute a dead round so long as all the players and dealer received five cards.
- (7) Players will pick up their hand and look for a pair of queens or better if the player placed the "Queens or Better" wager. If the player has a pair of queens or better on the player's original five cards, the player will lay the winning hand on the table face up so the dealer can acknowledge the winning ranking of the hand. The dealer will then pay the player the Queens or Better wager in accordance to the pay schedule. Once paid, the player will then pick up the player's hand and discard one card face down on the "Draw" box and then place the remaining four cards face down in the box just below the player's "Draw" area. Once all the players have selected a discard, the dealer will then collect all losing Queens or Better wagers. The dealer will then place a new card on the top of the player's other remaining four cards face down and continue to the dealer's hand and place a card face down on the dealer's original 5 cards. Again this procedure is from left to right. If any player misreads their original five cards for the Queens or Better wager, and the sixth card is dealt, the Queens or Better wager is no longer active for the Queens or Better payout, and becomes a losing wager.
- (8) The players are not allowed to look at the new draw card. After receiving the dealer's additional card, the dealer will then turn over the dealer's six cards and select the best five-card poker hand. The dealer will then rank the dealer's hand and discard the worst card. Starting with the first player on the dealer's right, the dealer will turn over the player's five card hand. The dealer will then compare the ranking of the player's hand and the ranking of the dealer's own hand. If the player's hand is of higher ranking, the dealer will pay the player even money. If the player's hand is lower than the dealer's hand, the dealer will take the player's losing wager. After the pay or collect of the Poker Wager, the dealer will turn over the player's discard and re-unite the card with the player's other five cards. If the player has 2 Pair or Better using the best five of six cards, the dealer will pay that winning pay scale hand in accordance to the ranking of the hand. The dealer will then remove the player's hand from the table and go to the next player's hand and follow the same pay and collect procedures. This order of sequence is from the dealer's right to left. Once all the hands have been played out, the dealer will re-shuffle and once players make a new round of bets, play will resume with a new round of play.
- (9) There is no need for players to fold their hand as there are no additional wagers needed to continue play nor are there any qualifications on the dealer's hand or player's hand. The Poker Wager is best hand wins between the player's and dealer's hand. The optional "Queens or Better" wager and "Draw Bonus" wager are simply the ranking of the player's hand in accordance to the pay schedule. The player's hand does not need to outrank the dealer's hand to win either of the optional "Queens or Better" or "Draw Bonus" wagers.
- (10) There will be, as printed out in the center of the table layout, a provision for an "Automatic Winner" on the player's Poker Bet. If a player is dealt a straight or better on the player's original five cards, the player will be an automatic winner. The player will show the dealer the straight or better on the original five cards and the dealer will proceed to pay according to the retail establishment's pay schedule. If the player places a "Queens or Better" wager, the dealer will pay out first in accordance to the ranking of the player's hand and the pay schedule. The dealer will

then pay all Poker Bets at even money or 3-2 according to the retail establishment's pay schedule. If the player places a "Draw Bonus" wager, the player will still receive another card face down whether the card can or cannot improve the player's final ranking. All players will always receive a sixth card, with winning hands paid out in accordance to the ranking of the hand and the pay schedule.

- (11) If the player and dealer have the same five-card hand, it is considered a tie and the Poker Bet would be a push.
- (12) The following pay schedules may be used for play. The pay schedule being used shall be visible to the players either on the table layout and/or on table signage.
- (a) On the Poker Bet, even money is paid on all wagers, with the exception that a retail licensee at its discretion may choose to pay 3-to-2 on an "Automatic Winner" on the player's original five cards.
- (b) Payments made to winners on the "Queens or Better" optional wager shall be made according to the following pay schedules based on the player's original five cards:

HAND TYPE	A1	A2	A3	A4	A5	A6
NATURAL ROYAL FLUSH	500 TO 1	500 TO 1	500 TO 1	500 TO 1	500 TO 1	500 TO 1
5 OF A KIND	100 TO 1	100 TO 1	100 TO 1	100 TO 1	150 TO 1	100 TO 1
WILD ROYAL FLUSH	80 TO 1	80 TO 1	80 TO 1	80 TO 1	100 TO 1	80 TO 1
STRAIGHT FLUSH	50 TO 1	50 TO 1	50 TO 1	50 TO 1	50 TO 1	50 TO 1
4 OF A KIND	20 TO 1	20 TO 1	20 TO 1	20 TO 1	20 TO 1	20 TO 1
FULL HOUSE	15 TO 1	15 TO 1	15 TO 1	15 TO 1	15 TO 1	14 TO 1
FLUSH	10 TO 1	12 TO 1	11 TO 1	10 TO 1	9 TO 1	10 TO 1
STRAIGHT	7 TO 1	6 TO 1	6 TO 1	6 TO 1	6 TO 1	6 TO 1
3 OF A KIND	3 TO 1	3 TO 1	3 TO 1	3 TO 1	3 TO 1	3 TO 1
2 PAIR	2 TO 1	2 TO 1	2 TO 1	2 TO 1	2 TO 1	2 TO 1
PAIR OF QUEENS OR BETTER	1 TO 1	1 TO 1	1 TO 1	1 TO 1	1 TO 1	1 TO 1

- (c) Payments made to winners on the optional "Draw Bonus" bet wager shall be made according to the following pay schedules based on the player's best five of six cards:

HAND TYPE	B1	B2	B3	B4
NATURAL ROYAL FLUSH	250 TO 1	250 TO 1	250 TO 1	250 TO 1
5 OF A KIND	50 TO 1	60 TO 1	60 TO 1	50 TO 1
WILD ROYAL FLUSH	40 TO 1	50 TO 1	50 TO 1	30 TO 1
STRAIGHT FLUSH	20 TO 1	20 TO 1	15 TO 1	15 TO 1
4 OF A KIND	7 TO 1	6 TO 1	6 TO 1	6 TO 1
FULL HOUSE	5 TO 1	5 TO 1	5 TO 1	5 TO 1
FLUSH	4 TO 1	4 TO 1	4 TO 1	4 TO 1
STRAIGHT	3 TO 1	3 TO 1	3 TO 1	3 TO 1
3 OF A KIND	2 TO 1	2 TO 1	2 TO 1	2 TO 1
2 PAIR	1 TO 1	1 TO 1	1 TO 1	1 TO 1

47.1-1017.43 The play – Pai Gow Poker.

- (1) The game of Pai Gow Poker must be played according to the rules listed below. The object of the game is for the player to create two poker hands out of the seven-card hand dealt by the dealer. A five-card hand and a two-card poker hand. The five-card hand value must exceed the two-card hand. Pai Gow Poker is a card game in which players are dealt seven cards, which they then arrange to form a five card high hand and a two card low hand, using poker rankings to determine the relative rank of the hands. The two hands of the player are then compared to the two hands of the dealer. A player wins if both his/her high hand and low hand are higher in rank than the high hand and low hand of the dealer. The player's wager is considered to be a tie ("push"), if one of his/her hands is higher than one of the hands of the dealer and one is identical or lower. The player loses if both of his/her hands are identical to or lower than the hands of the dealer. Winning wagers in Pai Gow Poker are paid 1 to 1. A vigorish or commission, not to exceed 5%, may be charged on player's winning hands.
- (2) The object of the game is to have both of the player's hands rank higher than both hands of the dealer. Hands are ranked as traditional Poker hands. A player receives seven cards which must be arranged into two separate hands:
 - (a) Two card "2nd highest" or "low" front hand;
 - (b) Five card "highest" or "high" back hand.

The player wins their bet, if they win both the front and the back hands against the dealer. The player loses their bet if they lose both the front and back hands. If they win one hand and lose the other, their bet pushes. If either hand ranks exactly the same as the dealer's hand, this is a tie and the dealer wins all tie hands. The licensee handles all bets.
- (3) The following words and terms shall have the following meaning in Pai Gow Poker.
 - (a) Copy Hand shall mean either a two card hand or a five card hand of a player which is identical in rank to the corresponding two card hand or five card hand of the dealer.
 - (b) High Hand shall mean the five card hand which is formed from the seven cards dealt at the game of Pai Gow Poker so as to rank higher than the two card low hand.
 - (c) Low Hand shall mean the two card hand which is formed from the seven cards dealt at the game of Pai Gow Poker so as to rank lower than the five card high hand.
 - (d) Rank or Ranking shall mean the relative position of a card or group of cards in descending order.
 - (e) Set or Setting The Hands shall mean the process of forming a high hand and low hand from the seven cards dealt.
 - (f) Suit shall mean one of the four categories of cards, i.e., diamond, spade, club or heart.
 - (g) Chung is a white plastic marker, marking who will have first option for the Dragon Hand.
- (4) Pai Gow Poker shall be played with one standard deck of cards plus one joker. All cards shall be dealt from hand, shuffler or a dealing shoe.
- (5) Pai Gow Poker shall be played with three dice which shall be maintained at all times inside a Pai Gow Poker Shaker or a random number generator to determine who receives the first hand. 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. Dice for Pai Gow Poker will be inspected at a minimum of every 24 hours and changed at the discretion of management.

- (6) When determining the order that hands are dealt out, the dealer counts as one and rotation is counter-clockwise. Hands will be delivered to corresponding seats until all players, including the dealer, have a hand. Any remaining dead hands may be directly discarded. Dead hands must not be exposed. The remaining four cards should be spread face down to check integrity of deck. Players may pick up their hands immediately. Other than four cards remaining will result in a misdeal. Re-deal with the next deck and take a new random number. Players' hands with plus or minus seven cards will be void if the integrity of the deck is found to be valid (four cards remain). A misdeal will always be called if the dealer hand is plus or minus seven cards. Players must be seated to play the hand.
- (7) If cards are dealt by hand, they will be dealt facedown in front of the dealer one at a time, from left to right back to left until seven piles have been created. At the end of this process there should be four discards spread facedown, verifying that the cards have been distributed properly. If less than four cards are counted, the entire deck must be reshuffled.
- (8) If dice are used, the dealer will shake the dice cup after the hands have been dealt in front of the tray. The dice cup will not be moved and will remain uncovered until all hands have been passed out. The total of the dice will determine which position gets the first hand. The dealer will count counter clockwise counting the bank as one. The dealer will announce the outcome of the dice total while the cup remains visible on the layout. If a die is cocked (cocked dice result when a die leans against another die rather than resting flat on the surface of the bottom of the cup), call the natural fall of the die (the way the die would have fallen if the object were not present). If the dice land with one on top of the other it will not be counted. Dice will be shaken again. Players may change the amount of their bets prior to the shaking of the dice cup after which all bets are set.
- (9) Player's wagers must be in increments established by the retail licensee. If both of the player's hands win, the cards are left spread on the table and the dealer proceeds to the next hand. If both of the player's hands lose, the wager shall be removed and put in the rack, and the cards will be put in the discard tray. When one of the player's hands wins and the other loses, the dealer will announce a push and place the cards in the discard tray. In the case of an exact tie on a given hand, the dealer hand wins. The losing bets will be collected before paying the winning bets. Acting on each hand individually, winning bets are paid and the commission is collected. Cards are placed in the discard tray.
- (10) The dealer may collect up to a 5% commission on all winning bets. The dealer, in front of the chip rack, must prove all commissions. Commission will not be collected on wagers bet for the dealer.
- (11) Dragon Hand will be the last hand dealt that is not used on the table. Player selection will move counter clockwise offering each player a chance to play the Dragon Hand. Only one player per round could play the Dragon Hand. Player must set their hand before looking and setting the Dragon Hand. When the cards are dealt out the Chung will be placed on the Dragon hand. Once all hands are set, the Dragon Hand will be offered in order until someone accepts the hand. If no one wants the Dragon Hand, the cards will be placed in the discard rack.
 - (a) If the licensee offers a community Dragon hand it will play after all players have set their hand. The dealer will announce to the players they have the option to wager on the Dragon Hand. Players will wager to their right of the betting circle or in a betting circle specified as the dragon betting circle, if they chose to wager on the dragon hand. After all wagers are set the dealer will open the Dragon Hand and set it according to "house ways" . Once the dealer sets the Dragon Hand, then they will set the dealer hand. After both the Dragon Hand and dealer's hand are set, the dealer will settle all Dragon Hand wagers. Once Dagon wagers are settled, the dealer will proceed with each individual player's hand and pay or take wagers according to house procedure.

- (b) On a six spot wagering layout dragon hand wagering will be offered if a spot is not being played. On a five spot wagering layout the dragon hand will be the six spot on the layout and will always offered. The Dragon Hand will always be designated as spot 7 or spot 14, and will be clearly marked on the layout for cards to be placed and set.
- (12) The order in which dealers set their hands shall be determined by the policy of the retail licensee.
- (13) The ranking of hands in Rule 47.1-1004 shall apply except that a retail licensee may designate the ranking of specific straights and straight flushes in their house rules.

47.1-1017.44 The play -- Crazy 4 Poker.

Crazy 4 Poker is copyrighted and patented poker variation game, the rights to which are owned by SHFL entertainment of Las Vegas, Nevada and which may be transferred or assigned. Crazy 4 Poker must be played according to the following rules.

- (1) Crazy 4 Poker may be played only on tables displaying the Crazy 4 Poker layout. A single deck of cards will be used. Each player may play only one hand following each shuffle of the deck. The rank of hands in Crazy 4 Poker, from highest to lowest, is: four of a kind, straight flush, three of a kind, flush, straight, two pair, pair, and high card.
- (2) Each player will make initial bets in the amount specified at the table by the retail licensee, and will place the bets in the "ante" and the "super bonus" with an optional "queens up" bet in the wagering areas in front of the player's position. They may also place an optional progressive wager as long as the ante and super bonus wagers are in place. The super bonus and queens up bets are placed to play for hand value only; the ante bet is placed to play against the dealer. Once all players place their bets, the dealer will press the appropriate button on the keypad to indicate a progressive wager. The sensor will light up. The dealer will then remove all progressive bets from the table and place them in the tray. The dealer then follows house procedures for dealing the regular game.
- (3) Any dealer tip delivered as a wager may be placed on either the "ante" or "super bonus" or "queens up" side bet hands or all, provided that the player has placed a personal wager on the same hands. If a player continues play with any subsequent wager(s), the dealer's tip on the "ante" or "super bonus" may remain in play whether or not the player adds a subsequent and corresponding wager(s) for the dealer.
- (4) Immediately prior to the commencement of play and after each round of play has been completed, the dealer shall shuffle the cards. Following shuffle and cut, the dealer deals five cards to each player and to the dealer, either face downward and one at a time in rotation among the players and the dealer, or in a five card group dispensed by a mechanical shuffling device. The first player to receive a card, or cards, is the player to the left of the dealer; the dealer receives cards last.
- (5) An incorrect number of cards dealt to a player constitutes a misdeal to that player only. The player receiving the misdealt cards retains the player's ante, super bonus, and any wager. An incorrect number of cards dealt to the dealer constitutes a misdeal for the hand, and all players retain their ante, super bonus, and any wagers. Any number of exposed cards does not constitute a misdeal. If the dealer exposes a card, the dealer will turn the card over and continue dealing.
- (6) Wagers are collected or paid in this order: play, ante, queens up (if applicable), super bonus and progressive (if applicable).
- (7) For the dealer's hand to qualify to play against the players' hands, the dealer's hand must have a King-high or better. If the dealer's hand does not qualify to play, all play bets are won by the

players and paid at a rate of 1 to 1. If the dealer's hand does not qualify to play, all ante bets are pushes.

- (8) If a player has placed an "ante" wager and does not wish to play, the player has the option to fold and forfeit the ante, super bonus and queens up (if applicable) bets. After all players who wish to fold have folded, the dealer collects the ante and super bonus wagers and the cards from each player who folded. All bets will be collected in the order in which the players fold. As the dealer collects the cards, the cards are spread face down to count them, and then placed in the discard rack. A player may view the folded hands upon request. *Amended 9/14/2012*
- (9) If a player who placed an ante wager wishes to stay in the hand, the player must place an additional wager in an amount equal to the ante in the play wagering area in front of the player's position, unless the player has at least a pair of aces. If the player has a pair of aces or better, he or she may bet up to three times his or her ante, not to exceed the maximum wager limit of \$100, then the player places his or her hand under the wager in the play area. *Amended 9/14/2012*
- (10) After all players have acted; the dealer exposes the dealer's cards and creates the best possible four card poker hand, ranking the cards from the dealer's left to the right and allowing the players to see the hand. The dealer will bring the player's hand into the "work area" between the dealer's hand and the queens up wager and reveal the player's cards.
 - (a) If the dealer does not have a qualifying hand, the play bets pay even money, all play bets are paid, and the ante bets require no action.
 - (b) If the dealer has a qualifying hand, the play and ante wagers are paid or taken; and the queens up and super bonus wagers are paid or taken.
 - (c) SUPER BONUS — The SUPER BONUS wins when the player gets a straight or better. However, failure to get at least a straight does not result in an automatic loss of the SUPER BONUS.
 - (i) Wins: When the player has a straight or better
 - (ii) Loses: When the player has less than a straight and loses to the dealer's qualifying hand
 - (iii) Pushes: When the player has less than a straight and beats the dealer's qualifying hand or when the player has less than a straight and the dealer doesn't qualify.
- (11) If after ranking the cards, the dealer finds that the dealer's hand is a tie, a tie hand is a push on the play and the ante; however, the super bonus and queens up wagers are always paid if applicable.
- (12) If a player beats the dealer's qualifying hand, the player wins the player's ante and play bets, both of which are paid at a rate of 1 to 1. If the dealer's hand has a higher poker rank than the player's hand, the player loses both the player's ante and play bets. Tied hands are pushes.
- (13) Optional QUEENS UP side bet - While the ANTE and SUPER BONUS wagers are mandatory, the QUEENS UP bet is optional. However, players may make the QUEENS UP wager for any amount within the posted table limits. Players may bet more on the QUEENS UP bet than they bet on the ANTE and SUPER BONUS.

The QUEENS UP side bet wins when the player receives a pair of Queens or better. Odds are printed on layout. The bet loses when the player fails to get at least a pair of Queens

(14) Progressive Winners:

- (a) The percentage pays are paid from the progressive jackpot shown on the progressive meter.
- (b) Other hands are paid from the tray; they do not come off the meter.
- (c) As the terms "jackpot," "jackpot award," and "progressive jackpot" are used in these rules of play for Crazy 4 Poker Progressive, the terms shall apply to Crazy 4 Poker Progressive only. A retail licensee may not discontinue offering a Crazy 4 Poker Progressive jackpot until the highest progressive jackpot award has been won by a qualified player or players. If a licensee wishes to discontinue offering a progressive jackpot award, the licensee may petition the Director for permission to either reduce the qualifications or criteria for winning the award, allowing the award to be paid more quickly, or to transfer the award liability to the jackpot offered by a different game. If a retail licensee intends to close its business while having a progressive jackpot award liability, the licensee may petition the Director for permission to transfer the award liability, together with the award fund, to another retail licensee offering a comparable jackpot award.
- (d) When a player has a progressive winner, the dealer shall press the appropriate hand button on the keypad and then contact a supervisor.
- (e) Once the casino verifies the progressive win, house procedures are then followed for paying the prize.
- (f) In the event more than one progressive hand, payable from the progressive meter, hits at the same table during the same time, house procedures are then followed for paying the prize
- (g) After keying in the progressive winner, the meter may be reduced, depending on the winning hand. Keying in a 100% award will reset the meter to the seed amount, plus any reserve amount. The dealer will continue handling progressive awards in a counter clockwise fashion.
- (h) An incorrect number of cards dealt to any player constitutes a dead hand for that player only. The player receiving the misdealt cards retains the player's ante and any bet. An incorrect number of cards dealt to the dealer constitutes a misdeal to the table and the players may play their hands for the purpose of the progressive jackpot only. If there are no progressive jackpot hands, all hands at the table are dead and the players retain their antes and bets.

Envy Bonus:

- (a) A player making the progressive wager also qualifies to win an envy payout. If another player at the table hits a hand associated with an envy pay, all other players who made the progressive bet win the envy pay. The player hitting the hand receives the normal prize pay only, but does not receive the envy pay.
- (b) If a player's hand triggers an envy payout, the dealer will leave the hand face-up on the layout; otherwise, the dealer will lock up the cards. The dealer will then move on to the next player.
- (c) The dealer pays any Envy Bonuses at the end of the round. In the event that more than one player is involved in a qualifying envy pay, then all players win multiple envy payouts.

- (15) The retail licensee may offer the game using any one of the following four pairs of pay schedules. The pay schedules in use, or payouts derived from the pay schedules, must be displayed on the table layout or on signage at the table:

	Pay Schedule 09		Pay Schedule 10	
Player Hands	Super Bonus	Queens Up	Super Bonus	Queens Up
4 Aces	200 to 1		200 to 1	
4 of a Kind	30 to 1	50 to 1	30 to 1	50 to 1
Straight Flush	15 to 1	30 to 1	15 to 1	40 to 1
3 of a Kind	2 to 1	9 to 1	2 to 1	8 to 1
Flush	3 to 2	4 to 1	3 to 2	4 to 1
Straight	1 to 1	3 to 1	1 to 1	3 to 1
2 Pair		2 to 1		2 to 1
Queens or Better		1 to 1		1 to 1

	Pay Schedule 11		Pay Schedule 12	
Player Hands	Super Bonus	Queens Up	Super Bonus	Queens Up
4 Aces	200 to 1		200 to 1	
4 of a Kind	30 to 1	50 to 1	30 to 1	50 to 1
Straight Flush	15 to 1	30 to 1	15 to 1	40 to 1
3 of a Kind	2 to 1	8 to 1	2 to 1	7 to 1
Flush	3 to 2	4 to 1	3 to 2	4 to 1
Straight	1 to 1	3 to 1	1 to 1	3 to 1
2 Pair		2 to 1		2 to 1
Queens or Better		1 to 1		1 to 1

	Progressive Pay Schedule 1		Progressive Pay Schedule 2	
Player Hands	Payout	Envy	Payout	Envy
Four Aces	100%	\$100	100%	\$100
Four of a Kind	300 for 1	\$10	300 for 1	\$25
Straight Flush	100 for 1	\$5	100 for 1	
Three of a Kind	9 for 1		15 for 1	

- (16) The retail licensee may offer either of the below "Nexus" pay tables if they wish to connect other SHFL entertainment progressive games that also have these pay schedules approved.

	PMG Schedule 1		PMG Schedule 2	
Hand	Pays*	Envy**	Pays*	Envy**
Royal Flush	100%	\$1,000	100%	\$5,000
Straight Flush	10%	\$300	10%	\$1,500
4 of a Kind	300 for 1		300 for 1	
Full House	50 for 1		50 for 1	
Flush	40 for 1		40 for 1	
Straight	30 for 1		30 for 1	
3 of a Kind	9 for 1		9 for 1	

*Original Wager is NOT Returned

**Envy and seed amount adjust up and down accordingly with changes made to the wager amount.

47.1-1017.45 The play -- High Five Poker and High Five Poker Progressive.

High Five Poker and High Five Poker Progressive is a copyrighted, patent pending poker variation game, the rights to which are owned by SHFL entertainment of Las Vegas, Nevada and which may be transferred or assigned. High Five Poker and High Five Poker Progressive must be played according to the following rules:

- (1) High Five Poker may be played only on tables displaying the High Five Poker layout. A single deck of cards will be used, including one Joker. Each player may play only one hand following each shuffle of the deck. The rank of hands in High Five Poker, from highest to lowest, are: five aces, royal flush, straight flush, four of a kind, full house, flush, straight, three of a kind, two pair, pair and high card.
- (2) Each player will make initial bets in the amount specified at the table by the retail licensee, and will place the bets in the "ante" with an optional "trips" bet in the wagering area in front of the player's position. The trips bet is placed to play for hand value only; the ante bet is placed to play against the dealer. The player may also place an optional progressive wager as long as the initial bets are also in place. Once all players place their bets, the dealer will press the appropriate button on the keypad to indicate a progressive wager. The dealer will then remove all progressive bets from the table and place them in the tray. The dealer then follows house procedures for dealing the regular game.
- (3) Any dealer tip delivered as a wager may be placed on either the "ante" or "trips" hands or both, provided that the player has placed a personal wager on the same hands. If a player continues play with any subsequent wager(s), the dealer's tip on the "ante" or "trips" may remain in play whether or not the player adds a subsequent and corresponding wager(s) for the dealer.
- (4) Immediately prior to the commencement of play and after each round of play has been completed, the dealer shall shuffle the cards. Following shuffle and cut, the dealer deals seven cards to each player and to the dealer, either face downward and one at a time in rotation among the players and the dealer, or in a seven card group dispensed by a mechanical shuffling device. The first player to receive a card, or cards, is the player to the left of the dealer; the dealer receives cards last.
- (5) An incorrect number of cards dealt to a player constitutes a misdeal to that player only. The player receiving the misdealt cards retains the player's ante, and any wager. An incorrect number of cards dealt to the dealer constitutes a misdeal for the hand, and all players retain their ante, and any wagers. Any number of exposed cards does not constitute a misdeal. If the dealer exposes a card, the dealer will turn the card over and continue dealing.
- (6) Wagers are collected or paid in this order: Play, Ante, Trips and Progressive (if applicable). Folded hands do not qualify for payouts on the progressive wager.
- (7) For the dealer's hand to qualify to play against the players' hands, the dealer's hand must have a pair of 6s or better. If the dealer has less than a pair of 6s, he does not qualify. If the dealer's hand does not qualify to play, all play bets are pushes. If the dealer's hand does not qualify to play, all ante bets are won by the players and paid at a rate of 1 to 1.
 - (a) Exception, if the player has a straight or better, the Play also wins 1 to 1.
- (8) If a player has placed an "ante" wager and does not wish to play, the player has the option to fold and forfeit the ante. After all players who wish to fold have folded, the dealer collects the ante wager and the cards from each player who folded. All bets will be collected in the order in which the players fold. As the dealer collects the cards, the cards are spread face down to count them, and then placed in the discard rack. A player may view the folded hands upon request.
- (9) At the discretion of the retail licensee, the player has the option to only make the trips bet.

- (10) The player may also make a wager to play in the blind.
- (11) If a player who placed an ante wager wishes to stay in the hand, the player must place an additional wager in an amount equal to the ante in the play wagering area in front of the player's position, and will place the player's hand under the wager in the play area.
- (12) After all players have acted, the dealer exposes the dealer's cards and craps the best possible five card poker hand, ranking the cards from the dealer's left to the right and allowing the players to see the hand. The dealer will bring the player's hand into the "work area" between the dealer's hand and the trips wager and reveal the player's cards.
- (a) If the dealer does not have a qualifying hand, the play bet pushes and the ante bet is paid even money. The trips bet is paid or taken.
- (b) Exception: If the player has a straight or better, the Play also wins 1 to 1.
- (c) If the dealer has a qualifying hand, the play and ante wagers are paid or taken; and the Trips wager is paid or taken.
- (13) If after ranking the cards, the dealer finds that the dealer's hand is a tie, a tie hand is a push on the play and the ante; however, the trips wager is always paid if applicable.
- (14) If a player beats the dealer's qualifying hand, the player wins the player's ante and play bets, both of which are paid at a rate of 1 to 1. If the dealer's hand has a higher poker rank than the player's hand, the player loses both the player's ante and play bets. Tied hands are pushes; and the trips wager is paid or taken.

	Pay Schedule 01	Pay Schedule 02	Pay Schedule 03
Player Hands	Payout	Payout	Payout
Five Aces	200 to 1	200 to 1	200 to 1
Royal Flush	100 to 1	100 to 1	100 to 1
Straight Flush	50 to 1	50 to 1	50 to 1
Four of a Kind	40 to 1	40 to 1	40 to 1
Full House (Aces Up)	20 to 1	25 to 1	15 to 1
Full House (Other)	7 to 1	7 to 1	7 to 1
Flush	4 to 1	4 to 1	4 to 1
Straight	2 to 1	2 to 1	2 to 1
Trips	1 to 1	1 to 1	1 to 1

- (15) The following hands are always paid when a trips bet is made, as the trips does not play against the dealer: five aces, royal flush, straight flush, four of a kind, full house (aces full), full house (other), flush, straight, and three of a kind.
- (16) The retail licensee may offer the game using any one of the following three pay schedules. The pay schedules in use, or payouts derived from the pay schedules, must be displayed on the table layout or on signage at the table:
- (17) Progressive Winners:
- (a) The percentage pays are paid from the progressive jackpot shown on the progressive meter.
- (b) Other hands are paid from the tray; they do not come off the meter.

- (c) As there can be only one winner of a progressive meter prize in a single round, no multi-winner resolution process is needed.
 - (d) When a player has a progressive winner, the dealer shall press the appropriate hand button on the keypad. (If the hand button is pressed by accident, pressing it again will turn it off.)
 - (e) The dealer shall then contact a supervisor.
 - (f) Once the casino verifies the progressive win, house procedures are then followed for paying the prize.
 - (g) As the terms "jackpot," "jackpot award," and "progressive jackpot" are used in these rules of play for High Five Poker Progressive, the terms shall apply to High Five Poker Progressive only. A retail licensee may not discontinue offering a High Five Poker Progressive jackpot until the highest progressive jackpot award has been won by a qualified player or players. If a licensee wishes to discontinue offering a progressive jackpot award, the licensee may petition the director for permission to either reduce the qualifications or criteria for winning the award, allowing the award to be paid more quickly, or to transfer the award liability to the jackpot offered by a different game. If a retail licensee intends to close its business while having a progressive jackpot award liability, the licensee may petition the Director for permission to transfer the award liability, together with the award fund, to another retail licensee offering a comparable jackpot.
- (18) The retail licensee may offer the game using the following pay schedule(s). The pay schedule in use or payouts derived from the pay schedule(s) must be displayed on the table layout or on signage at the table:

Hand	Pay Table 1
Five Aces	100%
Royal Flush	500 for 1
Straight Flush	100 for 1
Four of a Kind	75 for 1
Full House	10 for 1

47.1-1017.46 The play -- Mississippi Stud.

Mississippi Stud is a copyrighted and trademarked poker variation game the rights to which are owned by SHFL entertainment of Las Vegas, Nevada and which may be transferred or assigned.

- (1) Mississippi Stud may be played only on tables displaying the Mississippi Stud layout. A single deck of cards will be used. Each player may play only one hand following each shuffle of the deck. The rank of hands in Mississippi Stud, from highest to lowest, is: royal flush, straight flush, four of a kind, full house, flush, straight, three of a kind, two pair, pair of jacks or better, and pair of 6s to 10s.
- (2) Each player will make initial bets in the amount specified at the table by the retail licensee, and will place the bet in the "ante" wagering area in front of the player's position. The player may also place an optional progressive wager as long as the ante wager is in place. Once all players place their bets, the dealer will press the appropriate button on the keypad to indicate a progressive wager. The sensor will light up. The dealer will then remove all progressive bets from the table and place them in the tray. The dealer then follows house procedures for dealing the regular game.

- (3) Any dealer tip delivered as a wager may be placed on the "ante" hand, provided that the player has placed a personal wager on the same hand and/or the 3 Card Bonus wager. If a player continues play with any subsequent wager, the dealer's tip on the "ante" and/or the 3 Card Bonus wager may remain in play whether or not the player adds a subsequent and corresponding wager(s) for the dealer. *Amended 9/14/2012*
- (4) Immediately prior to the commencement of play and after each round of play has been completed, the dealer shall shuffle the cards. Following shuffle and cut, the dealer deals two cards to each player and three community cards, either face downward and one at a time in rotation among the players and the community area, or in a two card groups for the players and three card group for the community dispensed by a mechanical shuffling device. The first player to receive a card, or cards, is the player to the left of the dealer; the dealer receives cards last. If using a mechanical shuffling device the dealer may deal the three community cards first and then two card groups for the players.
- (5) An incorrect number of cards dealt to a player constitutes a misdeal to that player only. The player receiving the misdealt cards retains the player's ante, and any wager. An incorrect number of cards dealt to the dealer constitutes a misdeal for the hand, and all players retain their ante, and any wagers. Any number of exposed cards does not constitute a misdeal. If the dealer exposes a card, the dealer will turn the card over and continue dealing.
- (6) After the first two cards have been dealt to the players and three cards to for the community area, a player who has placed an "ante" wager has the option to fold and surrender their ante wager or place an additional wager in an amount 1X to 3X their ante in the "3rd Street" wagering area in front of the player's position. Players may make their 4th and 5th Street wager in the blind at this time. After all players who wish to fold have folded, the dealer collects the ante and blind wagers and the cards from each player who folded. All bets will be collected in the order in which the players fold. As the dealer collects the cards, the cards are spread face down to count them, and then placed in the discard rack. If the player who has folded made a 3 Card Bonus wager or a progressive wager, then the cards will be tucked under the 3 Card Bonus wager or placed on the progressive sensor until the end of the game when the dealer pays according to the posted payable. *Amended 9/14/2012*
- (7) After all players have acted, the dealer will reveal the first community card. The players who have not folded have the option to fold and surrender their ante and 3rd Street wagers or place an additional wager in an amount 1X to 3 X their ante in the "4th Street" wagering area in front of the player's position. Players may make their 5th Street wager in the blind at this time. After all players who wish to fold have folded, the dealer collects the ante and blind wagers and the cards from each player who folded. All bets will be collected in the order in which the players fold. As the dealer collects the cards, the cards are spread face down to count them, and then placed in the discard rack. If the player who has folded made a progressive wager, then the cards will be placed on the progressive sensor until the end of the game when the dealer pays out according to the posted payable.
- (8) After all players have acted, the dealer will reveal the second community card. The players who have not folded have the option to fold and surrender their ante, 3rd Street and 4th Street wagers or place an additional wager in an amount 1X to 3X their ante in the "5th Street" wagering area in front of the player's position. After all players who wish to fold have folded, the dealer collects the ante and blind wagers and the cards from each player who folded. All bets will be collected in the order in which the players fold. As the dealer collects the cards, the cards are spread face down to count them, and then placed in the discard rack. If the player who has folded made a progressive wager, then the cards will be placed on the progressive sensor until the end of the game when the dealer pays according to the posted payable.
- (9) After all players have acted, the dealer will reveal the third community card. The dealer then works from right to left revealing the player's two card starting hand and combines it with the

three community cards. The dealer then collects losing wagers or pays winning wagers according to the posted pay tables. The dealer can pay each of the Ante, 3rd Street, 4th Street and 5th Street bets in that order separately or the dealer can stack each of these bets and pay as one bet. Then the dealer will pay the 3 Card Bonus bet (if applicable), the Progressive bet (if applicable), and Envy (if applicable). *Amend 11/30/2012*

(10) 3 Card Bonus Winners:

The 3 Card Bonus wager is based on the three community cards **ONLY**. Players win with at least a pair or better. A player who has placed a 3 Card Bonus hand is also paid a bonus amount according to the approved 3 Card Bonus payable.

(11) Progressive Winners:

- (a) The percentage pays are paid from the progressive jackpot shown on the progressive meter.
- (b) Other hands are paid from the tray; they do not come off the meter.
- (c) When a player has a progressive winner, the dealer shall press the appropriate button on the keypad. The dealer shall then contact a supervisor.
- (d) In the event more than one progressive hand, payable from the progressive meter, hits at the same table during the same time, house procedures are then followed for paying the prize.
- (e) As the terms "jackpot," "jackpot award," and "progressive jackpot" are used in these rules of play for Mississippi Stud Progressive, the terms shall apply to Mississippi Stud Progressive only. A retail licensee may not discontinue offering a Mississippi Stud Progressive jackpot until the highest progressive jackpot award has been won by a qualified player or players. If a licensee wishes to discontinue offering a progressive jackpot award, the licensee may petition the Director for permission to either reduce the qualifications or criteria for winning the award, allowing the award to be paid more quickly, or to transfer the award liability to the jackpot offered by a different game. If a retail licensee intends to close its business while having a progressive jackpot award liability, the licensee may petition the Director for permission to transfer the award liability, together with the award fund, to another retail licensee offering a comparable jackpot award.
- (f) If one of the PMG ("Nexus") pay schedules, listed below, are used on this game, other progressive table themes that have the same pay schedules approved can be connected to the same jackpot.
- (g) Once the casino verifies the progressive win, house procedures are then followed for paying the prize.
- (h) After keying in the progressive winner, the meter may be reduced, depending on the winning hand. Keying in a 100% award will reset the meter to the seed amount, plus any reserve amount. The dealer will continue handling progressive awards in a counter clockwise fashion.
- (i) An incorrect number of cards dealt to any player constitutes a dead hand for that player only. The player receiving the misdealt cards retains the player's ante and any bet. An incorrect number of cards dealt to the dealer constitutes a misdeal to the table and the players may play their hands for the purpose of the progressive jackpot only. If there are

no progressive jackpot hands, all hands at the table are dead and the players retain their antes and bets.

Envy Bonus:

- (a) A player making the progressive wager also qualifies to win an envy payout. If another player at the table hits a hand associated with an envy pay, all other players who made the progressive bet win the envy pay. The player hitting the hand receives the normal prize pay only, but does not receive the envy pay.
 - (b) If a player's hand triggers an envy payout, the dealer will leave the hand face-up on the layout; otherwise, the dealer will lock up the cards. The dealer will then move on to the next player.
 - (c) The dealer pays any Envy Bonuses at the end of the round. In the event that more than one player is involved in a qualifying envy pay, then all players win multiple envy payouts.
- (12) The retail licensee may offer the game using the following pay schedule. The pay schedule in use, or payouts derived from the pay schedules, must be displayed on the table layout or on signage at the table:

Pay Schedule 01	
Player Hands	Payout
Royal Flush	500 to 1
Straight Flush	100 to 1
Four of a Kind	40 to 1
Full House	10 to 1
Flush	6 to 1
Straight	4 to 1
Three of a Kind	3 to 1
Two Pair	2 to 1
Pair of Jacks or better	1 to 1
Pair of 6s or 10s	Push

Progressive Pay Schedule 1		
Player Hands	Payout	Envy
Royal Flush	100%	\$1000
Straight Flush	10%	\$300
4 of a Kind	300 to 1	
Full House	50 to 1	
Flush	40 to 1	
Straight	30 to 1	
3 of a Kind	9 to 1	

- (13) The retail licensee may offer either of the below "Nexus" pay tables if they wish to connect other SHFL entertainment progressive games that also have these pay schedules approved.

	PMG Schedule 1		PMG Schedule 2	
Hand	Pays*	Envy**	Pays*	Envy**
Royal Flush	100%	\$1,000	100%	\$5,000
Straight Flush	10%	\$300	10%	\$1,500
4 of a Kind	300 for 1		300 for 1	
Full House	50 for 1		50 for 1	
Flush	40 for 1		40 for 1	
Straight	30 for 1		30 for 1	
3 of a Kind	9 for 1		9 for 1	

*Original Wager is **NOT** Returned

**Envy and seed amount adjust up and down accordingly with changes made to the wager amount. *Amended 11/30/2012*

- (14) Payments to winners of the 3 Card Bonus optional bet shall be made according to the following pay schedules. The retail licensee may choose from any of the following pay schedules. The selected pay schedule must appear on signage on the table.

	Pay Schedule 1	Pay Schedule 2	Pay Schedule 3
Straight flush pays	40 to 1	40 to 1	40 to 1
Three of a kind pays	30 to 1	30 to 1	30 to 1
Straight pays	6 to 1	5 to 1	6 to 1
Flush pays	4 to 1	4 to 1	3 to 1
Pair pays	1 to 1	1 to 1	1 to 1

	Pay Schedule 4	Pay Schedule 5	Pay Schedule 6
Mini royal pays	50 to 1	50 to 1	50 to 1
Straight flush pays	40 to 1	40 to 1	40 to 1
Three of a kind pays	30 to 1	30 to 1	30 to 1
Straight pays	6 to 1	5 to 1	6 to 1
Flush pays	4 to 1	4 to 1	3 to 1
Pair pays	1 to 1	1 to 1	1 to 1

47.1-1017.47 The play – Ultimate Texas Hold 'Em.

Ultimate Texas hold 'Em is copyrighted and patented poker variation game, the rights to which are owned by SHFL entertainment of Las Vegas, Nevada and which may be transferred or assigned. Ultimate Texas Hold 'Em must be played according to the following rules.

- (1) Ultimate Texas Hold 'Em may be played only on tables displaying the ultimate Texas Hold 'Em layout. A single deck of cards will be used. Each player may play only one hand following each shuffle of the deck. The rank of hands in Ultimate Texas Hold 'Em, from highest to lowest, is: royal flush, straight flush, four of a kind, full house, flush, straight, and three of a kind.
- (2) Each player will make initial bets in the amount specified at the table by the retail licensee, and will place the bets in the "ante" and the "blind" with an optional "trips" bet in the wagering areas in front of the player's position. The player may also place an optional progressive wager as long as the ante and blind wagers are in place. The trips and blind bets are placed to play for hand value only and the blind bet hands must beat the dealer; the ante bet is placed to play against the dealer. Once all players place their bets, the dealer will press the appropriate button on the keypad to indicate a progressive wager. The sensors will light up. The dealer will then remove all progressive bets from the table and place them in the tray. The dealer then follows house procedures for dealing the regular game.

- (3) Any dealer tip delivered as a wager may be placed on either the "ante", "blind" or "Trips" hands or all three, provided that the player has placed a personal wager on the same hands. If a player continues play with any subsequent wager(s), the dealer's tip on the "ante" or "blind" may remain in play whether or not the player adds a subsequent and corresponding wager(s) for the dealer.
- (4) Immediately prior to the commencement of play and after each round of play has been completed, the dealer shall shuffle the cards. Following shuffle and cut, the dealer deals two cards to each player and to the dealer, either face downward and one at a time in rotation among the players and the dealer, or in a two card group dispensed by a mechanical shuffling device. The first player to receive a card, or cards, is the player to the left of the dealer; the dealer receives cards last.
- (5) An incorrect number of cards dealt to a player constitutes a misdeal to that player only. The player receiving the misdealt cards retains the player's ante, blind, and any wager. An incorrect number of cards dealt to the dealer constitutes a misdeal for the hand, and all players retain their ante, blind, and any wagers. Any number of exposed cards does not constitute a misdeal. If the dealer exposes a card, the dealer will turn the card over and continue dealing.
- (6) Wagers are collected or paid in this order: play, ante, trips (if applicable), blind, and progressive (if applicable).
- (7) For the dealer's hand to qualify to play against the players' hands, the dealer's hand must have a pair or better.
- (8) After the first two cards have been dealt to the players and dealer, a player who has placed an "ante" and "blind" wager has the option to check or place an additional wager in an amount 3X or 4X their ante, not exceeding \$100, in the "play" wagering area in front of the player's position.
Amended 9/14/2012
- (9) After all players have acted, the dealer places three "community" cards face-up on the layout. A player who has placed an "ante" and "blind" wager has the option to check or place an additional wager in an amount equal to 2x their ante, not exceeding \$100, in the "play" wagering area in front of the player's position. *Amended 9/14/2012*
- (10) After all players have acted the dealer places two additional "community" cards face-up on the layout. A player who has placed an "ante" and "blind" wager and who has not yet placed a "play" wager has the option to fold and forfeit the ante and blind wagers or place an additional wager in an amount equal to their ante in the "play" wagering area in front of the player's position. The players who do not fold will then place the player's hand under the wager in the "play" area. After all players who wish to fold have folded, the dealer collects the ante and blind wagers and the cards from each player who folded. If the player has a trips wager, the dealer will tuck the players cards under the trips wager and the wager will be settled according to (12) below. All bets will be collected in the order in which the players fold. As the dealer collects the cards, the cards are spread face down to count them, and then placed in the discard rack. A player may view the folded hands upon request.
- (11) After all players have acted, the dealer exposes the dealer's cards and creates the dealer's best possible five-card poker hand from the dealer's two cards and five community cards and announces the dealer's hand to the players.
 - (a) If the dealer does not have a qualifying hand, all remaining ante wagers are returned to the players by the dealer. This is done prior to the dealer exposing any player's cards. All remaining wagers are resolved according to (b) below. If the dealer qualifies with at least a pair, all player wagers receive action.

- (b) The dealer, working from right to left, combines each player's two cards with the five community cards to make the player's best five-card poker hand. When the player's hand beats the dealer's hand, the ante (if the dealer qualified), play wagers are paid even money. The blind wagers are a push unless paid according to a pay table for all straights or better. When the dealer's hand and player's hand tie, the ante (if the dealer qualified), play, and blind wagers are pushes. When the dealer's hand beats the player's hand, the ante (if the dealer qualified), play, and blind wagers are taken.
- (12) The trips wager is always paid for the following hands, even if the player folds, as the trips wager does not play against the dealer: three of a kind, straight, flush, full house, four of a kind, straight flush, royal flush.
- (13) Progressive Winners:
 - (a) The percentage pays are paid from the progressive jackpot shown on the progressive meter.
 - (b) Other hands are paid from the tray; they do not come off the meter.
 - (c) In the event more than one progressive hand, payable from the progressive meter, hits at the same table during the same time, house procedures are then followed for paying the prize.
 - (d) As the terms "jackpot," "jackpot award," and "progressive jackpot" are used in these rules of play for Ultimate Texas Hold 'Em Progressive, the terms shall apply to Ultimate Texas Hold 'Em Progressive only. A retail licensee may not discontinue offering an Ultimate Texas Hold 'Em Progressive jackpot until the highest progressive jackpot award has been won by a qualified player or players. If a licensee wishes to discontinue offering a progressive jackpot award, the licensee may petition the Director for permission to either reduce the qualifications or criteria for winning the award, allowing the award to be paid more quickly, or to transfer the award liability to the jackpot offered by a different game. If a retail licensee intends to close its business while having a progressive jackpot award liability, the licensee may petition the Director for permission to transfer the award liability, together with the award fund, to another retail licensee offering a comparable jackpot award.
 - (e) When a player has a progressive winner, the dealer shall press the appropriate hand button on the keypad and then contact a supervisor. If one of the PMG ("Nexus") pay schedules, listed below, are used on this game, other progressive table themes that have the same pay schedules approved can be connected to the same jackpot.
 - (f) Once the casino verifies the progressive win, house procedures are then followed for paying the prize.
 - (g) After keying in the progressive winner, the meter may be reduced, depending on the winning hand. Keying in a 100% award will reset the meter to the seed amount, plus any reserve amount. The dealer will continue handling progressive awards in a counter clockwise fashion.
 - (h) An incorrect number of cards dealt to any player constitutes a dead hand for that player only. The player receiving the misdealt cards retains the player's ante and any bet. An incorrect number of cards dealt to the dealer constitutes a misdeal to the table and the players may play their hands for the purpose of the progressive jackpot only. If there are no progressive jackpot hands, all hands at the table are dead and the players retain their antes and bets.

- (14) The retail licensee may offer the game using any one of the following four pairs of pay schedules. The pay schedules in use, or payouts derived from the pay schedules, must be displayed on the table layout or on signage at the table: *Amended 9/14/2012*

Pay Schedule 1		
Player Hand	Trip Bonus	Blind
Royal flush	50 to 1	500 to 1
Straight flush	40 to 1	50 to 1
Four of a kind	30 to 1	10 to 1
Full house	9 to 1	3 to 1
Flush	7 to 1	3 to 2
Straight	4 to 1	1 to 1
Three of a kind	3 to 1	

Pay Schedule 2		
Player Hand	Trip Bonus	Blind
Royal flush	50 to 1	500 to 1
Straight flush	40 to 1	50 to 1
Four of a kind	30 to 1	10 to 1
Full house	8 to 1	3 to 1
Flush	6 to 1	3 to 2
Straight	5 to 1	1 to 1
Three of a kind	3 to 1	

Pay Schedule 3		
Player Hand	Trip Bonus	Blind
Royal flush	50 to 1	500 to 1
Straight flush	40 to 1	50 to 1
Four of a kind	30 to 1	10 to 1
Full house	8 to 1	3 to 1
Flush	7 to 1	3 to 2
Straight	4 to 1	1 to 1
Three of a kind	3 to 1	.

Pay Schedule 4		
Player Hand	Trip Bonus	Blind
Royal flush	50 to 1	500 to 1
Straight flush	40 to 1	50 to 1
Four of a kind	20 to 1	10 to 1
Full house	7 to 1	3 to 1
Flush	6 to 1	3 to 2
Straight	5 to 1	1 to 1
Three of a kind	3 to 1	.

Progressive Pay Schedule 1	.
Player Hand	Pays
Royal flush-First 5 Cards	100%
Royal flush-First 7 cards	5%
Community royal flush	3000 for 1
Straight flush	250 for 1
4 of a kind	100 for 1
Full house	10 for 1

Effective 9/14/2012

Progressive Pay Schedule 2	.
Player Hand	Pays
Royal Flush	100%
Community Royal Flush	1,000 for 1
Straight Flush	250 for 1
4 of a Kind	75 for 1
Full House	10 for 1

- (15) The retail licensee may offer either of the below "Nexus" pay tables if they wish to connect other SHFL entertainment progressive games that also have these pay schedules approved.

	PMG Schedule 1		PMG Schedule 2	
	\$1 wager		\$5 wager	
Hand***	Pays*	Envy**	Pays*	Envy**
Royal Flush	100%	\$1,000	100%	\$5,000
Straight Flush	10%	\$300	10%	\$1,500
4 of a Kind	300 for 1		300 for 1	
Full House	50 for 1		50 for 1	
Flush	40 for 1		40 for 1	
Straight	30 for 1		30 for 1	
3 of a Kind	9 for 1		9 for 1	
*Original Wager is NOT Returned				
**Envy and seed amount adjust up and down accordingly with changes made to the wager amount				
***First 5 Cards - player's two cards and the first three community cards (the flop)				

47.1-1017.48 The Play - Three Card Split

Three Card Split is the copyrighted and trademarked poker variation game, the rights to which are owned by Galaxy Gaming, Inc. of Las Vegas, Nevada and which may be transferred or assigned. Three Card Split must be played according to the following rules:

1. In "Three Card Split" (The Game), each player must place three equal bets for the primary game, and may place a fourth optional side wager. Both the player and the dealer receive three cards and split their hand into two sub-hands, the high sub-hand containing two cards and the remaining card in the low sub-hand.
2. In The Game, once all hands are set, the dealer compares his low (1 card) hand to the player's low (1 card) hand. To win the first bet, the player's low (1 card) hand must be greater than the dealer's corresponding low (1 card) hand. To lose, the player's low (1 card) hand must be equal or lower than the dealer's low (1 card) hand. The dealer then compares his high (2 card) hand to the player's high (2 card) hand. To win the 2nd bet, the player's high (2 card) hand must be

greater than the dealer's corresponding high (2 card) hand. To lose, the player's high (2 card) hand must be less than or equal to the dealer's corresponding high (2 card) hand. In the event the player's and the dealer's corresponding sub-hands are of the same ranking (a "copy"), the dealer's sub-hand wins, unless the cards are of the same color – and then the player's hand pushes. To win the 3rd bet, the player's 3 card hand must be greater than the dealer's corresponding 3 card hand. To lose, the player's 3 card hand must be less than or equal to the dealer's corresponding 3 card hand.

3. There is one optional side wager available to the player. The wager compares the ranking of a combination of the player's three cards and a single community card to form a four card hand which is compared to a pay table.
4. The dealer begins by shuffling a standard deck of cards. Alternatively, a shuffling machine may be used.
5. Players place the three (mandatory) primary wagers within the designated bet spot on the table layout. A player's wager(s) must be within the posted minimum and maximum wager limits determined by the house and in accordance with applicable law. In addition, players may place the optional side wager in the corresponding bet spot, as depicted on the table layout. The amount of the optional side wager must similarly be within the posted minimum and maximum limits determined by the house and in accordance with applicable law.
6. After all wagers are placed, the dealer deals three cards, face down, to each player's position and to himself, in a clockwise rotation beginning with the player on the dealer's immediate left. The dealer's hand is dealt last. After the dealer has dealt his hand, he deals one more card from the deck which will be used by the players as a community card. This community card is not used for any purpose except to accommodate the four card bonus wager. This card is placed face down on the corresponding indicia on the table layout.
7. Each player determines which two cards they desire to play in their high (2 card) hand. The remaining card comprises the low (1 card) hand. The two card hand must be of a higher ranking than the one card low hand. In the event the player's low hand is of a higher value than their high hand, their hand is declared "foul" and their wager is forfeited. The hands selected for play are placed face up on the table layout.
8. After all players have set their hands, the dealer exposes his three cards face-up on the table layout directly in front of him. The dealer selects two cards to play in his high (2 card) hand with the remaining card in his low (1 card) hand according to a pre-determined house-way strategy. The dealer must play by the house-ways which are available for inspection by any player. In the event the dealer's hand is not set according to house-ways, either the dealer or a table game supervisor must reset the house hand to conform to the house-way strategy.
9. Once the dealer has completed setting his hand, he reveals the community card by flipping it over.
10. The dealer compares each player's low (1 card) hand to the dealer's low (1 card) hand and each player's high (2 card) hand to the dealer's high (2 card) hand. In the event the player's and the dealer's corresponding sub-hands are of the same ranking (a "copy"), the dealer's sub-hand wins, unless the cards are of the same color. If they are the same color, the player's bet pushes. By cards "of the same color" – this means the player's and the dealer's cards must all be red or must all be black. Winning wagers are paid one-to-one odds, also referred to as "even money."
11. The low sub-hand ranking is simply the highest value card. The high sub-hand ranking is as follows:

- a. Suited Connectors. A suited connector (aka straight flush) is two cards of the same suit that are adjacent in value to one another, (e.g. 4 clubs-5 clubs; Jack diamonds-Queen diamonds). Ace-2 is the lowest suited connector.
 - b. Pair
 - c. Connected Cards. Connected cards (aka straight) are two cards of different suits but are adjacent in value to one another, (e.g. 4 clubs-5 diamonds; Ace diamonds-2 spades). Ace-2 is the lowest connected cards.
 - d. Suited Cards
 - e. High Card
12. Beginning with the player on the dealer's immediate right and continuing in a counter-clockwise rotation, the dealer shall determine whether each player's hand is a winner or loser and takes or pays each player's wagered bets. If a player placed a wager on the optional side wager, the dealer also then determines if the player's hand wins according to the posted payable. If it does, the dealer pays the player accordingly. If not, the dealer collects the player's optional side wager.
13. After all wagers have been settled, the dealer collects all remaining cards and reshuffles the deck in preparation for the next round.
14. HOUSE WAYS - The house dealer must set their hand as follows:
- a. With a Three-of-a-Kind, the same colored pair is placed in the high sub-hand.
 - b. With a Three-Card straight, flush or straight flush, the highest card is placed in the low sub-hand. Examples: 4 spades 5 hearts|6 clubs; 2 hearts 7 hearts|9 hearts.
 - c. With the possibility of a pair or a Two-Card flush, straight or straight flush, the dealer has the option of playing "ANY" of the above two card hands. Always play the hand that allows the dealer to put a 10 or greater in the low sub hand. (e.g. 9 hearts 9 clubs|10 clubs; 9 spades King spades|Queen hearts; 2 clubs Ace spades|King clubs). If the combination happens to be one where there is a decision on which card should be played in the low sub-hand as in this scenario (e.g. 9 hearts 10 clubs 10 spades), the low sub-hand will always contain the lowest suit (alphabetical order...clubs, diamonds, hearts, spades). Therefore, in this scenario, the above hand would be played as such: 9 hearts 10 spades|10 clubs, allowing the "club" to be in the low sub-hand, which is lower alphabetically than the "spade".
 - d. If the low sub-hand can't be 10 or greater, the highest possible high sub-hand is played. (e.g. 4 hearts 5 hearts|4 clubs; 7 spades 10 spades|5 hearts; 7 clubs 8 hearts|5 clubs).
 - e. When there are multiple ways of playing a 10 or greater in the low (1 card) hand, always play the one card hand that allows for the highest two card sub hand to be played.
 - f. With no flush, straight, pair or straight flush possibilities, the second highest card is placed in the low sub-hand.
15. APPENDIX C - FOUR CARD BONUS PAYTABLES
- a. A player also has the option to place an optional side wager before the hand is dealt. The player's three card hand is combined with the community card to form a four card hand.

This hand is compared to the winning combination depicted on the posted pay table and paid accordingly. Various pay tables are shown below:

HAND TYPE	1A	2A	3A	1B	2B	3B
FOUR ACES	500	500	500	1000	1000	1000
FOUR-OF-A-KIND	200	200	200	200	200	200
FOUR CARD STRAIGHT FLUSH	100	100	100	100	100	100
THREE CARD STRAIGHT FLUSH	20	20	15	20	20	15
THREE-OF-A-KIND	10	10	10	10	10	10
FOUR CARD STRAIGHT OR FLUSH	5	4	4	5	4	4
TWO PAIR	3	2	2	3	2	2
THREE CARD STRAIGHT OR FLUSH	1	1	1	1	1	1

47.1-1017.49 The play – Emperor's Challenge

Emperor's Challenge is the copyrighted, trademarked and patent pending poker variation game, the rights to which are owned by Galaxy Gaming, Inc., of Las Vegas, Nevada and which may be transferred or assigned. Emperor's Challenge must be played according to the following rules:

- (1) The Game is played at a blackjack-style table with a maximum of six player positions on a custom game layout. The Game uses one standard deck of fifty-two cards plus one joker for a total of fifty-three cards. The joker may be used to complete straights, flushes or play as an ace. When used in flushes, the joker is considered the highest possible card for the situation. When used alone, the joker becomes an ace. The Game may be hand dealt directly from the dealer or from a shuffler/dispenser device.
- (2) Dealer limit applies to all wagers between players and dealer. If the house determines, a 5% commission will be collected on all winning primary bets.
- (3) The shuffle is determined by the dealer, however, a shuffling machine is recommended for speed of play.
- (4) Players place their primary wager in the designated primary bet area on the layout. This wager is required and must be within the minimum and maximum limits posted at the table, not to exceed \$100.
- (5) At their option, players may also place an additional wager(s) on the "Emperor's Treasure" and/or "Pai Gow Insurance" proposition bet(s), provided that they are within the minimum and maximum limits posted at the table.
- (6) In the event a player's "Emperor's Treasure" wager matches or exceeds a predetermined amount, (e.g. five dollars), a specially marked button which designates "Envy Bonus" on both sides is placed next to the player's proposition wager. This allows the player to receive additional payoffs according to the payable located on the game table surface.
- (7) A player may optionally place a wager for the benefit of the dealer. That wager is placed immediately in front of (the dealer's side) the primary wager, the proposition wager(s), or both.
- (8) After all players have placed their wager(s) and the corresponding actions by the dealer have been made, the dealer begins play by determining which playing position, including the dealer's, will receive cards first. (See "Determining the Starting Position".)
- (9) Each player is dealt seven cards face down.

- (a) The player will make two hands (one 2 card hand and one 5 card hand) from the seven cards.
 - (b) The 5 card hand must have a higher poker ranking than the 2 card hand.
 - (c) Any player's hand that is set incorrectly is an automatic loser and the pit supervisor must be notified.
- (10) The object of the primary bet is:
- (a) Player winning both front (low) and back (high) hand is a winner.
 - (b) Player winning either front (low) or back (high) hand is a push.
 - (c) Player losing both front (low) and back (high) hands is a loser.
 - (d) The dealer will win all ties consisting of identically ranking hands.
- (11) The dealer may never foul his/her hand. If they do, the hand must be reset under the dealer rule.
- (12) Once the dealer has exposed his/her cards, the players cannot touch their cards.
- (13) Players are not allowed to show their hands or talk to other players about their hands before all cards are exposed.
- (14) Players are responsible for arranging their own hands.
- (15) Dealer assisted hands will be set the "house way" only.
- (16) The dealer hand will win all absolute ties.
- (17) If a player placed the optional Emperor's Treasure proposition bet, the hand qualifies for a bonus payoff if any combination of the seven cards in their two original sets obtains one of the hand rankings depicted on the paytable posted at the table. The following example is representative of a typical Emperor's Treasure paytable:

Hand Ranking	Pays to 1
Seven Card Straight Flush without Joker	8,000
Royal Flush + Ace / King Suited	2,000
Seven Card Straight Flush with Joker	1,000
Five Aces	400
Royal Flush	150
Straight Flush	50
Four-of-a-Kind	25
Full Dealer	5
Flush	4
Three-of-a-Kind	3
Straight	2

- (18) If a player's Emperor's Treasure wager equals or exceeds a predetermined minimum, (e.g. five dollars), the wager qualifies for the Envy Bonus paytable. Any player who wagers \$5 or more on the Emperor's Treasure proposition bet qualifies for the Envy Bonus. Envy Bonuses start at 4-of-

a-kind and are awarded to all the players except the player who has the qualifying bonus hand. The following example is representative of a typical Envy Bonus payable:

Hand Ranking	Pays \$
Seven Card Straight Flush without Joker	\$5,000
Royal Flush + Ace / King Suited	\$1,000
Seven Card Straight Flush with Joker	\$500
Five Aces	\$250
Royal Flush	\$50
Straight Flush	\$20
Four-of-a-Kind	\$5

The joker may be used as an ace to complete the royal flush only. The ace/king suited combination must include a natural ace.

Actual pay-tables are included in Appendix "A".

- (19) If a player placed the optional Pai Gow Insurance proposition bet, the hand qualifies for a bonus payoff if the total of the seven cards in their two original sets obtains one of the hand rankings depicted on the payable posted at the table. Additionally, players may choose to make a Pai Gow Insurance bet wagering that the dealer's hand will achieve a hand ranking depicted on the Pai Gow Insurance payable. Players may only wager that either their hand, or the dealer's hand will achieve a hand ranking depicted on the Pai Gow Insurance payable; not both. To indicate which hand the player is wagering on, a lammer button will be placed adjacent to the Pai Gow Insurance wager with the words "player", or "dealer". The following example is representative of a typical Pai Gow Insurance payable:

Hand Ranking	Pays to 1
Nine-High Pai Gow	100
Ten-High Pai Gow	50
Jack-High Pai Gow	25
Queen-High Pai Gow	10
King-High Pai Gow	5
Ace-High Pai Gow	1

In qualifying for Pai Gow Insurance, the ace is always considered high and the joker always is considered an ace. If a player has the joker and it fulfills a straight or flush, the Pai Gow Insurance bet is a loser. Pai Gow Insurance qualifying hands cannot contain a pair or better. If the joker cannot fulfill a straight or a flush, it must be used as an ace just like in the primary game.

Actual paytables are included in Appendix "A".

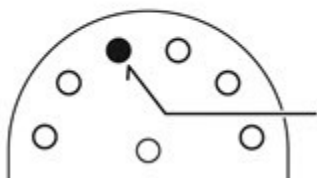
If not used to complete a straight or a flush, the joker must always be considered an ace in determining the Pai Gow Insurance outcome.

- (20) If using dice: To determine where the first hand is to be placed, shake the dice three times and place in the center of the table. Open the lid for players to view dice.
- (a) Dealer/dealer is always Position 1, 8 and 15.
 - (b) Counting clockwise, the positions increment by 1 and continue clockwise until the number 18 is reached.
 - (c) Once hands are dealt, the cover is put back on dice and moved to the side of the chip tray, out of play.

- (21) If using a random number generator: The dealer will count, clockwise, the number on the L.E.D. starting with the dealer/dealer. The player in the last number counted will receive the 1st hand.

Example: L.E.D shows four (4) - 4th position gets 1st hand.

Example: L.E.D shows four (4) - 4th position gets 1st hand.



- (22) There will always be seven hands dealt no matter the number of players. Once all hands are dealt, the dealer will spread the remaining 4 cards showing that there has not been a misdeal and place them in the discard rack. Then, the dead hands will be picked up and placed in the discard rack.
- (23) If there is a misdeal, all cards are picked up and a new hand is dealt.
- (24) All players will set their hands and place their cards on the table face down.
- (25) After all players have configured their hands, the dealer exposes the dealer's hand and determines which five cards to play in their high hand and which two cards to play in their low hand, according to a predetermined "dealer-way" strategy. (See "House Way of Setting Hands")
- (26) Beginning with the player to the dealer's immediate right, the dealer compares each player's two-card set to the dealer's two-card set and each player's five-card set to the dealer's five-card set. In the event the player's and the dealer's corresponding card sets are of the same ranking, (a "copy"), the dealer's card set wins.
- (27) A player wins the primary wager if both their two-card set and their five-card set are greater than the dealer's corresponding two-card set and five-card set. A player loses the primary wager if both their two-card set and their five-card set is lower than or equal to the dealer's corresponding two-card set and five-card set. If neither the player nor the banker can provide a hand with two winning sets, the result is a tie and the player's wager results in a push.
- (28) If a player placed a wager on the optional Emperor's Treasure proposition bet, the dealer determines if the player's hand qualifies for one of the winning combinations posted on the payable. If it does, the dealer pays the player accordingly. If not, the dealer collects the player's proposition wager.
- (29) Push hands will be verbally acknowledged as well as indicated by patting the table.
- (a) Cards will then be placed in the discard rack.
- (30) If either of the following conditions occurs, or any time the red light indicating a misdeal comes on (if using a shuffler), a pit supervisor must be notified immediately.
- (a) If any player is dealt more or less than seven cards, the hand is declared dead.

- (b) If the dealer has more or less than seven cards, the entire hand is declared dead.
- (31) All primary wager bets must be in \$5.00 increments.
- (32) The dealer will deal seven hands containing seven cards, distributing cards clockwise.
 - (a) There are always seven hands dealt regardless of the number of players.
 - (b) The remaining four cards will be verified visibly to all players and placed in the discard rack.
 - (c) If the remaining cards do not total four, an error has been made in the stacking procedure.
 - (d) The dealer must notify the pit supervisor before reshuffling.
- (33) Cards can only be handled by one player and must stay within the radius of the table at all times.
- (34) Only one hand per player is allowable unless authorized by the Pit Manager. When two or more hands are permitted for one player, the additional hands must be set by the dealer the house way.
- (35) House way of setting cards
 - (a) No pair

Highest card in the highest hand (in back), next two highest cards in the low hand (in front).
 - (b) One pair

Pair in the high hand (in back), next two highest cards in the low hand (in front).
 - (c) Two pair

Use the following groups to determine how to play a two pair:

2 through 6:	Low pairs
7 through 10:	Medium pairs
J through K:	High pairs
Low/Low:	Split unless holding a king or better, and then play two pair in the back.
Low/Med:	Split unless holding a king or better, and then play two pair in the back.
Low/High:	Split unless holding an ace, and then play two pair in the back.
Med/Med:	Split unless holding an ace, and then play two pair in the back.
Med/High:	Always split.
High/High:	Always split.

Pair of aces and any other pair always split.

(d) Three pair

Always play the highest pair in the low hand (in front).

(e) Three-of-a-kind

Always play three of a kind in back unless they are aces, and then play a pair of aces in back and one ace in front.

(f) Three-of-a-kind (twice)

Always play highest pair in front.

(g) All straights, flushes, straight flushes, and royal flush

(i) With no pair: When choosing whether to play a straight, flush or straight flush, play the category which will allow the highest two cards.

(ii) With 6th or 7th card: Play the lower straight or flush in the back to place the highest cards in front.

(iii) With One Pair: Play the pair in the low hand (in front) in the straight, flush or straight flush.

Flush can be preserved in the high hand (in back).

(iv) With two pair: Use the two pair rule.

(v) With three pair: Use the three pair rule.

(vi) With three-of-a-kind: Play pair in front.

(vii) With Full House: Use full house rule.

h) Full House

Always split unless the pair is twos and you have an ace and a king to play in the front.

(i) Full house w/3-of-a-kind and two

Pairs - play the highest pair in front.

(j) Full house w/3-of-a-kind twice

Always play the highest pair in front.

(k) Four-of-a-kind

Play according to the rank of the four-of-a-kind:

(i) 2 through 6: Always keep together.

(ii) 7 through 10: Split unless a king or better can be played in front.

- (iii) J through K: Split unless an ace can be played in front.
 - (iv) Aces: Always split.
 - (l) Four-of-a-kind and pair

Play pair in front.
 - (m) Four-of-a-kind and three-of-a-kind

Play pair in front from the three-of-a-kind.
 - (n) Five aces

Split aces and play three aces in back and two aces in front unless you have a pair of kings, then play five aces in back and kings in front.
 - (o) Joker (reminder)

The joker may be used to complete straights, flushes, or can play as an ace. When used in flushes, the joker is considered the highest card for the situation. When used alone, the joker becomes an ace.

Note: Ace, 2, 3, 4, 5 is the second highest straight.
- (36) Setting Hands
- (a) Players will rank their cards and set the low hand (2 cards) in the front and the high hand (5 cards) at the back as indicated on the layout.
 - (b) The dealer will always arrange and set the dealer hand AFTER all players' hands have been set.
 - (i) The dealer hand will be placed in front of the bankroll tray before exposing players' hands.
 - (ii) The dealer will always play the "house way".
 - (iii) After the dealer hand is exposed, players are not allowed to touch their cards.
 - (c) If a customer requests assistance from the dealer to set his/her hand, the "house way" will be recommended, but the dealer takes no responsibility on any winning or losing hands.
 - (i) The dealer can only help set a player's hand after all other player's hands are set.
- (37) Taking & paying
- (a) After the dealer sets the dealer hand, he/she will turn over and spread the players' cards in a counterclockwise rotation beginning with the position farthest to the dealer's right.
 - (b) Beginning with the player on the dealer's immediate right and continuing in a counter-clockwise rotation, the dealer shall determine whether each player's hand is a loser, winner or a tie and will correspondingly take, pay or push each player's wager. Winning

primary wagers are paid one-to-one odds, also referred to as "even money." The Emperor's Treasure and/or Pai Gow Insurance wagers are paid according to the odds posted on the paytable.

- (c) If the player's primary wager is a loser, the dealer removes the player's wager and then acts on the Emperor's Treasure bet and/or the Pai Gow Insurance bet, taking the losing bet first, and then paying the winning bet, if applicable. The dealer then removes the player's cards and places them in the discard rack.
- (d) If the player's hand is a winner, the dealer takes no action on the player's wager and leaves the player's cards on the table surface. The dealer then acts on the Emperor's Treasure bet and/or the Pai Gow Insurance bet, taking the losing bet first, then paying the winning bet, if applicable.
- (e) If the player's hand is a push, the dealer taps his/her fist on the table surface signifying a push, and then acts on the Emperor's Treasure bet and/or the Pai Gow Insurance bet, taking the losing bet first, and then paying the winning bet, if applicable. The dealer then removes the player's cards and places them in the discard rack, leaves the player's wager and removes the player's cards.
- (f) After all hands have been acted upon, the dealer then pays all winning primary wagers, takes 5% commission (if applicable) and concurrently removes each player's cards.

(38) House Commissions

- (a) If the house decides to collect a commission, all primary wager winning bets will be charged a 5% commission and will be collected immediately.

Appendix A

Pay Table	A	B	C	D	E	F	G
Envy Bonus	\$ Pay	\$ Pay	\$ Pay	\$ Pay	\$ Pay	\$ Pay	\$ Pay
7-card Straight Flush	1000	5000	3000	1000	2500	2500	5000
Royal Flush with AK Suited	250	1000	1000	750	500	500	1000
7-card Straight Flush with Joker	100	500	500	250	250	250	500
5 Aces	50	250	250	100	150	150	250
Royal Flush	25	50	50	50	55	55	50
Straight Flush	10	20	20	20	25	25	220
4 of a Kind	5	5	5	5	6	6	5
Additional Bet	Pay	Pay	Pay	Pay	Pay	Pay	Pay
7- card Straight Flush	5000	8000	5000	2500	5000	5000	5000
Royal Flush with AK Suited	1000	2000	2000	1000	2000	1000	2000
7-card Straight Flush with Joker	750	1000	1000	750	2000	500	1000
5 Aces	250	400	400	250	400	300	400
Royal Flush	100	150	150	125	150	110	150
Straight Flush	50	50	50	50	50	45	50
4 of a Kind	20	25	25	25	25	25	25
Full House	5	5	5	5	5	5	5
Flush	4	4	4	4	4	4	4
3 of a Kind	3	3	3	3	3	3	3
Straight	2	2	2	2	2	2	2
3 Pair	Push	-1	-1	-1	-1	-1	-1

A "royal flush with AK suited" must include a natural or wild royal flush and a suited ace-king with no joker. An example would be:

Joker-K(hearts)Q(hearts)J(hearts)10(hearts)-A(spades)K(spades).

Pai Gow Insurance Pay Tables

Hand Type	J	K	L	M	N
9-high	400	250	100	100	100
T-high	40	75	50	25	25
J-high	20	25	25	15	15
Q-high	5	5	10	6	7
K-high	3	3	5	5	5
A-high	2	2	1	3	3

47.1-1017.50 The Play – Fortune Pai Gow Poker

Fortune Pai Gow Poker is the patented and trademarked poker variation game, the rights to which are owned by SHFL entertainment of Las Vegas, Nevada and which may be transferred or assigned. Fortune Pai Gow Poker must be played according to the following rules:

- (1) Fortune Pai Gow Poker may be played only on tables displaying the Fortune Pai Gow Poker layout. A single deck of cards plus one joker will be used. Each player may play only one high and low hand following each shuffle of the deck. The rank of hands from highest to lowest, in Fortune Pai Gow Poker: seven card straight flush, royal flush + royal match, seven card straight flush with joker, five aces, royal flush, straight flush, four of a kind, full house, flush, three of a kind, straight and pair.
 - (a) At the discretion of the retail licensee, the joker is considered fully wild or semi wild. If fully wild, the joker is used as any card the player deems fit. If semi wild, the joker is used to complete a straight flush, straight, and flush; or substitutes for an ace.
- (2) Each player will make an initial bet in the amount specified at the table by the retail licensee, and will place the bet in the "ante" wagering area in front of the player's position. They may also place an optional "Fortune Bonus", "Pai Gow'd" and progressive wagers as long as the ante wager is in place. If the Fortune Bonus wager is at least \$5, the dealer will place an "envy" button next to the wager. The ante bet is placed to play against the dealer; the Fortune Bonus and Pai Gow'd bets are placed to play for hand value only. Once all players place their bets, the dealer will press the appropriate button on the keypad to indicate a progressive wager. The sensor will light up. The dealer will then remove all progressive bets from the table and place them in the tray.
- (3) Any dealer tip delivered as a wager may be placed on the "ante", "Fortune Bonus" and "Pai Gow'd" location.
- (4) The dealer will determine who receives the first hand by either using dice or a random number generator. When the table is using dice, the dealer will shake the dice cup and release the dice in front of the tray. The total of the dice or the number displayed on the random number generator determines which position gets the first hand. The dealer will count counter-clockwise counting the bank as one. The dealer will announce the outcome of the dice total while the cup remains visible on the layout.
- (5) Immediately prior to the commencement of play and after each round of play has been completed, the dealer shall shuffle the cards. Following shuffle and cut, the dealer deals seven cards to each player position and to the dealer, either face downward and one at a time in rotation among the players and the dealer, or in seven card groups dispensed by a mechanical shuffling device. At the end of this process there should be four discards spread facedown, verifying that the cards have been distributed properly. The dealer will collect and discard any remaining dead hands.

- (6) An incorrect number of discards spread facedown will result in a misdeal. Re-deal with next deck and take a new random number. An incorrect number of cards dealt to the dealer constitutes a misdeal for the hand, and all players retain their ante and any other wagers.
- (7) Wagers are collected or paid in this order: Pai Gow'd (if applicable), Fortune Bonus (if applicable), Envy Bonus (if applicable), ante, and progressive (if applicable).
- (8) The dealer may collect up to a 5% commission on all winning bets. The dealer, in front of the chip rack, must prove all commissions. Commission will not be collected on wagers bet for the dealer.
- (9) After all players have created their two and five card poker hands, the dealer exposes the dealer's cards and creates the best possible two and five card poker hands, ranking the cards from the dealer's left to the right and allowing the players to see the hand.
 - (a) The player wins if both front and back hands are higher than the dealer's; the ante bet is paid 1 to 1.
 - (b) The player loses their ante bet if they lose both the front and back hands; the ante bet is taken.
 - (c) If the player wins one hand and loses the other, the ante bet pushes; the ante bets require no action.
 - (d) If either hand ranks exactly the same as the dealer's hand, this is a tie and the dealer wins all tie hands; the ante bet is taken.
- (10) Optional Fortune Bonus additional bet - While the ante wager is mandatory, the Fortune Bonus bet is optional. Players may make the Fortune Bonus wager for any amount within the posted table limits and players may bet more on the Fortune Bonus bet than they bet on the ante.
 - (a) If the player's hand qualified for payouts, the dealer pays according to the posted pay schedule. The dealer leaves the "Envy" button, if applicable, next to the player's original wager and payouts. He will not pick up envy buttons until he reconciles all wagers.
 - (b) If the player's hand does not qualify for payouts, the dealer takes the fortune wager. The dealer leaves the "Envy" button, if applicable, next to the player's original wager and payouts. He will not pick up envy buttons until he reconciles all wagers.
- (11) Optional Pai Gow'd additional bet - While the ante wager is mandatory, the Pai Gow'd bet is optional. Players may make the Pai Gow'd wager for any amount within the posted table limits and players may bet more on the Pai Gow'd bet than they bet on the ante.
 - (a) If the dealer's five-card hand is less than a pair, the Pai Gow'd wager pays according to the posted pay schedule.
 - (b) If the dealer's five-card hand is a pair or better, the Pai Gow'd wager is taken.
- (12) Optional Envy Bonus – Players qualify for the Envy Bonus payout if they bet as least \$5 on the optional Fortune Bonus additional bet. Players win the Envy Bonus when someone else at the table receives a four of a kind or higher. Once all wagers are reconciled:
 - (a) If any player at the table received a four of a kind or higher, any player that qualified for the Envy Bonus will be paid according to the posted pay schedule. All qualifying players will be paid and the envy buttons will be collected.

- (b) If any player at the table does not receive a four of a kind or higher, all envy buttons will be collected.
- (c) In the event more than one player has at least a four of a kind, then all players with envy buttons win multiple payouts.
- (d) A player cannot win an Envy Bonus for his own or the dealer's hand.

(13) Progressive Winners:

- (a) The percentage pays are paid from the progressive jackpot shown on the progressive meter.
- (b) Other hands are paid from the tray; they do not come off the meter.
- (c) In the event more than one progressive hand, payable from the progressive meter, hits at the same table during the same time, house procedures are then followed for paying the prize.
- (d) As the terms "jackpot," "jackpot award," and "progressive jackpot" are used in these rules of play for Fortune Pai Gow Poker Progressive, the terms shall apply to Fortune Pai Gow Poker Progressive only. A retail licensee may not discontinue offering a Fortune Pai Gow Poker Progressive jackpot until the highest progressive jackpot award has been won by a qualified player or players. If a licensee wishes to discontinue offering a progressive jackpot award, the licensee may petition the Director for permission to either reduce the qualifications or criteria for winning the award, allowing the award to be paid more quickly, or to transfer the award liability to the jackpot offered by a different game. If a retail licensee intends to close its business while having a progressive jackpot award liability, the licensee may petition the Director for permission to transfer the award liability, together with the award fund, to another retail licensee offering a comparable jackpot award.
- (e) When a player has a progressive winner, the dealer shall press the appropriate hand button on the keypad and then contact a supervisor.
- (f) Once the casino verifies the progressive win, house procedures are then followed for paying the prize.
- (g) After keying in the progressive winner, the meter may be reduced, depending on the winning hand. Keying in a 100% award will reset the meter to the seed amount, plus any reserve amount. The dealer will continue handling progressive awards in a counter clockwise fashion.
- (h) An incorrect number of cards dealt to the dealer constitutes a misdeal for the hand, and all players may play their hands for the purpose of the progressive jackpot only. If there are no progressive jackpot hands, all hands at the table are dead and the players retain their antes and other bets. Re-deal with next deck and take a new random number.

Progressive Envy Bonus:

- (a) A player making the progressive wager also qualifies to win an envy payout. If another player at the table hits a hand associated with an envy pay, all other players who made the progressive bet win the envy pay. The player hitting the hand receives the normal prize pay only, but does not receive the envy pay.

- (b) If a player's hand triggers an envy payout, the dealer will leave the hand face-up on the layout; otherwise, the dealer will lock up the cards. The dealer will then move on to the next player.
- (c) The dealer pays any Envy Bonuses at the end of the round. In the event that more than one player is involved in a qualifying envy pay, then all players win multiple envy payouts. A player cannot win an Envy Bonus for his own or the dealer's hand.
- (14) The retail licensee may offer the game using any one of the following pay schedules. The pay schedules in use, or payouts derived from the pay schedules, must be displayed on the table layout or on signage at the table:

Fortune Pai Gow Pay Schedules:

Player Hands	Pay Schedule 01		Pay Schedule 02	
	Pays	Envy	Pays	Envy
7 Card Straight Flush	5,000 to 1	\$1,000	8,000 to 1	\$5,000
Royal Flush + Royal Match*	1,000 to 1	\$250	2,000 to 1	\$1,000
7 Card Straight Flush with Joker	750 to 1	\$100	1,000 to 1	\$500
5 Aces	250 to 1	\$50	400 to 1	\$250
Royal Flush	100 to 1	\$25	150 to 1	\$50
Straight Flush	50 to 1	\$10	50 to 1	\$20
4 of a Kind	20 to 1	\$5	25 to 1	\$5
Full House	5 to 1	.	5 to 1	.
Flush	4 to 1	.	4 to 1	.
3 of a Kind	3 to 1	.	3 to 1	.
Straight	2 to 1	.	2 to 1	.
Three Pair	Push	.	.	.

* Joker is completely wild; payouts double if dealer has ace-high or lower.

Player Hands	Pay Schedule 03		Pay Schedule 04	
	Pays	Envy	Pays	Envy
7 Card Straight Flush	5,000 to 1	\$3,000	2,500 to 1	\$1,000
Royal Flush + Royal Match	2,000 to 1	\$1,000	1,000 to 1	\$750
7 Card Straight Flush with Joker	1,000 to 1	\$500	750 to 1	\$250
5 Aces	400 to 1	\$250	250 to 1	\$100
Royal Flush	150 to 1	\$50	125 to 1	\$50
Straight Flush	50 to 1	\$20	50 to 1	\$20
4 of a Kind	25 to 1	\$5	25 to 1	\$5
Full House	5 to 1	.	5 to 1	.
Flush	4 to 1	.	4 to 1	.
3 of a Kind	3 to 1	.	3 to 1	.
Straight	2 to 1	.	2 to 1	.

Player Hands	Pay Schedule 06		Pay Schedule 07	
	Pays	Envy	Pays	Envy
7 Card Straight Flush	5,000 to 1	\$2,500	5,000 to 1	\$2,500
Royal Flush + Royal Match	1,000 to 1	\$500	2,000 to 1	\$500
7 Card Straight Flush with Joker	500 to 1	\$250	1,000 to 1	\$250
5 Aces	300 to 1	\$150	400 to 1	\$50
Royal Flush	110 to 1	\$55	150 to 1	\$55
Straight Flush	45 to 1	\$25	50 to 1	\$25
4 of a Kind	25 to 1	\$6	25 to 1	\$6
Full House	5 to 1	.	5 to 1	.
Flush	4 to 1	.	4 to 1	.
3 of a Kind	3 to 1	.	3 to 1	.
Straight	2 to 1	.	2 to 1	.

Player Hands	Fully Wild Pay Schedule 01		Fully Wild Pay Schedule 02	
	Pays	Envy	Pays	Envy
7 Card Straight Flush (No Joker)	8,000 to 1	\$1,000	1,000 to 1	\$500
7 Card Straight Flush (with Joker)	1,000 to 1	\$100	500 to 1	\$100
5 Aces	400 to 1	\$50	400 to 1	\$50
5 of a Kind	250 to 1	\$25	250 to 1	\$25
Royal Flush	100 to 1	\$10	100 to 1	\$10
Straight Flush	40 to 1	\$5	40 to 1	\$5
4 of a Kind	25 to 1	\$5	25 to 1	\$5
Full House	5 to 1	.	5 to 1	.
Flush	3 to 1	.	3 to 1	.
Straight	2 to 1	.	2 to 1	.

Player Hands	Fully Wild Pay Schedule 03		Fully Wild Pay Schedule 11	
	Pays	Envy	Pays	Envy
7 Card Straight Flush (No Joker)	500 to 1	\$250	.	.
7 Card Straight Flush (with Joker)	500 to 1	\$250	.	.
5 Aces	250 to 1	\$50	500 to 1	\$200
5 of a Kind	200 to 1	\$25	200 to 1	\$100
Royal Flush	100 to 1	\$10	100 to 1	\$50
Straight Flush	50 to 1	\$5	50 to 1	\$25
Straight Flush (with Joker)	.	.	30 to 1	\$10
4 of a Kind	25 to 1	\$5	10 to 1	.
Full House	5 to 1	.	5 to 1	.
Flush	3 to 1	.	4 to 1	.
Straight	2 to 1	.	2 to 1	.

Pai Gow'd Pay Schedules:

Dealer Hand	01	02 Pays	03 Pays
Nine-high	100 to 1	100 to 1	100 to 1
Ten-high	40 to 1	50 to 1	40 to 1
Jack-high	10 to 1	10 to 1	10 to 1
Queen-high	7 to 1	7 to 1	7 to 1
King-high	6 to 1	5 to 1	5 to 1
Ace-high	3 to 1	3 to 1	3 to 1

Progressive Pay Schedules:

.	Semi Wild Pay Schedule 01	.	.	Fully Wild Pay Schedule 02
Player Hands	Pays	.	Player Hands	Pays
7 Card Straight Flush	100%	.	7 Card Natural Straight Flush	100%
5 Aces	10%	.	7 Card Wild Straight Flush	10%
Royal Flush	500 for 1	.	5 of a Kind	500 for 1
Straight Flush	100 for 1	.	Royal Flush	300 for 1
4 of a Kind	75 for 1	.	Straight Flush	100 for 1
Full House	4 for 1	.	4 of a Kind	30 for 1
.	.	.	Full House	7 for 1
Original Wager Not Returned	.	.	Original Wager Not Returned	.

.	Semi Wild Pay Schedule 03
Player Hands	Pays
7 Card Straight Flush	100%
5 Aces	10%
Royal Flush	500 for 1
Straight Flush	100 for 1
4 of a Kind	75 for 1
Full House	4 for 1
Original Wager Not Returned	.

.	Semi Wild Pay Schedule 04	.
Player Hands	Pays	Envy
7 Card Straight Flush	1,000 to 1 + 100%	\$1,000
Royal Flush + Royal Match*	1,000 to 1 + 25%	\$750
7 Card Straight Flush with Joker	1,000 to 1 + 10%	\$250
5 Aces	500 to 1	\$100
Royal Flush	100 to 1	\$50
Straight Flush	40 to 1	\$20
4 of a Kind	20 to 1	\$5
Full House	5 to 1	.
Flush	4 to 1	.
3 of a Kind	3 to 1	.
Straight	3 to 2	.

*Original Wager Not Returned

47.1-1017.51 THE PLAY - TEXAS SHOOTOUT Effective 9/14/2012

Texas Shootout is the copyrighted, trademark and patent pending poker variation game, the rights to which are owned by Galaxy Gaming, Inc. of Las Vegas, Nevada and which may be transferred or assigned. Texas Shootout must be played according to the following rules:

- (1) The Game is played on a blackjack-style table using six standard decks of 52 cards each, dealt from a shoe by a house dealer.
- (2) Minimum and maximum wagering limits shall be posted at the table.
- (3) At the discretion of the house, players may be permitted to play more than one hand.

- (4) The primary Texas Shootout wager and the Quick Draw wager are mandatory bets, and must be made in an equal dollar amount prior to each round of play.
- (5) Players and dealer are dealt four cards face down. At this time, players reveal and declare winning Quick Draw hands. Players then determine which two cards to play and discard the two unused cards. Dealer will determine his/her two cards according to a predetermined "house-way" and discard the two unused cards.
- (6) The dealer will deal five community cards in addition to his/her two-card hand which are used by the players and the dealer to make the best possible five-card poker hand.
- (7) NOTE: If players or the dealer receive less than or more than the correct number of cards, this constitutes a misdeal and the house must follow house procedures.
- (8) Since six decks are used, the five-card poker hand rankings are modified and will be posted at each table.
- (9) Regarding the primary wager, if the player has a higher hand than the dealer, the player is paid even money. If the player's hand is lower than the dealer's hand, the player loses. If the player's hand is equal to the dealer's hand, the player will tie or push.
- (10) In the event players receive any four-card hand that they wish to split into two, two-card hands, they may do so provided they make a wager on the second hand in an amount equal to the original primary wager.
- (11) There is an optional independent additional wager known as a "Shootout Bonus" , whereby the player attempts to obtain one of several predetermined poker rankings and is paid odds according to the ranking obtained.
- (12) If the player's Shootout Bonus wager is at least five dollars, he/she qualifies for the "Envy Bonus" feature.
- (13) NOTE: Dealer tips are allowed and are based on house procedure.

OPENING PROCEDURES, SHUFFLE AND CUTTING THE CARDS

(See approved shuffle and cutting procedures for Colorado)

CARDS: NUMBER OF DECKS AND CARD VALUE

- (1) The game uses six decks of 52 cards each dealt from a shoe.
- (2) The back of each card in the deck will be identical and no card shall contain any marking, symbol or design that will enable a person to know the identity of any element printed on the face of the card or that will in any way differentiate the back of that card from any other card in the deck.
- (3) The poker hand rankings are as follows:
 - Five-of-a-kind Suited
 - Straight Flush (A-K-Q-J-10 is a Royal Flush and the highest of straight flushes, and A-2-3-4-5 is the lowest straight flush)
 - Five-of-a-kind

- Four-of-a-kind
- Full House
- Flush
- Straight (A-K-Q-J-10 is the highest, and A-2-3-4-5 is the lowest straight)
- Three-of-a-kind
- Two Pair
- One Pair
- High Card

CARD DELIVERY AND PLACEMENT

- (1) Prior to card delivery, the dealer will ask for all bets and bonus bets to be placed.
- (2) Once all bets have been placed, the dealer will put an “Envy” lammer next to each Shootout Bonus bet that is \$5 or more.
- (3) The dealer will then deal four cards face down, to each player’s position in front of the player’s main bet and to the dealer in a clockwise rotation beginning with the player on the dealer’s immediate left. The dealer will place his/her cards in front of the chip rack and cover with a “Dealer” button, as close to the tray as possible.
- (4) If a Player has a winning Quick Draw hand, the player must reveal and declare these cards to the dealer at this time. The Players are paid and the game continues.
- (5) Each player will determine whether to play one or two hands.
- (6) If playing only one hand, the player will choose which two cards to keep and place them face up directly behind his/her wager. The two cards discarded will be placed face down in front of the player’s wager.
- (7) If playing two hands, the player will place another wager next to the player’s original primary wager. This wager must be equal to the original bet placed.
- (8) Each two-card hand will be placed face up directly behind each wager.
- (9) The player has the option of placing a Shootout Bonus wager on the 2nd hand. This wager must be equal to the original bonus wager.
- (10) If a player does not place a 2nd Shootout Bonus wager, the player must declare which hand the original Shootout Bonus bet will be played on.
- (11) When all the players have discarded their cards, the dealer will pick up all the discarded cards and place them into the discard rack.
- (12) The dealer will then expose his/her four cards on the table and select two cards to play according to a predetermined “house-way” strategy. The two unused cards will be placed into the discard rack.

- (13) The dealer will deal five cards face down in the center of the table. The dealer will then scoop up all five cards and turn them face up. These five cards are known as the “flop” .
- (14) The dealer will then arrange the cards in descending order. If the “flop” contains a “pair” or higher, the “pair” or higher will be placed to the left of the other “flop” cards. The “flop” is used as community cards to form both the dealer’s hand and each player’s hand.
- (15) The dealer and each player will use any combination of their two cards and the “flop” to make the best possible five card poker hand. Once the dealer has determined the house’s hand, the dealer will announce the hand.
- (16) NOTE: If a player is playing multiple hands, the player must act on the first hand (deciding which 2 cards to keep) prior to looking at the second hand.

HOUSE WAYS

- Highest Pair, 8’s or Better
 - Ace – Jack or Better
 - Any Pair, Suited
 - Any Pair, Unsuited
 - Ace High, Suited
 - Ten – Jack or Better, Suited
 - Ten – Jack or Better, Unsuited
 - Ace High, Unsuited
 - Face Card High, Suited
 - Face Card High, Unsuited
 - Connected Cards, Suited
 - Connected Cards, Unsuited
 - Two Highest Cards, Suited
 - Two Highest Cards, Unsuited
- (17) In the event the dealer’s initial hand consists of a four-of-a-kind involving two suited pairs, the decision on which suited pair to play shall be based on the alphabetical ranking of the suit, (e.g. Clubs; Diamonds; Hearts; Spades). For example: If the dealer has four 8’s, two 8’s of Clubs and two 8’s of Spades, the dealer will choose the two 8’s of Clubs and discard the two 8’s of Spades.
- (18) In the event the dealer receives a hand of three or four-of-a-kind consisting of all different suits, the decision on which pair to play will revert to the alphabetical rankings, (e.g. Clubs; Diamonds; Hearts; Spades).

TAKE AND PAY PROCEDURES

- (1) Once the dealer's five-card hand is established, beginning with the player on the dealer's immediate right and continuing in a counter-clockwise rotation, the dealer will determine whether each player's hand is a win or a loss. Then the dealer will take or pay each player's wager. All primary wager Texas Shootout winning hands pay even money.
- (2) If a player originally made the optional Shootout Bonus wager, the dealer also determines whether or not the player's hand qualifies to receive the bonus payout.
 - (a) If the player qualifies, the dealer pays the player according to the odds posted at the table and places the payout in front of the bonus wager.
 - (b) If the player does not qualify, the dealer collects the losing Shootout Bonus wager. The Shootout Bonus wager has no bearing on the primary wager and vice-versa.
- (3) After all wagers have been settled, the dealer collects the player's cards and places them face-down into the discard rack. The dealer will then collect the "flop," then the dealer's two card hand and place them into the discard rack. (If cards needed to be "backed up", the first two cards from the discard rack would be the dealer's, next would be the "flop" and the players' cards would follow.)
- (4) Then the next round of play begins. Play will continue until the cut card is reached, at which time the dealer shall only use the remaining cards to complete the hand.

SHOOTOUT BONUS

- (1) In addition to the poker hand bet, a player has the option to place this additional wager before the hand is dealt. The winning hands' payoff odds are as follows:

HAND TYPE	PAYS
Five-of-a-kind, suited	1000 to 1
Royal flush	200 to 1
Straight flush	75 to 1
Five-of-a-kind	40 to 1
Four-of-a-kind	7 to 1
Full house	3 to 1
Flush	2 to 1
Straight	1 to 1
Three-of-a-kind	PUSH

- (2) When a player wagers \$5 or more on the Shootout Bonus wager, the dealer will place an Envy Bonus button adjacent to the wager.
- (3) If a player splits his/her hand, the player has the option to place another bet on the split hand equal to the original Shootout Bonus wager.

ENVY BONUS

- (1) In the event a player's Shootout Bonus wager is at least five dollars, the player also qualifies for the Envy Bonus. The Envy Bonus is paid to a player if any other player's hand contains one of the following predetermined arrangement of cards:

HAND TYPE	PAYS
Five-of-a-kind, suited	\$1,000
Royal flush	\$250
Straight flush	\$50
Five-of-a-kind	\$10

- (2) Only the highest hand each round qualifies for the Envy Bonus.
- (3) Should a player split his/her hand, then both hands not only qualify for the Envy Bonus but are used for qualifying purposes for other players.
- (4) In the event the board represents the highest hand on the table, none of the players will receive the Envy Bonus.

QUICK DRAW

- (1) A player wins and is paid at odds on his/her Quick Draw wager if the player's first four cards have achieved a pre-determined triggering event according to the corresponding paytable. The player's Quick Draw wager is to be equal to or greater than his/her Texas Shootout wager.

HAND TYPE	ODDS
Four-of-a-kind, suited	200 to 1
Royal flush	100 to 1
Straight flush	50 to 1
Four-of-a-kind	20 to 1
Straight	5 to 1
Flush	4 to 1
Three-of-a-kind	3 to 1
Two Pair	2 to 1
Suited Pair	1 to 1
Pair of Jack's or Better	1 to 1
Pair of 8's or Better	1 to 1
Any Pair	1 to 1

- (2) Only the highest qualifying hand is paid.
- (3) A Royal Flush is Ace, King, Queen and Jack of the same suit.

47.1-1017.52 The Play - Straight Edge Poker.

Straight Edge Poker and Progressive is a copyrighted and patent-protected poker variation game, the rights to which are owned by SHFL entertainment of Las Vegas, Nevada, and which may be transferred or assigned. Straight Edge Poker must be played according to the following rules:

- (1) Straight Edge Poker may be played only on tables displaying the Straight Edge Poker layout. A single deck of 52 cards will be used. Each player may only play one hand following each shuffle of the deck. Straight Edge Poker features head-to-head play against the dealer with two optional bonus bets. Players get seven cards to make their longest straight possible, while the dealer does the same with eight cards.
- (2) The game allows "wrap-around" straights, where the Ace is used as something other than a starting or ending point. For example, J-Q-K-A-2-3 counts as a six-card straight.
- (3) If the player and dealer have straights of identical length, the rank of the ending card in the straight determines the winner. For example, 3-4-5 loses to 5-6-7. Players win copies (an identical straight as the dealer).
- (4) The player may also place an optional progressive wager, as long as they have also placed an Ante wager. Folded hands do not qualify for a progressive win.
- (5) Players make the Ante wager to receive cards. All bets will be in an amount between the table minimum and the table maximum, as posted at the table, up to the \$100 maximum wager limit

determined by the house and in accordance with applicable law. Players may also make the optional Bonus and Insurance wagers. Any dealer tip delivered as a wager may be placed on the Ante, Bonus and/or Insurance wagers provided that the player has placed a personal wager on the same bets.

- (6) The dealer working clockwise, from his left to his right, will give each player a packet of seven cards.
- (7) When all players have cards, the dealer will then give himself/herself eight cards. The dealer will take a packet of seven cards and then add the top card from the next packet and discard the rest.
- (8) Players then look at their hands and make a decision:
 - (a) Fold or stay in the game by making a Play bet of 1x their Ante.
 - (i) Players should discard their non-straight cards.
 - (b) If players fold with a winning Insurance bet, they should tuck their cards under the Insurance bet.
- (9) The dealer reveals his/her hand and working counter-clockwise from right to left, compares his/her hand with the hand of each player that has stayed in the game.
- (10) Players win if their straight is longer than the dealer's. Players also win if they have a straight of equal length but their kicker (final card in the straight) is equal to or higher than the dealer's:
 - (a) When players win, their Ante pays 1 to 1 and their Play bet pays according to the margin of victory. See posted pay table.
- (11) Players lose if the dealer has a straight with more cards or has a straight with the same number of cards but with a higher final card. When players lose, their Ante and Play bets lose.
- (12) Players win the Bonus wager if they can make a four-card straight or better, even if they lose to the dealer. See posted pay table.
- (13) Players win the Insurance bet if they have less than a two-card straight. This bet pays 25 to 1.
- (14) Straight Edge Poker Play Pay table:

Win By	Pays
6 Cards	200 to 1
5 Cards	25 to 1
4 Cards	8 to 1
3 Cards	3 to 1
2 Cards	2 to 1
0/1 Cards	1 to 1

- (15) Straight Edge Poker Bonus Pay Tables:

	1	2
Length of Straight	Pays	Pays
7	40 to 1	50 to 1
6	15 to 1	20 to 1
5	6 to 1	4 to 1
4	1.5 to 1	1.5 to 1

Length of Straight, Player's hand only

- (16) Straight Edge Poker Progressive is an optional Two Way Bad Beat (TWBB) Progressive wager that wins if the player is involved in a bad beat with the dealer.
 - (a) The bet wins if the player and the dealer each have a 4-card straight or better, and they do not tie. If there is a tie, the progressive wager loses.
 - (b) The payout is based on the lowest hand.
- (17) The meter will be reseeded when the 100% award hits. The cost of the reseed has been factored into the casino's mathematical advantage.
- (18) To begin each round, players must make their regular game's wager. They may also place the optional progressive wager. Players must place the progressive wager on the sensor in front of their betting position. The sensor will light up.
- (19) Once all players place their wagers, the dealer will press the appropriate button on the keypad. The sensors will then light up, indicating a progressive wager. The dealer will remove all progressive wagers from the table.
- (20) The dealer then follows house procedures for dealing the regular game.
- (21) The dealer reconciles the Ante, Play, Bonus, Insurance and Progressive wagers at the same time. Follow the procedures in the next section for reconciling the percentage pay from the progressive meter.
- (22) Progressive wagers:
 - (a) The percentage pay is paid from the progressive jackpot shown on the progressive meter.
 - (b) Other hands are paid from the tray; they do not come off the meter.
 - (c) In the event more than one progressive hand, payable from the progressive meter, hits at the same table during the same time, house procedures are then followed for paying the prize.
 - (d) When a player has a progressive winner, the dealer shall press the appropriate hand button on the keypad and then contact a supervisor.
 - (e) Once the casino verifies the progressive win, house procedures are then followed for paying the prize.
 - (f) After keying in the progressive winner, the meter may be reduced, depending on the winning hand. Keying in a 100% award will reset the meter to the seed amount, plus any reserve amount. The dealer will continue handling progressive awards in a counter clockwise fashion.
 - (g) An incorrect number of cards dealt to any player constitutes a dead hand for that player only. The player receiving the misdealt cards retains the player's ante and any bet. An incorrect number of cards dealt to the dealer constitutes a misdeal to the table and the players may play their hands for the purpose of the progressive jackpot only. If there are no progressive jackpot hands, all hands at the table are dead and the players retain their antes and bet.

Envy Bonus:

- (a) A player making the progressive wager also qualifies to win an envy payout. If another player at the table hits a hand associated with an envy pay, all other players who made the progressive bet win the envy pay. The player hitting the hand receives the normal prize pay only, but does NOT receive the envy pay.
- (b) If a player's hand triggers an envy payout, the dealer will leave the hand face-up on the layout; otherwise, the dealer will lock up the cards. The dealer will then move on to the next player.
- (c) The dealer pays any Envy Bonuses at the end of the round. In the event that more than one player is involved in a qualifying envy pay, then all players win multiple envy payouts.

(23) Straight Edge Poker Progressive Pay Tables:

TWBB Hand	1*	Envy**	2*
7-Card Straight	100%	\$100	100%
6-Card Straight	250 for 1		250 for 1
5-Card Straight	25 for 1		25 for 1
4-Card Straight	5 for 1		5 for 1

*The player may bad beat the dealer or the dealer may bad beat the player

**The Envy is only available on Pay Table #1

47.1-1017.53 The Play - Big Raise Stud Poker.

Big Raise Stud Poker is a copyrighted and patent-protected poker variation game, the rights to which are owned by SHFL entertainment of Las Vegas, Nevada, and which may be transferred or assigned. Big Raise Stud Poker must be played according to the following rules:

- (1) Big Raise Stud Poker may be played only on tables displaying the Big Raise Stud Poker layout. A single deck of 52 cards will be used. Each player may only play one hand following each shuffle of the deck. The object of Big Raise Stud Poker is to get a pair of 6's or better. Players get three cards and combine them with the two community cards to make their best five-card poker hand.
- (2) Big Raise Stud Poker also features an optional 3 Card Bonus wager that wins if the players first three cards make a pair or better.
- (3) The player may also place an optional progressive wager, as long as they have also placed an Ante wager. Folded hands do not qualify for a progressive win.
- (4) Players make the Ante wager to receive cards. All bets will be in an amount between the table minimum and the table maximum, as posted at the table, up to the \$100 maximum wager limit determined by the house and in accordance with applicable law. Players may also make the optional 3 Card Bonus wager. Any dealer tip delivered as a wager may be placed on either the Ante and/or the 3 Card Bonus wager provided that the player has placed a personal wager on the same bets.
- (5) The dealer working clockwise from left to right, will give each player a packet of three cards.
- (6) When all players have cards, the dealer will set the community cards. The dealer will take a packet of three cards and discard the bottom one, leaving two cards in the marked area.

- (7) Players then look at their first three cards and make a decision:
- (a) Fold; or
 - (b) Make a Raise bet of 1x to 4x their Ante.
 - (i) Note: A folded hand is still eligible to win the 3 Card Bonus wager (if placed). If the player folds his hand and has made the 3 Card Bonus wager, the dealer will pick up the Ante bet and tuck the player's three cards under the 3 Card Bonus bet.
- (8) Once all wagers have been placed and the folded hands have been resolved, the dealer will reveal the two community cards.
- (9) The dealer, working counter-clockwise from right to left, will reveal each player's three cards and combine them with the community cards to make a five-card poker hand.
- (10) If players have less than a pair of 6's, their Raise and Ante bets lose.
- (11) If players have a pair of 6's or higher, their Raise and Ante bets are paid according to the posted odds.
- (12) The 3 Card Bonus bet wins if the player's first three cards are a pair or better.
- (13) Big Raise Stud Poker pay tables:

Hand	BRSP-01	BRSP-02	BRSP-03	BRSP-04	BRSP-05
Royal Flush	500 to 1	500 to 1	200 to 1	200 to 1	500 to 1
Straight Flush	100 to 1	100 to 1	100 to 1	100 to 1	100 to 1
Four of a kind	40 to 1	40 to 1	40 to 1	40 to 1	40 to 1
Full House	8 to 1	6 to 1	8 to 1	9 to 1	9 to 1
Flush	6 to 1	5 to 1	6 to 1	6 to 1	6 to 1
Straight	4 to 1	4 to 1	4 to 1	5 to 1	5 to 1
Three of a Kind	3 to 1	3 to 1	3 to 1	3 to 1	3 to 1
Two Pairs	2 to 1	2 to 1	2 to 1	2 to 1	2 to 1
Pair 10's or Better	1 to 1	1 to 1	1 to 1	1 to 1	1 to 1
Pair 6's to 9's	Push	Push	Push	Push	Push

- (14) Big Raise Stud Poker 3 Card Bonus pay tables:

	1	2	3
Hand	Pays	Pays	Pays
Straight Flush	40 to 1	40 to 1	40 to 1
Three of a Kind	30 to 1	30 to 1	30 to 1
Straight	6 to 1	5 to 1	6 to 1
Flush	4 to 1	4 to 1	3 to 1
Pair	1 to 1	1 to 1	1 to 1

- (15) Big Raise Stud Poker Progressive is an optional progressive wager that can be played two ways, depending on the pay table selected. The Quick Hit Progressive pay table considers the best hand possible among the player's three cards in their hand and does NOT consider the two community cards. The Multi-Game Link Progressive considers the best 5-card hand between the player's three cards and the two community cards.

- (16) The meter will be reseeded when the 100% award hits. The cost of the reseed has been factored into the casino's mathematical advantage.
- (17) To begin each round, players must make their regular game's wager. They may also place the optional progressive wager. Players must place the progressive wagers on the sensors in front of their betting position. The sensor will light up.
- (18) Once all players place their wagers, the dealer will press the appropriate button on the keypad. The sensors will then light up, indicating a progressive wager. The dealer will remove all progressive wagers from the table.
- (19) The dealer then follows house procedures for dealing the regular game.
- (20) The dealer reconciles the Ante, Raise, 3 Card Bonus, and Progressive wagers at the same time. Follow the procedures in the next section for reconciling the percentage pay from the progressive meter.
- (21) Progressive winners:
 - (a) The percentage pay is paid from the progressive jackpot shown on the progressive meter.
 - (b) Other hands are paid from the tray; they do not come off the meter.
 - (c) In the event more than one progressive hand, payable from the progressive meter, hits at the same table during the same time, house procedures are then followed for paying the prize.
 - (d) When a player has a progressive winner, the dealer shall press the appropriate hand button on the keypad and then contact a supervisor. If one of the PMG ("Nexus") pay schedules, listed below, is used on this game, other progressive table themes that have the same pay schedules approved can be connected to the same jackpot.
 - (e) Once the casino verifies the progressive win, house procedures are then followed for paying the prize.
 - (f) After keying in the progressive winner, the meter may be reduced, depending on the winning hand. Keying in a 100% award will reset the meter to the seed amount, plus any reserve amount. The dealer will continue handling progressive awards in a counter-clockwise fashion.
 - (g) An incorrect number of cards dealt to any player constitutes a dead hand for that player only. The player receiving the misdealt cards retains the player's ante and any bet. An incorrect number of cards dealt to the dealer constitutes a misdeal to the table and the players may play their hands for the purpose of the progressive jackpot only. If there are no progressive jackpot hands, all hands at the table are dead and the players retain their antes and bets.

Envy Bonus:

- (a) A player making the progressive wager also qualifies to win an envy payout. If another player at the table hits a hand associated with an envy pay, all other players who made the progressive bet win the envy pay. The player hitting the hand receives the normal prize pay only, but does not receive the envy pay.

- (b) If a player's hand triggers an envy payout, the dealer will leave the hand face-up on the layout; otherwise, the dealer will lock up the cards. The dealer will then move on to the next player.
- (c) The dealer pays any Envy Bonuses at the end of the round. In the event that more than one player is involved in a qualifying envy pay, then all players win multiple envy payouts.

(22) Big Raise Stud Poker Progressive pay tables:

Hand	Pay table 1*	Pay table 2*	Envy Bonus (Both pay Tables)
AKQ Spades	100%	100%	\$100
AKQ Hearts/Diamonds/Clubs	500 for 1	500 for 1	\$25
Straight Flush	70 for 1	100 for 1	
Three of a Kind	60 for 1	90 for 1	
Straight	6 for 1	N/A	

*Based on the Player's three cards only

These pay tables can also be used to connect to a retail licensee's three card poker progressive game (same pay table).

- (23) The retail licensee may offer either of the below "Nexus" Multi-Game Link Pay tables if they wish to connect other SHFL entertainment progressive games that also have these pay schedules approved.

Multi-Game Link Progressive	PMG-01		PMG-02	
Hand	Pays*	Envy**	Pays*	Envy**
Royal Flush	100%	\$1000	100%	\$5000
Straight Flush	10%	\$300	10%	\$1500
4 of a Kind	300 for 1		300 for 1	
Full House	50 for 1		50 for 1	
Flush	40 for 1		40 for 1	
Straight	30 for 1		30 for 1	
3 of a Kind	9 for 1		9 for 1	

**Based on the Player's 5 card hand

47.1-1018 Rake

- (1) Rake may not exceed ten (10) percent of the pot. Rake may only be pulled from the pot by the dealer in an obvious manner after each wager and call or at the completion of the hand. The rake must be placed and remain in a designated rake area or on the rake slide until the conclusion of the hand. The rake must then be dropped into the drop box. The designated rake area must be clearly visible to all players.
- (2) In addition to any rake authorized by paragraph (1) of this section, if a retail licensee offers a player banked jackpot award, the dealer may pull a jackpot rake which may not exceed \$2.00. The jackpot rake shall be handled in the manner described above, except that monies from the rake and the jackpot rake may not be commingled. A separate rake circle or slide and a separate drop box must be used for the jackpot rake. (47.1-1018, perm. 3/31/96; (1) amended perm. 09/30/99; amended 12/30/04)

47.1-1019 Operation of the game.

Play must proceed in a clockwise direction with each player's turn following the person on the player's immediate right, unless the rules of play of an approved variation game require or allow a different order of play. (47.1-1019 amended, perm. 10/30/96)

47.1-1020 Protection of hands.

A player must protect a held hand by holding onto it above the table or by placing one or more chips or other small object on it provided that any object placed on the hand shall not compromise the integrity of the cards or the ability to clearly view the hand. A protected hand may not be ruled dead by accidental contact with discards unless it is impossible to reconstruct completely. A player who has a protected hand taken in by the dealer or fouled by discards through no fault of the player is entitled to a refund of all of the chips the player put in the pot in that game.

47.1-1021 Dealing.

A card dealt must be the top card of the deck. After the first card of the hand has been dealt to a player, the deal continues in a clockwise direction. The order of cards may not be disturbed during the deal of a round, except in the remedy of too few cards or for the purposes of error correction in the event of an exposed card.

A card that is meant to be dealt face downward but is dealt face upward or flashed as it is dealt so that a player might know its identity or a card that is dealt off the table is dead. An exposed card meant to be dealt face downward must be replaced. However, in stud poker, if a dealer turns the last card face up to any player, all remaining players will receive their last card face down. The player or players whose down card was exposed has the option of declaring himself "all-in". If the player chooses not to be "all-in" then betting continues as normal with the player that was high on the sixth card instituting the action. A card exposed by a player is not a dead card. (47.1-1021 temp. 9/30/91, perm. 12/30/91)(47.1-1021 temp. 5/13/93, perm. 6/30/93) (47.1-1021, perm. 3/31/96; amended perm 10/30/2002)

A card dealt prematurely, before a betting round is complete, will not play. In stud games, if the dealt cards may not be used, they are retrieved and buried in the discards. A card for each additional player is also buried in the discards, so the players receive the cards that were intended for the next round. If the mistake is made on the last downcard, when the card is taken in or might have been seen by the player, the card is kept. On the sixth card, any player who already has a seventh card may not bet or raise a player with only 6 cards.

In hold-em games, if the flop is dealt prematurely or contains too many cards, the community cards are mixed with the remainder of the deck, reshuffled, cut by the dealer, and a new flop is dealt without burning a card. If the fourth card is dealt prematurely, it is taken out of play for that round. The dealer will burn and turn what would have been the fifth card in its place. After betting action is completed, the dealer will place the premature fourth card in the unused stub, reshuffle, cut and deal the final card. If the premature card is dealt on the fifth card, the deck is reshuffled and dealt in the same manner. (47.1-1021 amended 12/30/04)

When any dealing irregularity occurs which is not described above, the dealer shall notify the pit supervisor, who shall direct the dealer to take the most appropriate action which the supervisor believes to be fair and equitable, and shall observe such action being taken. The pit supervisor, and not the dealer, must make all decisions concerning disputed play or the payment or collection of wagers.

47.1-1022 Misdeal.

A misdeal causes all of the cards to be returned to the dealer for a redeal. A misdeal may not be called once substantial action has occurred. (47.1-1022, perm. 3/31/96)

47.1-1023 Table stakes and “all in.”

- (1) Players in player banked games may bet only the visible portion of currency and chips in front of them on the table when the hand begins. Such players may add to their stacks at any time before the hand starts, but cannot take money that has been in play for even one hand off the table until they cash out, except that money on the table may be used for tips and to purchase food and beverages served at the table.
- (2) Once a hand in a player banked game has started, a player confronted by a bet larger than the player's table stakes may call “all in” and place the player's chips into the pot as a call. The excess part of the bet is either returned to the bettor or used to form a side pot with another player or players by matching the amount called. There is no limit on the number of side pots. Play must continue and the player who is “all in” must receive cards as other active players. The remaining players must place their bets into the side pot or pots. At the showdown, if the player who is “all in” has the best qualifying high hand, the player wins the pot. The player with the second best qualifying high hand wins the side pot. If the player who is “all in” does not have the best qualifying high hand, the player with the highest hand wins both pots.

In a high-low game, a similar procedure must be used to award the pots to the best qualifying high and best qualifying low hand.

A player who is “all in” and loses must leave the game or buy more chips.

- (3) The provisions of paragraphs (1) and (2), above, may apply to players in house banked games only when required by the specific rules of play of such games.
- (4) A player who has been awarded a pot, or any portion thereof, shall not share any portion of such winnings with any other player until the winning player has cashed out and left the game, nor shall any licensee permit such sharing except in tournament play pursuant to rule 47.1-1058(4). A winning player is permitted to place an ante or blind for a player whom the winner has just beaten in the previous hand, unless prohibited by house rules or objected to by other players. (47.1-1023, perm. 3/31/96; 47.1-1023 (1)-(2) amended, (3)-(4) added 10/30/97; amended 12/30/04)

47.1-1024 Bypassed betting.

Players must have an opportunity to act on their hands (no action can signify surrender). Players must notify the dealer or other players that they have not acted before substantial action takes place or their hands may be forfeited. (47.1-1024, perm. 3/31/96)

47.1-1025 Burned cards.

If the dealer burns a card, it must be kept separate from the muck until all cards have been dealt. If the dealer burns a card and is unable to deal immediately, the dealer may place the burned card back on top of the deck. (47.1-1025, perm. 3/31/96; amended 12/30/04)

47.1-1026 Folding.

If a player bets but announces a fold, the player has a dead hand. In stud poker, the dealer must decide whether the act by a player of turning such player's up cards, face downward or removing them from the table is a fold. (47.1-1026 amended 12/30/04)

47.1-1027 Call or raise.

A statement by a player in turn of “call” or “raise” or of a specific bet is binding. A player who states a certain amount but puts a different value of chips into the pot must correct the bet to the stated amount. The dealer must correct all bets. (47.1-1027 temp. 9/30/91, perm. 12/30/91; amended 12/30/04)

47.1-1028 Required statements.

A player may substitute a gesture for a verbal statement of the player’s action. The dealer must announce it, and the player must correct the dealer before substantial action takes place. A player may verbally state an action as “check,” “call,” “raise,” or “fold.”

Players who make a bet, decide incorrectly that they have no live hand against the play, and fold their hand, lose the pot unless their hand is declared retrievable by the dealer. (47.1-1028 temp. 9/30/91, perm. 12/30/91; amended 12/30/04)

47.1-1029 Procedure for calls.

Players who unintentionally put fewer chips into the pot than are needed to call must complete the call or withdraw the partial bet in full. If substantial action has taken place, the player is responsible for completing such player’s bet, even if the player might have been unaware of the raise. Players may assemble chips in front of them before acting. A player makes a bet if such player pushes assembled chips forward or releases chips into the pot at a sufficient distance from the player to make it obvious that the intent is to bet. If the situation is unclear and a player allows the dealer to pull the player’s chips into the pot without making an immediate objection, it is a bet.

A player must place the entire bet in front of the player at one time. Unless a player has placed the amount of chips required to call a bet and to signify a raise, the player may not place additional chips for a raise. (47.1-1029, perm. 3/31/96)

47.1-1030 Apparent call.

If a player calls but places a value of chips into the pot that is larger than the bet, it must be regarded as a call unless the player announces a raise. The player may clarify an apparent call as a raise only if no other player behind such player has placed chips into the pot or announced a call or raise. If a player has currency on the table, but insufficient chips to call or raise, the dealer may accept the wager as “money on the piece.” (47.1-1030, perm. 3/31/96)

47.1-1031 Fouled hand -- Short hands.

- (1) A fouled hand is a hand that either has an improper number of cards, unless the player is short a card and due to get the top card of the deck, or has a card that has come into contact with discards. If a player has a fouled hand by having too many or too few cards, that hand is dead and cannot win any part of the pot.
- (2) If a player discovers that the player’s hand is fouled, the player cannot recover any chips placed into the pot unless a misdeal can be called. If a player with a fouled hand makes a bet or raise and the next player has not yet acted, the next player may call attention to the fact that the hand is fouled. The dealer must return the player’s bet to the player with the fouled hand and betting may resume.
- (3) No player may deliberately foul a hand to recover a bet nor make an attempt to win the pot by betting or raising after discovering that the hand is fouled. If the dealer determines that a player has intentionally bet a fouled hand, the player’s chips remain in the pot. (47.1-1031 temp. 9/30/91, perm. 12/30/91) (47.1-1031, perm. 3/31/96)

47.1-1032 Showdown.

If two or more players remain in the pot after all of the cards have been dealt and the betting is over for that hand, the remaining players show their cards to determine which player has the best hand and wins the pot.

The following provisions govern showdown:

- (1) A hand with too many or too few cards for that game is dead;
- (2) A hand is ranked according to the actual cards it contains. The cards speak for themselves when exposed and laid face up on the table;
- (3) A hand that is prematurely discarded by a player and touches the discarded cards is dead;
- (4) A verbal concession is not binding;
- (5) Players who leave the table concede the pot and have a dead hand;
- (6) A hand discarded face upward that has paid all bets is a live hand if it has not become irretrievably mixed with the discards;
- (7) A hand discarded face downward may be retrieved if the following conditions are met:
 - (a) The player retrieves it and turns it face up. If the discarded hand is out of the reach of player, the player may ask the dealer to push the hand back to the player, and the player shall turn the player's own hand face up;
 - (b) The hand has not touched any discards; and
 - (c) Another player has not been induced to discard such player's hand;
- (8) A hand discarded face downward that is not retrievable is dead even if it had been shown before being discarded, unless that hand had first been laid out face upward and flat on the table until having been seen by the dealer;
- (9) A hand discarded by the dealer without objection is dead;
- (10) If the dealer discards a winning hand without the player's approval after the player holding the hand has laid out the cards face upward and flat on the table, the player is entitled to the pot if it is claimed before being taken in by another player;
- (11) A player must object if the player does not wish the dealer to discard the player's hand; and
- (12) Any player who has called all bets in a hand may request to see, face up, any other hand that has called all bets. This request must be made to the dealer before the hand has touched the muck. (47.1-1032 temp. 9/30/91, perm. 12/30/91) (47.1-1032, perm. 3/31/96; (7)(a), (8), and (10) amended 10/30/2002; amended 12/30/04)

47.1-1033 Review of hands.

At the conclusion of the betting round, a player shall place the player's hand face upward on the table at the showdown as follows:

- (1) If there has been a bet on the final round, the player who made the bet must show first;

- (2) If there have been one or more raises on the final round, the player who last raised must show first;
- (3) If the final round has been checked by all the players, the player who acted first must show first;
- (4) The subsequent order of showing hands is clockwise around the table from the player who must show first; and
- (5) A player may choose to discard a hand without showing it unless another player who has called all bets has requested to see the hand. (47.1-1033, perm. 3/31/96; amended 12/30/04)

47.1-1034 Award of pot.

Pots must be awarded by the dealer. When the dealer has awarded a pot and it has been taken in by a player without a claim against it, the award stands. Any such claim shall be made before the objecting player's cards are mucked. No player may make an agreement with any other player regarding the pot, unless house rules allow for chopping of the blinds. A game must be played to conclusion and the pot awarded to the winning player or players. Jackpot awards, if any, shall be paid following the award of the pot. (47.1-1034, perm. 3/31/96; amended 12/30/04)

47.1-1035 Odd chips in ties.

If a pot that is split by having tied hands at the showdown has an odd chip, the chip is awarded to the first live player to the left of the button, or to the left of the dealer in stud. In high-low split games, the odd chip is awarded to the player holding the high hand. (47.1-1035, perm. 3/31/96; amended perm 10/30/2002)

47.1-1036 Use of defective deck.

If a defective deck is used, all chips in the pot must be returned to the players in the amount each contributed. Players who know the deck was defective and attempt to win the pot by a bet are not entitled to their chips in the pot. Such chips must remain in the pot as forfeited money for the next game. A player who won a pot is entitled to keep it, even though the deck is subsequently found to be defective. No licensee shall use a deck which he knows or reasonably should have known to be defective. The cards in the deck shall be counted within each 30 minutes of play, at a minimum. (47.1-1036 amended 12/30/04)

47.1-1037 Faced card.

If a card is improperly faced in the deck, it must be treated as a dead card and replaced by the next card below it in the deck. A joker dealt face upward when the joker is not being used in the game is a dead card. A joker dealt face downward to a player when the joker is not used in the game must be replaced by the top card of the deck after all of the other players have received cards for that round.

47.1-1038 Time limit.

The retail licensee may place a maximum time limit for players to act on their hands. At the end of the time limit, if the players have not bet, they must check. If there has been a bet to a player, the player's hand is dead. The dealer must provide warning to the player before the expiration of the time limit.

47.1-1039 Posting of rules.

Posted house rules and jackpot award rules shall be clear and legible and placed in a conspicuous and conveniently accessible location available to all players in the poker room. Rules posted and the place of posting must be approved by the Director. Printed copies of house rules and jackpot award rules must be provided to players upon request. (47.1-1039, perm. 3/31/96; amended 12/30/04)

47.1-1040 House game rules.

A retail licensee shall post house game rules that contain specific rules of play for each game offered for play, and shall also include at least the following rules:

- (1) It will use or not use bet-or-fold policy;
- (2) It will use or not use "check-and-raise";
- (3) The maximum amount of rake must be stated not to exceed 10 percent;
- (4) It will set the number of raises allowed per round;
- (5) A qualifier will be used to restrict high or low hands. (This notice is required only if a qualifier restriction will be imposed by the retail licensee.) (47.1-1040 temp. 9/30/91, perm. 12/30/91)(47.1-1040 temp. 2/15/95, perm. 3/30/95) (47.1-1040, perm. 3/31/96; amended 12/30/04)

47.1-1041 Maximum number of players.

The maximum number of players in all poker games shall be set by the house. (47.1-1041 temp. 9/30/91, perm. 12/30/91) (47.1-1041 temp. 5/13/93, perm. 6/30/93) (47.1-1041, perm. 3/31/96; amended 12/30/04)

47.1-1042 Proposals for variations.

- (1) A retail licensee may submit to the Director, for approval, proposed variations in the shuffle, cut card placement, number of cut cards, shuffle techniques without the use of cut cards, location of the shuffle, who is responsible for shuffling, shuffling equipment, dealing devices, and burn card procedures.
- (2) Upon application to the Division, a retail licensee may request other rules or games of poker be approved for play in limited gaming. The Division will review any such applications and will recommend to the Commission that such rules or games either be approved or not be allowed. The Commission will review the applications; and any decision to approve any new poker rules or games by the Commission shall be through the promulgation of temporary and/or permanent rules and regulations regarding the new rules or games. (47.1-1042, perm. 3/31/96)

47.1-1043 Changing dealers at poker tables.

When a new dealer comes on duty at a poker table which uses an imprest bank, the new dealer must count all of the cash and chips in the imprest bank before accepting responsibility for it or the new dealer must supply his or her own imprest bank. An imprest bank shall not be used at tables used for house-banked poker games. (47.1-1043 amended, perm. 11/30/96; amended 12/30/04)

47.1-1044 Wagers to be made with coins and approved tokens and chips.

All wagers for player banked poker games must be made with chips and tokens furnished by the retail licensee where the poker game is held, or by placing money on the piece when a player runs out of chips in the middle of a hand. All wagers for house banked poker games must be made with chips, tokens and valid match play coupons furnished by the retail licensee where the house banked poker game is held. (47.1-1044, perm. 3/31/96, amend. perm. 03/30/02; amended 12/30/04)

47.1-1045 Procedure for accepting cash at poker tables.

A poker dealer who receives currency or Mobile ATM receipts from a player at a poker table in exchange for chips and tokens must perform the following:

- (1) The currency or Mobile ATM receipt must be spread on the top of the poker table by the dealer;
- (2) The amount of currency or the amount shown on the Mobile ATM receipt must be stated by the dealer accepting it;
- (3)(a) If the table uses an imprest bank, immediately after an equivalent dollar amount of poker chips and tokens has been given to the player, the cash shall be placed in the table's imprest bank.
- (b) If the table does not use an imprest bank, immediately after an equivalent dollar amount of chips, tokens, or coins has been given to the player, the currency must be taken from the top of the poker table and placed by the dealer into the drop box.
- (4) At the discretion of the retail licensee, the dealer may accept money on the piece. For each bet which is to be taken from the value of the currency, the dealer will announce the amount of the bet as "on the piece," and shall place that amount in chips and tokens from the action pot on top of the currency. The currency shall be exchanged for casino chips before the pot is awarded. (47.1-1045 amended, perm. 3/31/96; 47.1-1045(3a) amended, (3b) added, perm. 11/30/96, amend. perm. 03/30/02; amended 12/30/04)

47.1-1046 Persons not to bring their own cards or poker chips.

No person may introduce into any poker game any playing card that was not obtained through the current deal of the cards by the retail licensee's dealer, or any poker chip or token other than those obtained from the retail licensee where the poker game is being held. (47.1-1046, perm. 3/31/96, amend. perm. 03/30/02)

47.1-1047 Special policies.

Each retail licensee may establish rules of conduct for the poker players and spectators on its licensed premises.

47.1-1048 Restrictions on use of proposition players.

Proposition players are required to hold valid Colorado support or key employee gaming licenses, except that persons licensed as key employees may not play as proposition players for retail licensees which employ them as key employees. The use of proposition players is restricted as follows:

- (1) An establishment employing proposition players must identify them on request and must display a clear and legible sign in a conspicuous and conveniently accessible location which states: "Colorado gaming regulations allow the use of proposition players. Proposition players will be identified by management on request." This notice may be made part of any other notice required to be posted pursuant to regulation 47.1-1039.
- (2) A licensee must maintain employment records on each individual engaged as a proposition player.
- (3) No more than three proposition players may play in a card game.
- (4) Proposition players may share in jackpot awards. (47.1-1048 caption and all sections amended, perm. 10/30/97, to delete references to shills; first paragraph amended 10/30/2002; amended 12/30/04)

47.1-1049 Shill procedures.

(47.1-1049 repealed perm. 10/30/97)

47.1-1050 Poker tournaments.

- (1) Poker tournaments may be conducted by retail licensees as a single event or a series of events culminating with an overall winner. At such tournament, any of the poker games authorized by regulation 47.1-1003 may be played. A tournament must conclude no later than four months following the first day of tournament play.
- (2) A tournament which will produce adjusted gross proceeds may be conducted by only one licensee; no two or more licensees may jointly conduct such a single tournament.
 - (a) Two or more licensees may jointly conduct a tournament in which all monies collected will be returned to the participants as prizes and will not result in taxable adjusted gross proceeds.
 - (b) If one tournament is conducted by two or more licensees, one of the licensees shall be designated as being responsible for the tournament, and shall alone have the duty to ensure proper payment of prizes and for the proper award of all prizes at the tournament's conclusion. This licensee shall also be responsible for completion and maintenance of all tournament accounting records which pertain the tournament as a whole.
 - (c) Licensees participating in a tournament shall ensure that no player is entered in the tournament more than once at any given time during the tournament. However, if permitted by the tournament rules, after a player has been eliminated from the tournament, the player may be allowed to re-enter the tournament as a new and separate entry. Any player found to have two or more concurrent, active entries in a tournament shall be disqualified from tournament play and shall not be eligible to receive any tournament prize. (47.1-1050 temp. 5/13/93, perm. 6/30/93) (47.1-1050 perm. 3/31/96)(47.1-1050 temp. 4/19/96 perm. September 30, 1996; amended 12/30/04)

47.1-1051 Tournament chips required.

All wagers must be made with approved tournament chips provided by the licensee. Currency must be exchanged for tournament chips prior to the start of play. No currency, chips other than tournament chips, or other thing of value may be used as wagers. Tournament chips shall have no cash value, and shall represent tournament points only. There shall be no limitation on the size of a wager made with tournament chips. Tournament chips may never be redeemed for cash or for any other thing of value, except that the point total represented by the players' accumulations of tournament chips shall be used to determine the winners and/or final place in a tournament. If the tournament chips in play are not imprinted with a number representing the actual number of points or units of credit which the chip represents, each tournament table must display a notice visible to all players which describes the currently assigned point or credit value to each different color of chip. The point value assigned to each color of chip may change between rounds of tournament play, but the required notice must always reflect the current values. (47.1-1051 temp. 5/13/93, perm. 6/30/93) (47.1-1050 perm. 3/31/96)

47.1-1052 Calculation of adjusted gross proceeds of tournament play.

No table rake shall be made during tournament play. Entry fees are considered adjusted gross proceeds and shall be reported as such on the gaming tax return in the month in which the entry fee(s) are collected. If the entry fee is a non-cash item such as a toy, food card, canned good, etc., the licensee must establish a pre-determined cash value (equivalent to the cash entry fee) of the item and record this value as the entry fee on the required tournament form. Complimentary entry fees paid by the licensee shall also be considered adjusted gross proceeds. If an entry fee is collected for the tournament, the licensee must complete a tournament form listing each entrant and the dollar value of the entry fee for each entrant, regardless of how the entry fee was collected or paid. Each entrant listed on the tournament

form must have an associated entry fee. Free tournaments where no entry fee is collected for any entrant results in zero adjusted gross proceeds. The licensee may not declare a loss against adjusted gross proceeds for tournaments.

47.1-1053 Cash receipts and prize awards-accounting.

Cash received for tournament entry fees must be kept separate and apart from all other cash received by the licensee until such time as it is counted. Cash and merchandise paid out to winners as prize money shall be accounted for on forms specified by the Division. (47.1-1053 temp. 5/13/93, perm. 6/30/93)

47.1-1054 Location of tournaments.

Each poker tournament may be conducted only upon licensed premises meeting the security and surveillance requirements of the rules and regulations and of the Internal Control Minimum Procedures. (47.1-1054 temp. 5/13/93, perm. 6/30/93) (47.1-1054 perm. 3/31/96)

47.1-1055 Qualification of players.

At the licensee's discretion, the licensee may establish qualification or selection criteria to limit the eligibility of tournament players. Such criteria, if used, should be reasonably related to limited gaming. Proposition players shall not be permitted to play as proposition players in tournament play. (47.1-1055 temp. 5/13/93, perm. 6/30/93; amended perm. 3/31/96; amended perm. 10/30/97, amend. perm. 03/30/02)

47.1-1056 Entry fee and player buy-in.

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

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

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

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

If the prize voucher is used to guarantee a spot in a future event in which no entry fee and buy-in are offered, the prize voucher shall be considered a buy-in and applied to the prize pool. In this situation, the prize voucher is not considered a prize payout.

Prize vouchers may only be redeemed by the patron that won the voucher in a previous event.

47.1-1057 Tournament rules of play.

The rules of play of each tournament game shall follow the standard rules of play of each game as set forth in Rule 10. The rules for the conduct of each tournament shall be reduced to writing and a copy shall be provided to all tournament players. A copy of the rules must also be provided to the local office of the Division of Gaming at least five days in advance of the scheduled start of the tournament. The Division shall notify the retail licensee of any proposed tournament rules which the Division finds to be unacceptable, and the licensee shall not offer a tournament using the rules found unacceptable. The tournament must be structured so that a player cannot theoretically exceed wagering limitations for the tournament buy-in during the initial rounds of play in the tournament. (47.1-1057 temp. 5/13/93, perm. 6/30/93) (47.1-1057 perm. 3/31/96, amend. perm. 03/30/02; amended 12/30/04)

47.1-1058 Conduct of tournament.

The following rules shall apply to all poker tournament play and must be included in the printed rules for each tournament:

- (1) All players shall receive an equal number of tournament chips for their entry fee and/or initial buy-in at the start of each tournament event. If the tournament rules allow additional chips to be purchased before the start of the event or during the event, each player shall have the same opportunity to purchase additional chips.
- (2) A player's initial table and seat assignments shall be drawn randomly by means of either an electronic or manual selection process. As tables are combined following player elimination, the new seating assignments for remaining players shall also be drawn randomly by means of either an electronic or manual selection process.
- (3) Players are eliminated from tournament events when they lose all their chips and either do not have the option to, or choose not to, purchase additional chips.
- (4) At the option of the retail licensee, the tournament rules may permit remaining players to unanimously agree among themselves to split the prize(s) between or among themselves without the necessity of continuing tournament play to finality.
 - (a) No agreement concerning division of prizes shall be made, or be permitted to be made, with respect to non-cash prizes.
 - (b) The retail licensee's tournament director shall not encourage the final players to end tournament play early, and shall ensure that every qualifying player understands that all agreements concerning an early end to the tournament and concerning the division of the prize fund must be both voluntary and unanimous. If the tournament director feels that any player is being coerced or improperly pressured into an agreement with the other players, the tournament director shall not permit an early end to the tournament.
 - (c) Upon being satisfied that any agreement concerning division of prizes is voluntary and unanimous among the qualified players, the tournament director shall award the prizes in the manner agreed upon by the players, identifying each recipient with the prize actually awarded.
- (5) The licensee shall have two separate decks of cards available at each table. The color or markings on the backs of the cards of the two decks must be different.
- (6) All cards used to play at poker must be dealt out of the hand by the dealer.
- (7) The dealer, at least once each hour, shall count the cards in the deck to verify that the deck is complete. The dealer, at least once every two hours, shall change the deck of cards. When the

two separate decks of cards at the table have been used, the licensee shall replace the used decks with a new set of two separate decks of cards.

- (8) If the dealer runs out of cards in a seven-card game, the dealer is to deal all the cards except the last card. The dealer is to then scramble the last card and the four burn cards, cut the deck, burn a card, and deliver the remaining down cards, using the last card if necessary. The dealer may not shuffle in any cards which have been discarded or folded by the players. If there are five players remaining without a card, the dealer will not burn so that each player may receive a fresh card. If the dealer determines that by using this procedure, there will still not be enough cards for all the players, the dealer is not to give any of the players a down card. Instead, the dealer is to announce to the table that there are not enough cards to go around and a community card will be used. The dealer will then burn a card and turn a card up in the center of the table. The card plays in each player's hand. The player who falls high on board, using the community card, initiates the action.
- (9) All pots are to be awarded by the dealer only. When the dealer has awarded a pot and it has been taken in by that player without a claim made against it, the award stands. No player may make an agreement with any other player regarding the pot. Each game must be played to conclusion and the pot awarded to the actual winning player.
- (10) Each player shall be permitted to play only one hand and the player shall make all decisions without advice from any other person. Any communication between a player with a live hand and a spectator about the play of the hand or other players at the table is prohibited.
- (11) No player may allow a person to sit in on a tournament game on the player's behalf. No player may wager on another player's hand, nor may any player play other than the player's own hand.
- (12) No player may use any device to assist in keeping track of the cards played.
- (13) Only tournament chips on the table at the start of a game may be in play for that pot. Concealed chips may not be used in play.
- (14) A player may assemble chips in front of the player before acting. A player must be considered to have made a bet if the player pushes assembled chips forward or releases chips into the pot at a sufficient distance from the player to make it obvious that the player intends it as a bet. If the situation is unclear and the player allows the dealer to pull the player's chips into the pot without making an immediate objection, it must be considered a bet by the player.
- (15) A verbal statement by a player of "call" or "raise" of a certain amount is binding. The amount placed into the pot must match the verbal statement. If a verbal statement by a player of "call," "raise," "check," or "fold" is in conflict with any hand gesture made by the player, the verbal statement shall be binding.

47.1-1059 House rules for tournament play.

House rules for the tournament, which must also be included in the printed rules, shall include as a minimum:

- (1) Inclusion of the standard house rules for play of the specific poker game, or in the alternative, a statement to read: "Except as changed by these tournament rules, tournament play shall follow the house rules of [casino name]."
- (2) The amount of the entry fee, if any, and the amount of the initial player buy-in. The rules must also expressly state whether or not re-buys will be permitted, and if permitted, under what circumstances or conditions.

- (3) The initial amount of all antes and blind bets and the initial limits on bets, and a description of the manner in which the amount of antes, blinds, and betting limits will increase or progress during the tournament.
- (4) How the final round of play is to be determined and how the tournament is to be concluded.
- (5) How many prizes are to be awarded, and the exact description of each prize.
- (6) Any additional house rules which change the normal play of the game in the licensed establishment. (47.1-1059 temp. 5/13/93, perm. 6/30/93) (47.1-1059 perm. 3/31/96)

47.1-1060 Jackpot awards in poker.

At the discretion of the retail licensee, a jackpot award may be offered as an additional award in any authorized player banked poker game or combination of similar player banked poker games.

- (1) Before a jackpot award is offered, the licensee shall submit to the Director the licensee's proposed rules and procedures for offering a jackpot award. The jackpot award may not be offered until the proposal has been approved. The submittal must include not less than the following:
 - (a) Definitions for all gaming terms used which are not defined by either the Colorado Limited Gaming Act or the Colorado Gaming Regulations, and explanations for all phrases used which describe the qualifications of winners;
 - (b) How the jackpot award is to be paid to the winning players and the manner of disposing of jackpots not claimed within 120 days of the award;
 - (c) The procedure for posting the jackpot award amount(s), including time of posting, the employee positions which can make posting changes, how any minimum base award for the jackpot awards immediately following a winning payout will be advertised, the procedure for paying out the jackpot awards, and the employee positions which are authorized to make a jackpot award payout;
 - (d) The house jackpot award rules which will be posted pursuant to the requirements of 47.1-1039.
- (2) The jackpot award amount shall be updated and posted no less often than once each gaming day, at approximately the same time(s) each day following soft count. The amount of a posted jackpot award may be immediately reduced to zero upon being won. If the approved house jackpot award rules authorize a secondary or other seeded jackpot award pool, such secondary award may be offered immediately after the award of the primary jackpot award. All awards shall be based upon the most recent posted value.
- (3) If one table is to be used on a single shift for two or more dissimilar approved poker games which offer jackpot awards the jackpot award drop box must be removed, secured, and replaced between game changes.
- (4) The licensee is required to keep separate from any rake, imprest bank, or other house monies all jackpot award collections from the tables.
- (5) The money raked for player banked jackpot awards shall not be included as adjusted gross proceeds of the licensee. All money raked for player banked poker jackpot awards shall be returned to the poker players upon the occurrence of a predetermined event.

- (6) A licensee may not discontinue offering a jackpot award until the award has been won by a qualified player or players. If a licensee wishes to discontinue offering a jackpot award, the licensee may petition the Director for permission to reduce the qualifications or criteria for winning the award, allowing the award to be paid more quickly. If a retail licensee intends to close its business while having a jackpot award liability, the licensee may petition the Director for permission to transfer the award liability, together with the award fund, to another retail licensee offering a comparable jackpot award.
- (7) A retail licensee shall not have more than three jackpot award pools building for any one qualifying award circumstance or event. The award pool containing the highest amount of money shall be the jackpot award amount to be awarded to a qualifying player or players. The second and third award pools, if any, shall be used to "re-seed" the primary jackpot award pool in the manner described in the casino's jackpot award rules. Upon the award of the primary jackpot, the highest remaining award pool amount shall then be offered as the primary jackpot award.
- (8) If a retail licensee's jackpot award rules impose a cap or limit on the amount of a jackpot award, and all three jackpot award pools have reached this limit, the licensee shall either:
 - (a) Discontinue the table rake for the jackpot award in the game(s) until the primary jackpot award has been won and awarded; or
 - (b) Remove the jackpot award limits and allow the primary jackpot award pool, or all jackpot award pools, to continue to grow until the primary jackpot award has been won and awarded. The retail licensee shall have the discretion to determine the manner in which the continuing jackpot award rake is allocated to the award pools.
 - (c) If the licensee has discontinued the table rake for any jackpot, the licensee has six months to pay out that jackpot. If the jackpot was being offered on a poker game that the licensee can no longer support, thus making it impossible to pay out that jackpot within six months, the licensee may petition the Director in writing for permission to disburse the jackpot in another manner.

(47.1-1060 added, perm. 3/31/96; 47.1-1060 amended, temp. 4/19/96, perm. 09/30/96; 47.1-1060 amended, perm 11/30/96; (1), (2), and (8) amended perm 10/30/2002; amended 12/30/04)

47.1-1061 Jackpot award rules.

If a retail licensee offers a poker jackpot award, the following player rules and information must be posted:

- (1) The current amount of the award (note: this variable amount need not be included in the printed copies of the rules required by regulation 47.1-1039);
- (2) The conditions required before a jackpot is paid, including what constitutes qualification for the jackpot award and how the jackpot award is to be divided among multiple players qualifying for a portion of the award;
- (3) Security disclaimers such as fouled deck, switched cards, unverifiable hand, etc.;
- (4) The conditions for any money to be taken from pots and the total amount which can be removed from each hand. (47.1-1061 perm. 3/31/96)

47.1-1062 Aggregate payouts.

Table aggregate per round or player payouts on house-banked poker games may be set at the discretion of the retail licensee with the following restrictions:

1. The maximum payout cannot be less than the minimum bet times the maximum odds. For example, if the minimum bet is \$5 and the maximum odds are 8,000 to 1, the lowest maximum payout per round or player would be \$40,000.
2. Maximum payouts shall only apply to bets with odds 50 to 1 and higher.
3. Bets less than 50 to 1 must be paid in full.
4. Progressive and bonus bets must be paid in full.
5. Signage detailing the aggregate payouts must be displayed prominently at the table.
6. Aggregate payout amounts cannot be changed without at least 24-hour notice at the table.

RULE 11 MINIMUM PROCEDURES FOR DROP, COUNT, AND DISTRIBUTION OF CHIPS AND COINS FOR POKER

BASIS AND PURPOSE FOR RULE 11

The purpose of Rule 11 is to establish procedures for the distribution of chips to poker tables, the removal of chips and coins from poker tables, and to establish drop and count procedures related to poker gaming in compliance with section 12-47.1-302 (1) (q). The statutory basis for Rule 11 is found in sections 12-47.1-201, C.R.S., 12-47.1-203, C.R.S., and 12-47.1-302, C.R.S.

47.1-1101 Drop and count procedures.

- (1) The procedure for the collection of poker drop boxes and jackpot award drop boxes, and the count of their contents, must comply with the procedures set forth in regulations 47.1-902 and 47.1-903 and in the internal control minimum procedures established by the Division.
- (2) At the end of a shift for all house banked poker variation games or at the end of each gaming day for all player banked poker variation games, all locked single-shift poker drop boxes and jackpot award drop boxes must be removed from the poker tables by the drop team members who must transport them directly to the count room or other secure area for counting. If one table is to be used on a single shift for two or more dissimilar poker variation games which offer jackpot awards, the jackpot award drop box must be removed, secured, and replaced between game changes. If not counted immediately, the drop boxes must be locked securely until the count takes place.
- (3) At the end of a shift, the corresponding section of all multiple-shift drop boxes must be locked before the appropriate section for the new shift is enabled. At the end of each gaming day, all locked multiple-shift drop boxes must be removed from the poker tables by the drop team members who must transport them directly to the count room or other secure area for counting. If not counted immediately, the drop boxes must be locked securely until the count takes place. (47.1-1101(1)-(2) amended, temp. 4/19/96; 47.1-1101(2) amended, perm. 11/30/96)

47.1-1101.1 Poker Room Imprest Bank.

Licensees may establish an imprest bank at a supervisor's podium or cashier podium in their poker rooms for the purpose of supplying chips and tokens to the tables in the room which offer player-banked poker games. Where such a podium imprest bank is used, it shall serve as the "cashier," as such term is used in this rule, but shall not be subject to the internal control minimum procedures for cashiers. (added perm. 12/30/00)

47.1-1102 Procedure for purchasing chips for player banked poker tables.

When the poker table imprest bank needs to be replenished with chips, an exchange for cash/chips can be made by using lammers.

An imprest bank must be maintained at each poker table. A poker buy form must be used for the initial purchase of chips for each poker tray from the cage cashier. The poker buy form must be a sequentially prenumbered three-part carbonless form. All forms must be controlled by the licensee.

47.1-1102.1 Procedure for distribution of chips to house banked poker tables.

All requests for fills needed at a house banked poker table must be generated in the corresponding table games pit, and proper procedures must be in place to ensure adequate documentation of the transaction between the pit and the cage. (47.1-1102.1 added, perm. 11/30/96)

47.1-1102.2 Procedure for removing chips or coins from house banked poker tables.

All requests for credits needed at a house banked poker table must be generated in the corresponding table games pit, and proper procedures must be in place to ensure adequate documentation of the transaction between the pit and the cage. (47.1-1102.2 added, perm. 11/30/96)

47.1-1103 Procedures outlined in the internal control minimum procedures.

The procedures for the drop, count, distribution, and purchase of chips and coins for poker tables are further defined in the internal control minimum procedures as established by the Division.

47.1-1104 Statistics.

Individual and statistical game records reflecting drop, adjusted gross proceeds, and adjusted gross proceeds-to-drop percentage amounts by table, must be maintained for all house banked poker variation games by the licensee. Statistics for house banked poker variation games must be maintained as defined in the internal control minimum procedures established by the Division.

RULE 12 GAMING DEVICES AND EQUIPMENT

BASIS AND PURPOSE FOR RULE 12

The purpose of Rule 12 is to establish a procedure for the testing and approval by the Commission of gaming devices and equipment, to establish requirements for the gaming devices and equipment to be used in limited gaming in Colorado, and to establish procedures for the storage of gaming devices and equipment in compliance with section 12-47.1-302 (2), C.R.S. The statutory basis for Rule 12 is found in sections 12-47.1-201, C.R.S., 12-47.1-203, C.R.S., 12-47.1-302, C.R.S., and 12-47.1-806, C.R.S.

47.1-1201 Device and Equipment Approval

- (1) No slot machine, note acceptor, token acceptor, coin acceptor, hopper, ticket printer system, progressive controller, cashless system, table game with electronic or electromechanical components, mechanical or electronic shuffling device, chips, or tokens may be used for gaming by any licensee without prior written approval of the division. The approval must describe with particularity the equipment or device approved. (amend. perm. 03/30/02, amend. perm. 01/30/04)
- (2) Each individual slot machine component part, and table game must be inspected for proper settings/optioning/rule text (as applicable) by the offering retailer or operator before it is used for limited gaming. Each licensed manufacturer, distributor, associated equipment supplier, operator or retailer will be required to ensure that all media storage devices and slot machines shipped and offered for play in the State's limited gaming areas are approved for use in the State of Colorado. (amend. perm. 03/30/02)

- (3) No licensed manufacturer, distributor, associated equipment supplier, operator, or retailer shall sell, offer for sale, offer for play, or use for any other gaming purpose any slot machine or component part that the licensee knows, or reasonably should know, will malfunction in any manner that affects game play or the accuracy of the required meters. Licensed manufacturers and distributors and licensed associated equipment suppliers shall notify the Division in writing within seven days of the discovery of a malfunction that affects game play or the accuracy of the required meters in a model of slot machine, component part, or game program submitted and approved for use in Colorado. (47.1-1201(1) added perm. 10/30/99)

47.1-1202 Testing.

(1)

- (a) All slot machines, and such other devices and equipment as the Commission or the Director may determine, shall be tested prior to approval for use in limited gaming. The cost of such testing shall be paid for by those licensees requesting approval of the devices or equipment. Such cost shall include the actual costs of any required testing and the cost of Division employee time involved in conducting the testing. The Division may refer testing to an agent. Division employee time shall be billed at the hourly rate established in Colorado Gaming Regulations 47.1-305. No approval shall be issued unless payment for any costs of testing is current. All monies received from licensees in payment of the costs of testing shall be deposited into the limited gaming fund.
- (b) Licensed manufacturers and distributors and licensed associated equipment suppliers shall make available upon request to the Division of Gaming any slot machine, device or equipment for the Division to temporarily possess and use for review, training and/or investigative purposes. The Division's request shall be made in accordance with Division procedures and shall be approved by the Director. *Eff 03/02/2007*

(2)

- (a) No computerized system that affects the reporting of adjusted gross proceeds or of statistical data required to be generated and maintained by a licensee pursuant to regulations or internal control minimum procedures, no computerized system for monitoring slot machines or other games, nor any other computerized associated hardware or software may be used to support gaming operations by any licensee without prior written approval of the Director.
- (b) No subsequent modifications or upgrades to any computerized system that affect the reporting of adjusted gross proceeds or of statistical data required to be generated and maintained by a licensee pursuant to regulations or internal control minimum procedures may be relied upon to support gaming operations by any licensee without prior written approval of the Director.
- (c) Approval for systems described in paragraphs (a) and (b) of this subsection (2) shall occur in two phases:
- (i) Phase I shall be initial approval before a licensee can implement the system or its modification or upgrade to ensure compliance with all limited gaming regulations and internal control minimum procedures. Phase I initial system approval shall require that the underlying system specific hardware and software be tested and approved by the Division, or its authorized agents. Persons requesting phase I approval shall pay for all related testing costs directly to the approved testing organization.

- (ii) Phase II shall be on-site testing conducted in accordance with procedures relating to automated systems as provided for in the internal control minimum procedures. Phase II must occur before the licensee may rely solely on the system or its modification or upgrade.
- (3) Testing of computerized generated output that affects the reporting of adjusted gross proceeds or of statistical data required to be generated and maintained by a licensee pursuant to limited gaming regulations shall be subject to phase II testing.
- (4) For good cause shown, the Division may waive any of the requirements imposed by this regulation.
- (5) All devices, including slot machines, equipment and computerized systems, required to be tested under this section shall be tested to the standards established by this Rule 12 at the time the device is tested. Amendments to this Rule 12 shall not be retroactively applied to any device tested and approved before the effective date of the amendment unless the device is required to be retested at the independent laboratory after the effective date as the result of any modification, alteration or upgrade. A retest shall be performed to the new standards unless the manufacturer or associated equipment supplier can demonstrate to the Division that the new standards would hinder the design of the device or would otherwise pose a hardship due to capacity limitations in the device's originally approved platform. *Eff 03/02/2007*

47.1-1203 Appeal of Test Results.

Any person requesting approval of equipment or devices, which approval is denied by the Director or the Commission, may appeal such denial in writing to the Commission within 10 days of receipt of notice of denial. The appeal shall be considered an adjudicatory proceeding and shall be scheduled for hearing by the Commission.

47.1-1204 Blackjack table - Physical characteristics. (47.1-1204 repeated and readopted as 47.1-803, with amendments, perm. 12/30/98)

47.1-1205 Cards -- Receipt and storage.

When decks of cards are received for use in a licensed establishment, they must be stored in a locked cabinet. The cabinet must be located in a secure location. The location must be approved by the Director. A secondary storage area must be located in a secure area approved by the Director. (amended perm. 03/30/03)

As necessary, the licensee or the licensee's agent must open the cabinet and remove the appropriate number of decks of cards, distribute the decks to the dealer at each table, and place the extra decks in a card reserve.

The card reserve must be a locked compartment approved by the Director.

47.1-1206 Cards – Inspection and removal from use.

- (1) Prior to their use at a table, decks must be inspected by the dealer. The dealer must check the front and back of each card to ensure that it is not flawed, scratched, or marked in any way. If, after checking the cards, the dealer finds that certain cards are damaged or improper, a substitute deck must be brought from the card reserve. The damaged or improper cards must be placed in a sealed envelope or container, identified by table number, date, and time, and signed or initialed by the dealer and a pit supervisor.

- (2) Cards damaged during the course of play must be replaced. The damaged cards must be placed in a sealed envelope or container, identified by table number, date, and time, and must be signed or initialed by THE dealer and a pit supervisor. (amended perm. 09/30/03)
- (3) The licensee must remove cards at any time if there is any indication of tampering, flaws, scratches, marks, or other defects that might affect the integrity or fairness of the game or at the request of an authorized representative of the Division or Commission. The damaged cards must be placed in a sealed envelope or container identified by table number, date and time, and must be signed or initialed by the dealer and a pit supervisor. (amended perm. 09/30/03)
- (4) A label must be attached to an envelope or container which identifies the date and time and which must be signed or initialed by a pit supervisor.
- (5) Where a licensee has no reason to believe that damaged or flawed cards in a sealed envelope or container were so damaged or flawed as a result of an unlawful act, motive, or scheme, the licensee may dispose of such cards after 30 days in any manner designed to prevent their future use in limited gaming. (amended perm. 09/30/03)

47.1-1207 Cards, envelopes, and containers to Commission.

All envelopes and containers containing cards which indicate purposeful tampering must be turned over to the Director who may inspect them for tampering, marks, alterations, missing or additional cards, or anything that might indicate unfair play.

47.1-1208 Duties of a licensee.

The Director or any representative of the Division may request that a licensee remove all or designated cards from play or storage for the purpose of inspection. The Director or any representative of the Division may conduct the inspection or may request an employee of the licensee to conduct tile inspection. If an employee of the licensee will conduct the inspection, the employee must follow the procedures required by the Director which must include at a minimum:

- (1) Completion of a work order setting forth the procedures performed and listing the tables from and time at which the cards were removed;
- (2) Sorting of the cards sequentially by suit and inspecting the sides of the cards for crimps, bends, cuts, and shaving; and
- (3) Immediately contacting the Director or a Division representative by telephone or in person telling the Director of any evidence of tampering, alteration, missing or additional cards, or anything that might indicate unfair play. The employee must thereafter complete a written report and deliver the report, copies of the completed work order, and any cards discovered to be damaged, altered, or otherwise reported pursuant to this rule to the Division.

47.1-1209 Distribution of cards.

Cards that are inspected and found to be without any indication of tampering, marks, alteration, missing or additional cards, or anything that might indicate unfair play may be returned to the retail licensee to be immediately destroyed or canceled.

Destruction of cards removed from play must be by shredding or by other means approved by the Director. Cancellation of logo cards must be by drilling a circular hole of at least one fourth inch in diameter through the center of each card in the deck or by other means approved by the Director.

47.1-1210 Dealing Shoes. (47.1-1210 repealed and readopted as 47.1-805, with amendments, perm. 12/30/98)

47.1-1211 Poker table - Approval by Director.

Poker tables to be used in a licensed establishment must have their specifications approved by the Director. Poker tables must have an identifying number, assigned by the retail licensee, on the top surface of the table or a table accessory. This table number must be visible to surveillance personnel and must be able to be captured on surveillance video of table activity. (amended perm. 03/30/03)

47.1-1212 Approval of chips and tokens – Procedures.

A licensee may not issue chips or tokens or sell or redeem chips or tokens unless the specifications of the chips or tokens have been approved in writing by the Division. A licensee may not issue chips or tokens or sell or redeem chips or tokens that are modifications of chips or tokens previously approved by the Division unless the modifications have been approved by the Division.

Prior to any artwork submissions, the following must be on file with the Division:

A verification upon oath or notarized affirmation, executed by the chief operating officer of the chip or token manufacturer, or a person with equivalent responsibilities, that such manufacturer has a written system of internal control, approved by the Division, which describes in detail the current administrative, accounting and security procedures which are utilized in the manufacture, storage and shipment of the chips, tokens and related material. The written system must include at a minimum, a detailed, narrative description of the procedures and controls implemented to ensure the integrity and security of the manufacturing process, from design through shipment, including but not limited to those procedures and controls designed specifically to:

- (a) Provide for the secure storage or destruction of all pre-production prototypes, samples, production rejects and other nonsalable product;
- (b) Provide security over the finished art work, hubs, plates, dies, molds, stamps and other related items which are used in the manufacturing process;
- (c) Prevent the unauthorized removal of product from the production facility through the utilization of security devices such as metal detectors, and surveillance cameras;
- (d) Restrict access to raw materials, work-in-process, and finished goods inventories to authorized personnel;
- (e) Provide for the documentation of approval of production runs;
- (f) Establish and maintain a perpetual inventory system which adequately documents the flow of materials through the manufacturing process;
- (g) Provide for the reconciliation of the raw material used to the finished product on a job-by-job basis. Significant variances are to be documented, investigated by management personnel, and immediately reported to the Division and to the licensee who authorized the manufacturer to produce the chips or tokens;
- (h) Provide for quarterly physical inventory counts to be performed by individual(s) independent of the manufacturing process which are reconciled to the perpetual inventory records. Significant variances are to be documented, investigated by management personnel, and immediately reported to the Division;

- (i) Establish a framework which provides for the security and accountability of products and materials sent to or received from subcontractors or satellite production facilities;
- (j) Document controls over the shipment of finished product; and
- (k) Provide such other or additional information as the Division may require.

The Division may in writing approve variations from the specific requirements of this regulation if in the opinion of the Division the alternative controls and procedures meet the objectives of this regulation.

If anything in (a) through (k) above changes, the chip or token manufacturer must notify the Division of Gaming, in writing, of the changes within 30 days.

Requests for approval of chips, tokens, and modifications to previously approved chips or tokens must include the following in addition to other items of information that the Division may require:

- (1) Exact color drawings of each side and the edge of the proposed chip, and/or exact black and white drawings of each side and the edge of the proposed token, drawn to actual size and drawn in scale to 2½ times larger than actual size showing the measurements of the proposed chip or token in each dimension;
- (2) Written specifications for the proposed chips or tokens;
- (3) The name and address of the manufacturer; and
- (4) The licensee's intended use for the proposed chips or tokens.

If the Division in its discretion is satisfied that the proposed chips or tokens conform with the requirements of this chapter, the Division will provide the licensee with written approval of the artwork. The licensee must submit one sample of the proposed chip or token in final manufactured form to the Division. Sample chips must be notched. If the Division is satisfied that the sample conforms with the requirements of this chapter and with the information submitted with the application, the Division will approve the proposed chip or token and notify the licensee in writing. The Division will return the approved sample chip or token to the licensee.

A license applicant awaiting approval of its operator and/or retail gaming license may not accept transfer and accountability of approved chips or tokens from the chip or token manufacturer until the applicant's operator and/or retail gaming license has been approved by the Colorado Limited Gaming Control Commission. (amended perm. 03/30/04, amended perm. 03/02/06)

47.1-1213 Specifications for chips and token. Eff. 04/30/2009

- (1) Chips and tokens must be designed, manufactured, and constructed in compliance with all applicable statutes, rules, and policies of the United States, the State of Colorado, and other states to prevent counterfeiting of the chips or tokens. Chips and tokens must not resemble any current or past coinage or currency of the United States or any other nations.

In addition to other specifications that the Division may approve, the following must appear on the chip or token:

- (a) The name of the issuing establishment must be inscribed on both sides of a chip or metal token;
- (b) The name of the city in which the establishment is located must be inscribed on one side of the chip or metal token, with the exception of roulette chips;

- (c) The value of the chip or token must be inscribed on both sides of a chip or metal token;
 - (d) A chip must be designed so that when stacked with chips and metal tokens of other denominations and viewed on closed-circuit black-and-white television, the denomination of the chip may be distinguished from that of the other chips and metal tokens in the stack.
- (2) The following provisions shall apply only to tournament chips:
- (a) The design of the tournament chip shall be distinctively different than the design of the chips and tokens approved for non-tournament limited gaming use at the licensee's gaming establishment.
 - (b) No tournament chip may display a word or symbol representing a monetary denomination (e.g., "cents," "dollar," "\$," etc.).
 - (c) Each side of each tournament chip must conspicuously display the inscription, "no cash value."
 - (d) The chip may, but need not, display a number, which represents the number of points or units of credit that the chip represents. If such a number is used, it must appear on both sides of the chip.
 - (e) Tournament chips may not be used, and licensees shall not permit their use, in transactions other than the tournaments or promotions sponsored by the licensee.
- (3) If an approved table game requires the use of special chips or tokens, such chips and tokens shall have these specifications:
- (a) The name of the retail licensee offering the game must be inscribed or printed on both sides of the chip or token.
 - (b) The name of the game, or a logo representing the game, must be inscribed or printed on both sides of the chip or token.
 - (c) The chip or token may, but need not, display a number which represents the value of the chip. If such a number is used, it must appear on both sides of the chip.
 - (d) During field trial testing of a proposed variation table game, and for not longer than the first 30 days that a retail licensee offers play of an approved table game, game chips and tokens may be used without the inscriptions required by (3)(a), above.
 - (e) Chips and tokens designed and approved for play of specific games may not be used, and licensees shall not permit their use, in play of any game other than the designated game.
- (4) Nonvalue roulette chips.
- (a) The design of nonvalue roulette chips shall be distinctively different than the design of the chips and tokens approved for any other limited gaming use at the licensee's gaming establishment.
 - (b) No roulette chip may display a word or symbol representing a monetary denomination.

- (c) Each nonvalue chip utilized by a licensee shall be issued solely for the purpose of gaming at roulette. The nonvalue chip(s) at each roulette table shall include:
 - (i) The name of the issuing establishment inscribed on both sides of the chip;
 - (ii) A design, insert or symbol, on both sides, differentiating it from the nonvalue chips being used at every other roulette table in the establishment; and
 - (iii) The word "roulette" imprinted on both sides.
 - (d) Nonvalue roulette chips issued at a roulette table shall only be used for gaming at that table in the licensee's gaming establishment and shall not be used for gaming at any other table in the licensee's gaming establishment.
 - (e) No person at a roulette table shall be issued or permitted to game with nonvalue chips that are identical in color and design to value or nonvalue chips being used by another person at the same table.
 - (f) Nonvalue chips shall only be presented for redemption at the table from which they were issued and shall not be redeemed or exchanged at any other location in the licensee's gaming establishment. When so presented, the dealer at such table shall exchange them for an equivalent amount of value chips which may then be used by the patron in other gaming or redeemed as any other value chips.
- (5) Non-cashable chips. *Effective 9/14/2012*
- The design of non-cashable chips shall be distinctively different than the design of the chips and tokens approved for any other limited gaming use at the licensee's gaming establishment.
- (a) Non-cashable chips shall display a word or symbol representing value.
 - (b) Non-cashable chips are not redeemable for cash, must be wagered, and must be played until a win/loss decision. The non-cashable chips shall include:
 - i. The name of the issuing establishment inscribed on both sides of the chip;
 - ii. A design, insert or symbol, on both sides, differentiating it from any other chips; and
 - iii. The word non-cashable imprinted on both sides of the chip.
 - (c) Immediately following the win/loss decision, the non-cashable chip must be dropped in the table's drop box.
 - (d) All winning wagers made with non-cashable chips must be paid with cashable chips; no winning wager may be paid with a non-cashable chip.
 - (e) Non-cashable chips issued shall only be used for gaming at tables as stated in the house rules.
 - (f) Non-cashable chips represent a wager and will be paid according to the value on the chip and the odds of the table game type.
 - (g) Non-cashable chips will not be maintained in table trays as part of the inventory.

- (h) Non-cashable chips cannot be accepted for a tip wager or as a tip.
- (i) Non-cashable chips may not be used to buy in at any table game being used for tournament play which requires the use of non value tournament chips.
- (j) Non-cashable chips may not be used to buy in or make any wager at any player banked poker game.

47.1-1214 Specifications for the shape and size of chips Amended 9/14/2012

Chips must be disk-shaped, must be .130 inch thick, and must have a diameter of between 1.53 and 1.57 inches. Non-cashable chips must be a distinctive shape and size to be easily distinguishable from all other chips approved for any other gaming use and must have a diameter of between 1.65 and 1.75 inches. Once a licensee adopts a size and/or shape, it must not deviate from that size and/or shape unless approval is received from the Division.

47.1-1215 Colors of chips.

Denominations of chips must be denoted by the following colors on each side:

- (1) The 25-cent chip must be predominantly yellow;
- (2) The 50-cent chip must be predominantly blue;
- (3) The one dollar chip must be predominantly white;
- (3.1) The two-dollar chip must be predominantly beige;
- (3.5) The two dollar and fifty cent chip must be predominately pink;
- (3.6) The three-dollar chip must be predominantly brown;
- (4) The five dollar chip must be predominantly red;
- (4.5) The ten dollar chip must be predominantly gray;
- (5) The twenty five dollar chip must be predominantly green;
- (5.5) The one hundred dollar chip must be predominately black;
- (5.6) The five hundred dollar chip must be predominately purple; and
- (5.7) The one thousand dollar chip must be predominately orange.
- (6) Tournament chips may be of any color.
- (7) Chips designed for play of specific games may be of any color, or in the colors required by the rules of the game. (47.1-1215(6) amended, (7) added perm 05/30/01); (4.5) added perm 08/30/02

47.1-1216 Specifications for tokens.

- (1) One-dollar metal tokens must be disk-shaped and must measure from 1.459 through 1.474 inches in diameter, from .095 through .115 inch thick.

- (2) Two dollar metal tokens must be disk-shaped and must measure from 1.292 inches through 1.392 inches in diameter, from .092 inches through .104 inches thick.
- (3) Five dollar metal tokens must be disk-shaped and must measure from 1.740 inches through 1.760 inches in diameter, from .115 inches through .135 inches thick.
- (4) Ten dollar metal tokens must be disk-shaped and must measure from 1.700 inches through 1.760 inches in diameter, from .096 inches through .104 inches thick.
- (5) Twenty-five dollar metal tokens must be disk-shaped and must measure from 1.650 inches through 1.710 inches in diameter, from .096 inches through .104 inches thick.
- (6) Metal tokens must not be manufactured from material possessing sufficient magnetic properties to allow it to be accepted by a coin mechanism other than that of a slot machine. Metal tokens may not be manufactured from a three-layered material consisting of a copper-nickel alloy clad on both sides of a pure copper core nor from a copper-based material unless the total of zinc, nickel, aluminum, magnesium, and other alloying materials is at least 20 percent of the token's weight.

47.1-1217 Other devices.

Other devices with which gaming is conducted must be designed, manufactured, approved, used, discontinued, destroyed, or otherwise disposed of in accordance with the provisions of this chapter, except that other devices must be of a shape, size, design, or other specifications approved or required by the Director.

47.1-1218 Ownership identification on gaming devices.

If the retail licensee is not responsible for the repairs, malfunctions, payment of winnings, or disputes regarding payments for a slot machine, the retailer must affix in a prominent place to each slot machine exposed for play, pursuant to the operator's license or an agreement, a sign or label that identifies the person or persons responsible for repairs or malfunctions of the machine, payments of winnings, and disputes regarding payments.

A licensee may not expose for play a slot machine that fails to display the information required by this Section. (47.1-1218 perm.09/30/97)

47.1-1219 Drop box requirements.

A drop box must be locked to the table with a lock separately keyed from the container itself. Currency exchanged for chips at the table and all other items or documents relating to transactions at the table must be put into the drop box. (47.1-1219 perm, 09/30/01 amended perm 03/30/03)

47.1-1220 Persons not to bring their own cards, die (dice), roulette ball, tokens, or chips.

No person may bring onto the licensed premises or unlicensed premises of a retail licensee, or introduce into a game, playing cards, die (dice), roulette ball, tokens, or chips other than those obtained from that retail licensee except as allowed in Regulation 47.1-1303.

47.1-1221 Definitions for slot machines.

The following definitions apply to all slot machine hardware and software requirements:

- (1) "Leakage current" means an electrical current which flows when a conductive path is provided between exposed portions of a slot machine and the environmental electrical ground when the slot machine is isolated from the normal AC power ground;

- (2) "Inappropriate coin-in" means a coin or token which has been accepted by a slot machine after the slot machine has already accepted the maximum number of coins or when the slot machine is in a state which normally rejects additional coins, sometimes caused by mechanical timing limits in coin handling equipment;
- (3) "Par sheet" means a document which depicts the possible outcomes from the play of a slot machine, the probability of occurrence of each, and the contribution of each winning outcome to the payback percentage of a slot machine;
- (4) "Random access memory" or "RAM" means the electronic component used for computer work space and storage of volatile information in a slot machine;
- (5) "Randomness" means the unpredictability and absence of pattern in the outcome of an event or sequence of events;
- (6) "Random number generator" means a hardware, software, or combination hardware and software device for generating number values that exhibit characteristics of randomness;
- (7) "Read only memory" or "ROM" means the electronic component used for storage of nonvolatile information in a slot machine, including programmable ROM and erasable programmable ROM (EPROM);
- (8) "Tilt condition" means a programmed error state for a slot machine which occurs when the slot machine detects an internal error, malfunction, or attempted cheating. The machine ceases processing further input, output, or display information other than that indicating the tilt condition itself.
- (9) "Ticket Redemption Kiosk" is a device which uses real-time transaction processing to the Ticket In/Ticket out (TITO) module of the slot monitoring system for redemption of tickets or slot coupons in exchange for currency and coin. Kiosks are not capable of gaming functionality and may not issue tickets or slot coupons in exchange for currency and coin.
- (10) Ticket definitions: *Eff 03/02/2007*
 - (a) Delayed Ticket: A ticket generated by a TITO-enabled slot machine, which contains all information necessary for validation, but for which the TITO system has not yet received the validation information. *Eff 03/02/2007*
 - (b) Incomplete Ticket: An incomplete ticket contains, at a minimum, the ticket validation number printed across the leading edge of the ticket, but is not of a quality that can be validated and redeemed through the automated functionality of a TITO system. *Eff 03/02/2007*
 - (c) Online Ticket: A ticket which contains all information necessary for validation, which may be presented for redemption to the TITO system before its expiration. *Eff 03/02/2007*
 - (d) Redeemed Ticket: A ticket which has been properly validated and redeemed by the TITO system and is no longer reflected as an active (i.e., unredeemed) ticket in the TITO system database. *Eff 03/02/2007*
 - (e) Offline Ticket: A ticket generated by a TITO-enabled slot machine, which contains all information necessary for validation, but is not of a quality that can be validated at a slot machine or ticket redemption kiosk. When the system is offline, other system programs allow for the generation and redemption of tickets.

- (11) TITO System: A system which has a centralized TITO Validation Component and allows for issuance, validation, and acceptance of tickets at TITO-enabled gaming devices, and the validation and acceptance of tickets at kiosks or validation units, for gaming operations.
- (12) TITO Validation Component: That function of the automated slot system whereby this system receives information about a ticket from a floor device and compares the ticket in question to the information in the system's database. This determines the validity of the ticket for redemption.

47.1-1222 Control program requirements.

- (1) Slot machine control programs must test themselves for possible corruption caused by failure of the program storage media. Test methodology must detect 99.99 percent of all possible failures. The ROM must be tested at least once during a game cycle.
- (2) The program residing in the slot machine must be contained in a storage medium which is not alterable through any use of the circuitry or programming of the slot machine itself. This storage medium must be approved by the Division. Non-volatile memory chips (a flash EPROM) may be used for note acceptor, sound and graphic programs if the procedure used to send information to the Flash EPROM is secure from unauthorized tampering and the procedure has been approved in writing by the Division. All changes sent to these Flash EPROMs must be documented on Division approved forms. Flash EPROMs must not contain any information related to the security, operation, or metering of the game except as directly related to the operation of the note acceptor and sound and graphics routines.
- (3) The control program must check for corruption of random access memory locations used for crucial slot machine functions, including information relating to the play and final outcome of the last ten games played, random number generator outcome, and any error states. These memory areas must be checked for corruption following game initiation but prior to the display of the game outcome to the player. Detection of corruption is a game malfunction and must result in a tilt condition which identifies the error and causes the slot machine to cease further functions.
- (4) All slot machines must have the capacity to display a complete play history for the last ten games. Retention of play history for additional prior games is encouraged. The display must indicate the game outcome (or a representative equivalent), intermediate play steps (such as a hold and draw sequence or a double-down sequence), credits available, bets placed, credits or coins paid, and credits cashed out. Slot machines offering games with a variable number of intermediate play steps per game may satisfy this requirement by providing the capability to display the last 50 play steps. Slot machines interfaced to any bonusing event or system must display a complete transaction history for the most recent transaction and the previous thirty-four transactions prior to the most recent transaction that incremented any of the meters. Last game recall must also be time and date stamped, to allow for determination of credit meter incrementation (i.e., coins, notes, tickets, slot coupons, or won credits). If a game incorporates take-or-risk bonus play, then last game recall must recall all award values presented or offered, and the ordering and outcome of the risk events.
- (5) The slot monitoring system or TITO-enabled slot machines must maintain an audit log(s) that records, at a minimum, the total of the last 25 ticket-in and slot coupon-in transactions. Upon redemption of a ticket or slot coupon, the log(s) shall properly update with the redemption information, including the date and time of redemption, amount, and at least the last four digits of the validation number.
- (6) The slot monitoring system or TITO-enabled slot machines must maintain an audit log that records, at a minimum, the last 25 tickets out transactions. Upon ticket issuance, the log shall properly update with the ticket issued information, including the date and time of issuance, amount of ticket, and at least the last four digits of the ticket validation number.

- (7) Slot machines equipped with note acceptors must maintain an audit log that records, at a minimum, the last five notes accepted. Upon note acceptance, the log shall properly update with the note information, including the date and time of acceptance, and the note value. This log must not be cleared upon removal of the stacker.

47.1-1223 Meters.

- (1) A slot machine must have electronic (soft) meters with all meters being visible without opening the machine. These meters must have at least ten digits and they must accumulate in electronic digital storage and provide the means for on-demand display of the stored information.
- (2) All slot machines must have the following soft meters. These meters are displayed in dollars and cents.
- (a) Coin in. The machine must have a meter specifically labeled "Coin In" that accumulates for all wagers made no matter the form in which the wager was made. The Coin In meter must accumulate the total value of all wagers (coins, tokens, currency, tickets, or any other means of placing a wager). This meter shall:
- (i) For multi-game and multi-denomination/multi-game machines, provide the information necessary, on a per payable basis, to calculate a weighted average theoretical payback percentage; and
- (ii) For machines which contain paytables with a difference in theoretical payback percentage which exceeds four percent between wager categories, maintain and display coin in meters and the associated theoretical payback percentage, for each wager category with a different theoretical payback percentage, and calculate a weighted average theoretical payback percentage for that payable.
- (b) Coin Out. The machine must have a meter specifically labeled "Coin Out" that accumulates the total value of all amounts directly paid by the machine as a result of winning wagers, whether the payout is made from the hopper, to a credit meter, or by any other means. This meter will not record amounts awarded as the result of any external bonusing system or a progressive payout.
- (c) Machine Paid Progressive Payout. The machine must have a meter specifically labeled "Machine Paid Progressive Payout" that accumulates the total value of credits paid as a result of progressive awards paid directly by the machine. This meter does not include awards paid as a result of an external bonusing system.
- (d) Coin Drop. The machine must have a meter specifically labeled "Coin Drop" that accumulates the total value of coins or tokens diverted to the drop.
- (e) Bill In. The machine must have a meter specifically labeled "Bill In" that accumulates the total value of currency accepted. Additionally, the machine must have a specific meter for each denomination of currency accepted that records the number of bills accepted of each denomination.
- (f) Attendant Paid Jackpots. The machine must have a meter specifically labeled "Attendant Paid Jackpots" that accumulates the total value of credits paid by an attendant resulting from a single winning alignment or combination, the amount of which is not capable of being paid by the machine itself. This does not include attendant paid progressive amounts or amounts awarded as a result of an external bonusing system. This meter only includes awards resulting from a specifically identified amount listed in the manufacturer's par sheet.

- (g) Attendant Paid Progressive Payout. The machine must have a meter specifically labeled "Attendant Paid Progressive Payout" that accumulates the total value of credits paid by an attendant as a result of progressive awards that are not capable of being paid by the machine itself.
- (h) Attendant Paid Cancelled Credits. The machine must have a meter specifically labeled "Attendant Paid Cancelled Credits" that accumulates the total value paid by an attendant resulting from a player initiated cash-out that exceeds the physical or configured capability of the machine to make the proper payout amount.
- (i) Voucher Out. The machine must have a meter specifically labeled "Voucher Out" that accumulates the total value of all tickets issued by the machine.
- (j) Voucher In. The machine must have a meter specifically labeled "Voucher In" that accumulates the total value of all tickets, including slot coupons, accepted by the machine.
- (k) Wagering Account Transfer In (WAT In). The machine must have a meter specifically labeled "WAT In" that accumulates the total value of cashable credits electronically transferred to the machine from a wagering account by means of an external connection between the machine and a cashless wagering system.
- (l) Wagering Account Transfer Out (WAT Out). The machine must have a meter specifically labeled "WAT Out" that accumulates the total value of cashable credits electronically transferred from the machine to a wagering account by means of an external connection between the machine and a cashless wagering system.
- (m) Cashable Electronic Promotion In (CEP In). The slot machine must have a meter specifically labeled "Cashable Electronic Promotion In" that accumulates the total value of cashable credits electronically transferred to the slot machine by means of an external connection between the slot machine and an electronic promotional credit system.
- (n) Cashable Electronic Promotion Out (CEP Out). The slot machine must have a meter specifically labeled "Cashable Electronic Promotion Out" that accumulates the total value of cashable credits electronically transferred from the slot machine by means of an external connection between the slot machine and an electronic promotional credit system.
- (o) Machine Paid External Bonus Payout. The machine must have a meter specifically labeled "Machine Paid External Bonus Payout" that accumulates the total value of additional amounts awarded as a result of an external bonusing system and paid by the slot machine.
- (p) Attendant Paid External Bonus Payout. The machine must have a meter specifically labeled "Attendant Paid External Bonus Payout" that accumulates the total value of amounts awarded as a result of an external bonusing system paid by an attendant.
- (q) Non-Cashable Electronic Promotion In (NCEP In). The slot machine must have a meter specifically labeled "Non-Cashable Electronic Promotion In" that accumulates the total value of non-cashable credits electronically transferred to the slot machine by means of an external connection between the slot machine and an electronic promotional credit system.
- (r) Non-Cashable Electronic Promotion Out (NCEP Out). The slot machine must have a meter specifically labeled "Non-Cashable Electronic Promotion Out" that accumulates the

total value of non-cashable credits electronically transferred from the slot machine by means of an external connection between the slot machine and an electronic promotional credit system.

- (s) Such other meters as may be required by the Director.
- (3) Slot machines that are unable to comply with the full requirements of CLGR 47.1-1223(2), shall:
 - (a) For slot machines that are unable to display the specific meter labels required, use a legend to indicate what information a specific meter accumulates. Such legend must be located within the slot machine.
- (4) A slot machine must be equipped with electronic meters that record the number of times the cabinet door was opened. No slot machine may have a mechanism that causes the electronic accounting meters to clear automatically when an error occurs. A slot machine's meters must be maintained at all times, regardless of whether the machine is being supplied with power. Meter readings must be recorded before and after the electronic accounting meter is cleared. Licensees must maintain adequate records when any electronic accounting meters are cleared.
- (5) Electronic meters must have an accuracy rate of 99.99 percent or better.
- (6) A slot machine must have an electronically stored digital meter of at least eight digits for the number of games played since "power on", the number of games played since "door closure", and since "game initialization (ram clear)". The slot machine must provide the means for on-demand display of the stored information.
- (7) Slot machines must have electronic meters that are visible to the player capable of displaying the following information relating to the current play or monetary transaction:
 - (a) The number of coins or credits wagered;
 - (b) The number of coins or credits won;
 - (c) The number of coins paid by the hopper;
 - (d) The number of credits available for wagering (credit meter), if applicable.

47.1-1224 Randomness events.

Events in slot machines are occurrences of elements or particular combinations of elements that are available on the particular slot machine. A random event has a given set of possible outcomes, each with a given probability or occurrence. The set of these probabilities is called the distribution. Two events are independent if the outcome of one has no influence over the outcome of the other. The outcome of one event cannot affect the distribution of another event if the two events are independent. The random number generator in a slot machine must produce game plays that are random and independent, so that a complete future game outcome cannot be predicted from a previous game's outcome. Slot machine games may use information from the outcome of a previous game in the next game provided that information cannot be used to predict the entire final outcome of the next game. The payable must explain how the information from the previous game is used in the next game. Random number generators must continue to run in the background whether or not games are being played on the slot machine.

47.1-1225 Basic slot machine specifications.

- (1) In addition to the specifications in sections 47.1-1226 through 47.1-1240 inclusive, slot machines must:
 - (a) Be controlled by one or more microprocessors;
 - (b) Be compatible to on-line data monitoring and accounting meter acquisitions;
 - (c) Have a separate internal enclosure for the circuit board located behind the main front door; and
 - (d) Continue a game with no data loss after a power failure.
- (2) RAM clears must be performed only in accordance with manufacturers' specifications.

47.1-1226 Safety requirements.

Electrical and mechanical parts and design principles must not subject a player to physical hazards. Spilling a conductive liquid on the slot machine must not create a safety hazard or alter the slot machine's performance. The power supply used in a slot machine must be designed to make minimum leakage of current in the event of an intentional or inadvertent disconnection of the AC power ground. The power supply must be appropriately fused or protected by circuit breakers.

47.1-1227 Backup battery.

A battery backup device must be installed that is capable of maintaining the accuracy of required information for 180 days after power is discontinued for the slot machine. The backup device must be kept within the logic board compartment. (47.1-1227 perm 09/30/97)

47.1-1228 ON and OFF switch.

An on and off switch that controls the electrical current used to operate the slot machine and its associated equipment must be located in an accessible place within the interior of the slot machine.

47.1-1229 Coin and note acceptors.

- (1) An electronic coin or token acceptor, or a note acceptor, may be installed in a slot machine. Coin, token, and note acceptors must be approved by the Division to indicate that they meet the requirements of this section. All programmable coin acceptors with multiple programmable channels must be secured in a manner so that only one channel can be programmed unless more than one channel is required to accept different mints of the same type, value, and otherwise identical tokens of the same licensee; multiple channels must not be enabled for any other reason. Coin, token, and note acceptors must be designed to accept designated coin, tokens, tickets, or notes and reject others on the basis of metal composition, size, composite makeup, or equivalent security.
- (2) Coin Acceptors.
 - (a) Licensees must ensure their coin acceptors do not accept and credit other consideration, such as another licensee's tokens.
 - (b) The coin acceptor, and the slot machine's related parts, must be capable of handling and accurately accounting for all accepted coins.
- (3) Note Acceptors.

- (a) The gaming device shall not credit the note received until the note acceptor confirms it has successfully received and stacked the note.
- (b) The note acceptor and its related parts shall be designed to be secure from unauthorized access, tampering, and note removal.
- (c) If the note acceptor stacker is full, the gaming device must disable the note acceptor and refuse to accept notes. The gaming device may generate an error message and hard tilt the note acceptor.
- (d) If a power loss or any door open condition occurs when accepting a note into the note stacker, and no credits have been vended to the game for this note, the note should either be returned to the patron, or the appropriate credits should be vended to the game with the note being stacked in the note acceptor after the error condition is cleared.

47.1-1230 Automatic light.

A light must be installed on the top of the slot machine that automatically illuminates when the interior of the slot machine is accessed. Video bar top slot machines do not need a light, but must display a message on the screen indicating that a door is open. This provision, in whole or in part, may be waived by the Director. (47.1-1230 perm.09/30/97)

47.1-1231 Access to interior.

Logic boards, read only memory and random access memory and any other discrete logic that determines the outcome of the device (either directly or indirectly) must be secured in the machine. Unauthorized tampering is grounds for disciplinary action. (47.1-1231 perm.09/30/97)

47.1-1232 Hardware switches.

Hardware switches may be installed to control graphic routines, speed of play, sound, or any other feature approved by the Director. (47.1-1232 perm.09/30/97)

47.1-1233 Rules of play

- (1) The rules of play for a slot machine game must be displayable on the slot machine face or screen. Rules of play must have approval of the Division. The Division may reject the rules if they are incomplete, confusing, or misleading. Rules of play must be kept under glass or another transparent substance or be displayed in a video format.
- (2) The payable for a slot machine game program must be displayable prior to making a wager and must include an explanation of any special features and the amount of the awards for all winning combinations. The slot machine must not allow the payable or pay out percentage of a slot machine game to be altered, except in a manner approved by the Division.
- (3) The slot machine game program may be replaced at the discretion of the licensee provided that the replacement game program has been approved for use in Colorado. (47.1-1233 perm.09/30/97)
- (4) Multi-station slot machines that initiate games without a required action by the patron must have a countdown clock advising the patron when the game will start. (47.1-1233(4) added perm. 10/30/99)

- (5) Slot machine games involving skill that use something other than a deck of cards must display the probabilities of occurrence for all symbols used in the game. (47.1-1233(5) added perm. 10/30/995
- (6) Slot machine games may award additional free play, known as “bonus play,” and includes free spins, re-spins, or other games or events with similar or different play as the base game. Bonus play may be player initiated, or automatic. The game must clearly indicate when it is in bonus play, as opposed to normal play mode.
 - (a) If bonus play is player initiated, and player selection is time limited, the payable must explain the time-out parameter. If the player fails to take the required action before the expiration of the required time, the game may initiate the selection.
 - (b) If bonus play uses a terminator or other element to cause play to terminate, the payable must define and explain the terminator.
 - (c) The bonus play may offer the player alternative hidden selections, known as “take or risk” selections. Once the player makes a selection, and its value is revealed to the player, the game may offer the player the opportunity to forego the selection in lieu of another hidden selection, under the following conditions:
 - (i) The amounts “offered” to the player are not transferred to the player’s win meter until the player has either exhausted all available opportunities, or the player has affirmatively chosen to keep the award revealed in lieu of another hidden selection.
 - (ii) The player cannot risk or lose any base game awards transferred to the win meter.
 - (iii) The payable must fully explain the take or risk functionality and expected player behavior.
 - (iv) The game must explain how many risk attempts the player will receive,
 - (v) The player must have a means of clearly communicating the player’s decision to the game.
 - (vi) “Double-up” offers are prohibited.
 - (d) The bonus play may include physical skill based components which affect the return to the player if the following conditions are met:
 - (i) The difference between the minimum and the maximum pay for all physical skill based outcomes or awards may not exceed a 4% contribution to the overall return to player of the gaming device.
 - (ii) Information explaining the physical skill based functionality must be prominently displayed on the award glass or video display. This information should include that there is a physical skill based advantage.

47.1-1234 Multi-game and multi-denomination slot machines.

- (1) A multi-game slot machine is a single gaming device with more than one displayable and playable game program. A multi-denomination slot machine is a single gaming device with more

than one denomination offered for play and allows the patron to choose the denomination to wager.

- (2) A multi-game slot machine and a multi-denomination slot machine with a separate unique pay schedule must both display the weighted theoretical hold for the slot machines on demand.
- (3) A multi-game slot machine must have a last game recall that can display the last ten games, including any bonus occurrences which result in awards, and any other significant events such as tilts, credit cash outs, note acceptor transactions, or jackpots. Last game recall must also be time and date stamped, to allow for determination of credit meter incrementation (i.e. coins, notes, electronic, or won credits).

47.1-1235 Power supply filter.

Slot machine power supply filtering must be sufficient to prevent disruption of the slot machine by power fluctuations. (47.1-1235 perm.09/30/97)

47.1-1236 Error conditions-Automatic reset.

Slot machines must be capable of detecting and displaying the following conditions, which must be automatically cleared by the slot machine upon initiation of a new play sequence:

- (1) Door Open. (47.1-1235 perm.09/30/97)
- (2) If a power loss or any door open condition occurs when accepting and escrowing a ticket while awaiting validation confirmation, the ticket should either maintain a valid status in the TITO system and be returned to the patron, or the appropriate automatic payment should be vended with the ticket being stacked in the note acceptor and redeemed through the system after the error condition is cleared.

47.1-1237 Error conditions—Cleared by attendant.

Slot machines must be capable of detecting and displaying the following error conditions, which an attendant must clear:

- (1) Coin-in jam;
- (2) Coin out jam;
- (3) Hopper empty or timed out;
- (4) RAM corruption error;
- (5) Program error;
- (6) Hopper runaway or extra coin paid out;
- (7) Reverse coin-in and note-in (coin or note traveling the wrong way through acceptor);
- (8) Reel spin error that affects the outcome of the game. The specific reel number must be identified in the error code;
- (9) Low RAM battery, for batteries external to the RAM itself,

- (10) Print failure, if the slot machine has no other means to make a payout. A replacement voucher may be printed once the failure condition has been cleared,
- (11) Printer mechanism paper jam. A paper jam condition must be monitored at all times during the print process.
- (12) Printer mechanism paper out, if the slot machine has no other means to make a payout.

A description of the slot machine error codes in 47.1-1236 and this section and their meanings must be affixed inside the slot machine. Mechanical and electronic meter readings must be recorded if the RAM is cleared.

47.1-1238 Hopper mechanism

Hoppers are mechanical devices which dispense coins, tokens, or notes. Hoppers must be designed to detect jams, extra payouts, hopper runaways and hopper empty conditions. The slot machine or kiosk control program must monitor the hopper mechanism for these error conditions on all game states. It must also account for all contents paid from the hopper including erroneous or extra payments arising from a hopper malfunction. If a hopper error occurs while the hopper is engaged in cashing out coins, tokens, or notes, it must be able to recover to the state it was in immediately prior to the interruption and valid payment must be vended. Hopper pay and credit limits must be designed to permit compliance by licensees with taxation laws and regulations. (47.1-1238 perm.09/30/97) (47.1-1238 amended perm. 10/30/99)

47.1-1239 Communication protocol.

A slot machine which is capable of bidirectional communication with internal or external associated equipment must use a communication protocol which ensures that erroneous data or signals will not adversely affect the operation of the machine.

47.1-1240 Number and value of credits wagered.

Redeemable credits and wagers must be accumulated from wins or from coin, token, tickets, or notes. A slot machine may not offer or allow any wagers, which violate the \$100 maximum wager restriction for any wagered game played.

47.1-1241 Software requirements for randomness testing.

A slot machine must have a random number generator. All random number generators must comply with the specifications detailed below.

- (1) A reel, card, or ball or other event that determines the outcome of the play satisfies at least 99 percent confidence level using the standard chi-squared analysis. Chi-squared analysis is the sum of the squares of the difference between the expected result and the observed result.
- (2) A reel, card, or ball or other event that determines the outcome of the play satisfies at least 99 percent confidence level using the Median Runs Test or any similar pattern checking statistic. The Median Runs test is a mathematical statistic that determines the existence of recurring patterns within a set of data.
- (3) A reel, card, or ball is independently chosen without reference to any other event produced during that play. This test is the correlation test. Each pair of events is considered random if they meet at least the 99 percent confidence level using standard correlation analysis.

- (4) A reel, card, or ball or other event is independently chosen without reference to the same event in the previous game or games. This test is the serial correlation test. The event is considered random if it meets at least 99 percent confidence level using standard serial correlation analysis.
- (5) The random number generator and random selection process must be impervious to influences from outside the slot machine, including, but not limited to, electromagnetic interference, electrostatic interference and radio frequency interference. A slot machine must use appropriate communication protocols to protect the random number generator and random selection process from influence by associated equipment which is conducting data communications with the slot machine.

47.1-1242 Software requirements for percentage payout.

The slot machine must meet the following maximum and minimum theoretical pay out during the expected lifetime of the slot machine:

- (1) The slot machine game program must theoretically pay out at least 80.0 percent and no more than 100.0 percent of the amount wagered. The theoretical payout percentage is determined using standard methods of probability theory. When applied to games whose outcome is determined in whole or in part by skill, the 100.0 percent theoretical pay out shall be computed using the optimum play strategy for compliance of the given game tested and the 80.0 percent theoretical pay out will be computed using the lowest manufacturer's expected return for the game program.
- (2) The slot machine game program must have a probability of obtaining the maximum advertised single payout better than 1 in 17 million. A multi-link progressive system slot machine game program must have a probability of obtaining the maximum advertised payout better than 1 in 50 million.
- (3) Whenever a licensee offers a progressive jackpot as a part of the slot machine payout, the amount of the payout may not be included in the theoretical payout percentage for purposes of satisfying the minimum and maximum pay out requirements specified in this section, unless some or all of the progressive parameters or contribution amounts are guaranteed by the game. In those cases, the minimum values ensured by the game shall be used to determine the theoretical payout percentage. (47.1-1242 perm.09/30/97)

47.1-1243 Software requirements for continuation of game after malfunction.

A slot machine must be capable of continuing the current play with all current play features after a slot machine malfunction is cleared.

47.1-1244 Progressive slot machines defined.

- (1) A progressive slot machine game is a slot machine game with an award that increases based on the placement or result of a wager, including coin, token or credit play.
- (2) A progressive jackpot may be transferred to another progressive slot machine game at the same location provided that the progressive liability transfer is immediately documented and the liability is maintained by the licensee offering the progressive until the progressive transfer is completed. Once a progressive award has been offered for play, it must be permitted to remain until it is won by a player or transferred to other progressive games.
- (3) Records must be maintained that record the amount shown on a progressive jackpot meter. Supporting documents must be maintained to explain any reduction in the pay off amount from a

previous entry. The records and documents must be retained for a period established by the Division. (47.1-1244(3) amended perm. 10/30/99)

The progressive slot machine game must be linked to a meter showing the payoff which is visible to all players who are playing the game which may potentially win the progressive amount. This meter is the progressive jackpot meter.

(4) Linked machines.

Each progressive game on the link must have the same probability of hitting the combination that will award the progressive jackpot, and all machines on any link must be located on the licensed premises of one retail establishment; or they may be linked across telecommunication lines among more than one retail establishment, provided any such system (hereinafter referred to as "Multi-Link") complies with the following:

- (a) The provisions contained in this subsection do not affect, supersede, replace or in any way alter other provisions contained in this regulation.
- (b) The method of communication over the Multi-Link system must consist of either dedicated on-line communication lines (direct connect) or dial-tone lines which may be subject to certain restrictions imposed by the Division of Gaming or the Commission.
- (c) All communication packets between each location and the central system must be encrypted, and encryption keys must be alterable upon demand.
- (d) All Multi-Link systems must be on-line with a minimum one-way communication time to or from the linked slot machines of no more than 15 seconds.
- (e) All meter reading data must be obtained in real-time in an on-line, automated fashion. When requested to do so, the system must return meter readings on all devices attached to the system within ten minutes (or within a time frame determined and approved by the Division of Gaming, where the person operating the multi-link system provides the Division supporting data, indicating that total meter acquisition is taking longer than ten minutes) of the meter acquisition request. This limitation shall not apply to the length of time it takes the computer system to calculate and print reports, but rather only to the time it takes to gather data used for such process. Manual reading of meter values may not be substituted for these requirements.

There is no restriction as to the acceptable method of obtaining meter reading values; provided, such methods must consist of either pulses leading from the slot machine computer board or associated wiring, or the use of serial interface to the gaming device's RAM or other non-volatile memory.

- (f) The Multi-Link system must have the ability to monitor entry into the front door of the machine as well as the logic area of the machine and report it to the Central System within one polling cycle.
- (g) Each player must be in a position to see the current total of the progressive jackpot display when in the normal playing position. Because the polling cycle does cause a delay, the jackpot meter need not precisely show the actual monies in the progressive pool at each instance. In addition, nothing shall prohibit the use of odometer or other "paced" updating progressive displays. In the case of the use of "paced" updating displays, the progressive meter must display the winning value within 30 seconds of the jackpot being recognized by the central system, if the remote site is communicating to the central computer.

If a jackpot is recognized in the middle of a system-wide poll cycle, the overhead display may contain a value less than the aggregated jackpot amount calculated by the Central System. The coin values from the remaining portion of the poll cycle will be received by the Central System but not the local site, in which case the jackpot amount paid will always be the higher of the two reporting amounts.

- (h) A retail licensee utilizing a Multi-Link system must suspend play on the Multi-Link at the premises of that licensee if a communication failure in the system cannot be corrected within 24 hours.

- (i) Jackpot verification procedures must include the following:

When a jackpot is won, the vendor of, or person operating or controlling, the Multi-Link system shall have the opportunity to inspect the machine, EPROM, the error events received by the Central System, and any other data which could reasonably be used to ascertain the validity of the jackpot.

The Central System shall produce reports that will clearly demonstrate the method of arriving at the payoff amount. This shall include the coins contributed beginning at the polling cycle immediately following the previous jackpot and will include all coins contributed up to, and including, the polling cycle, which includes the jackpot signal. Coins contributed to the system after the jackpot occurs in real-time, but during the same polling cycle shall be deemed to have been contributed to the progressive amount prior to the jackpot. Or, coins contributed to the system before the jackpot message is received will be deemed to have been contributed to the progressive amount prior to the current jackpot. Coins contributed to the system subsequent to the jackpot message being received will be deemed to have been contributed to the progressive amount of the next jackpot.

The jackpot may be paid in installments as long as each machine clearly displays the fact that the jackpot will be paid in installments. In addition, the number of installments and time between installments must be clearly displayed on the face of the machine in a nonmisleading manner.

Two jackpots that occur in the same polling cycle will be deemed to have occurred simultaneously; and therefore, each "winner" shall receive the full amount shown on the meter.

- (j) Approval by the Commission of any Multi-Link system shall occur in two phases: 1) initial approval; and 2) on-site testing.

The approval of any Multi-Link system must include a Phase I system approval whereby the underlying gaming devices and communication hardware must be tested and approved by the Colorado Division of Gaming, or its authorized agents.

Phase II approval must include field inspection at the Central Computer site to ensure compliance with these rules. Operation of the system will be authorized only after the Commission is satisfied that the System meets both the Phase I and Phase II testing requirements, as well as any other requirements that the Commission may impose to assure the integrity, security, and legal operation of the Multi-Link.

- (k) Any Multi-Link vendor, or person authorized to control or operate a Multi-Link system, must supply reports to the Division of Gaming or its designee(s) which support and verify the economic activity on the System.

Any Multi-Link vendor, or person authorized to control or operate a Multi-Link system, must supply, as requested, reports and information to the Division of Gaming or its designee(s) indicating the amount of, and basis for, the current jackpot amount (the amount currently in play). Such reports may include an "aggregate report" and a "detail report". The "aggregate report" may show only the balancing of the System with regard to System-wide totals. The "detail report" shall be in such form as to indicate for each machine, summarized by location, the coin-in and coin-out totals as such terms are commonly understood in the industry.

In addition, upon the invoicing of any retail licensee participating in a Multi-Link system, each such licensee must be given a printout of each machine owned by the licensee, the coins contributed by each machine to the jackpot for the period for which an invoice is remitted, and any other information required by the Division or Commission to confirm the validity of the licensee's contributions to the jackpot amount.

- (l) The Central Computer site must be equipped with non-interruptible power supply and the Central Computer must be capable of on-line data redundancy should hard disk peripherals fail during operation.
- (m) The person authorized to control or operate a Multi-Link system, must hold a valid operator or manufacturer and distributor license issued by the Commission and must obtain approval from the Commission as to the methods of funding the progressive prize pool and calculating and receiving payments from participating retailers for operating and managing the Multi-Link system.
- (n) In calculating Adjusted Gross Proceeds, a retail licensee may deduct its pro-rata contribution to any progressive jackpots awarded during the month. This amount shall be listed on the detailed accounting records provided by the person authorized to control or operate the Multi-Link system. A retail licensee's contribution is based on the number of coins in from that retail licensee's machines on the Multi-Link system, compared to the total amount of coins in on the whole system for the time period(s) between jackpot(s) awarded.
- (o) In the event a retail licensee ceases operations and a progressive jackpot is awarded subsequent to the last day of the final month of operation, the retail licensee may not file an amended tax return or make claim for a gaming tax refund based on its contributions to that particular progressive prize pool.
- (p) The central monitoring system for the Multi-Link must be in a secure location approved by the Division. If the licensee operating the central monitoring system proposes to locate the system outside the state of Colorado, the licensee shall reimburse the Division or its agents for reasonable costs to travel to the site (i) to inspect its configuration and operation prior to authorizing its operation, and (ii) to otherwise inspect the system location in connection with investigations concerning failures of the system or its operation or for such other purposes as the Division deems appropriate. The central monitoring system memory device must be approved for use in the State of Colorado. The licensee operating the central monitoring system must also provide sufficient internal controls to address the security of the equipment. (amended perm. 03/30/03)
- (q) The person authorized to operate or control a Multi-Link system must maintain a copy of all lease and contractual agreements with retail licensees and supply a copy to the Division upon request. (amended perm. 03/02/01)
- (r) The Multi-Link system prize fund (the amount of money contributed by the participating retail licensees) must be audited, in accordance with generally accepted auditing standards, on the Multi-link system operator's year-end basis, by an independent

accountant licensed by the Colorado Board of Accountancy. Two copies of this report must be submitted to the Division within 90 days after the end of the Multi-link system operator's business year-end. (12-47.1-1244(1) perm. 5/30/93)

- (s) Mixed maximum bet progressive link. If all gaming devices connected to a Multi-Link system do not offer the same maximum bet value, all such gaming devices must equalize the expected value of winning the progressive jackpot by setting the odds of winning the progressive jackpot in proportion to the amount wagered on each device, or by requiring the same wager value on each device to win the progressive jackpot. The method of equalizing the expected value of winning the progressive jackpot shall be conspicuously displayed on each device connected to the system. (amended perm. 03/30/03)
- (5) Normal mode of progressive slot machine games.
 - (a) During the normal mode of progressive slot machine games, the progressive controller must continuously monitor each game on the link for inserted coins and must multiply the accepted coins by the rate progression in order to determine the correct amounts to apply to the progressive jackpot. The progressive display must be constantly updated as play on the link is continued.
 - (b) A multi game slot machine offering any progressive games for play must apply all of the coins, tokens, or credits wagered during each and every game which can win a certain progressive award to that progressive award. The multi game slot machine must not apply any coins, tokens, or credits wagered during any game that cannot win a certain progressive award to that progressive award. All progressive awards that can be won by a game must be displayed by the slot machine any time the game is displayed on the slot machine.
- (6) Requirements for progressive controller. Each progressive controller linking one or more progressive slot machine games must be housed in a double-keyed compartment or secured in a manner approved by the Division. The licensee offering the progressive must establish key control procedures that ensure no one person has access to the controller's configuration data. There must be a progressive entry authorization log within each controller and the log must be completed by any person gaining entrance to the controller. The log must be entered on a form provided by the Director.
- (7) Multiple linkage of progressive slot machine games. If more than one progressive slot machine game is linked to the progressive controller, the progressive controller must automatically reset to the minimum amount and continue normal play and the progressive meter must display the following information:
 - (a) The identity of the machine that caused the progressive meter to activate;
 - (b) The winning progressive amount; and
 - (c) The new normal mode amount that is used by the other players on the link.
- (8) Alternating displays. If this Rule prescribes multiple items of information to be displayed on a slot machine, it is sufficient to have the information displayed in an alternating fashion.
- (9) Progressive meter information.

A progressive meter or progressive controller must keep the following information in nonvolatile memory which shall be available upon demand:

- (a) The maximum amount of the progressive payout for each meter displayed;
 - (b) The minimum amount or reset amount of the progressive payout for each meter displayed; and
 - (c) The rate of progression for each meter.
- (10) If a progressive slot machine game has been offered for play, the progressive jackpot amount for that game cannot be changed to a lower amount until after the progressive jackpot has been won. The amount must be changed prior to any subsequent play.
- (11) Limits on jackpot of progressive slot machine games. A licensee may impose a limit on the jackpot of a progressive slot machine game if the limit imposed is greater than the current progressive jackpot displayed on the slot machine game at the time the limit is imposed. The licensee must inform the public with a prominently posted notice of progressive slot machine games with the limits.
- (12) Discontinuance of progressive slot machine games.
- (a) No licensee may discontinue a progressive slot machine game until all of the advertised progressive amounts or prizes or both have been awarded, or the advertised progressive amount, minus the normal non-progressive award for the combination that would have awarded the progressive amount, is moved to another progressive link within the licensed establishment or this amount is disbursed in another method approved by the Division such as an additional payout.
 - (b) In addition to the requirements outlined for progressive machines, the vendor operating the Multi-Link progressive system must submit a written plan for discontinuance and receive approval from the Division prior to discontinuing any Multi-Link progressive system. The plan must include the projected discontinuance date, detailed accounting of the Multi-Link progressive system fund including any outstanding expenses and fees due the vendor for operating the system, in accordance with the vendor's written agreement with retail licensees, the distribution of the fund balance, and the final reporting requirements of the system. The final distribution amount is transferred to another Multi-Link progressive system operated by the vendor or disbursed in a manner approved by the Division. The final distribution amount is the fund balance less the cost of paying the current jackpot less any outstanding expenses and fees due the vendor for operating the Multi-Link progressive system. (amended perm. 03/02/01)
- (13) Cash requirements. Unless the Commission has approved the payment of prizes by annuity, a licensee who has a progressive slot machine game must maintain a minimum cash reserve as prescribed in the Internal Control Minimum Procedures established by the Division to ensure the licensee has cash available to pay all progressive liabilities. (47.1-1244(10) perm.03/02/98)
- (14) Requirements apply to single machine games. The requirements of this rule are intended to apply equally to one progressive slot machine game linked to a progressive controller as well as several progressive slot machine games linked to one progressive controller. The Director may grant waivers in order that both single slot machine games and multiple slot machine games linked to a progressive controller may meet the requirements of this rule.(47.1-1244 perm. 5/30/93)(47.1-1244 perm. 9/30/97)

47.1-1244.5 Increasing probability and progressive bonus slot machine games.

- (1) An increasing probability bonus is an award on a slot machine game or games of either coins, credits, or free play games, where the chance of winning the bonus award increases as the slot machine game(s) is played.
- (2) A progressive bonus award is a progressive award on one slot machine that does not use an exterior controller. Progressive bonus awards do not include top and secondary payable progressive awards.
- (3) If a bonus award is greater than \$500, the licensee is required to record the date initiated, conditions for the award, and the date removed using the Progressive Tracking Log. The licensee is required to notify the local Division of Gaming office to transfer the award when a slot machine game with a bonus award over \$500 is discontinued. If a bonus award is \$500 or less, the licensee is not required to record the amount on a Progressive Jackpot Log or to transfer the award when the game is discontinued. Licensees are required to notify the local Division of Gaming office when any bonus award is placed into play. Bonus awards can not be altered through the use of any switches or any other means, i.e. shutting the slot machine's power off to reset the bonus award. The Division of Gaming will determine a value of the bonus award at the time the program is approved. (47.1-1244.5 perm. 9/30/97)(47.1-1244 amended perm. 10/30/99)

47.1-1245 Slot Machine Tournaments.

Slot machine tournaments may be conducted by operator and retail licensees upon licensed premises meeting the security and surveillance requirements of the rules and regulations and of the internal control minimum procedures. A tournament must conclude no later than the 31st day following the first day of tournament play. A tournament may be conducted by only one licensee; no two or more licensees may jointly conduct a single tournament.

47.1-1246 Tournament machines required.

All tournament play must be on machines into which has been installed a tournament board, one or more tournament E-proms, or other tournament electronics which have been inspected and approved in accordance with the regulations, and for which the tournament feature has been enabled. All machines used in a single tournament shall utilize the same electronics and machine settings. No machine, while enabled for tournament play, shall accept coins or tokens nor pay out coins or tokens, but shall utilize credit points only. Tournament credits shall have no cash value.

47.1-1247 Qualification of players.

At the licensee's discretion, the licensee may establish qualification or selection criteria to limit the eligibility of players. Such criteria, if used, should be reasonably related to limited gaming.

47.1-1248 Entry fee.

The tournament entry fee for each player may not exceed five hundred dollars for the entire tournament, regardless of the number of qualification or play-off rounds played. The tournament must be structured so that the minimum number of machine plays available to each player, without the accumulation of any winning credits, is equal to not less than the entry fee divided by five. (amend. perm. 03/30/02)

47.1-1249 Calculation of adjusted gross proceeds of tournament play.

For purposes of slot machine tournament play only, the adjusted gross proceeds for the tournament shall be the total amount received by the licensee for all entrance fees less the total amount paid to the winner(s) as prizes. The value of merchandise awarded as prizes shall be the actual cost of purchase paid by the licensee. Licensees awarding prizes of merchandise shall retain purchase invoices showing

the cost of such merchandise. If the value of all prizes exceeds the amount received in tournament entrance fees, the licensee may not declare a loss against adjusted gross proceeds.

47.1-1250 Cash receipts and prize awards-accounting.

Cash received for tournament entry fees must be kept separate and apart from all other cash received by the licensee until such time as it is counted. Cash and merchandise paid out to winners as prize money shall be accounted for on forms specified by the Division.

47.1-1251 Rules of Play.

The rules for the conduct of each tournament shall be reduced to writing and a copy shall be provided to all tournament players. An information copy of the rules must also be provided to the local office of the Division of Gaming at least five days in advance of the scheduled start of the tournament.

47.1-1252 Conduct of Tournament.

The following rules shall apply to all slot machine tournament play and must be included in the printed rules for each tournament:

- (1) All players shall begin the tournament with an equal amount of points, credits, or playing time.
- (2) A player's initial machine assignments shall be drawn randomly by means of either an electronic or manual selection process. If there is to be any re-assignment of machines during subsequent rounds of play, the new machine assignments for remaining players shall also be drawn randomly by means of either an electronic or manual selection process.
- (3) For tournament play utilizing credits or points, players are eliminated from the tournament when they lose all their credits.
- (4) Play will continue until either (a) the end of final round as such final round defined in advance by the tournament rules, or (b) until only one player has not been eliminated. The winner(s) shall be decided by the total accumulation of points for the duration of the tournament.
- (5) Each player shall be permitted to play only one machine and the player shall make all decisions without advice from any other person. Any communication, during play, between a player and a spectator is prohibited. No player may play other than the player's own machine.

47.1-1253 House rules for tournament play.

House rules for the tournament, which must also be included in the printed rules, shall include as a minimum:

- (1) The amount of the entry fee and either (a) the starting number of machine credits, or (b) the period of time allowed for play.
- (2) How the final round of play is to be determined and the tournament concluded.
- (3) How many prizes are to be awarded, and the exact description of each prize.
- (4) Any additional house rules governing play of the tournament. (47.1-1245 through 47.1-1253 perm. 10/30/93)

47.1-1254 Progressive table games defined.

- (1) A progressive table game is a table which is equipped with a progressive game controller which increases the progressive jackpot liability as wagers are made by patrons to specifically win the progressive jackpot liability.
- (2) A progressive jackpot may be transferred to another progressive table game at the same location in the event of the progressive table game malfunction or replacement or for some other good reason. When the maximum jackpot limit is reached, it must be permitted to remain until it is won by a player or transferred to another progressive table game.
- (3) Records must be maintained that record the amount shown on a progressive jackpot meter. Supporting documents must be maintained to explain any reduction in the pay off amount from a previous entry. The records and documents must be retained for a period established by the Division. A progressive table game, upon written permission by the Division may be moved to a different licensed location if a bankruptcy, loss of license or other good cause warrants. (47.1-1254(3) amended perm. 10/30/99)

The progressive table game must be linked to a meter showing the payoff which is visible to all players who are playing at the table which may potentially win the progressive amount. This meter is the progressive meter.

- (4) Each table on the link must have the same probability of hitting the combination that will award the progressive jackpot, and all tables on any link must be located on the licensed premises of one or more retail establishments.
- (5) During the normal mode of progressive table games, the progressive controller must continuously monitor each table on the link for inserted coins and must multiply the accepted coins by the rate progression in order to determine the correct amounts to apply to the progressive jackpot. The progressive display must be constantly updated as play on the link is continued.
- (6) Each progressive controller linking one or more progressive tables must be housed in a dual keyed compartment. The Director or the Director's designee must be in possession of one of the keys. No person may have access to a controller without notice to the Director. There must be a progressive entry authorization log within each controller and the log must be completed by any person gaining entrance to the controller. The log must be entered on a form provided by the Director. If the progressive controller is integrated with a personal computer software system, logical access over the personal computer software components must be designed to prevent unauthorized access to the software.
- (7) If a progressive jackpot is recorded on a progressive table which is linked to the progressive controller and more than one table is linked to the controller; the progressive controller must identify the table that caused the progressive meter to activate and it must display the winning progressive amount.
- (8) If more than one progressive table game is linked to the progressive controller, the progressive controller must be reset to the minimum amount before normal play continues. The progressive meter displays the following information:
 - (a) The identity of the table that caused the progressive meter to be activated;
 - (b) The winning progressive amount; and
 - (c) The new normal mode amount that is used by the other players on the link.
- (9) If this rule prescribes multiple items of information to be displayed on a progressive meter sign, it is sufficient to have the information displayed in an alternating fashion.

- (10) A progressive meter or progressive controller must keep the following information in nonvolatile memory which shall be displayed upon demand:
 - (a) The number of progressive jackpots won on each progressive meter if the progressive display has more than one winning amount,
 - (b) The cumulative amounts paid on each progressive meter if the progressive display has more than one winning amount;
 - (c) The maximum amount of the progressive payout for each meter displayed;
 - (d) The minimum amount or reset amount of the progressive payout for each meter displayed; and
 - (e) The rate of progression for each meter.
- (11) In addition to the metering requirements in 47.1-1255, each progressive table game must have a separate software meter that counts the number of times each progressive meter is activated.
- (12) Each progressive table's controller must have a separate key and key switch to reset the progressive meter or meters or another reset mechanism that has the approval of the Director.
- (13) A licensee may impose a limit on the jackpot of a progressive table game if the limit imposed is greater than the possible maximum jackpot payout on the progressive table game at the time the limit is imposed. The licensee must inform the public with a prominently posted notice of progressive table games with the limits.
- (14) If a licensee wishes to discontinue offering a progressive table game jackpot, the licensee may petition the Director for permission to either reduce the qualifications or criteria for winning the award, allowing the award to be paid more quickly, or to transfer the award liability to the jackpot offered by a different game. If a retail licensee intends to close its business while having a progressive jackpot award liability, the licensee may petition the Director for permission to transfer the award liability, together with the award fund, to another retail licensee offering a comparable jackpot award.
- (15) Unless the Commission has approved the payment of prizes by annuity, a licensee who has a progressive table game must maintain a minimum cash reserve equal to the total of all progressive table game jackpots that may be won at the location.
- (16) The requirements of this rule are intended to apply equally to one progressive table game linked to a progressive controller as well as several progressive table games linked to one progressive controller. The Director may grant waivers in order that both single progressive table games and multiple progressive table games linked to a progressive controller may meet the requirements of this rule(47.1-1254 added, perm. 11/30/96)

47.1-1255 Progressive table game meter requirements.

Progressive table games must be equipped with an electro-mechanical meter that records all coins-in transactions at the table. The meter must have at least six digits. A progressive table games meter must be maintained at all times. In the event an electro-mechanical meter malfunctions, meter readings must be recorded before and after the electro-mechanical meter is replaced. Electro-mechanical meters must have an accuracy rate of 99 percent or better. (47.1-1255 added, perm. 11/30/96)

47.1-1256 Slot machine awards.

A person lawfully playing a slot machine is the only person who can receive the award from the slot machine. A licensee must not give the award to another person, not even a relative. If more than one person is playing a slot machine, including two persons playing a machine together, the award must be given to the person who made a valid wager on the game and completed a valid game play. An award abandoned in the tray or on the credit meter of a slot machine becomes null and void and the property of the casino unless the person who lawfully won the award makes a claim for the award. (47.1-1256 perm. 9/30/97)

47.1-1257 Definition of component parts.

- (1) A component part of a slot machine is a part (including equipment, system, or device) which performs an essential function in the operation of the slot machine. Essential function shall include, but not be limited to, the acceptance of wagers; the payout of gaming proceeds; the determination or display of the outcome of the game; the capture, transmission, or storage of electronic game information; and security. Some examples of component parts are:oppers, coin acceptors, microprocessors and related circuitry, programmed EPROMS, note acceptors, progressive systems, slot monitoring systems that create their own slot machine meters, ticket redemption kiosks, cashless systems, and any other parts the Division determines are component parts.
- (2) A component part does not include those parts which, if removed, do not impair the essential function of a slot machine, such as light bulbs, lamps, buttons, switches, speakers, wires, cabinets, decorative glass, batteries, fuses, screws, bolts, nuts, brackets, hinges, locks, springs, handles, payable glass, video display units, stepper motors, reel strips, and power supplies.
- (3) All slot machine component parts must be kept secured.

47.1-1258 Manufacturers and distributors of component parts.

Manufacturers and distributors of the component parts of a slot machine must obtain a Colorado manufacturer/distributor license, as required by the Limited Gaming Act of 1991, before selling or distributing slot machine components in Colorado. This rule does not require a manufacturer or distributor who supplies component parts to a licensed manufacturer or distributor of slot machines to obtain a license, provided those parts are installed by the licensed manufacturer or distributor. All component parts used in slot machines in Colorado must be approved by the Division of Gaming. (47.1-1258 perm. 9/30/97)

47.1-1259 Incidental repairs.

A licensed operator or retailer may perform incidental repair on its slot machines. All persons actually performing internal service or repairs on slot machines must display a Colorado gaming license. The licensed operator is responsible for ensuring that all service and repairs on its slot machines, including the installation or repairs of component parts such as, bill acceptors, progressive systems, slot monitoring systems, or other parts which would significantly alter the current or subsequent operation of the slot machine, are done correctly and are in compliance with Division of Gaming requirements. (47.1-1259 perm: 9/30/97)

47.1-1260 Cheating and compliance.

The Division can take immediate and appropriate action against all slot machines, including component parts, that are found to be susceptible to any cheating methods. The Division can take immediate and appropriate action against all slot machines that are found to be out of compliance with Rule 12. The Division can require the manufacturer and the operator of the slot machines to take whatever actions are necessary to ensure that their slot machines are not susceptible to any cheating method and are in compliance with Rule 12.(47.1-1260 perm. 9/30/97)

47.1-1261 Specification for slot coupons.

A slot coupon is an encoded coupon that is only issued by a licensee's slot monitoring system to be redeemed at a slot machine, cage validation unit or kiosk. Slot coupons must:

- (1) Be the same dimensions as U.S. currency.
- (2) Have an expiration date.
- (3) Contain the printed name of the casino.
- (4) Be clearly labeled as a slot coupon.
- (5) Have a validation number, which must be printed on the leading edge of the ticket.
- (6) Have a secondary validation number, identical to the primary validation number, which must be printed on the body of the ticket.
- (7) Contain a coupon bar code generated with a unique algorithm.
- (8) Contain a description of any restrictions on the redemption of the coupon.
- (9) Be generated by a slot monitoring system approved by the Division.
- (10) Contain the dollar value of the coupon printed both numerically and in text.
- (11) Contain a sequence number for all slot coupons printed for each specific promotion or event.
- (12) Be redeemable by being played or cashed out.

47.1-1262 Use of slot coupons.

- (1) Slot coupons can be accepted by slot machines, redeemed at the cage validation unit or redeemed at a kiosk as part of a slot monitoring system.
- (2) The slot machines must have note acceptors. The note acceptors accepting slot coupons must communicate with the slot machines' microprocessors. The slot monitoring system must validate all slot coupons before redeeming and stacking the slot coupons. Only after redeeming the slot coupons can credits be issued to the slot machine, through the slot monitoring system. The slot monitoring system must maintain a record of each slot coupon accepted, validated and redeemed by the system. Once a slot coupon is accepted, validated and redeemed, that coupon shall not be redeemed again.
- (3) The status of a slot coupon shall not be changed to unpaid or unredeemed once it has been redeemed, voided or expired. If communication is broken between the slot monitoring system and the slot machine, cage validation unit or kiosk, the slot machine, validation unit or kiosk must reject all slot coupons until communication is restored.
- (4) Slot coupons redeemed at a slot machine are included as drop in the calculation of adjusted gross proceeds (AGP); however, slot coupons are not a deduction from AGP.
- (5) All credits vended to the slot machine from redeemed slot coupons must be capable of either being played or cashed out. Patrons must not be required to play credits.

47.1-1263 Definitions for cashless gaming systems.

Repealed effective March 5, 2007.

47.1-1264 Cashless System Standards.

Repealed effective March 5, 2007.

47.1-1265 Electronic Transfer of Funds.

Repealed effective March 5, 2007.

47.1-1266 Electronic Transfers of Promotional Funds.

Repealed effective March 5, 2007.

47.1-1267 Cashless System Bonuses.

Repealed effective March 5, 2007.

47.1-1268 Validity of tickets and slot coupons.

- (1) Casinos may offer ticketing systems whereby TITO-enabled slot machines accept tickets and slot coupons and issue tickets in exchange for cash, tokens, credits, or tickets using TITO systems.
- (2) A slot monitoring system shall not use, permit the use of, accept, or redeem tickets or slot coupons issued by another licensee.
- (3) If a slot machine, validation unit in the cage, or kiosk cannot validate the ticket or slot coupon, it must reject the ticket or slot coupon.
- (4) The slot monitoring system must have the ability to identify invalid tickets and slot coupons and notify the cashier;
 - (a) The validation number cannot be found,
 - (b) The ticket or slot coupon has already been redeemed, or
 - (c) The amount on file for the ticket or slot coupon.

47.1-1269 General ticketing standards.

- (1) TITO-enabled slot machines must be capable of issuing and accepting only the casino's tickets. The Division must approve the design of all tickets.
- (2) All tickets must have the following minimum characteristics:
 - (a) A primary validation number, which must be printed on the leading edge of the ticket;
 - (b) A secondary validation number, identical to the primary validation number, which must be printed on the body of the ticket;
 - (c) At least one unique identifier, such as a barcode;
 - (d) Casino name;
 - (e) Slot machine house number;

- (f) Date and time the ticket was generated;
- (g) Dollar value of the ticket, printed both numerically and in text;
- (h) A statement that the ticket will expire 120 days after issuance;
- (i) Sequence number of the ticket printed by the slot machine; and
- (j) Be the same size or dimensions as United States currency.

47.1-1270 Validation.

TITO systems must provide for on-line, real-time validation of online tickets. Prior to issuing or authorizing issuance of consideration (whether cash, tokens, credits, or another ticket) in exchange for a ticket, the TITO system must validate the ticket from the TITO validation component. Casinos shall have at least one TITO validation component which may be located in a cashier cage.

47.1-1271 Use of tickets under circumstances of conflicting wagering denominations.

If a ticket or slot coupon has a value that is not evenly divisible by the wagering denomination, when inserted into a TITO-enabled slot machine, the machine shall either

- (1) Return the ticket or slot coupon to the patron,
- (2) Accept the ticket or slot coupon and allow for insertion of additional wagering consideration if the ticket value is less than the wagering denomination, or
- (3) Accept the ticket or slot coupon and either display the indivisible portion of the ticket or slot coupon on a credit meter or issue another ticket for that indivisible portion.

47.1-1272 Types of tickets.

- (1) A TITO-enabled slot machine must be capable of generating online tickets, and may be capable of generating offline or delayed tickets. *Amended 7/1/13*
- (2) Online tickets: If a TITO-enabled slot machine is properly communicating with the TITO system, the machine will be able to generate an on-line ticket. When a patron requests the issuance of a ticket in this situation, the machine will generate a ticket that utilizes the validation information generated by the TITO system or the machine, and communicate to the TITO system that it has successfully completed the transaction.
- (3) Offline tickets: If a TITO-enabled slot machine is off-line, system components allow for the authentication of tickets produced by the host system during down time, verification that the redeeming system was also the issuing system, and validation of the ticket in the system.
- (4) Delayed Tickets: If a TITO-enabled slot machine loses communication with a TITO system before validation information is successfully communicated to the TITO system for the last ticket out transaction, then all subsequent cashout attempts must result in the gaming machine issuing payment to the player via another available means such as, but not limited to, a hopper pay or a handpay. The gaming machine must be capable of storing delayed ticket data until such time that it has been successfully communicated to the TITO system. However, the TITO system may continue to issue tickets provided printed information on the ticket includes an authentication code derived by a hash or other secure encryption method, verifies the redeeming system was also the issuing system, and validates the amount of the voucher.

- (a) TITO systems may include a function whereby, prior to the restoration of communications, delayed ticket information may be manually input into the TITO system at a cashier station or other secure location.
 - (b) When communications are restored, delayed ticket information provided by the machine to the TITO system must be reconciled to the delayed tickets that were manually honored.
- (5) Tickets expire 120 days after issuance which is explicitly stated on each ticket. Upon expiration, the ticket is no longer valid for gaming purposes. TITO systems must recognize expired tickets as invalid and unredeemable.

47.1-1273 Ticket printers.

Ticket printers must be mounted inside a secure area of the TITO-enabled slot machine, and must be designed to detect paper jams, paper out, and print failure.

47.1-1274 Ticket reports outlined in the internal control minimum procedures.

The reporting requirements for ticketing transactions are defined in the internal control minimum procedures established by the Division.

47.1-1275 Ticket redemption kiosks.

- (1) Ticket redemption kiosks must perform to the same security standards as TITO-enabled slot machines, and must include logs as required throughout this rule.
- (2) Kiosks must include a means to protect against transaction failure and data loss due to AC power loss.
- (3) All kiosks must detect and display the following conditions. These conditions may be automatically cleared by the kiosk when the condition no longer exists and upon completion of a new transaction.
 - (a) Power reset.
 - (b) Door open.
 - (c) Door just closed.
 - (d) System communication loss. Non-system transactions may continue while system communication is down.
 - (e) Printer Paper Low. As kiosks do not issue tickets, printer paper low is specific to the printing of receipts.
- (4) All kiosks must detect and display the following error conditions that prohibit new transactions and may only be cleared by an attendant:
 - (a) Failed to make payment,
 - (b) Bill validator failure, and
 - (c) Printer failure (Out of paper, jam, etc.). As kiosks do not issue tickets, printer failure is specific to the printing of receipts.

- (5) Each kiosk connected to a slot monitoring system must be uniquely identified by the slot monitoring system. This includes kiosks that are connected to the slot monitoring system through a gateway or kiosk server.
- (6) Each kiosk must be capable of synchronizing its real time clock to that of the slot monitoring system.
- (7) All kiosks must be equipped with electronic digital storage meters of at least ten digits that can be displayed upon demand. The meters accumulate values in dollars and cents from drop to drop. When applicable, the following meters are required (e.g., if the device accepts coin, then Physical Coin In would be required).
 - (a) Physical Coin In. The kiosk must have a meter specifically labeled "Physical Coin In" that accumulates the value of all coins accepted by the kiosk.
 - (b) Physical Coin Out. The kiosk must have a meter specifically labeled "Physical Coin Out" that accumulates the value of all coins paid by the kiosk.
 - (c) Voucher In. The kiosk must have a meter specifically labeled "Voucher In" that accumulates the total value of all slot machine issued tickets accepted by the kiosk.
 - (d) Bill In. The kiosk must have a meter specifically labeled "Bill In" that accumulates the total value of currency accepted. Additionally, the machine must have a specific meter for each denomination of currency accepted that records the number of bills accepted by the kiosk.
 - (e) Bill Out. The kiosk must have a meter specifically labeled "Bill Out" that accumulates the total value of currency dispensed. Additionally, the machine must have a specific meter for each denomination of currency dispensed that records the number of bills dispensed by the kiosk.
 - (f) Such other meters required by the Division of Gaming.
- (8) All kiosks must have the capacity to display a complete transaction history for the most recent transaction and the previous thirty-four transactions prior to the most recent transaction for voucher redemption transactions. History must include disposition of transaction, date and time of transaction, and amount of transaction.
- (9) Kiosk or kiosk server must be capable of producing the following reports upon demand.
 - (a) Voucher Transaction Report. The report must include the disposition (paid, partial pay, unpaid etc.) of tickets accepted by the kiosk, the validation number, the date and time of redemption, and the amount. This information must be available by reconciliation period (i.e. by day, shift or drop cycle).
 - (b) Reconciliation Report. The report must include the current cash balance of the kiosk, the current ticket balance in total by dollar amount and by ticket count of the kiosk, and the reconciliation period date and time.
- (10) A kiosk shall not allow for greater than \$3,000 in consecutive cash for cash transactions.
- (11) A kiosk must resist forced illegal entry and must retain evidence of any entry until properly cleared. A kiosk must have a protective cover over the circuit boards that contain programs and circuitry used in the system communication and control of the kiosk, including any electronically

alterable program storage media. The cover must be designed to permit installation of a security locking mechanism by the manufacturer or end user of the kiosk.

- (12) Each kiosk interfaced with a slot monitoring system shall employ a secure communication method as approved by the Division.
- (13) A kiosk that has the ability to issue funds from an automated teller machine (ATM) network in accordance with Regulation 47.1-1276 shall ensure that the ATM network does not interface with the slot monitoring system and is capable of generating reports separately identifying and summarizing ATM transactions from ticket redemption transactions and, if applicable, slot coupon redemption and bill breaking transactions.

47.1-1276 Restriction on ATM or credit card functionality.

- (1) Subject to the provisions of paragraph (2) of this section, no device or equipment that has the capability to dispense cash or any other item of value through the functionality of an automated teller machine (ATM) shall be physically attached to, or placed in the same cabinet or other housing unit with, any gaming device or equipment, except for a stand-alone ticket redemption kiosk. *Eff 04/30/2007*
- (2) Notwithstanding any provision of law, a ticket redemption kiosk may be physically attached to, or placed in the same cabinet or other housing unit with, an ATM, provided that the ATM is not physically attached to, or placed in the same cabinet or other housing unit with, any other gaming device or equipment. *Eff 04/30/2007*

47.1-1277 Ticket and slot coupon irregularity notification.

The Division of Gaming must be immediately notified of any incident of a ticket or slot coupon being presented for redemption which the validation system indicates has already been redeemed, or evidence that a ticket or slot coupon has been counterfeited, tampered with, or altered in any way which would affect the Integrity, fairness, reliability or suitability of the ticket or slot coupon. This would include the system issuance of an invalid ticket or slot coupon.

47.1-1278 Secure database.

Once the validation information is stored in the revenue database, the data must be encrypted. The database must be password-protected. An unalterable audit trail must be maintained by the system that documents all activity in the revenue database. No data shall be removed from the database.

47.1-1279 Wireless Handheld Validation Unit and the Supporting Wireless Local Area Network.

Wireless Handheld validation units may be used with a supporting wireless local area network (WLAN) for activities that impact gaming transactions provided the following security precautions are observed:

- (1) The wireless local area network must comply with industry standards, defined in the Internal Control Minimum Procedures.
- (2) An authentication process must comply with industry standards, defined in the Internal Control Minimum Procedures, to maintain network security.
- (3) Licensees will provide an encryption/decryption process which complies with industry standards, defined in the Internal Control Minimum Procedures, to maintain network security.

- (4) Each unit and user must be authenticated to the slot monitoring system before transactions can proceed. Users must be authorized and registered in the slot monitoring system to perform transactions.
- (5) All wireless access points and units must be controlled to prevent unauthorized physical and virtual access.
- (6) Each wireless access point must communicate through a firewall. The firewall must reside between the WLAN and the Local Area Network (LAN).
- (7) An Intrusion Detection System (IDS) and an Intrusion Protection System (IPS) must be used to identify and prevent attacks from unauthorized users and devices. The IDS/IPS must have a system produced audit trail, and must be provided to the Division upon request.
- (8) Each wireless access point and device must be configured so that the settings are different from the default values and must not identify the casino, Service Set Identifier (SSID) or domain name.
- (9) The licensee must perform periodic review and testing of the unit and the supporting WLAN as defined in the Internal Control Minimum Procedures.
- (10) The licensee will be held responsible for proper use of the unit and the supporting WLAN as defined in the Internal Control Minimum Procedures.
- (11) Wireless handheld transactions cannot occur outside the licensed premises.

47.1-1280 Dice; physical characteristics

- (1) Be formed in the shape of a perfect cube and of a size no smaller than 0.750 of an inch on each side nor any larger than 0.775 of an inch on each side;
- (2) Be transparent and made exclusively of cellulose except for the spots, name or trade name of the casino licensee and serial number or letters contained thereon;
- (3) Have the surface of each of its sides perfectly flat and the spots contained in each side perfectly flush with the area surrounding them;
- (4) Have all edges and corners perfectly square and forming perfect 90 degree angles;
- (5) Have the texture and finish of each side exactly identical to the texture and finish of all other sides;
- (6) Have its weight equally distributed throughout the cube and no side of the cube heavier or lighter than any other side of the cube;
- (7) Have its six sides bearing white circular spots from one to six respectively with the diameter of each spot equal to the diameter of every other spot on the die;
- (8) Have spots arranged so that the side containing one spot is directly opposite the side containing six spots, the side containing two spots is directly opposite the side containing five spots and the side containing three spots is directly opposite the side containing four spots; each spot shall be placed on the die by drilling into the surface of the cube and filling the drilled out portion with a compound which is equal in weight to the weight of the cellulose drilled out and which forms a permanent bond with the cellulose cube, and shall extend into the cube exactly the same distance as every other spot extends into the cube to an accuracy tolerance of .0004 of an inch; and

- (9) Have imprinted or impressed thereon the name or trade name of the casino licensee in which the die is being used, and a unique serialized number.

47.1-1281 Dice; receipt; storage; inspections and removal from use

- (1) When dice are received for use in a licensed premise, the boxes shall be placed for storage in a primary or secondary storage area located in a secure location approved by the Division. Dice maintained in secondary storage areas shall be transferred to the primary storage area before being distributed to the pits or tables.
- (2) All primary and secondary storage areas shall have two separate locks. The licensee's security department shall maintain one key and the table games department shall maintain the other key.
- (3) As necessary, the licensee shall remove the appropriate number of dice from the primary storage area.
- (4) Once removed from the primary storage area, the licensee shall take the dice to the pit and shall secure them in a single locked drawer designated for gaming instruments (i.e., cards, dice, roulette balls, and gaming forms) or distribute them to a boxperson or other pit supervisor.
 - (a) Prior to use in a game, the manager on duty or pit supervisor shall inspect the dice with a micrometer, balancing caliper, a steel set square and a magnet or any other instrument approved by the Division. A balancing caliper, a steel set square and a magnet, shall be kept in a compartment at each craps table or pit stand and shall be at all times readily available for use by the Division upon request.
 - (B) Following this inspection, the dice shall be placed in a cup on the table for use in gaming. At all times while the dice are at the table, they shall never be left unattended.
 - (C) If dice are stored in the pit, they shall be kept in a single locked drawer designated for gaming instruments (i.e., cards, dice, roulette balls, and gaming forms). The locked storage area may be used to store dice for one week. Access to the locked storage area is limited to the pit supervisor. The pit supervisor shall maintain a current log that reflects the current number and color of dice in the locked storage area. Any discrepancy shall be immediately reported to the Division.
- (5) The licensee shall remove any dice from use any time there is any indication of tampering, flaws or other defects that might affect the integrity or fairness of the game, or at the request of the Division.
- (6) At the end of the gaming day or at such other times as may be necessary, a pit supervisor shall visually inspect each die for evidence of tampering. Any evidence of tampering or suspected tampering must be immediately reported to the Division.
- (7) Any die showing evidence of tampering shall be placed in a sealed envelope or container, identified by table number, date, and time, and the envelope must be signed or initialed by the boxperson and pit supervisor.
- (8) All extra dice in reserve that are to be destroyed or cancelled shall be placed in a sealed envelope or container, with a label attached to each envelope or container which identifies the date and time and is signed by the pit supervisor.
- (9) At least once each gaming day, or at such other times as may be necessary, a licensed security officer shall collect and sign all envelopes or containers of used dice and any dice in reserve that are to be destroyed or cancelled and shall transport them to a designated location approved by

the Division for cancellation or destruction. No dice that have been placed in a cup for use in gaming shall remain on a table for more than 24 hours.

47.1-1282 Cancellation and destruction of dice.

All dice removed from a game, except those retained for Division inspection, shall be immediately cancelled to prevent reintroduction of the dice to the game. Cancellation shall occur by use of cancellation tool, scribe or any other tool to produce a cancellation mark that is permanent and clearly visible on each die. Licensees shall have the option to destroy the cancelled dice by drilling a circular hole of at least three-sixteenths of one inch (3/16") in diameter through the center of each die or by any other method approved by the Director or designee.

47.1-1283 Electronic promotional credit system definition.

"Electronic promotional credit system" (EPCS) means a system of components, hardware, software and communication technology that securely transmits credits to and from a slot device in the form of electronic promotional credits. There are two types of promotional credits in the EPCS:

- (1) Cashable electronic promotional credits are the total value of cashable credits electronically transferred to a slot machine by means of an external connection between the slot machine and the EPCS. These credits must be redeemable for cash by the patron.
- (2) Non-cashable electronic promotional credits are the total value of non-cashable credits electronically transferred to or from the slot machine by means of an external connection between the slot machine and the EPCS. These credits are not redeemable for cash.

47.1-1284 Electronic promotional control program requirement.

Slot machines linked to an EPCS must have the ability to recall the last 25 transactions received from and the last 25 transactions transmitted to the EPCS. The transaction logs must include the transaction value, and time and date. Alternatively, there can be a single 100-event log; the single event log must have the type of transaction (upload/download) including restrictions (cashable/ non-cashable), transaction value, time and date.

47.1-1285 Electronic promotional credit system standards.

- (1) Communication between slot machines, other devices and EPCS must be secured in a manner approved by the Division. EPCS access controls (individual login and password) must be used to secure all functions. All system users must be granted requisite permission to a function(s) on any EPCS ensuring access controls provide adequate segregation of duties.
- (2) The communication process used between gaming devices and the EPCS must be robust and stable enough to secure all transactions such that all events can be identified and logged for subsequent audit and reconciliation.
- (3) In addition to all other requirements of this section, the licensee must comply with the following standards:
 - (a) All winning wagers, including a winning wager made with non-cashable electronic promotional credits, shall be paid with cashable credits;
 - (b) The cashable and non-cashable status of promotional credits must be maintained. Cashable promotional credits must never be converted to non-cashable promotional credits;

- (c) All cashable electronic promotional credits must be paid from the slot machine. Cashable electronic promotional credits cannot be uploaded back to the EPCS;
- (d) The EPCS must prompt the patron to enter a unique identifier known as a Personal Identification Number (PIN) prior to downloading electronic promotional credits;
- (e) Patrons must access their promotional credits utilizing their magnetic strip card and PIN;
- (f) Any disclaimers and rules for the promotional credits must be clearly identified or displayed to the patron;
- (g) If any communication errors are present, there must be a message to notify the patron;
- (h) The EPCS must prohibit direct wagering at a slot machine through the use of a credit card or debit card;
- (i) The EPCS must employ network clock synchronization technology; and
- (j) The EPCS must maintain records of each download/upload and adjustment of electronic promotional credits.

47.1-1286 Establishing electronic promotion meters.

To allow the direct electronic transfer of promotional credits to a slot machine, transfers must be recorded using the electronic promotion metering methodology as defined in 47.1-1223.

47.1-1287 Personal identification number (PIN).

EPCS allow patrons to download electronic promotional credits to a slot machine from the EPCS through the use of a unique magnetic strip card at the slot machine. The licensee issues a patron a unique magnetic strip card. The patron establishes his/her PIN.

For security and verification purposes, when establishing a pin, the EPCS must allow the patron to independently and confidentially enter a secure PIN a minimum of two times; the numbers must successfully match each time entered.

EPCS approved for use at the licensee's facility must allow:

- (1) No more than three (3) consecutive failed PIN entry attempts prior to disabling access to electronic promotional credits;
- (2) The entering of a PIN that is encrypted and masked from any view; and
- (3) All patrons to have the ability to change or authorize the change of their PIN which would include resetting the PIN.

47.1-1288 Patron online access.

If online access is provided for patrons, it must be segregated from direct access to the EPCS or slot monitoring system and/or logical restrictions must exist to facilitate secure access.

47.1-1289 Communication.

The following types of messages must be displayed to patrons on either the slot machine or a system display attached to the slot machine, to indicate the reason(s) for transaction failure or unintended results:

- (1) Invalid PIN - can prompt for re-entry, but must not allow access until the correct PIN is provided. The EPCS must allow no more than three (3) consecutive failed access attempts before the system disables access to the electronic promotional credits.
- (2) Communication Failure - must result if the EPCS or any interfaced slot machine loses communication with each other.
- (3) Card Unknown/Locked - must display a message indicating the EPCS is unavailable.
- (4) Time-out must display a message if after a specified timeframe from the time the patron has successfully input his/her PIN, he/she does not download any electronic promotional credits. In lieu of a message, the display may revert to a previous menu requiring the patron to re-input his/her PIN prior to being able to download electronic promotional credits.

Slot machines interfaced to an EPCS must, at the slot machine level, display a relevant informational message whenever any patron-initiated transaction occurs. During the transaction, the slot machine must possess bi-directional communication and must "lock" until the transaction is completed and the transfer is confirmed.

47.1-1290 Promotional play without an established membership.

An EPCS may be used by licensees to issue promotional credits to patrons who may not have an established membership ID on the EPCS. In this case, a unique PIN is not required.

47.1-1291 Control system operations.

At a minimum, the licensee must ensure the EPCS performs the following functions:

- (1) Validate the identity of the device(s) from which a transmission is received;
- (2) Monitor data for complete and accurate transmission;
- (3) Detect the presence of corrupt or lost data packets; and
- (4) As necessary, reject the transmission.

47.1-1292 Transfer of electronic promotional credits.

All non-cashable credits must be wagered before any cashable credits are committed. If non-cashable and cashable credits are co-mingled on the credit meter of the slot machine, the slot machine must wager the credits from the non- cashable credit balance first.

All cashable credits on a slot machine must be played or paid out at the slot machine.

RULE 13 PURCHASE AND REDEMPTION OF COINS, CHIPS, AND TOKENS.

BASIS AND PURPOSE FOR RULE 13

The purpose of Rule 13 is to establish procedures for the use, redemption, destruction, and disposal of chips and tokens, and to require wagers to be made only with cash, chips or tokens in compliance with sections 12-47.1-819, C.R.S. and 12-47.1-825, C.R.S. The statutory basis for Rule 13 is found in sections 12-47.1-201, C.R.S., 12-47.1-203, C.R.S., 12-47.1-302, C.R.S., 12-47.1-819, C.R.S., and 12-47.1-825, C.R.S.

47.1-1301 Use of chips and tokens.

A licensee using chips or tokens must do the following:

- (1) Comply with all applicable statutes, rules, and policies of the state of Colorado and of the United States relating to chips or tokens;
- (2) Sell chips and tokens only to patrons of its establishment and only at their request;
- (3) Promptly redeem its own chips and tokens from its patrons;
- (4) Take reasonable steps, including examining chips and tokens and segregating those issued by other licensees, to prevent sales to its patrons of chips and tokens issued by another licensee. (amended perm. 09/30/00)
- (5) A licensee and its employees may not accept chips or tokens as payment for goods or services other than gaming, and may not accept chips or tokens as change in any other transaction. Chips and tokens may be given to casino employees as tips or gratuities. (amended perm. 09/30/00)

47.1-1302 Redemption.

A licensee may not redeem its chips or tokens if presented by a person who the licensee knows or reasonably should know is not a patron of its establishment unless they are presented as follows:

- (1) By another licensee who represents that it redeemed the chips and tokens from its patrons or received them unknowingly, inadvertently, or unavoidably;
- (2) By an employee of the licensee who presents the chips and tokens in the normal course of employment; or
- (3) By a person engaged in the business of exchanging licensees' chips and tokens issued by other licensees and presenting them to the issuing licensee for redemption.

47.1-1303 Use of other licensee's chips and tokens.

A licensee may not knowingly sell, use, permit the use of, accept, or redeem chips or tokens issued by another licensee except as follows:

- (1) The chips or tokens are presented by a patron for redemption to a cashier of the licensee's establishment and the patron states that the patron received the tokens at the licensee's establishment from the payout chutes of slot machines or from an employee of the licensee;
- (2) The chips or tokens are presented by a patron at a game, and the licensee redeems the chips or tokens with chips of its own, places the redeemed chips/tokens in the imprest bank or the table's drop box, and separates and accounts for the redeemed chips/tokens during the count performed pursuant to the licensee's system of internal control,
- (3) The chips or tokens are presented by a patron for redemption pursuant to the redemption plan provisions in rule 47.1-1304.

47.1-1304 Redemption and disposal of chips and tokens.

A licensee who ceases operating the licensed establishment for any reason, or adopts a new properly registered trade name, or other circumstance as approved by the Director, must prepare a plan for redeeming chips and tokens that remain outstanding at the time of closure, or adoption of the new registered trade name or other approved circumstance. The licensee must submit the plan in writing to the Director, or designee, no later than 30 days before the closure, adoption of the new registered trade

name or other approved circumstance. If the date of closure, adoption of the new registered trade name or other approved circumstance cannot reasonably be anticipated, the licensee must submit the plan as soon as practicable. The Director may approve the plan or require modifications as a condition of approval. Upon approval of the plan, the licensee must implement the plan as approved. In addition to other provisions the Director may approve or require, the plan must provide the following:

- (1) Redemption of outstanding chips and tokens for 120 days after the closure, adoption of the new properly registered trade name or other approved circumstance or for a longer or shorter period approved by the Director;
- (2) Redemption of the chips and tokens at the premises of the licensed establishment or at another location approved by the Director;
- (3) Publication of notice for the redemption of the chips and tokens and the pertinent times and locations. The notice must be published in at least two newspapers of general circulation in Colorado at least twice during each 30-day period of the 120 day redemption period. Publication is subject to the Director's approval of the form of the notice, the newspapers selected for publication, and the specific days of publication;
- (4) Conspicuous posting of the notice at the licensed establishment or other redemption location; and
- (5) Destruction or other disposition of the chips and tokens as required by the Director.
- (6) The provisions of this Rule 47.1-1304 shall not be applicable to promotional and tournament chips. (47.1-1304(6) temp. 5/13/93, perm. 6/30/93, amend perm 03/30/04, amended perm. 03/30/06)

47.1-1305 Destruction of counterfeit chips and tokens.

As used in this section, "counterfeit chips or tokens" means any chip or token-like objects that have not been approved pursuant to article 47.1 of title 12, C.R.S., or the rules and regulations thereunder, including objects commonly referred to as "slugs," but not including coins of the United States or any other nation. Unless a law enforcement officer instructs or a court of competent jurisdiction orders otherwise in a particular case, licensees must destroy or otherwise dispose of counterfeit chips and tokens discovered at their establishments in a manner approved or required by the Director.

Unless a law enforcement officer instructs or a court of competent jurisdiction orders otherwise, licensees may dispose of coins of the United States or any other nation discovered to have been unlawfully used in their establishments by including them in their coin inventories; in the case of foreign coins, by exchanging them for United States currency or coins and including the exchanged currency or coins in their currency or coin inventories; or by disposing of them in any other lawful manner.

In addition to other information the Director may require, the licensee must report the following information to the Division in writing within 12 hours of discovery:

- (1) The number and denominations, actual and purported, of the coins and counterfeit chips and tokens destroyed or otherwise disposed of pursuant to this section;
- (2) The date(s) during which they were discovered;
- (3) The date, place, and method of destruction or other disposition, including, in the case of foreign coin exchanges, the exchange rate and the identity of the bank, exchange company, or other business at which, or person with whom, the coins are exchanged; and

- (4) The names of the persons carrying out the destruction or other disposition on behalf of the licensee.

Each licensee must maintain a record required by this section for at least five years, unless the Director approves otherwise.

47.1-1306 Forms of wagers.

All wagers must be made with United States currency or coins, chips or tokens furnished by the retail licensee, credits, valid match play coupons or with other forms of wagers as approved by the Division.

47.1-1307 Specifications for sale of chips and tokens.

Chips and tokens used for gaming must be sold for cash only. Mobile ATM receipts may be exchanged for chips at a gaming table. No credit may be extended by a retail licensee.

A retail licensee must redeem its chips and tokens for not less than their face value. In its sole discretion and pursuant to any special conditions which it may impose, a licensee may redeem its chips and tokens for the value at which they were sold, if greater than face value. (amend. perm 03-12-04)

47.1-1308 Check Cashing Practices.

- (1) Definitions: For purposes of this regulation, the following terms are adopted, defined, and clarified:
 - (a) "Check" means a written or electronic (e-check) unconditional order to pay or deliver a sum certain in money, drawn on a financial institution, payable on demand, and signed or authorized by one or more drawer, whether negotiable or non-negotiable. "Check" includes drafts, checks issued through credit institutions, warrants, negotiable orders of withdrawal, counter checks, and any other means of ordering the payment of money.
 - (b) "Dishonored" includes any check which is returned to a licensee (whether actually, or constructively, by delivery to a financial transaction agent) by the financial institution upon which it was drawn, for any reason pertaining to the inability to honor or pay the instrument, including, but not limited to reasons of insufficient funds, mistake, closed account, or stop payment or hold orders.
 - (c) "Financial Institution" includes a bank, savings and loan association, credit union, trust company, or other similar entity chartered by the United States, a state, or a territory or commonwealth of the United States.
 - (d) "Financial Transaction Agent" includes a factor, collection agent or agency, accounts receivable agent or agency, accountant, or any other type of financial institution, which acts pursuant to an agreement with a licensee whereby the financial transaction agent is charged with securing the collection of any dishonored check from its maker.
- (2) Acceptance of checks by licensees.
 - (a) Checks for participation in limited gaming by patrons may be accepted at the cage or authorized ticket redemption kiosk.
 - (b) All checks receipted or accepted shall be considered received for participation in limited gaming, unless documented and accounted for separately as nongaming funds (including, but not limited to, food and beverage, hotel, services, and product sales).

- (c) Once receipted into or accepted, checks may only be repurchased by the maker thereof after the check has been dishonored by the maker's Financial Institution.
- (d) Checks shall not be accepted under any conditions, terms, or agreements which render them not payable on demand. Such circumstances shall include, but are not limited to, post-dating of checks, unsigned checks and holding checks out of the deposit made most recently after acceptance of the check.
- (e) No licensee shall accept a check issued for participation in limited gaming from any patron under the following circumstances:
 - (i) When the maker or endorser of a third party check has previously issued or endorsed a check to the licensee for any purpose, and the licensee has actual notice, or 24 hours constructive notice, that the previously issued check has been dishonored, and the claims of the licensee against the maker or endorser of the check have not been satisfied in full (whether by accord and satisfaction, payment, or liquidation of judgment).
 - (ii) When the licensee, through the exercise of reasonable diligence, should have known that the check being considered for acceptance may be dishonored.
- (f) Violation of this paragraph (2)(c), (2)(d), or (2)(e) constitutes a prohibited credit transaction.

47.1-1309 Exchange-redemption of tokens.

Tokens may only be exchanged or redeemed for currency, negotiable personal checks, negotiable counter checks, chips, or other tokens. (47.1-1309 temp. 9/30/91, perm.12/30/91)

47.1-1310 Procedures outlined in the internal control minimum procedures.

The procedures for the use, redemption and destruction of chips and tokens are further defined in the internal control minimum procedures established by the Division.

RULE 14 GAMING TAX

BASIS AND PURPOSE FOR RULE 14

The purpose of Rule 14 is to establish the rate of the gaming tax on adjusted gross proceeds of gaming in compliance with section 12-47.1-601, C.R.S., to provide for security for the payment of gaming taxes to the Department, and to provide for the payment of gaming taxes by electronic fund transfer and to change method of filing monthly gaming tax returns to electronically transmitted. The statutory basis for purpose for Rule 14 is found in sections 12-47.1-201, 12-47.1-203, 12-47.1-302, 12-47.1-602 and 12-47.1-604 C.R.S., (1991).

47.1-1401 Gaming and Device Taxes.

Annually the Commission shall conduct rule making hearings concerning the gaming tax rate and device fee rate for the subsequent gaming year. Testimony regarding the consideration of the gaming tax shall include the following topics to be heard during the following time periods. Additional appropriate topics relating to these issues may also be considered as deemed necessary by the Commission. Furthermore, in addition to the topics outlined below, the commission may receive testimony from any member of the public during any of the following time periods on the other topics relevant to the consideration of the gaming tax and device fee rates. The following general schedule is established to provide structure to the annual consideration by the Commission, however rigid compliance is not mandatory and this regulation

shall in no way be construed to limit the time periods or subject matters which the Commission may consider in determining the various tax rates. During the month of April, the commission shall receive testimony regarding the methodology to be utilized in the consideration of the gaming tax for the subsequent gaming year. In May, the commission shall receive testimony regarding the following topics: the expenditure impacts and revenue benefits from limited gaming in the cities of Black Hawk, Central City, and Cripple Creek and the counties of Gilpin and Teller; the expenditure impacts and revenue benefits from limited gaming for statutorily defined entities eligible for the Local Government Limited Gaming Impact Fund; and the expenditure impacts from limited gaming on agencies of the State of Colorado. During the month of June the Commission shall receive testimony regarding the financial conditions of licensees pertinent to the consideration of the gaming tax pursuant to the criteria expressed in part 6 of the limited gaming act of 1991. (47.1-1401(1) temp. 5/12/93. perm. 6/30/93)(47.1-1401 1/30/98 amended perm 07/30/00) [Eff. 07/30/2008]

- (1) Each retail licensee conducting or offering limited gaming to the public shall be liable for, and shall pay to the Department of Revenue, a limited gaming tax upon the adjusted gross proceeds from limited gaming. The tax imposed by Section 12-47.1-601, C.R.S.(1991), shall be determined in accordance with the following schedule: [Eff. 07/30/2008]

If the Annual Adjusted Gross Proceeds are:	The Tax is:
Up to \$2,000,000 (Including \$2,000,000)	0.25%
Over \$2,000,000 to \$5,000,000	2%
Over \$5,000,000 to \$8,000,000	9%
Over \$8,000,000 to \$10,000,000	11%
Over \$10,000,000 to \$13,000,000	16%
Over \$13,000,000	20%

(47.1-1401(1) temp. 9/29/94. perm. 11/30/94)(47.1-1401(1) temp. 10/01/96, perm. 10/30/96)(47.1-1401(1) temp 07/01/99. perm. 07/30/99) [Eff. 07/01/2012]

(2)

- (a) Payment of the gaming tax by the retail licensee shall be made to the department by an electronic funds transfer or by any other method permitted in articles 20, 21, and 26 of title 39, C.R.S. Electronic funds transfer is defined to be Automated Clearing House (ACH) debit. Any electronic funds transfer shall be made using ACH debit transaction in the Cash Concentration or Disbursement (CCD) entry format with addendum record as defined by the 1994 ACH rules published by the National Automated Clearing House Association. The data contained in the addendum record shall be in the format of the tax payment (TXP) banking convention published by the National Automated Clearing House Association in 1990. *(The references to the rules and conventions of the National Automated Clearing House Association in this regulation do not include later amendments or editions of this referenced material. Certified copies of these rules and conventions are on file at the Department of Revenue and may be obtained or examined by contacting the manager of Deposit Control, 1375 Sherman Street, Denver, Colorado 80261.)* The payment for gaming taxes shall be made separately and apart from any other taxes which are paid to the Department. In addition to the payment, the retail licensee shall electronically transmit to the department a tax return in the format provided by the Department. The return shall be transmitted to be received by the Department no later than the 15th day of the month succeeding the calendar month in which the adjusted gross proceeds were received by the retail licensee or the due date if later in accordance with Section 39-21-119(3) C.R.S. (1994). All monthly gaming tax returns beginning with the return for October 1994 taxes shall be transmitted electronically.
- (b) Payment is timely if the payment settles to the Departments bank account by the 16th day of the month succeeding the calendar month in which the adjusted gross proceeds were received by the retail licensee or the due date if later in accordance with Section 39-

21-119(3) C.R.S. (1994). Payment by ACH debit authorized in the electronic tax return filing is timely if the tax return is timely.

- (c) The electronic tax return shall provide a computation of the monthly tax due based on the annual tax rate schedule adopted by the Commission, and such computation shall also include the computation for charitable gaming adopted by the Commission. The annual period for the computation of taxes due on the adjusted gross proceeds shall commence on October 1 of each calendar year and end on June 30, 1998, and subsequently, shall commence on July 1 of each calendar year and end on June 30 of the next succeeding calendar year.
- (3) Charitable Gaming conducted pursuant to the provisions of Part 9 of Article 47.1, of Title 12, C.R.S., shall be subject to a flat limited gaming tax of three (3) percent of the adjusted gross proceeds collected by the retailer sponsoring such charitable gaming event. The remittance of such gaming tax shall be made in the same manner as set forth in paragraph (2) above.
- (4)
 - (a) (Deleted effective July 1, 1999)
 - (b) (Deleted effective June 30, 2002)
- (5) The provisions of Articles 20, 21, and 26 of Title 39, C.R.S., shall govern the administration, collection and enforcement of this section, except to the extent that such articles and this section are inconsistent. Administration shall include, but not be limited to, assessing deficiencies, issuing refunds, providing administrative hearings for proposed assessments or refunds of taxes, and issuing jeopardy assessments.

47.1-1402 Gaming Tax--Bonds and Sureties.

- (1) Where the Commission has reason to believe that a licensee may not in the future timely file and pay its gaming taxes, the Commission may determine that the licensee shall furnish an assignment of security or surety bond as provided in subparagraphs (2) through (6) of this regulation.
- (2) Each retail licensee, if ordered by the Commission, must have in full force and effect at all times a valid surety bond, with a penal sum in an amount to be set by the Commission, to ensure payment of gaming taxes to the Commission. Beneficiary, or payee, on any such bonds shall be the Colorado Limited Gaming Control Commission.
- (3) The surety on all bonds for retail licensees shall be a corporate surety authorized to do business in the state of Colorado having a paid-in capitalization of not less than \$500,000.00.
- (4) Surety bonds shall be on forms either approved or furnished by the Division. A bond must be filed with the Division prior to any retail licensee conducting or permitting limited gaming.
- (5) In addition to any other requirements, all bonds filed with the Division must comply with the following:
 - (a) The name, including the full given name, of each individual party to the bond must be written in the heading thereof, and each such party shall sign the bond with the party's usual signature, or the bond may be executed in the party's name by a duly empowered attorney-in-fact.

- (b) In the case of a partnership, the trade name of the firm, followed by the names of all the members thereof, shall be given in the heading. In executing the bond the firm name shall be typed or written, followed by the word "By" and the usual signatures of all partners, or the signature of any partner duly authorized to sign the bond in behalf of the firm, or a duly empowered attorney-in-fact.
- (c) If the principal is a corporation, the heading shall give the corporate name, the name of the state under the laws of which it is organized, and the location of the principal office, and the location of the principal agent in the state of Colorado if a foreign corporation; and the bond shall be executed in the corporate name, immediately followed by the usual signature and the title of the person duly authorized to act in its behalf; and the bond shall be attested under the corporate seal; or the bond may be executed in the corporate name by a duly empowered attorney-in-fact. If the corporation has no corporate seal that fact should be stated.
- (d) The official character and authority of the person or persons executing the bond for the principal, if a corporation shall be certified by the secretary or assistant secretary and there must be attached to the bond copies of as much of the records of the corporation as will show the official character and authority of the officer, or attorney-in-fact, signing, duly certified by the secretary or assistant secretary, under the corporate seal, if any, to be true copies.
- (e) Each signature must be made in the presence of two witnesses (except where corporate seals are attached), who must sign their names as such.
- (f) The surety or sureties on the bond must have no interest whatever in the business of the principal.
- (g) All erasures or interlineations must be made before the bond is signed, and a statement to that effect attached to the bond.
- (h) Liability of the surety on said bonds may be terminated only in the manner specified in the bond forms, and where no provision appears in said form for the termination of liability, liability on said bond may not be terminated by the surety. Liability on said bonds, however, shall not extend to or include acts done or liability incurred by the principal subsequent to the expiration of the license for which said bond was issued.
- (i) In the event that any licensee to whom a license has been issued fails, refuses or neglects to furnish or to keep in full force and effect a surety bond as by law required, such license and all rights of the licensee thereunder may be canceled and thereafter be null and void from and after the date on which liability on said bond terminates.
- (j) Neither the Commission, Division, nor the Department of Revenue, or any employee of any of them, is charged with any duty to give, receive, accept, transmit or deliver any notice of any character whatsoever to any licensee or the surety therefor relative to the liability, termination of liability, release, cancellation or other matters relating to said bonds; and failure to receive any such notice or any statement by any of these offices or any officer, agent or employee thereof shall be no defense against any prosecution or other proceeding for violation of law or violation of these rules and regulations.
- (k) Any notice which may be given by the surety as permitted by the foregoing bond forms or by law or these rules and regulations may not be given by an agent for the surety unless such agent shall accompany the notice with a duly executed power of attorney authorizing the agent to give such notice or with a verified statement that same is on file with the Division.

- (l) The principal on any bond filed pursuant to these rules and regulations may at any time substitute a new bond therefor and the superseded bond will be canceled as to any liability subsequent to the effective date of the new bond. Such new bond shall in all respects be subject to law and these rules and regulations in the same manner as the superseded bond.
 - (m) In the event of the insolvency of any surety or for any reason whereby the Director, or the Commission, shall have reason to believe that said surety is unsafe, or insufficient, so that said bond is not sufficient, then the Director or the Commission shall give notice in writing to the principal requiring said principal to furnish a new bond as a substitute on or before a day named in said notice, said day to be not less than 30 days from the time of delivery of such notice by mail or otherwise to the principal at the licensed premises. Such notice may be served by registered United States mail addressed to the licensee (principal) at the address given in the licensee's application as the location of said licensed premises. If a new bond with a surety qualified by law or these rules and regulations is not furnished on or before the date specified in said notice, all rights of the principal under this said license shall be ipso facto suspended on the date specified in said notice, but the original surety shall not be relieved thereby of any liability on the principal's bond.
- (6) Any retail licensee may, with approval of the Commission, as an alternative to the filing of a surety bond with the Division, assign to the Division of Gaming for the use of the people of the State of Colorado a savings account, deposit in, or certificate of deposit issued by a state or national bank doing business in this state or by a state or federal savings and loan association doing business in this state. Procedures concerning the assignment shall be set by the Commission. An assignment as provided herein, or the filing of a surety bond, shall not relieve any retail licensee from the timely filing and payment of gaming taxes or the timely completion and filing of gaming tax returns. Upon the loss of its gaming licenses for any reason, the licensee may request, and receive from the Division within 60 days of the request, a release of any assignment or surety bond.

RULE 15 PROCUREMENT

BASIS AND PURPOSE FOR RULE 15

The purpose of Rule 15 is to establish procedures for the Division to utilize in entering necessary contracts for consulting and operational services in compliance with section 12-47.1-302 (2) (n). The statutory basis for Rule 15 can be found in sections 12-47.1-201, C.R.S., 12-47.1-203, C.R.S., and 12-47.1-302, C.R.S.

47.1-1501 Contracting authority for the Director.

The Director shall have the authority to enter into contracts for consulting, operational, and administrative services where the amount of such contract is less than twenty-five thousand dollars without prior approval from the Commission. All other contracts shall not be entered into without prior approval of the Commission.

47.1-1502 Contracts.

Contracts shall be submitted to the Commission for its approval prior to renewal.

47.1-1503 Liquidated damages.

The Director shall report to the Commission any breach of contract which may lead to the assessment of liquidated damages. Any assessment of liquidated damages shall be approved by the Colorado Limited Gaming Control Commission.

RULE 16 ACCOUNTING REGULATIONS

BASIS AND PURPOSE FOR RULE 16

The purpose of Rule 16 is to establish accounting and internal control procedures for licensees which will include various report and statement requirements for reporting and paying gaming taxes and fees, records of ownership requirements, standard financial and audited financial statements, procedures for handling cash and meeting minimum bankroll requirements, adjusted gross proceeds computations, and record retention requirements. The statutory basis for these requirements is found in sections 12-47.1-102, C.R.S., 12-47.1-201, C.R.S., 12-47.1-203, C.R.S., 12-47.1-302, C.R.S., 12-47.1-602, C.R.S., and 12-47.1-806, C.R.S.

47.1-1601 Definitions for accounting regulations.

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

- (1) "Business Year" means the annual period used by a licensee for internal accounting purposes.
- (2) "Examination or Examine" means an audit, review, or other Division examination procedures.
- (3) "Fiscal Year" means a period beginning on July 1st and ending June 30th of the following year.
- (4) "Group A" means a licensee who has 1 to 74 slot machines only.
- (5) "Group B" means a licensee who has 75 to 299 total devices or at least one table game.
- (6) "Group C" means a licensee who has 300 or more total devices.
- (7) "Slot Route Operator" means a licensed operator who places slot machines on another licensed retailer's property.
- (8) Deleted Pursuant to S.B. 92-132
- (9) Deleted Pursuant to S.B. 92-132

47.1-1602 Accounting and financial records.

- (1) Pursuant to 47.1-1607, each licensee must keep accurate, complete and legible records of all transactions pertaining to revenue that is taxable or subject to fees under Article 47.1 of Title 12, C.R.S. A licensee who keeps records in a computerized form or imaging system must provide the Division, on its request, with a detailed index to the imaging system or computer database. All such records must be made available upon demand to employees of the Commission and Division.
- (2) Each licensee must keep general accounting records on a double entry system of accounting, maintaining necessary detailed, supporting, subsidiary records, including:
 - (a) Detailed records identifying revenues, expenses, assets, liabilities, and equity for each establishment;

- (b) Detailed records of all returned checks;
 - (c) Slot and table game statistical reports and supporting documentation as required by the internal control minimum procedures;
 - (d) The records required by the internal control minimum procedures, as approved by the Division, applicable to the licensee;
 - (e) Journal entries prepared by the licensee and adjustments proposed by its independent accountant;
 - (f) Any other records that the Division specifically requires to be maintained; and
 - (g) All tax returns relating to the licensed establishment.
- (3) Each licensee must create and maintain detailed records sufficient to accurately reflect adjusted gross proceeds, and expenses relating to its operations on a monthly and year-to-date basis, as well as financial statements.
 - (4) If a licensee fails to keep the records used by it to calculate adjusted gross proceeds, the Division may compute and determine the amount of taxable proceeds upon the basis of an audit conducted by the Division, upon any information within the Division's possession, upon statistical analysis or projections, or by other means determined by the Division based on best information available. (47.1-1602 amended perm. 10/30/99)

47.1-1603 Adjusted gross proceeds computations.

- (1) For each blackjack, craps or roulette game, adjusted gross proceeds equals the closing bankroll plus credit slips for cash, chips, or tokens returned to the casino cashier cage, plus drop, plus face value of coupons, plus tournament entry fees, less opening bankroll and less fills to the table.
- (2) For each slot machine, adjusted gross proceeds equals drop, plus tickets, plus slot coupons dropped, plus cashable electronic promotion in, plus non-cashable electronic promotion in, plus tournament adjusted gross proceeds, minus fills to the machine, minus hand pay jackpot payouts, minus hand pay external bonus payouts and accumulated credits, minus non-cashable electronic promotion out, and minus tickets redeemed. The initial hopper load is not a fill and does not affect adjusted gross proceeds. The difference between the initial hopper load (or the amount in the hopper at the time of the previous hopper count if the coins/tokens counted were returned to the hopper) and the total amount that is in the hopper at the time the hopper is currently counted must be adjusted accordingly as additional revenues or a credit adjustment when calculating adjusted gross proceeds. This amount is reported on the monthly gaming tax return for the month in which the hopper count was conducted, and is reflected in the hopper adjustment column for the corresponding denomination. Hoppers must also be counted and the corresponding adjustment reflected on the gaming tax returns at other times as specified in the internal control minimum procedures. If a licensee does not make or makes inaccurate additions or subtractions when calculating adjusted gross proceeds, the Division may compute an estimated total amount in the slot machine hoppers and may make reasonable adjustments to adjusted gross proceeds during the course of an audit, review, or other examination procedures. Rev eff 1/14/2012, Amended 12/15/13
- (3) For each player banked poker game, adjusted gross proceeds equals all money received by the licensee as compensation through the rake process, for conducting the game, plus poker tournament entry fees. (47.1-1603(3) amended; perm. 11/30/96)

- (4) For each house banked poker game, adjusted gross proceeds equals the closing bankroll plus credit slips for cash, chips, or tokens returned to the casino cashier cage, plus drop, plus face value of coupons, plus tournament entry fees, less opening bankroll, less fills to the table, and less hand-paid jackpots or awards. Effective 12/15/13 (47.1-1603(4) (skill computations) deleted; new (4) added, perm. 11/30/96) Eff 11/30/2006
- (5) A licensee shall not exclude from adjusted gross proceeds money paid out on wagers that are knowingly accepted by the licensee in violation of Article 47.1 of Title 12, C.R.S., or the regulations thereunder of the Commission.
- (6) Returned and uncollectable checks are not allowed as a deduction from adjusted gross proceeds. (47.1-1603 amended perm. 10/30/99)
- (7) A licensee shall not exclude from adjusted gross proceeds money paid out on wagers that exceed the value of the winning combination posted unless previously approved by the Division.

47.1-1604 Records of ownership - corporation.

- (1) Each corporate licensee must keep on the premises of its gaming establishment, or must provide to the Division upon its request, the following documents pertaining to the corporation:
 - (a) A certified copy of the articles of incorporation and any amendments;
 - (b) A copy of the bylaws and any amendments;
 - (c) A copy of the certificate issued by the Colorado secretary of state authorizing the corporation to transact business in Colorado;
 - (d) A list of all current and former officers and directors;
 - (e) Minutes of all meetings of the stockholders;
 - (f) Minutes of all meetings of the directors;
 - (g) A list of all stockholders listing each stockholder's name, address, the number of shares held, and the date the shares were acquired;
 - (h) The stock certificate ledger;
 - (i) A record of all transfers of the corporation's stock; and
 - (j) A record of amounts paid to the corporation for issuance of stock and other capital contributions.

47.1-1605 Partnership or association records.

- (1) Each partnership or association licensee must keep on the premises of its gaming establishment, or provide to the Division upon its request, the following documents pertaining to the partnership:
 - (a) A copy of the partnership or association agreement and, if applicable, the certificate of limited partnership;
 - (b) A list of the general and limited partners, or associates, including their names and addresses, the percentage of interest held by each, the amount and date of each capital

contribution of each partner or associate, the date the interest was acquired, and the salary paid by the partnership or association; and

- (c) A record of all withdrawals of partnership or association funds or assets.

47.1-1606 Sole proprietor records.

Each sole proprietorship licensee must keep on the premises of its gaming establishment, or provide to the Division upon its request, a schedule showing the name and address of the proprietor and the amount and date of the proprietor's original investment and of any additions and withdrawals.

47.1-1607 Records retention - noncompliance.

Each licensee must provide the Division, upon its request, with the records required to be maintained. Licensees must maintain accurate and complete records as required in the internal control minimum procedures. Each licensee is responsible for the acts and omissions of its agents, employees, and contractors in complying with all obligations imposed by law, these rules, and internal control minimum procedures. Each licensee must retain all such records within Colorado for at least three years after they are made and the related gaming tax return is filed. Records include but are not limited to formats as hard copy documents, revenue system database, tables and fields structures of the database, meter files, and electronic reports. Failure to keep and provide such records is an unsuitable method of operation and subject to a fine, penalty, or revocation of license. (47.1-1607 amended perm. 10/30/99)

47.1-1608 Commission examination procedures.

- (1) The Division of Gaming shall:
 - (a) Conduct periodic examinations of the accounting and financial records of licensees, including but not limited to revenue, systems, and compliance audits;
 - (b) Review the accounting principles and procedures used by licensees;
 - (c) Review and observe methods and procedures used by licensees to count and handle cash, chips, tokens, gaming coupons, tickets, gaming wagers, gaming payments, and negotiable instruments;
 - (d) Examine licensees' internal control procedures;
 - (e) Examine accounting and financial records of the licensee or a person controlling, controlled by, or under common control with the licensee, within the licensee's establishment or licensee's other establishments located in Colorado, or other locations as agreed to with the licensee;
 - (f) Examine the accounting and financial records of any licensee when conditions indicate the need for such action or upon the request of the Director or the Commission;
 - (g) Investigate each licensee's compliance with the Colorado Limited Gaming Act of 1991, the regulations of the Commission, and internal control minimum procedures as directed by the Director; and
 - (h) Review tax returns, tax records and tax adjustments.
- (2) The Division may conduct an audit, a review, or other examination procedures in conformity with the examination procedures established by the Division. The Division shall prepare a report, as

appropriate for the examination conducted, at the conclusion of each examination for submission to the Commission. (47.1-1608(2) temp. 5/13/92, perm. 6/30/92)

- (3) At the conclusion of each examination, and prior to submitting the report to the Commission, the Division shall review the results of the examination with the licensee. If the licensee disagrees with the Division's report, the licensee may, within 10 days of the examination, submit written comments to the Division as to why the results of the examination should not be submitted to the Commission for acceptance. If the Division and the licensee cannot reach an agreement on the report, the Commission shall consider the Division's report and the submission of the licensee's response prior to its determination of its acceptance of the report.
- (4) When the Division finds that the licensee is required to pay additional fees and taxes or finds that the licensee is entitled to a refund of fees and taxes, it shall report its findings, and the legal basis upon which the findings are made, to the Director and to the licensee in sufficient detail to enable the Director to determine if an assessment or refund is required. (47.1-1608 amended perm. 10/30/99)

47.1-1609 Mandatory drop and count procedure.

The time or times when drop boxes will be removed and the contents counted for table games, card games, and slot machines must be at times which have been previously submitted to the Division, or at other times as the Division requires. Removal and counting of drop box contents at other than the designated times must be conducted and reported to the Division in accordance with internal control minimum procedures.

47.1-1610 Internal control.

- (1) The Division shall establish internal control minimum procedures for each group of licensees (Group A, Group B, and Group C). The internal control minimum procedures will contain the minimum requirements to be followed by each licensee group. The internal control minimum procedures will be established to ensure licensed gaming operations are conducted in such a manner as to ensure and maintain public confidence in the security, accuracy, integrity, and propriety of licensed gaming in Colorado.
- (2) Each licensee shall establish its own internal control procedures including accounting procedures, reporting procedures, and personnel policies for the purpose of determining the licensee's liability for taxes, fees, and exercising effective control over the licensee's internal fiscal affairs. The licensee's procedures must incorporate the minimum requirements as established by the Division, or alternative requirements approved by the Division, and must be designed to ensure that:
 - (a) Assets are safeguarded and accountability over assets is maintained;
 - (b) Liabilities are properly recorded and contingent liabilities are properly disclosed;
 - (c) Financial records including revenue, expenses, assets, liability, and equity are accurate and reliable;
 - (d) Transactions are performed only in accordance with Generally Accepted Accounting Principles, the Commission's rules and regulations, and management's stated policies which cannot be inconsistent with such principles, rules, and regulations;
 - (e) Transactions are recorded adequately to permit proper reporting of gaming revenue and of fees and taxes;

- (f) Access to assets is permitted only in accordance with management's specific authorization;
 - (g) Recorded accountability for assets is compared with actual assets at reasonable intervals and appropriate action is taken with respect to any discrepancies; and
 - (h) Functions, duties, and responsibilities are appropriately segregated and performed in accordance with sound practices by competent, qualified personnel.
- (3) Each licensee must describe its administrative, accounting, reporting, and personnel procedures in detail in a written system of internal control. Each licensee must at all times follow and comply with its written system of internal control. Each licensee must submit a copy of its written system to the Division at least 30 days prior to conducting or offering limited gaming to the public. Each written system must include:
- (a) An organizational chart depicting appropriate segregation of functions and responsibilities;
 - (b) A description of the duties and responsibilities of each position shown on the organizational chart;
 - (c) A detailed, narrative description of the administrative and accounting procedures designed to satisfy the requirements of subsection (2);
 - (d) A written statement signed by the licensee's chief financial officer and either the licensee's chief executive officer or a licensed owner attesting that the system satisfies the requirements of this section;
 - (e) Such other items as the Division may require.
- (4) At least 30 days prior to revising the internal control minimum procedures, the Division shall post on the Division's website a copy of the proposed revision and notify every licensee and every person who has filed a request therefor with the Division of such posting.
- (5) Prior to revising the internal control minimum procedures, the Division shall consider all written statements, arguments, or contentions submitted by interested parties within 21 days of service of the notice provided for in subsection (4).
- (6) The Division shall send notification that the Division has adopted procedures to all licensees and to every person who has filed a request therefore with the Division.
- (7) Not later than 30 days after service of written notice that the minimum procedures revised pursuant to this section are effective, each licensee whose procedures are affected by the minimum procedures or revisions shall amend its written system, submit a copy of the written system as amended to the Division, and comply with the procedures and system as amended.
- (8) The licensee may not implement a system of internal controls that does not satisfy the internal control minimum procedures published by the Division unless the Division determines that the licensee's proposed system satisfies subsection (2), and approves the system in writing. Within 30 days after a licensee receives notice of the Division's approval of procedures that satisfy the requirements of subsection (2), but that do not satisfy the Division's minimum procedures, the licensee shall comply with the approved procedures, amend its written system accordingly, and submit to the Division a copy of the written system as amended and a written description of the variations signed by the licensee's chief financial officer and either the licensee's chief executive officer or a licensed owner.

- (9) The Division may require a licensee to engage an independent certified public accountant licensed by the Colorado State Board of Accountancy to prepare a report on the licensee's compliance with their written procedures on the system of internal controls. Using the criteria established by the Division, the independent certified public accountant shall report each material event and procedure discovered by or brought to the accountant's attention during the course of the examination, that the accountant believes does not satisfy the minimum procedures or variations from the procedures that have been approved by the Division pursuant to subsection (8) and (11). In addition to the above, the licensee shall prepare a letter addressing each item of noncompliance noted by the independent certified public accountant and describing the corrective measures taken. The licensee shall provide to the Division within 120 days after the completion of the engagement, two printed copies, or one electronic copy, of the independent certified public accountant's written report on internal controls and any other information provided to the licensee relating to accounting or internal controls, such as a management letter, along with the licensee's response letter.
- (10) Before eliminating all table games; adding a table game at a gaming establishment not previously offering table games; adding or upgrading any computerized system that affects the proper reporting of adjusted gross proceeds; or adding or upgrading any computerized system for monitoring slot machines or other authorized games, or any other computerized associated equipment the licensee must: (47.1-1610(10), perm. 3/02/95)
- (a) Amend its written system of internal control to comply with the minimum procedures, or with alternatives approved for that licensee by the Division;
 - (b) Submit to the Division a copy of the written system as amended, a copy of the phase I approval letter for the system, and a written description of the amendments signed by the licensee's chief financial officer and either the licensee's chief executive officer or a licensed owner; (47.1-1610(10)(b), perm. 3/02/95)
 - (c) Comply with any written requirements imposed by the Division regarding administrative approval of computerized systems and associated equipment (see Regulation 47.1-1202); and (47.1-1610(10)(c), perm. 3/02/95)
 - (d) After paragraphs (a) through (c) have been complied with, implement the procedures and written system as amended.
- (11) Licensees requesting a variance to the internal control minimum procedures must submit a written request for variance to the Division and receive written approval from the Division prior to implementing the variance.
- (12) If the Division determines at any time that a licensee's procedures or its written system does not comply with the requirements of this section, the Division shall so notify the licensee in writing. Within 10 days after receiving the notification, the licensee shall amend its procedures and written system accordingly, and shall submit a copy of the written system as amended and a description of any other remedial measures taken.
- (13) Failure to comply with the minimum procedures or the variations from the minimum procedures approved pursuant to this section is an unsuitable method of operation and may result in a fine, penalty, or revocation of license.

47.1-1611 Handling of cash.

Each gaming employee, owner, or licensee who receives currency of the United States or foreign currency (other than tips or gratuities) from a patron in the gaming area of a gaming establishment must promptly place the currency in the locked box in the table, in an appropriate place on the table, in the

cash register, in an appropriate place in the cashiers' cage, or in another repository approved by the Director.

47.1-1612 Minimum bankroll requirements.

- (1) Each licensee must maintain, in such manner and amount as the Director may approve or require, cash or cash equivalents in an amount sufficient to protect the licensee's patrons against defaults in gaming debts owed by the licensee. The Director shall distribute to licensees a formula by which licensees determine the minimum bankroll requirements of this section. If at any time the licensee's available cash or cash equivalents should be less than the amount required by this section, the licensee must immediately notify the Director of this deficiency. Failure to maintain the minimum bankroll required by this section, or a higher bankroll as required by the Director pursuant to this section, or failure to notify the Director of any deficiencies is an unsuitable method of operation and may result in a fine, penalty, or revocation of license.
- (2) Any licensee who makes payment of a gaming award to a patron by check must report to the Division any payment which has been dishonored within 24 hours of receiving actual notice that the check has been dishonored.

47.1-1613 Promotional items.

- (1) A licensee who engages in promotions to increase business and gaming at his business may not deduct payouts made pursuant to the promotion from adjusted gross proceeds except for money or tokens paid at face value directly to a patron as the result of a specific wager. Licensees must receive prior approval from the Division prior to offering and paying such additional funds as a result of a specific wager as outlined in the internal control minimum procedures. A specific wager requires two or more persons to stake something of value on an event, the outcome of which is uncertain. Depending upon the outcome, the winning party receives everything that was staked. If only one party risks something of value, there is no wager.
- (2) No deduction is allowed in the computation of adjusted gross proceeds for any prizes, premiums, drawings, benefits, or tickets awarded as promotions that are redeemable for money, merchandise, or other promotional allowances. (47.1-1613(2) amended perm. 10/30/99)

47.1-1614 Free play items. [Repealed eff. 05/15/2014]

47.1-1615 Match play coupons.

Match play coupons are allowed, but once used may not be retained for subsequent play by the gaming patron. Match play coupons do not apply to slot machines. When match play coupons are used at a table game, the value of the coupon must be reflected at its face value in the total drop amount for that table for that shift. The combination of the match play coupons and the required wager of the patron cannot exceed the value of \$100. The patron's matching wager must equal or exceed the dollar value of the match play coupon. A match play coupon must have printed on it the name of the issuing establishment, the city in which the establishment is located, its value, and an explanation of its use. Match play coupons are a wager, and shall be paid the specified odds payout for the wager being made. All coupons must have an expiration date printed on them. (47.1-1615 amended perm. 10/30/99)

47.1-1615.5 Table Games coupons.

Coupons that are redeemable for chips used to wager on an approved table game are allowed. The coupon must have printed on it the name of the issuing establishment, the city in which the establishment is located, its value, and an expiration date or, alternatively, the dates the coupon is valid for redemption. All coupons redeemed at a table game shall be immediately dropped in the table drop box and included at its face value in the total drop for that table for that shift.

47.1-1616 Procedure for reporting and paying gaming taxes and fees.

- (1) Taxes and fees required by Article 47.1, Title 12, C.R.S., and the rules and regulations thereunder, must be received by the Division not later than the due date specified by law, except that the taxes and fees shall be deemed to be timely filed if the licensee demonstrates to the satisfaction of the Division that they were deposited in a United States post office or mailbox, with first class postage prepaid, and properly addressed to the Division, within the time allowed for payment of the taxes or fees. All gaming taxes and fees are the responsibility of, and must be paid by, the licensed retailer. All required reports relating to paying gaming taxes and fees must be received by the Division not later than the due date specified by law. Reports shall be deemed timely filed if the licensee demonstrates to the satisfaction of the Division that they were filed and transmitted electronically, or in another manner approved by the Division, within the time allowed for filing such reports.
- (2) All monthly gaming tax returns filed with the Department must reflect all adjusted gross proceeds received by the licensee for the period of the return.

47.1-1617 Tax protest

- (1) A licensee may file a tax protest to dispute the payment or collection of gaming taxes. A licensee filing a tax protest must serve a copy of the protest on the Executive Director of the Department of Revenue and send a copy to the Division. Articles 20, 21 and 26 of Title 39 of the Colorado Revised Statutes outlines the process for filing a protest.

47.1-1618 Claims for refunds.

- (1) To file a claim for a refund, a licensee must properly complete the claim for refund form provided by the Division and file such form with the Executive Director of the Department of Revenue and send a copy to the Division. (47.1-1618(1) temp. 10/28/93. perm. 1/30/94)
- (2) Article 21 of Title 39 of the Colorado Revised Statutes outlines the process for filing a claim for a refund.

47.1-1619 Standard financial statements.

- (1) Each licensee, in such manner and using such forms as required by the Division or the Department of Revenue, must prepare a financial statement covering all financial activities of the licensee's establishment for each calendar year and provide other data relevant to the consideration of the gaming tax. If the licensee or a person controlling, controlled by, or under common control with the licensee owns or operates room, food, or beverage facilities at the establishment, the financial statement must cover those operations as well as gaming operations, in which case the gaming operations must be presented separately. Licensees must submit the financial statements to the Division not later than March 15 following the end of each calendar year. Each financial statement must be signed by the licensee who thereby attests to the completeness and accuracy of the statement. In the event of a license termination, change in the business entity, or a change in control of ownership, the licensee or former licensee must, not later than 75 days after the event, submit to the Division a financial statement covering the period from the last statement to the date of termination or change. (47.1-1619(1) temp. 5/13/93. perm. 6/30/93) (47.1-1619(1) 1/30/98) For good cause shown, the Director may waive this requirement.
- (2) Licensees must submit financial statements on forms provided by the Division.

47.1-1620 Audited financial statements.

- (1) All licensees with annual adjusted gross proceeds during their business year of \$10 million or more are required to prepare financial statements covering all financial activities of the licensee's establishment for that business year and to engage an independent certified public accountant, licensed by the Colorado State Board of Accountancy, to audit the statements in accordance with Generally Accepted Auditing Standards. The licensee must notify the Division within 10 days of engaging an independent certified public accountant to perform the audit. For good cause shown, the Director may waive this requirement. (47.1-1620(1) amended perm. 10/30/99)
- (2) The Division may require any other licensee to prepare financial statements covering all financial activities of the licensee's establishment for a business year and to engage an independent certified public accountant, licensed by the Colorado State Board of Accountancy, to audit the statements or to review the statements in accordance with standards generally followed by independent certified public accountants. (47.1-1620(2) temp. 5/13/92, perm. 6/30/92) (47.1-1620(2) amended perm. 10/30/99)
- (3) Statements required must be presented on a comparative basis after the first period of operation. Consolidated financial statements may be filed by commonly owned or operated establishments, but the consolidated statements must include consolidating financial information or consolidating schedules presenting separate financial statements for each establishment. The independent certified public accountant must issue a report on the financial statements that express an opinion, whether it is unqualified, qualified, adverse, or a disclaimer of opinion. The independent certified public accountant must also include any necessary explanatory or emphasis paragraph to the standard report, as may be required by standards generally followed by independent certified public accountants. The independent certified public accountant must include in the report on the consolidated financial statements an appropriate opinion on the consolidating financial information, if any. For good cause shown, the Director may waive this requirement. (47.1-1620(3) temp. 5/13/92, perm. 6/30/92)
- (4) Each licensee required to submit audited or reviewed financial statements, must submit to the Division two printed copies, or one electronic copy, of its audited or reviewed statements not later than 120 days after the last day of the licensee's business year. In the event of a license termination, change in business entity, or a change in control of ownership, the licensee or former licensee must, not later than 120 days after the event, submit to the Division two printed copies, or one electronic copy, of audited or reviewed statements covering the period since the previous statement. If a license termination, change in business entity, or a change in control of ownership occurs within 120 days after the end of the business year for which a statement has not been submitted, the licensee may submit statements covering both the business year and the final period of business. For good cause shown, the Director may extend the 120-day deadline.
- (5) If a licensee, who is required to submit audited or reviewed financial statements, changes its business year, the licensee must prepare and submit to the Division audited or reviewed financial statements covering the "intermediate" period from the end of the previous business year to the beginning of the new business year not later than 120 days after the end of the intermediate period or incorporate the financial results of the intermediate period in the statements for the new business year. The Director may waive this requirement or grant an extension of the deadline for good cause shown. (47.1-1620(5) amended perm. 10/30/99)
- (6) Any licensee who engages an independent accountant to perform a financial statement audit not required by this regulation must provide two printed copies, or one electronic copy, of the audited financial statements to the Division within 120 days after the last day of the licensee's business year under audit. (47.1-1620(6) added perm. 10/30/99)
- (7) The Division may request additional information and documents from either the licensee or the licensee's independent accountant, through the licensee, regarding the financial statements or the services performed by the accountant. Failure to submit the requested information or

documents is an unsuitable method of operation and subject to a fine, penalty, or revocation of license.

47.1-1621 Altering or falsifying gaming documents.

Any person who alters or falsifies information recorded on gaming documents, at the time of the transaction or after the fact, for the purpose of concealment, deception, or circumvention of internal control minimum procedures, or for any other purpose, may be subject to a fine, penalty or revocation of license by the Commission.

RULE 17 MINIMUM PROCEDURES FOR DROP AND COUNT FOR SLOT MACHINES

BASIS AND PURPOSE FOR RULE 17

The purpose of Rule 17 is to establish drop and count procedures and statistical record-keeping procedures related to slot machine gaming in compliance with section 12-47.1-302 (1) (q). The statutory basis for Rule 17 is found in sections 12-47.1-201, C.R.S., 12-47.1-203, C.R.S., and 12-47.1-302, C.R.S.

47.1-1701 Slot drop procedures.

At a time previously designated to the Division, the drop team must remove the drop bucket and/or bill validator from all slot machines and transport them directly to the count room or other secure area for counting. If not counted immediately, the drop buckets and/or bill validators must be locked securely until the count takes place. (amend perm 09/30/01)

47.1-1702 Slot count procedures.

The count of the slot drop must be performed by the count team members. Each slot drop bucket and/or bill validator must be counted individually. Immediately after all drop buckets are counted all coins must be wrapped or bagged. When coins are bagged, the bags must be sealed and tagged. Variances between the count and wrap must be calculated. Large, unusual variances must be investigated and documented. (amend perm 09/30/01)

47.1-1703 Procedures outlined in the internal control minimum procedures.

The procedures for drop and count for slot machines are defined in more detail in the internal control minimum procedures established by the Division. (amend perm 09/30/01)

47.1-1704 Statistics and analysis of data from slot machines.

Licensees must generate reports on the performance of slot machines. The reports must be analyzed to ensure the slot machines are operating properly. The reports and the documentation generated to investigate any problems must be retained for a period established by the Division. Meter information for statistical reporting purposes can only be changed or altered if the meter reading was incorrectly captured or if a data entry error in recording the meter reading occurred. Changes to meter information must have adequate supporting documentation as outlined in the internal control minimum procedures. Changes to actual information on statistical reports must have adequate supporting documentation as outlined in the internal control minimum procedures. (47.1-1704 amended perm. 10/30/99 amend perm 09/30/01)

47.1-1705 Hopper fills.

Hopper fills must be made with moneys received from the cashier cage or slot route operator's bankroll. Hopper fills from the slot drop bucket are prohibited.

RULE 18 CONTRACTS AND FORMAL AGREEMENTS BETWEEN THE COMMISSION AND OTHER STATE AGENCIES

BASIS AND PURPOSE FOR RULE 18

The purpose for Rule 18 is to establish criteria specifying minimum levels of cooperation and conditions for payment on contracts or formal agreements between the Colorado Limited Gaming Control Commission and any other governmental agency. The statutory basis for Rule 18 can be found in section 12-47.1-302.

47.1-1801 Criteria for contracts or formal agreements between the Colorado Limited Gaming Control Commission and other state agencies.

The Commission shall require from any state or governmental agency with which it is entering into a contract or formal agreement the following:

1. Specific duties or services to be completed, including a specific time frame where applicable.
2. Total cost of contract and/or agreement, including a detailed report listing number of FTE and associated costs; cost of capital equipment and other costs incurred in completing the contract or agreement.
3. Quarterly written reports submitted to the Commission detailing activities for the previous quarter. At the discretion of the Commission, such reports may include specific performance measure data applicable to the execution of the contract or agreement. In addition, the Commission may require periodic reports be made at scheduled Commission meetings.
4. Quarterly financial reports detailing the fiscal status of the contract or agreement, including FTE status.
5. Access to all records applicable to the contract or agreement. Such access shall be allowed following a request from the Commission. Only those records or reports previously agreed to be confidential shall be exempt from this requirement.

47.1-1802 Conditions of payment.

Payment by the Commission for any contract or agreement shall be made on a monthly basis following the receipt of a detailed statement from the applicable state agency or governmental entity. Payment may be conditioned upon the receipt of further detail or data concerning the monthly statement.

47.1-1803 Budget preparation.

- (1) In conjunction with the annual tax setting hearings, the Commission shall schedule presentations from all state or governmental agencies with which it has a contract or agreement for the purposes of establishing the upcoming fiscal year budget and any revisions to the current year budget. At that time, the Commission shall require participation from said agencies in providing funding requests and applicable support data.
- (2) To ensure a coordinated approach in the state's budgetary process and between the office of State Planning and Budgeting, the Joint Budget Committee, and the Commission, the Commission requires the following from all agencies seeking funding from the limited gaming fund:
 - (a) Each such agency will be required to include their request for funding from the limited gaming fund in their departmental budget submission to the office of State Planning and

Budgeting and the Joint Budget Committee in the preceeding fall, including any decision item requests for funding other than a continuation level.

- (b) Such limited gaming fund budget requests shall also be transmitted to the Commission by November 1. If the agency is requesting funding other than a continuation level, said agency shall make an informative presentation to the Commission in November, with the formal presentation made during the budget hearings pursuant to 47.1-1803 (1).

47.1-1804 Billing for services rendered

State agencies performing services for the Colorado Limited Gaming Control Commission must submit a detailed billing for services rendered by no later than July 15th for the previous fiscal year. Failure to submit a bill by this date may result in the Commission's refusal to approve the charges.

47.1-1805 Pre-conditions for seeking funding from the Commission.

- (1) The Commission will entertain requests for funding directly from the Limited Gaming Fund from any person, as that term is used in the Limited Gaming Act of 1991, only under the following conditions:
 - (a) The person must perform a gaming related service, either at the request of the Commission or as provided in the Limited Gaming Act of 1991, pursuant to a contract or other written agreement, as provided in this Rule 18. Any person performing a service or responsibility as specifically provided in the Limited Gaming Act of 1991 must nonetheless enter into a funding agreement with the Commission, as provided in its rule 47.1-1801.
 - (b) In determining whether to fund any service or responsibility, the Commission shall consider the person's ability to secure funding for the purposes contemplated from other sources, including, but not limited to, the following criteria:
 - (I) Whether that person has the ability to request funds for such purposes from any other source, including the Colorado General Assembly or a Tribal Government; or
 - (II) Whether that person is able to impose a tax or a fee; or
 - (III) Whether that person is eligible to receive or receives funding for such purposes from other sources, such as the Colorado General Assembly, the Limited Gaming Act of 1991, a Tribal Government, or other statutory provisions.
 - (c) In determining whether to deny funding for any service or responsibility, the Commission, at its sole discretion, will also consider whether and the extent to which the purpose contemplated is of local interest or character.
- (2) The Commission will not entertain requests for direct funding of gaming related impacts from the Limited Gaming Fund. Gaming related impacts include, but are not limited to, those impacts identified in the Limited Gaming Act of 1991, sections 12-47.1-601, 1501 and 1601, C.R.S. (amended perm. 09/30/00)
- (3) Notwithstanding the above provisions, the Commission reserves the discretion to consider testimony of any gaming-related financial impacts for any lawful purpose, including tax setting hearings. (47.1-1805 perm. 6/30/96)

RULE 19 GAMING DISTRICT BOUNDARIES

BASIS AND PURPOSE FOR RULE 19

The statutory basis for 47.1-1901 is found in sections 12-47.1-104, 105, 201 and 302, C.R.S. Additional legal support for the authority to define constitutional provisions can be found at Colo. Const. Art. XVIII, Sec. 9(2).

The purpose of this rule is as follows:

- (1) To recognize that City of Black Hawk Ordinance 78-4, enacted May 4, 1978 (hereafter, Ord. 78-4), read in conjunction with City of Black Hawk Ordinance 71-1, enacted May 4, 1971, forms the foundation for the gaming district within which limited stakes gaming is constitutionally permitted in the City of Black Hawk;
- (2) To recognize that Ord. 78-4 incorporates a map visually depicting the locations of the commercial districts within the City of Black Hawk, without providing either a textual description of its boundaries, or a graphic representation of scale;
- (3) To recognize that the map incorporated in Ord. 78-4 is aged, damaged, deteriorated, faded, worn and obscured, which conditions render the map in some cases difficult to interpret;
- (4) To recognize that within the two Ordinances 71-1 and 78-4, the following rules of construction are proffered:
 - (a) "Unless otherwise specified on the official Zoning Map, zoned boundaries shall be construed to lie: On the center lines of streets and alleys; on lot lines or platted subdivisions; on railroad right-of-way boundaries; on the boundary lines of zoning districts or incorporated areas or on section lines." Ord. 78-4, sec. 2.
 - (b) "Lot" A lot is any plot of land occupied or intended to be occupied by a building and its accessory buildings and uses, and including such opens spaces as are required under this ordinance and having its principal frontage on a street. A lot may or may not be the land shown on a duly recorded plat." Ord. 71-1, sec. 14(M).
- (5) To recognize the apparent intent of the drafters of Ord. 78-4, by consideration not only of the words and graphics employed by them, but also by receipt and consideration of the thorough and exhaustive research compiled by the City of Black Hawk;
- (6) To involve any interested party, including the City of Black Hawk Board of Aldermen and land owners within and contiguous to the gaming district, in order to solicit their participation and input into this process;
- (7) To consider the logic of historical ownership of aggregations of land, but not be bound by principles pertaining to aggregated land ownership when the placement of the zone boundary line on the Ord. 78-4 map clearly communicates an intent to locate the zone boundary in a manner different than such aggregated ownership would dictate;
- (8) To attempt to effectuate the apparent intent of the drafters of Ord. 78-4 when the representations on the Ord. 78-4 map in some cases bear little relationship to the actual placement of lots, while being mindful of avoiding any enlargement, reduction, or alteration of the commercial district defined in Ord. 78-4; and
- (9) To define with relative certainty the geographic placement of the gaming district boundary within the City of Black Hawk.

The statutory basis for 47.1-1902 is found in sections 12-47.1-104, 105, 201 and 302, C.R.S. Additional legal support for the authority to define constitutional provisions can be found at Colo. Const. Art. XVIII, Sec. 9(2).

The purpose of this rule is as follows:

- (1) To recognize that City of Central Ordinance 220, enacted October 7, 1981 (hereafter, Ord. 220), forms the foundation for the gaming district within which limited stakes gaming is constitutionally permitted in the City of Central;
- (2) To recognize that Ord. 220 incorporates a map visually depicting the locations of the commercial districts within the City of Central, without providing either a textual description of its boundaries, or a graphic representation of scale;
- (3) To consider, in the absence of a map labeled "City of Central Zoning Map," as specifically incorporated by reference in Ord. 220, sec. 3.1(1), the City's use for official purposes of an undated tape-lined zoning map as the official Ord. 220 zoning map for the City; and to determine such actions by the City as ratification and adoption of the tape-lined map, by its use of the map for official purposes;
- (4) To recognize that within Ord. 220, at section 3 thereof, the following rules of construction are proffered:
 - (a) "Unless otherwise indicated, the zone boundaries are the centerlines of streets, roads, highways, alleys, railroad rights-of-way, and channelized waterways, or such lines extended." Ord. 220, sec. 3.1(2)(a).
 - (b) "In unsubdivided property, zone boundaries shall be determined by use of the scale on the map. A legal description acceptable to the Planning Commission shall be made available in the event of a controversy arising concerning zone district boundaries." Ord. 220, sec. 3.1(2)(b).
 - (c) "Where a district boundary is shown by specific dimension as being located at any given distance from any right-of-way line, such specific dimension shall govern." Ord. 220, sec. 3.1(2)(c).
- (5) To recognize the apparent intent of the drafters of Ord. 220 by consideration of the significant changes in the zoning district boundaries when compared to prior zoning district boundaries reflected in Central Ordinance 177, enacted August 6, 1969;
- (6) To recognize the apparent intent of the drafters of Ord. 220 by consideration of the similarities in the zoning district boundaries when compared to subsequent rezoning effected by Central Ordinance 257, enacted March 27, 1991;
- (7) To recognize the apparent intent of the drafters of Ord. 220, by consideration of not only the words and graphics employed by them, but also by the topography of land in question, and the use of contiguous property in the City of Black Hawk;
- (8) To recognize the apparent intent of the drafters of Ord. 220 by consideration of specific provision for the zoning district boundary line to split a single lot, at Ord. 220, sec. 9.6(4)(c);
- (9) To involve any interested party, including the City of Central and land owners within and contiguous to the gaming district, in order to solicit their participation and input into this process;

- (10) To consider the logic of historical ownership of aggregations of land, but not be bound by principles pertaining to aggregated land ownership when the placement of the zone boundary line on the Ord. 220 map clearly communicates an intent to locate the zone boundary in a manner different than such aggregated ownership would dictate;
- (11) To attempt to effectuate the apparent intent of the drafters of Ord. 220 while being mindful of avoiding any enlargement, reduction, or alteration of the commercial district defined in Ord. 220; and
- (12) To define with relative certainty the geographic placement of the gaming district boundary within the City of Central.

47.1-1901 Gaming District - City of Black Hawk.

- (1) All property descriptions reference Lot and Block numbers for the platting of the City of Black Hawk, Colorado, recorded in the Gilpin County Clerk's Office, and available in the Gilpin County Assessor's Office, and in the Planning Office of the City of Black Hawk. The property descriptions referencing Lot and Block numbers for the platting of the City of Central, Colorado, are recorded in the Gilpin County Clerk's Office, and available in the Gilpin County Assessor's Office, and in the Planning Office of the City of Central. Additionally, the common boundary agreement by and between the City of Black Hawk and the City of Central is available in the Planning Offices of the City of Black Hawk and the City of Central.
- (2) When the gaming boundary describes a path along the center of a street, the gaming district shall include the half of the street contiguous to the Lot number referenced as included within the gaming district; however, the square footage of the surface area of any Lot shall not include that portion of the gaming district lying within the half of the street contiguous thereto unless the right of way of the street is vacated by the City of Black Hawk to the Lot owner contiguous thereto.
- (3) For purposes of this rule, "Lot" shall include platted parcels, millsites, patented mining claims, or any other legally recognized parcel of land, the boundary of which is capable of being discerned, surveyed, and noticed. "Block" shall include platted aggregations of lots. While this rule recognizes the legal description of a Lot as that which is officially recorded by conveyance, and also recognized by the Cities of Black Hawk and Central, the Commission reserves the discretion to review and revisit the actual physical location of any property claimed to be either wholly or partially within the Gaming District whenever a question is raised pertaining to the actual location of the boundary, including, but not limited to, boundary disputes, quiet title actions, judicial interpretations of boundary placement, interpretations and applications of this rule, or any other action or circumstance pertaining to the actual location of the property boundary. Applicants for licenses and persons with an interest in such property may petition the Commission for a Declaratory Order, pursuant to the Commission's rule pertaining to Declaratory Orders, and by tendering a Pin Survey which locates with certainty the complete boundary of the property. The Commission may also require the Petitioner to conduct such other surveys as the Commission deems necessary.
- (4) The following text describes the outer perimeter of the Gaming District within the City of Black Hawk. All street areas and Lots lying within this perimeter shall be deemed included within the gaming district for the City of Black Hawk, to the exclusion of all other areas. All description interruptions indicate an apparent significant change of direction from a true straight course, or, in the case of center street progression, connecting from the street to a Lot.
- (5) This rule shall be construed strictly so as to avoid expansion of limited gaming beyond that which is constitutionally permissible by virtue of Colo. Const. Art. XVIII Sec. 9.
- (6) DESCRIPTION:

- (a) Beginning at the southwesternmost corner of Lot 10 of Block 30, proceed in a northeasterly direction along the northwestern line of Block 30 to the point of intersection with the line extended south of the common boundary of the City of Black Hawk and the City of Central transecting Lot 25 of Block 48, City of Central and across Gregory Lode #254;
- (b) Thence, proceed in a northerly and an easterly direction to and along the City of Black Hawk boundary to the point of intersection of the line extended along and beyond the northern edge of Gregory Street to the point of intersection with the centerline of High Street;
- (c) Thence, proceed in a northeasterly direction along the centerline of High Street to the point of intersection with the extended common line of Block 25 and Block 26;
- (d) Thence, proceed in a southerly direction to and along said extended common block line, to the point of intersection with the extended centerline of Church Street;
- (e) Thence, proceed in a northeasterly and northwesterly direction along the centerline of Church Street to the point of intersection with the extended common line of Block 20 and Block 21;
- (f) Thence, proceed in a northeasterly direction along said extended common block line to the point of intersection with the common line of Block 20 and Millsite 20 and Millsite 21;
- (g) Thence, proceed in a northwesterly direction along the common block line of Block 20 and Millsite 20, extended to the point of intersection with the centerline of Chase Street;
- (h) Thence, proceed in a southwesterly direction along the centerline of Chase Street to the point of intersection with a line extended into Chase Street from, and perpendicular to, the west corner of Millsite 19;
- (i) Thence, proceed in a northerly direction to the west corner of Millsite 19;
- (j) Thence, proceed in a northeasterly direction along the common block line of Millsite 19 and Block 14 to the point of intersection with Millsite 16;
- (k) Thence, proceed in a northwesterly direction along the common block line of Block 14 and Millsite 16 to the point of intersection with Millsite 13;
- (l) Thence, proceed in a southwesterly, northwesterly, and northerly direction along the boundary line of Millsite 13 to the point of intersection with Millsite 11;
- (m) Thence, proceed in an easterly direction along the common lot line of Millsite 13 and Millsite 11 to the point of intersection with Millsite 12;
- (n) Thence, proceed in an easterly direction along the common lot line of Millsite 11 and Millsite 12, extended to the point of intersection with the approximate centerline of Colorado State Highway No. 119 right-of-way;
- (o) Thence, proceed in a northerly direction along the approximate centerline of Colorado State Highway No. 119 right-of-way to the point of intersection with a line lying 30 feet north of and parallel to the extended northern block line of Block 1;

- (p) Thence, proceed in an easterly direction in a line 30 feet north of and parallel to the extended northern block line of Block 1 to the point of intersection with the extended western block line of Block 1;
- (q) Thence, proceed in a southerly direction along the extended western block line of Block 1, to and along the western block line of Block 1, extended across Hillside Street, to and along the western block line of Block 6 to to the point of intersection with Millsite 13;
- (r) Thence, proceed in a southeasterly and southwesterly direction along the easternmost boundary of Millsite 13 to the point of intersection with the northern edge of the right-of-way of Clear Creek Street;
- (s) Thence, proceed in a southerly direction, perpendicular to the centerline of Clear Creek Street, to the point of intersection with the centerline of Clear Creek Street;
- (t) Thence, proceed in an easterly and a southeasterly direction along the centerline of Clear Creek Street to the point of intersection with the centerline of Marchant Street;
- (u) Thence, proceed in an easterly direction along the centerline of Marchant Street to the point of intersection with the extended common lot line of Lot 2 and Lot 3 of Block 11;
- (v) Thence, proceed in a southwesterly direction along said extended lot line to the southwest corner of Lot 3 of Block 11;
- (w) Thence, proceed in a southeasterly direction along the southwestern lot line of Lots 3 through 7 of Block 11, to the point of intersection with Lot 11 of Block 11;
- (x) Thence, proceed in a northeasterly direction along the common lot line of Lot 7 and Lot 11 of Block 11 to the point of intersection with Lot 8 of Block 11;
- (y) Thence, proceed in an easterly direction along the extended common line of Lot 8 and Lots 11 through 12 of Block 11, to the point of intersection with the centerline of Horn Street;
- (z) Thence, proceed in a southwesterly direction along the centerline of Horn Street to the point of intersection with the extended common block line of Block 12 and Block 13;
- (aa) Thence, proceed in a southeasterly direction along said extended common block line to the easternmost corner of Block 13;
- (ab) Thence, proceed in a southwesterly direction along the southeastern block line of Block 13 to the point of intersection with the approximate centerline of Colorado State Highway No. 119 right-of-way;
- (ac) Thence, proceed in a southeasterly direction along the centerline of Colorado State Highway No. 119 right-of-way, to the point of intersection with Millsite 33;
- (ad) Thence, proceed in a northeasterly direction to the southeastern corner of a parcel of land as described in Book 336 at page 419 of the County Records of the County of Gilpin;
- (ae) Thence, proceed in a northwesterly direction 470 feet along the extended southern boundary line of said parcel;

- (af) Thence, proceed perpendicular thereto in a northeasterly direction approximately 100 feet to the point of intersection with the extended northern boundary line of a parcel of land as described in Book 336 at page 419 of the County Records of the County of Gilpin;
- (ag) Thence, proceed in a southeasterly direction along the extended northern boundary line of said parcel approximately 425 feet to the point of intersection with the southwestern corner of a parcel of land as described in Book 395 at Page 483 of the County Records of the County of Gilpin;
- (ah) Thence, proceed in a northerly direction along the western boundary of said parcel to the northwestern corner thereof;
- (ai) Thence, proceed in a southeasterly direction along the extended northern boundary line of said parcel to the point of intersection with the centerline of Richman Street;
- (aj) Thence, proceed in a northerly direction along the centerline of Richman Street to the point of intersection with the extended northern boundary line of a parcel of land as described in Book 604 at Page 233 of the County Records of the County of Gilpin as Parcel III;
- (ak) Thence, proceed in an easterly direction along the northern boundary line of said parcel to the northeastern corner thereof;
- (al) Thence, proceed in a southerly direction along the eastern boundary line of said parcel to the point of intersection with the northern boundary line of a parcel of land as described in Book 604 at Page 233 of the County Records of the County of Gilpin as Parcel I;
- (am) Thence, proceed in an easterly direction along the northern boundary line of said parcel to the point of intersection with the northeastern corner of that parcel of land as described in Book 604 at Page 233 of the County Records of the County of Gilpin as Parcel II;
- (an) Thence, proceed in a southerly direction along the eastern boundary line of said parcel to the southeastern corner thereof;
- (ao) Thence, proceed in a southwesterly direction along the southern boundary line of said parcel of land to the point of intersection with that parcel of land as described in Book 520 at Page 328 of the County Records of the County of Gilpin;
- (ap) Thence proceed in a southerly direction along the eastern boundary of said parcel to the point of intersection with the approximate centerline of Colorado State Highway No. 119 right-of-way;
- (aq) Thence, proceed in an easterly direction along the approximate centerline of Colorado State Highway No. 119 right-of-way to the point of intersection with the northern lot line of Millsite 38;
- (ar) Thence, proceed in an easterly direction along the northern lot line of Millsites 38, 40, 41, 42, 43, 44, 45, and 46 to the northeast corner of Millsite 46;
- (as) Thence, proceed in a southerly direction along the eastern lot line of Millsite 46 to the point of intersection with the centerline of Main Street;
- (at) Thence, proceed in a westerly direction along the centerline of Main Street to the point of intersection with the extended common lot line of Lot 15 and Lot 16 of Block 51;

- (au) Thence, proceed in a southerly direction along said common lot line, to the southern block line of Block 51;
- (av) Thence, proceed in a westerly direction along the southern block line of Blocks 51, 50, and 49 to the point of intersection of the common block line of Block 49 and Block 48;
- (aw) Thence, proceed in a northerly direction along said extended common block line to the point of intersection with the centerline of Backus Street;
- (ax) Thence, proceed in a northwesterly direction along the centerline of Backus Street to the point of intersection with the centerline of Bobtail Street;
- (ay) Thence, proceed in a northwesterly and then a westerly direction along the centerline of Bobtail Street to the point of intersection with the extended common block line of Blocks 36 and 37; (temp. 12/19/97).
- (az) Thence, proceed in a northeasterly and then a northwesterly direction along the common block line of Block 36 and Block 37, in a northwesterly direction along the common block line of Block 36 and Block 35, in a southwesterly direction along the common block line of Block 34 and Block 35, and in a southwesterly and then a southerly direction along the extended common block line of Block 34 and Block 33 to the point of intersection with the centerline of Bobtail Street; (temp. 12/19/97)
- (ba) Thence, proceed in a westerly and then a southwesterly direction along the centerline of bobtail street to the point of intersection with the extended southwestern block line of Block 30; (temp. 12/19/97)
- (bb) Thence, proceed in a northwesterly direction along the southwestern block line of Block 30 to the Point of Origin. (temp. 12/19/97)

47.1-1902 Gaming District - City of Central.

- (1) All property descriptions reference Lot and Block numbers for the platting of the City of Central, Colorado, recorded in the Gilpin County Clerk's Office, and available in the Gilpin County Assessor's Office, and in the Planning Office of the City of Central. Additionally, the common boundary agreement by and between the City of Black Hawk and the City of Central is available in the Planning Offices of the City of Black Hawk and the City of Central.
- (2) When the gaming boundary describes a path along the center of a street, the gaming district shall include the half of the street contiguous to the Lot number referenced as included within the gaming district; however, the square footage of the surface area of any Lot shall not include that portion of the gaming district lying within the half of the street contiguous thereto unless the right of way of the street is vacated by the City of Central to the Lot owner contiguous thereto.
- (3) The following text describes the outer perimeter of the Gaming District within the City of Central. All street areas and Lots lying within this perimeter shall be deemed included within the gaming district for the City of Central, to the exclusion of all other areas. All description interruptions indicate an apparent significant change of direction from a true straight course, or, in the case of center street progression, connecting from the street to a Lot.
- (4) For purposes of this rule, "Lot" shall include platted parcels, millsites, patented mining claims, or any other legally recognized parcel of land, the boundary of which is capable of being discerned, surveyed, and noticed. "Block" shall include platted aggregations of lots. While this rule recognizes the legal description of a Lot as that which is officially recorded by conveyance, and also recognized by the Cities of Black Hawk and Central, the Commission reserves the discretion

to review and revisit the actual physical location of any property claimed to be either wholly or partially within the Gaming District whenever a question is raised pertaining to the actual location of the boundary, including, but not limited to, boundary disputes, quiet title actions, judicial interpretations of boundary placement, interpretations and applications of this rule, or any other action or circumstance pertaining to the actual location of the property boundary. Applicants for licenses and persons with an interest in such property may petition the Commission for a Declaratory Order, pursuant to the Commission's rule pertaining to Declaratory Orders, and by tendering a Pin Survey which locates with certainty the complete boundary of the property. The Commission may also require the Petitioner to conduct such other surveys as the Commission deems necessary.

- (5) This rule shall be construed strictly so as to avoid expansion of limited gaming beyond that which is constitutionally permissible by virtue of Colo. Const. Art. XVIII Sec. 9.
- (6) DESCRIPTION:
 - (a) Commencing from the northeastern corner of Lot 1, Block 50, proceed in a southwesterly direction along the northern block line of Block 50 to the northwestern corner of Lot 4 of Block 50;
 - (b) Thence, proceed in a southeasterly direction along the western lot line of Lot 4 of Block 50 to the northeastern corner of Lot 5, Block 50;
 - (c) Thence, proceed in a westerly direction along the northern block line of Block 50 to the northeastern corner of Lot 7, Block 50;
 - (d) Thence, proceed in a southerly direction along the common lot line of Lots 7 and 8 of Block 50 to a point located on the eastern boundary line thereof exactly seventy five percent of the depth of Lot 8 of Block 50 north of the southern boundary of the lot, or seventy-five feet from the southern boundary of the Lot, whichever distance is greater;
 - (e) Thence, proceed in a straight line to a point located on the western boundary line of Lot 9 of Block 50 exactly seventy five percent of the depth of Lot 9 of Block 50 north of the southern boundary of the lot, or seventy-five feet from the southern boundary of the Lot, whichever distance is greater;
 - (f) Thence, proceed in a straight line to a point located on the western boundary line of Lot 11 of Block 50 exactly seventy five percent of the depth of combined Lots 10 and 11 of Block 50 north of the southern boundary of the lot, or seventy-five feet from the southern boundary of the Lot, whichever distance is greater;
 - (g) Thence, proceed in a straight line to a point located on the western boundary line of Lot 12 of Block 50 exactly seventy five percent of the depth of Lot 12 of Block 50 north of the southern boundary of the lot, or seventy-five feet from the southern boundary of the Lot, whichever distance is greater;
 - (h) Thence, proceed in a straight line to a point located on the western boundary line of Lot 13 of Block 50 exactly seventy five percent of the depth of Lot 13 of Block 50 north of the southern boundary of the lot, or seventy-five feet from the southern boundary of the Lot, whichever distance is greater;
 - (i) Thence, proceed in a southerly direction along the extended common lot line of Lots 13 and 14 of Block 50 to the centerline of Lawrence Street;

- (j) Thence, proceed in a northwesterly and a westerly direction along the centerline of Lawrence Street to the point of intersection of the centerlines of Lawrence Street and C Street;
- (k) Thence, proceed in a northeasterly direction along the centerline of C Street to the point of intersection of the centerlines of C Street and Havilah Street;
- (l) Thence, proceed in a northwesterly direction along the centerline of Havilah Street to the point of intersection with the extended northern block line of Block 41;
- (m) Thence, proceed in a southwesterly direction along the the extended northern block line of Block 41 to the northwestern corner thereof;
- (n) Thence, proceed in a southeasterly direction along the extended western block line of Block 41 to the point of intersection with the centerline of Lawrence Street;
- (o) Thence, proceed in a southwesterly direction along the centerline of Lawrence Street, then a westerly direction along the centerline of Lawrence Street, past its intersection with Leavitt Street, then a northwesterly direction along the centerline of Lawrence Street, past its intersection with Casey Street and D Street, then a westerly direction along the centerline of Lawrence Street to the point of intersection with the centerlines of Lawrence Street and Church Street;
- (p) Thence, proceed in a northerly direction along the centerline of Church Street to the point of intersection with the centerlines of Church Street and East High Street;
- (q) Thence, proceed in a westerly and northwesterly direction along the centerline of East High Street, past its intersection with St. James Street, to the point of intersection with the centerlines of East High Street and County Road Street;
- (r) Thence, proceed in a northerly direction along the centerline of County Road Street to the point of intersection with the centerlines of County Road Street and West High Street;
- (s) Thence, proceed in a northwesterly direction along the centerline of West High Street to the point of intersection with the extended common lot line of Lots 3 and 4 of Block 11;
- (t) Thence, proceed in a southerly direction to and along the extended common lot line of Lots 3 and 4 of Block 11 to the southwestern corner of Lot 3 of Block 11;
- (u) Thence, proceed in a southwesterly direction, across Eureka Street, to the northwestern corner of Lot 5 of Block 25;
- (v) Thence, proceed in a southwesterly direction along the common lot line of Lots 5 and 6 of Block 25 to the southwestern corner of Lot 5 of Block 25;
- (w) Thence, proceed in a southeasterly direction along the extended southern block line of Block 25 to the point of intersection with the centerline of County Road Street;
- (x) Thence, proceed in a southwesterly direction along the centerline of County Road Street to the point of intersection with the centerlines of County Road Street and Spruce Street;
- (y) Thence, proceed in a southeasterly and a southerly direction along the centerline of Spruce Street to a the point of intersection with the extended common lot line of Lots 12 and 13 of Block 23;

- (z) Thence, proceed in an easterly direction to and along the extended common lot line of Lots 12 and 13 of Block 23 to the centerline of Pine Street;
- (aa) Thence, proceed in a southerly and a southwesterly direction along the centerline of Pine Street to the point of intersection with the centerlines of Pine Street and Bourion Street;
- (ab) Thence, proceed in a southerly direction along the centerline of Bourion Street to the point of interseccion with the centerlines of Bourion Street and Nevada Street;
- (ac) Thence, proceed in a southwesterly direction along the centerline of Nevada Street to the point of intersection with a line extended from the line six (6) feet south of and parallel to the southern lot line of Lot 7 of Block 20;
- (ad) Thence, proceed in a southeasterly and an easterly direction along said extended line to the point of intersection with the centerline of Spring Street;
- (ae) Thence, proceed in a northerly direction along the centerline of Spring Street to the point of intersection with the extended common lot line of Lots 13 and 14 of Block 18;
- (af) Thence, proceed in an easterly direction along the extended common lot line of Lots 13 and 14 of Block 18 to the point of intersection with the centerline of Colorado Street;
- (ag) Thence, proceed in a northeasterly direction along the centerline of Colorado Street to the point of intersection with the extended common lot line of Lots 7 and 8 of Block 18;
- (ah) Thence, proceed in a northwesterly direction along the extended common lot line of Lots 7 and 8 of Block 18 to the southeastern corner of Lot 7 of Block 18;
- (ai) Thence, proceed in a northeasterly direction along the eastern block line of Block 18, along the southeastern block line of Block 17, to the southeast corner of Lot 1 of Block 17;
- (aj) Thence; proceed in a northerly direction along the eastern boundary of Lot 1 of Block 17 to the point of intersection with the southeastern corner of Lot 1 of Block 16;
- (ak) Thence; proceed in an easterly direction along the southern block line of Block 16, and the extended southern block line of Block 44 to the centerline of Packard Street;
- (al) Thence; proceed in a northerly and a northwesterly direction along the centerline of Packard Street, past its intersection with Bobtail Road, to the point of intersection with the centerlines of Packard Street and Gregory Street;
- (am) Thence; proceed in a northeasterly direction along the centerline of Gregory Street to the point of intersection with the centerlines of Gregory Street and Leavitt Street;
- (an) Thence, proceed in an easterly direction along the centerline of Gregory Street, past its intersection with Miner Street, then a southeasterly, then an easterly direction along the centerline of Gregory Street to the point of intersection with the extended western lot line of Lot 22 of Block 48;
- (ao) Thence, proceed in a southerly direction along the extended western lot line of Lot 22 of Block 48 to the southwest corner of Lot 22 of Block 48;

- (ap) Thence, proceed in an easterly direction along the southern block line of Block 48 to the point of intersection with the boundary line of the City of Central and the City of Black Hawk;
- (aq) Thence, proceed in a northerly direction along the eastern boundary line of the City of Central within Lot 25 of Block 48, across Gregory Street, to the point where the boundary line of the City of Central turns in an easterly direction along the southern block line of Block 50;
- (ar) Thence, proceed in in an easterly direction along the boundary of the City of Central to the point of intersection with the southeastern corner of Lot 4 of Block 50;
- (as) Thence, proceed in a northwesterly direction along the eastern boundary of Lot 4 of Block 50 to the point of intersection with the southwestern corner of Lot 3 of Block 50;
- (at) Thence, proceed in an easterly direction along the southern block line of Block 50 to the southeast corner of Lot 1 of Block 50;
- (au) Thence, proceed in a northerly direction along the eastern boundary of Lot 1 of Block 50 to the Point of Origin.

RULE 20 COMMISSION HEARINGS AND PRACTICE

BASIS AND PURPOSE FOR RULE 20

The Statutory authority for the promulgation and amendment of these rules is sections 12-47.1-302, 522, 523, 527 C.R.S. (1997).

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

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

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

47.1-2001 Prehearing procedures.

Unless the hearing officer provides otherwise, C.R.C.P. 16 shall not apply to hearings before the Commission and these rules shall govern all prehearing practice.

(1) Motions.

- (a) Any motion or motion response shall incorporate legal authority, or be filed simultaneously with a brief containing legal authority. The motion shall advise the Commission of the necessity for expeditious ruling, certification or referral to the Commission, or other urgency, if any. Failure to incorporate or recite legal authority may be grounds for denial of the motion, without prejudice.

- (b) A responding party shall have 10 days in which to file a response to a motion. The failure to respond may be deemed a confession of the motion, and the Commission may enter any order related thereto, including sanction or award of other relief.
- (c) A reply will be permitted only upon motion to Commission within five days after the filing of the response. The reply must accompany the motion.
- (d) Oral argument shall be allowed only upon order of the Commission. If any party fails to appear at an oral argument or hearing without prior showing of good cause for non-appearance the Commission may proceed to hear and rule on the motion.

(2) Prehearing Statement.

- (a) When ordered by the Commission, each party shall file with the Commission and serve on each other party a prehearing statement in substantial compliance with the form as outlined in Appendix A to this rule.
 - (1) Prehearing statements shall be filed and served no later than 14 days prior to the date set for hearing.
 - (2) Parties shall exchange exhibits by the date on which prehearing statements are to be filed and served. Parties shall label exhibits in a manner consistent with the identification of exhibits in the prehearing statement. Exhibits need not be filed with the Commission.
- (b) The authenticity of exhibits, statutes, ordinances, regulations, or standards set forth in the prehearing statement shall be admitted unless objected to in a written objection filed with the Commission and served on other parties no later than 7 days prior to the hearing.
- (c) The information provided in a prehearing statement shall be binding on each party throughout the course of the hearing unless modified to prevent manifest injustice. New witnesses or exhibits may be added only if the need to do so was not reasonably foreseeable at the time of filing of the prehearing statement and then only if it would not prejudice other parties or necessitate a delay of the hearing.

APPENDIX A OUTLINE FOR PREHEARING STATEMENT

The following shall be included in each party's Prehearing Statement:

- I. PENDING MOTIONS. List all outstanding motions that have not been ruled upon by the Commission.
- II. STATEMENT OF CLAIMS AND DEFENSES. Provide a concise statement of all claims or defenses asserted by all parties, together with all matters in mitigation or aggravation. This statement may incorporate, by reference, previously published charges, counts, and grounds.
- III. UNDISPUTED FACTS. Provide a concise statement of all facts which the party contends are or should be undisputed.
- IV. DISPUTED ISSUES OF FACT. Provide a concise statement of the material facts which the party claims or concedes to be in dispute.
- V. POINTS OF LAW. Include a concise statement of all points of law which are to be relied upon or which may be in controversy, citing pertinent statutes, regulations, cases and other authority. Extended legal argument is neither required nor desired, but is more appropriately placed in a

brief on the matter. This statement may incorporate, by reference, previously published charges, counts, and grounds.

- VI. WITNESSES. Include the name, address, and telephone number of any witness or party whom the party may call at hearing, together with a statement of the content of such person's testimony.
- VII. EXPERTS. Include the name, address, and a brief summary of the qualifications of any expert witness a party may call at hearing, together with a statement as to each expert which sets forth in detail the opinions to which the expert is expected to testify. These requirements may be satisfied by the incorporation of an expert's resume or report containing the required information.
- VIII. EXHIBITS. Provide a description of any physical or documentary evidence to be offered into evidence at the hearing. Exhibits should be identified as follows: If there is only one party in opposition to the Division, the Division shall employ numbers, and the other party shall use letters. If there is more than one party in opposition to the Division, each party shall employ assigned letters with numbers, e.g. A-#, B-#, C-#, etc.
- IX. STIPULATIONS. Provide a listing of all stipulations of fact or law reached, as well as a listing of any additional stipulations requested or offered to facilitate disposition of the case.
- X. DISCOVERY STATUS. Present an identification of the status of discovery, and identify any additional discovery issues which remain unresolved.
- XI. TRIAL EFFICIENCIES. List an estimate of the amount of time required to present the case, and special needs for accommodation of exhibits, witnesses, testimony, or any other matters which have not been addressed.

47.1-2002 Prehearing Discovery.

- (1) Administrative hearings are informal, expedited matters; accordingly, traditional discovery practice common before the District Courts of the state is inappropriate. Accordingly, discovery practice in matters before the Commission is limited. Parties must undertake to request information from the other parties or the Division in a manner consistent with the following guidelines.
- (2) Confidential materials. Pursuant to section 12-47.1-527, C.R.S., the files and records pertaining to the Division's investigations are confidential, and protected from scrutiny from any person, including the person in interest, unless the Commission makes specific allowance therefor.
- (3) Discretionary disclosure of confidential materials. Notwithstanding the confidentiality of information, the Commission has determined to disclose certain documents under the following circumstances:
 - (a) License condition or denial actions. In contested actions concerning the denial or condition of a license or other approval, the Division shall allow the applicant to inspect only so much of the Division's investigative files and work product as the Commission deems appropriate. The Division may refuse to provide copies of any document so inspected. (Approved 12/18/98 Effective 3/2/99)
 - (i) The Division must allow the applicant to inspect any document, or any part thereof, and its relevant context, if any, in the Division's possession which the Division intends to use as evidence in the hearing, and provide the applicant with a copy of same, unless the Division cannot accomplish duplication of the document with the Division's own equipment, an applicant must pay for the duplication of all other documents or items, and the Division may impose

reasonable restrictions upon the duplication process, including requiring that the duplication be performed in the presence of an agent of the Division, that the duplication be performed under an agreement of confidentiality, that the duplication take place at the Division's offices, that the applicant provide the transfer medium for the duplication, or any other condition related to the security or integrity of the record keeping process.

- (ii) The Division must provide the applicant with a copy of only:
 - (A) Those meaningful portions of transcripts of statements of witnesses in the Division's possession or control; and
 - (B) portions of transcripts, in context, which the Division intends to use as evidence in the hearing.
 - (iii) The Division must provide the applicant with access to any evidence which the Division intends to introduce in the hearing.
 - (iv) The presence of intervenors in a denial action shall constitute grounds for modification of these standards on a case by case basis. Generally, applicants and intervenors will have similar access to materials insofar as is relevant to each party's individual interest in the matter. Provided that the access is consistent with C.R.S. 12-47.1-527. (Approved 12/18/98 Effective 3/2/99)
- (b) Sanction actions. The Division shall allow the respondent to inspect the Division's internal written report of its investigation of the circumstances under scrutiny, and provide the respondent with a copy of same.
- (i) The Division must allow the respondent to inspect any document, or any part thereof, and its relevant context, if any, in the Division's possession which the Division intends to use as evidence in the hearing, and provide the respondent with a copy of same, unless the Division cannot accomplish duplication of the document with the Division's own equipment. An applicant must pay for the duplication of all other documents or items, and the Division may impose reasonable restrictions upon the duplication process, including requiring that the duplication be performed in the presence of an agent of the Division, that the duplication be performed under an agreement of confidentiality, that the duplication take place at the Division's offices, that the applicant provide the transfer medium for the duplication, or any other condition related to the security or integrity of the record keeping process.
 - (ii) The Division must provide the respondent with a copy of only:
 - (A) Those meaningful portions of transcripts of statements of witnesses in the Division's possession or control; and
 - (B) portions of transcripts, in context, which the Division intends to use as evidence in the hearing.
 - (iii) The Division must provide the respondent with access to any evidence which the Division intends to introduce in the hearing.
 - (iv) The presence of intervenors in a sanction action shall constitute grounds for modification of these standards on a case by case basis. Generally, respondents

and intervenors will have similar access to materials insofar as is relevant to each party's individual interest in the matter.

- (c) Any party may petition the Commission for greater access to or copies from the Division's or the Commission's files. The Division may petition the Commission for a protective order restricting disclosure or use of any document.
- (d) All copies of any confidential document provided any party pursuant to this rule shall remain confidential and protected for all purposes, and are subject to the following Protective Order:
 - (i) While a party may share such information with that party's counsel and essential witnesses, no party or counsel shall disclose the contents, substance, or fact of existence of any protected document to any other person or party, nor may any party use any protected document for any purpose except as evidence in a hearing before the Commission. A party may disclose the information only as may reasonably be necessary for the preparation or presentation of evidence in the matter.
 - (ii) Unless the Commission provides otherwise, once a confidential document has been accepted into evidence in any hearing, it loses its protected status.
 - (iii) All confidential documents, and all copies thereof, must be returned to the Division upon the conclusion of any matter for which the confidential document was provided. Failure to return any such confidential document is grounds for sanction of the license or other approval, or any other appropriate sanction.
- (e) Requests for production of documents from the division shall be made by motion for disclosure to the Commission.

(4) Interviews and depositions.

- (a) The Commission may permit depositions, only in cases of necessity, exigency, a witness' failure to cooperate, witness unavailability for hearing, the inadequacy of an interview, or other similar good cause shown and the information is not available by other reasonable means.
- (b) Depositions shall be conducted under such limitations, terms and conditions as specified in the order authorizing them.
- (c) In order to promote a free discussion of facts and opinions, the Division shall make relevant staff available for unrecorded interviews by any party. The Division shall cooperate in good faith with reasonable requests of any party, but the Division is not obligated to disclose confidential or protected information. The Commission may require an interview be conducted before authorizing a deposition.

(5) Interrogatories.

- (a) Absent good cause shown, each party may serve up to ten written interrogatories upon each adverse party, each of which shall consist of a single, particularized question without subparts and without multiple subjects or objectives.
- (b) The responses to the interrogatories shall be provided to all parties within 20 days of service of the interrogatories

- (c) The answering party may reasonably object to any interrogatory, and thereby avoid answering until directed to do so upon resolution of the objection by the Commission.
- (6) The Commission may impose appropriate sanctions if any party fails to comply with the provisions of this rule, any action governed by it, or any order entered pursuant thereto.
- (7) Discovery shall be completed no later than 20 days in advance of the hearing date.
- (8) Upon good cause shown, the Commission may allow additional discovery, may further limit discovery, or may modify the time limits set forth in this rule.
- (9) Parties are under a continuing obligation to update, correct, supplement, or amend any information previously provided in a timely manner until the conclusion of the hearing.
- (10) Witnesses are encouraged, but not obligated, to freely share information with all parties. a party shall have unrestricted ability to contact other non-party witnesses for these purposes.

47.1-2003 Contested Hearing Procedure.

- (1) Except as pertains to the summary suspension of a license or other approval, and then only insofar as these procedures are not inconsistent with the procedures contained within the administrative procedures act, sections 24-4-104 and 105, C.R.S., or with the Commission's procedures for summary suspension, the following procedures shall govern non-rulemaking hearing practice before the Commission, unless otherwise directed by the Commission.
- (2) Hearings shall be conducted by the Commission, sitting *en banc*, or by a designated or duly appointed administrative law judge.
 - (a) The Commission may also designate a member Commissioner or Administrative Law Judge to preside as a Hearing Officer to address and resolve non-dispositive pre-hearing motions, requests, and other matters pertaining to the preparation, conduct, presentation, and orderly progression of the matter before the Commission.
 - (b) Any party may petition the Commission to review or reconsider any action of the Hearing Officer; the Commission may grant or deny oral argument on the matter, and rule on the matter accordingly. The pre-hearing determinations of the Hearing Officer shall govern the hearing unless and until the Commission shall enter an order modifying or changing the pre-hearing determination. The Hearing Officer may also refer any matter to the Commission for its determination, with or without recommendation.
 - (c) The Commission shall resolve all dispositive matters raised in any hearing. The Hearing Officer shall refer any dispositive matters to the Commission for its determination, with or without recommendation.
- (3) Evidentiary procedure.
 - (a) The Commission shall not be bound by the technical rules of evidence, and informality in any proceeding or in the manner of taking testimony shall not invalidate any Commission order, decision, or regulation.
 - (b) Although the Commission is not bound by the technical rules of evidence, to promote uniformity in the consideration of evidence, the Commission shall use as a guide the Colorado Rules of Evidence applicable in civil non-jury cases in the district courts of Colorado.

- (c) When necessary to ascertain facts affecting substantial rights of the parties to a proceeding, the Commission may receive and consider evidence not admissible under the Colorado Rules of Evidence, if the evidence possesses probative value commonly accepted by reasonable and prudent persons in the conduct of their affairs.
 - (d) In any inquiry by the Commission into a person's suitability, evidence of reputation or of character is relevant, when viewed in context of the public interest, and bears probative weight when it relates to the following matters:
 - (1) Criminal justice;
 - (2) Fraud, thievery, or dishonesty;
 - (3) Probity, integrity or honesty;
 - (4) Association;
 - (5) Financial affairs; and
 - (6) Any other licensing criterion.
 - (e) Any two or more parties may stipulate to offer into evidence as an exhibit or other evidence any fact or matter in issue of substance or procedure. The Commission shall enter an order approving or disapproving any stipulation offered into evidence, or may recommend modification as a condition for approval.
 - (f) Before the commencement of the case, each party sponsoring an exhibit should furnish a copy to each other party, to the Hearing Officer, to the record secretary, and to each Commissioner present at the hearing.
 - (1) The Commission may limit the number of copies to be furnished where reproduction is burdensome.
 - (2) The Commission shall disregard exhibits provided but not admitted into the record; in like fashion, they shall not be included in the record unless specific request therefor is made.
 - (3) Rebuttal exhibits and evidence need not be provided in advance of the use of the evidence.
 - (g) Except in matters of exigency, no witness may testify by electronic means without prior approval of the Commission, upon motion timely made and good cause shown.
- (4) Burden of Proof.
- (a) Unless the Commission directs otherwise, hearings ordinarily proceed with the presentation of evidence in the following order:
 - (1) Proponent of the order;
 - (2) Intervenor, if any;
 - (3) Answer in opposition;
 - (4) Rebuttal by the proponent of the order.

- (5) Upon motion, and for good cause shown, the Commission may permit surrebuttal by any party, and variance from this order of presentation.
- (b) The proponent of an order, or other affirmative action, shall have the burden of proof.
 - (1) Applicants for licensure, for renewed licensure which is denied, or for other approvals granted by the Commission are proponents for the issuance of the license or any other approvals granted by the Commission. The Division shall be the proponent in matters pertaining to Orders to Show Cause or Summary Suspension for the proposed sanction of a license, and in matters pertaining to the limitation on renewed licensure.
 - (2) Notwithstanding the burden of proof, any applicant may request the Division to make an initial evidentiary presentation on all matters alleged in any denial, after which the applicant may present its case, with the Division to conclude by presenting a rebuttal, if any, and the applicant may be allowed a surrebuttal.
 - (3) In other proceedings where the burden of proof is not otherwise provided, the burden of proof and the burden of going forward shall be determined by the Commission.
- (5) Subpoena issuance.
 - (1) Only the Commission, any commissioner, any Hearing Officer, or the Director of the Division, upon proper and timely request, may issue a subpoena or a subpoena *duces tecum* requiring the attendance of a witness or the production of documentary evidence, or both, at a hearing. A subpoena shall issue within three business days of the request therefor.
 - (2) Other parties, and their counsel, may not issue any subpoena, but are responsible for effecting service of all subpoenas issued to them in the manner described in Rule 45(c), Colorado Rules of Civil Procedure.
 - (3) Each party is responsible to ensure the validity of any subpoena issued at its request which commands the performance of an obligation by any person outside the jurisdiction of the Commission.
 - (4) On prompt motion, the Commission may quash or modify any subpoena if compliance thereof would be unreasonable or oppressive. The Commission may also direct an *in camera* review of subpoenaed documents prior to making them available to inspection by any party or the public. The Commission may order the sealing of any document from public scrutiny.

RULE 21 RULES FOR BLACKJACK-POKER COMBINATION GAMES Effective 9/14/2012

BASIS AND PURPOSE FOR RULE 21

The purpose of Rule 21 is to establish playing rules for authorized types of games which combine the play of blackjack with the play of poker, and management procedures for conducting blackjack-poker combination games in compliance with section 12-47.1-302 (2). The statutory basis for Rule 21 is found in sections 12-47.1-201, C.R.S., 12-47.1-302, C.R.S., and 12-47.1-818, C.R.S.

47.1-2101 Blackjack-Poker Combination Games.

The game of blackjack and the game of poker, both authorized by Article 47.1 of Title 12, C.R.S. shall be permitted and conducted as a game combining elements of both blackjack and poker, provided that the play of such game is distinctly blackjack during the blackjack element of the game, and distinctly poker during the poker element of the game. One or more cards used in one element of play may be used in the second element of play. Some or all of the wagers for both the blackjack and the poker elements may be placed at the same time.

47.1-2102 Applicability of Blackjack and Poker Rules.

Except as otherwise provided by the specific rules of play of a game authorized in this Rule 21, the standard rules of Blackjack found in Rule 8, "Rules of blackjack," shall be applicable to play of the blackjack element of combined games, and the standard rules of poker found in Rule 10, "Rules for Poker," shall be applicable to play of the poker element of combined games.

47.1-2103 Minimum Procedures.

Unless otherwise described by this Rule 21, the Division shall determine if the predominant game being offered is blackjack or poker.

- (1) If a game is determined to be predominantly blackjack, then the retail licensee offering the game shall enumerate it as a blackjack game and shall consider it a blackjack game for all accounting purposes. The provisions of Rule 9, "Minimum Procedures for Drop, Count, and Distribution of Chips and Coin for Blackjack, Craps and Roulette" shall apply to table management of the combined game.
- (2) If a game is determined to be predominantly poker, then the retail licensee offering the game shall enumerate it as a poker game and shall consider it a poker game for all accounting purposes. The provisions of Rule 11, "Minimum Procedures for Drop, Count, and Purchasing Chips for Poker," shall apply to table management of the combined game.

47.1-2104 The Play - 21-Hold'em.

21-Hold'em is the copyrighted and patent-pending blackjack and poker variation game, the rights to which on December 1, 2001 were owned by Stanley Ackerson and Daniel Miller of Pueblo, Colorado, and which may be transferred or assigned. The object of the game is to play a standard game of blackjack, following the conclusion of which an optional variation game of poker may be played.

- (1) 21-Hold'em may be played only on tables displaying the 21-Hold'em table layout. A single deck of standard cards shall be used and the cards shall be dealt from the hand. At the discretion of the retail licensee, one or more cards may be burned from the top of the deck before a round of dealing, but failure to burn a card when appropriate shall be considered a harmless error.
- (2) At the start of each round of play, each player must place a wager in the wagering spot designated as "B-J" on the table layout in front of the player's position. At the discretion of the retail licensee, either of the procedures described in paragraphs (a) and (b) below may be followed for the poker element of the game.
 - (a) If the player wishes to also play the poker portion of the game, the decision must be made at the same time that the blackjack wager is placed and the player must place an additional wager in the wagering spot designated as "PK" in front of the player's position. Players may play only one hand at a time which includes a poker wager, but at the discretion of the retail licensee, may play more than one hand of blackjack without poker; or

- (b) The retail licensee may require all players to play both the blackjack and the poker elements of the game, and if so, shall require both the blackjack and poker wagers to be placed before the deal. Offering this option, the combined amounts of the required initial blackjack and poker wagers shall not exceed one hundred dollars, the player's poker wager must be placed in the wagering spot designated as "PK" in front of the player's position. Players may play only one hand at a time.
- (3) At the discretion of the retail licensee, a player who wishes to tip the dealer by placing bets for the dealer shall place the tip(s) near the player's wagers at the same time that the player places the player's wagers. A tip bet shall not be required to be in any minimum amount, and the amount of each tip bet shall not exceed the amount of the player's own wager on the same hand. Winning tip bets shall be paid at the same odds as winning players' bets.
- (4) After all players have placed their wagers, the dealer shall shuffle and deal the cards, and the players and dealer shall play blackjack. the standard rules of blackjack shall be followed, except that at the conclusion of the blackjack game. the first two cards dealt only to the dealer shall not be picked up and discarded, but shall remain on the table.
- (5) The poker portion of the game now begins. The card originally dealt to the dealer face up in blackjack shall be moved, face up, to the community card spot labeled with a numeral "1." The card dealt to the dealer face down in blackjack shall be moved, face up, to the community card spot labeled with a numeral "2." Incorrect placement of these two cards shall be considered a harmless error. These two community cards shall be common to all players' poker hands.
- (6) The dealer shall remove all of the cards which had been used in the blackjack game from the discard rack, and shall reshuffle the cards before continuing play of poker. The deck now contains only 50 cards, since two cards from the deck remain on the community card spots on the table layout.
- (7) The dealer shall now deal one card, face down, to each player who previously placed a "PK" wager. The first player to receive a card is the player to the dealer's left, and deal continues around the table in a clockwise direction. The dealer does not receive a card. Players who did not place a "PK" wager earlier do not play further in the hand.
- (8) After receiving a card, each player must decide whether to fold or to continue play. When a player folds, the dealer will collect the player's "PK" wager and place it in the chip tray, and will collect the player's card and place it in the discard rack. If the player chooses to continue play, the player shall place an additional wager in the amount equal to the "PK" wager in the wagering area labeled with a numeral "2." Working clockwise around the table, the dealer will deal a second card, face down, to each player who has placed a "2" wager.
- (9) If all players fold, that is, no wagers have been placed on any of the Number 2 wagering spots, the dealer shall collect all remaining wagers on the table and shall collect all remaining cards on the table. The hand is finished and the cards shall be reshuffled before beginning a new hand at the blackjack phase.
- (10) After receiving a second card, each player must again decide whether to fold or to continue play. When a player folds, the dealer will collect both the player's "PK" and "2" wagers and place them in the chip tray, and will collect the player's cards and place them in the discard rack. If the player chooses to continue play, the player shall place an additional wager, in an amount equal to the "PK" wager, in the wagering area labeled with a numeral "3." Working clockwise around the table, the dealer will deal a third card, face down, to each player who has placed a "3" wager.
- (11) If all players fold, that is, no wagers have been placed on any of the Number 3 wagering spots, the dealer shall collect all remaining wagers on the table and shall collect all remaining cards on

the table. The hand is finished and the cards shall be reshuffled before beginning a new hand at the blackjack phase.

- (12) An incorrect number of cards dealt to a poker hand constitutes a misdeal with respect to that hand only, voiding the player's wagers on that hand.
- (13) After all players remaining in the game have received their third cards, the dealer shall determine the winning hands, that is, the hands which qualify for payment pursuant to the pay schedule.
 - (a) Beginning with the player to the dealer's right, and continuing counter-clockwise around the table in turn, the dealer shall turn each player's three cards face up. The dealer shall combine the player's three cards with the value of the two community cards to determine the best possible five-card poker hand. If a player does not hold a hand qualifying for payment, the dealer shall collect the player's "PK," "2," and "3" wagers and place them in the chip tray. The dealer shall collect the player's cards and shall place them in the discard rack.
 - (b) If the hand qualifies for payment, the player shall retain the player's original wagers, and the dealer shall pay off all of the player's "PK," "2," and "3" wagers at the same odds. Winning hands shall be paid according to the following pay schedule, which shall be displayed on the table layout or on signage at the table. Only the highest ranked hand qualifying for payment shall be paid on each different wager.

Player Holds	All Wagers Pay
Royal flush	500 to 1
Straight flush	100 to 1
Four of a kind	50 to 1
Full House	20 to 1
Flush	6 to 1
Straight	4 to 1
Three of a kind	3 to 1
Two pairs	2 to 1
Pair of 7s or better	1 to 1

- (14) After all non-winning wagers and cards have been collected, and all winning wagers have been paid and cards collected, the dealer shall add the two community cards back into the deck and may begin a new game.
- (15) Applicability of Blackjack Regulations. This game is predominantly a blackjack game, and the provisions of Rule 9, "Minimum Procedures for Drop, Count, and Distribution of Chips and Coin for Blackjack, Craps and Poker" shall be applicable to this game.

47.1-2105 The Play - Blackjack Switch.

Blackjack Switch is the blackjack and poker variation game, the rights to which on July 1, 2010 were owned by Shuffle Master Gaming of Las Vegas, Nevada, and which may be transferred or assigned. Blackjack Switch shall be dealt and played following all standard rules of blackjack, except as follows:

- (1) Blackjack Switch may be played only on tables displaying the Blackjack Switch table layout. Six (6) or eight (8) decks of cards will be used. In Blackjack Switch each player plays two hands of Blackjack. The rank of hands for the Blackjack Switch optional side wager "Super Match", from highest to lowest, are: four of a kind, two pair, three of a kind, and pair.
- (2) Each player will make initial bets in the amount specified at the table by the retail licensee, and will place equal bets on both betting spots, with an optional "Super Match" or "Buster Blackjack"

bet in the wagering areas in front of the player's position. The Super Match bet is placed to play for hand value only. The Buster Blackjack bet is placed to play against the number of cards in the dealers bust hand and the initial wagers are placed to play against the dealer.

- (3) Any dealer tip delivered as a wager may be placed on either the better spot(s) or "Super Match" /"Buster Blackjack" hands or both, provided that the player has placed a personal wager on the same hands. If a player continues play with any subsequent wager(s), the dealer's tip on the betting spot(s) "Super Match" or "Buster Blackjack" may remain in play whether or not the player adds a subsequent and corresponding wager(s) for the dealer.
- (4) An incorrect number of cards dealt to a player constitutes a misdeal to that player only. The player receiving the misdealt cards retains the player's wager and Super Match or Buster Blackjack wager. An incorrect number of cards dealt to the dealer constitutes a misdeal for the hand, and all players retain their wager and Super Match or Buster Blackjack wagers.
- (5) Wagers are collected or paid in this order: Super Match/Buster Blackjack and wager.
- (6) The following hands are always paid a bonus on the Super Match as it does not play against the dealer; but is based on the player's initial four cards: four of a kind, two pair, three of a kind, and pair.
- (7) Immediately prior to the commencement of play the dealer shall shuffle the cards. Following shuffle and cut, the dealer deals out two hands of blackjack to every player and one to himself.
- (8) After all players and the dealer have received their cards, the dealer shall offer all standard play options as well as the switch option for each of the bet positions, beginning with the player to the dealer's left.
 - (a) If the dealer has been dealt an ace face up, the dealer will call for insurance and each player may place an insurance wager on any one or two of the player's wagers.
 - (b) The players have the choice to switch the second card of each hand. If the player does not switch their cards they play as normal. If the player does switch their cards a switched blackjack is considered a 21, not a blackjack. Blackjack pays 1 to 1 and would push if the dealer has Blackjack.
 - (c) If a player wishes to split cards of the same value, the player must place an additional wager equal to each initial wager made on those cards betting spot. The player has the option to split both hands.
 - (d) A player may double down on any one or two of the player's wagers.
 - (e) If a player has a blackjack, and the dealer does not have a blackjack, the player is paid at odds of 1 to 1. If both the player and the dealer have blackjacks, the hand is a push. If the player has a switched blackjack (considered 21) they lose against a dealer blackjack and pushes against a dealer 21 or 22.
 - (f) If a player chooses to draw to the hand, for each bet position the player uses the same first two cards dealt and combines them with separate "hit" cards. The draw continues until the player chooses to stop or until the value of the hand exceeds twenty-one. Each bet position is treated as a separate hand and with respect to each wager, a player may elect to draw, or stand.
 - (g) If a player draws to over twenty-one at a bet position, that one wager and cards are immediately collected by the dealer, leaving the player's other wagers on the table until

such time as the dealer has taken action on all other wagers and hands in play at the table, including the dealer's hand, and can evaluate winners and losers.

- (h) When the dealer and a player have completed action on a player's hand, the dealer shall then move to the next player in rotation, offering each player all appropriate choices, until all action on all bet positions has been taken.
- (9) When the dealer has acted on all players' hands, the dealer shall play out the dealer's hand in the same manner as in standard blackjack and shall determine winning and losing hands, paying the winning wagers and collecting the losing wagers.
- (10) The retail licensee may offer the game using the following pay schedules. The pay schedules in use, or payouts derived from the pay schedules, must be displayed on the table layout or on signage at the table:

Super Match Paytables	1	2
First 4 cards	6 decks	8 decks
4 of a Kind	40 to 1	50 to 1
Two Pair	8 to 1	7 to 1
Three of a Kind	5 to 1	5 to 1
Pair	1 to 1	1 to 1

Buster Blackjack (Number of Cards in Dealers Busted Hand)	Pay Schedule¹
8 OR MORE	250 TO 1
7	50 TO 1
6	15 TO 1
5	4 TO 1
3 OR 4	2 TO 1

47.1-2106 The play - Ante Up 21

Ante Up 21 is copyrighted, patent pending and pending trademark application, the rights to which on March 17, 2011 were owned by Forster and Young International Gaming, LLC of Los Angeles, California. Ante up 21 must be played according to the following rules:

- (1) Ante Up 21 may be played only on tables displaying the Ante Up 21 layout. Ante Up 21 can be played with two or six standard 52-card decks of cards. Ante Up 21 Poker Bonus Edition may only be played with six standard 52-card decks of cards.
 - (a) The rank of hands in the poker portion of Ante Up 21, from highest to lowest, is: pair and high card.
 - (b) Straights and flushes do not play, only pairs and high cards.
- (2) Each player will make at least one initial bet in the amount specified at the table by the retail licensee, and will place the bets in the "21" and the "ANTE" wagering areas in front of the player's position.
 - (a) In Ante Up 21 Poker Bonus Edition, the player may also place an optional wager in the "POKER BONUS" only when the "ANTE" wager is in place.
 - (b) There are four (4) different pay schedules for the retail licensee to choose from.

- (3) The "21" bet is based on the player making a blackjack hand and the "ANTE" bet is based on the player making a two-card poker hand.
- (4) The "21" and "ANTE" bets are placed to play against the dealer, and the "POKER BONUS" is placed to play for the first two cards dealt to the player in trying to make poker bonus hand only.
- (5) All three bets may be placed if the player wishes to play all three ways prior to any cards being dealt.
- (6) Any dealer tip delivered as a wager may be placed on either one of, or both, the "21" or "ANTE" hands, provided that the player has placed a personal wager on the same hand(s).
- (7) After all bets have been made, the dealer deals two cards to each player and to the dealer. The players will be dealt both cards facing upward and the dealer will have one card face downward and one card facing up, exposing one card to the players. The first player to receive a card, or cards, is the player to the left of the dealer; the dealer receives cards last.
 - (a) An incorrect number of cards dealt to a player or the dealer constitutes a misdeal for the hand, and all players retain any bets.
- (8) The dealer will then determine if the player(s) have a winning or losing hand on the poker bonus (if applicable) and pay or collect the player's bet before any further action is taken.
 - (a) Players who have a winning hand will be paid based on one of the four (4) poker bonus pay scales the retail licensee has chosen.
 - (b) The dealer's up card may only play for the poker bonus hand when making three of a kind or better.
- (9) After all poker bonus hands are completed, the dealer will ask the players to fold or bet their poker hand.
 - (a) The additional wager is to be placed in the "BET" area and must be the same amount as the "ANTE".
 - (b) If the player wishes to fold their poker hand, the player forfeits their "ANTE" bet.
 - (c) This action is required before the dealer checks for a natural blackjack.
 - (d) If the dealer has an Ace showing, the dealer will ask the players to fold or bet their poker hand, then ask for insurance.
 - (e) Insurance pays 2 to 1.
- (10) If the dealer has a natural blackjack, he will compare his hand to the player's.
 - (a) The player will win, lose or tie the "21" and "ANTE" bets and will receive a push on the "BET" wager.
- (11) If the dealer does not have a natural blackjack, everyone will continue to play out their blackjack hand.
 - (a) The dealer will start with the player to his left.

- (b) All of the retail licensee procedures for dealing blackjack will apply except for that the dealer must hit a soft "17".
 - (c) A player's natural blackjack pays 3 to 2.
 - (d) Surrender is not allowed on the blackjack ("21") bet.
 - (e) If the player hits and busts their blackjack hand, the dealer will take the player's "21" bet and lock the player's hand into the "21" spot.
 - i. The busting card can play in the poker hand for the player as well as the dealer.
 - ii. Busting hands will still be in play if the player made the "ANTE" and "BET" wagers.
- (12) When all players are finished playing out their hands, the dealer will then expose his downward facing card and continue to play out his hand as a normal blackjack hand.
- (a) Dealer must stand on all hands from a "hard" 17 to 21, or bust.
 - (b) Dealer must hit a "soft" 17 (an ace, six).
- (13) When the dealer has completed his blackjack hand, he will push his best two cards forward, showing his poker hand. The dealer will also verbally say what his final blackjack and poker hands are, then compare his hand to each of the players.
- (a) The busting card can play in the poker hand for both the player and the dealer.
 - (b) The dealer will compare hands starting to the dealer's right and go counter-clockwise, paying or collecting bets, beginning with the "21" wager, then the "ANTE" wager and then the "BET" wager.
 - i. The "21", "ANTE" and "BET" wagers are all paid at a rate of 1 to 1.
 - (c) For the dealer's hand to qualify for the poker portion of the game, the dealer must have a value card of queen high or better.
 - (d) If the dealer's hand does not qualify to play, all "ANTE" bets are won by the players and paid at the rate of 1 to 1 and the players will receive a push on their "BET" wager.
 - (e) All tied hands are a push.
- (14) The retail licensee may offer the game using any one of the four pay schedules.
- (a) The pay schedules in use, or payouts derived from the pay schedules, must be displayed on the table layout or on signage at the table.
 - (b) The following pay schedules may be used.

Schedule A

Three Ace of Spades	5000 to 1
Three Aces, same suit (hearts, diamonds, clubs)	1000 to 1
Three of a Kind, same suit	250 to 1
Three Aces, not suited	100 to 1
Three of a Kind	40 to 1
Pair of Suited Aces	30 to 1
Pair of Aces (not suited)	10 to 1
Suited Pair	15 to 1
Pair (not suited)	5 to 1

Schedule B

Three Ace of Spades	5000 to 1
Three Aces, same suit (hearts, diamonds, clubs)	2500 to 1
Three of a Kind, same suit	500 to 1
Three Aces, not suited	150 to 1
Three of a Kind	50 to 1
Pair of Suited Aces	30 to 1
Pair of Aces (not suited)	15 to 1
Suited Pair	10 to 1
Pair (not suited)	3 to 1

Schedule C

Three Ace of Spades	10000 to 1
Three Aces, same suit (hearts, diamonds, clubs)	5000 to 1
Three of a Kind, same suit	500 to 1
Three Aces, not suited	150 to 1
Three of a Kind	50 to 1
Pair of Suited Aces	25 to 1
Pair of Aces (not suited)	10 to 1
Suited Pair	5 to 1
Pair (not suited)	3 to 1

Schedule D

Three Ace of Spades	5000 to 1
Three Aces, same suit (hearts, diamonds, clubs)	2500 to 1
Three of a Kind, same suit	750 to 1
Three Aces, not suited	200 to 1
Three of a Kind	50 to 1
Pair of Suited Aces	25 to 1
Pair of Aces (not suited)	10 to 1
Suited Pair	5 to 1
Pair (not suited)	3 to 1

47.1-2107 The Play – 21+3 and 21+3 Xtreme.

21+ 3 and 21+3Xtreme are the copyrighted, trademark and patent issued blackjack/poker variation games, the rights to which are owned by Galaxy Gaming, Inc. of Las Vegas, Nevada and which may be transferred or assigned. 21+ 3 and 21+3 Xtreme must be played according to the following rules:

- (1) 21+ 3 or 21+3 Xtreme is a house banked optional proposition wager used in the game of blackjack. 21+ 3 or 21+3 Xtreme may be played on 4-8 deck blackjack games only.

- (2) The 21 + 3 or 21+3 Xtreme wager is based on a 3 card hand using the dealer's one (1) up card and the player's two (2) initial up cards to form a 3 card poker hand. Winning hands of a Straight Flush, 3 of a Kind, Straight and Flush are paid 9 to 1 in the standard version of 21+3 and according to the payable (below) in 21+3 Xtreme version.
- (3) There is no effect on the primary game of blackjack regardless of the outcome of the 21 + 3 or 21+3 Xtreme wager.

OPENING PROCEDURES, SHUFFLE AND CUTTING THE CARDS

(See approved shuffle and cutting procedures for Colorado)

START OF GAME

- (1) Prior to the start of each round of blackjack play, players may optionally make a 21+ 3 or 21+3 Xtreme wager in combination with their primary blackjack wager. Players must make a primary blackjack wager and cannot make a 21+ 3 or 21+3 Xtreme wager only. The 21+ 3 or 21+3 Xtreme wager is placed on the designated spot on the table layout at the same time the primary blackjack wager is made and before any cards are dealt.
- (2) The minimum and maximum wagering limits of the 21+ 3 or 21+3 Xtreme wager are determined by the house and/or Colorado law. The wagering limits and any aggregate payout limitations must be posted on the table or layout.
- (3) After all wagers have been placed, the dealer deals two cards face up to each participating player, and to themselves in the same manner as regular blackjack (1 card face up, 1 card face down for the dealer).

DETERMINATION OF WINNER; TAKE OR PAY PROCEDURES

- (1) Once the dealer has dealt two cards to each player and two cards to his/herself (1 up, 1 down), the dealer must determine if any players who have made the 21+ 3 OR 21+3 Xtreme wager have achieved a winning hand. A player will only be awarded for the wager's highest winning event according to the pay table.

HAND RANKINGS

Flush:	Three cards of the same suit
Straight:	Three cards in sequence (Ace can be used to achieve an Ace, 2, 3 Straight or Ace, King, Queen Straight.
Three of a Kind:	Three cards of the same rank.
Straight Flush:	Three cards in sequence and the same suit.

Note: A Flush may also contain a Pair or Three of a Kind

- (1) Beginning from the dealer's right to left, in counter-clockwise rotation, the dealer takes all losing 21+ 3 or 21+3 Xtreme wagers and pays all winning 21+ 3 or 21+3 Xtreme wagers. All 21+3 winning hands are paid 9 to 1 regardless of the ranking of the winning hand(s). All 21+3 Xtreme winning hands are pay according to the pay table below. All payouts and original 21+ 3 or 21+3 Xtreme wagers should be removed from the betting area once the player(s) have been paid.

21+3 Xtreme	
HAND	PAYOUT
Flush	5 to 1
Straight	10 to 1
Three of a King	20 to 1
Straight Flush	30 to 1

- (2) In the event the dealer's up card is an Ace, the dealer will reconcile all 21+ 3 or 21+3 Xtreme wagers prior to asking for Insurance and checking the dealer's hand for a blackjack.
- (3) Once all 21+ 3 or 21+3 Xtreme wagers have been reconciled, regular blackjack dealing procedures resume.

47.1-2108 The Play – Golden 21 Poker: Blackjack Additional Optional Wager.

Golden 21 Poker is a patent-pending blackjack and poker variation game, the rights to which are owned by Score Gaming, LLC of Henderson, Nevada and which may be transferred and assigned. Golden 21 Poker must be played according to the following rules:

- (1) The Golden 21 Poker optional wager for blackjack games may only be played on tables displaying the Golden 21 Poker layout.
- (2) The Golden 21 Poker wager for blackjack games is an optional wager that is added to a standard blackjack game that shall be played using one, two, or six standard 52 card decks. The blackjack game is either dealt by hand or through use of a shoe or a continuous shuffler per house rules. The blackjack game is played per the standard rules of blackjack.
- (3) The Golden 21 Poker wager will not change the standard game of blackjack but will provide for the opportunity to play a hybrid game of blackjack and poker simultaneously.
- (4) The main game of blackjack shall be dealt and played following the standard rules of blackjack. No changes will be made to the standard play of blackjack. Player blackjacks will pay 3:2.
- (5) The dealer will offer insurance as per the standard rules of blackjack. Insurance will be paid at 2:1 for winning wagers.
- (6) The dealer will act on his/her hand after all players have acted on their hands.
- (7) The dealer will play by all standard blackjack rules and will hit on soft 17.

Main Blackjack Wager.

- (1) Before any cards are dealt, the player must make a main blackjack wager per posted house minimums and maximums.
- (2) Cards will be dealt per the standard game of blackjack.
- (3) Players will be able to play their blackjack hand by all standard blackjack rules including hitting, standing, doubling down, and splitting pairs.

"Golden 21 Poker" Wager

- (1) Before any cards are dealt, the player may make an optional Golden 21 Poker wager per posted house minimums and maximums.

- (2) The Golden 21 Poker wager will be placed in a designated spot on the blackjack layout marked "Golden 21 Poker" at the same time the player places his/her initial main blackjack wager.
- (3) The minimum and maximum amounts of the Golden 21 Poker wager will be posted on the table signage. Per house rules, the player may be restricted in the bet of the Golden 21 Poker wager such that the wager can be any amount up to but cannot exceed the main blackjack wager.
 - (a) In the event the Golden 21 Poker wager is affixed to a blackjack game using a single or double deck, additional restrictions may be in place such that the player cannot make a mid-deck entry into the main game and/or the play of the wager. If the wager is placed on the first hand of play, the player is not required to always play the wager, but must at least place the wager on the opening hand to qualify for placing the wager on subsequent hands in the deck of their choosing.
- (4) At the discretion of the retail licensee, players who have placed wagers in the play of Golden 21 Poker may be permitted to place tip bets for the dealer on the main wager or the Golden 21 Poker wager. If such tip wagers are accepted, winning wagers must be paid at the same odds as the player's winning wagers. The retail licensee may require tip wagers to be in an even dollar amount, and may limit the maximum amount of such tip wagers.
- (5) The outcome of the Golden 21 Poker wager will be dependent upon the first two (2) cards the player is dealt in his/her original blackjack hand, whereby the player's first two (2) cards will be used as a 2 card poker hand.
- (6) The dealer does not play the Golden 21 Poker wager and the outcome of the Golden 21 Poker wager will be independent of the outcome of the dealer's hand.
- (7) The Golden 21 Poker wager will be resolved by the dealer before the player plays his/her main blackjack hand.
- (8) The dealer will resolve the Golden 21 Poker wager before the main blackjack game is played.
- (9) The Golden 21 Poker wager will be paid against a pay schedule that follows:

Pay Schedule 1: Golden 21 Poker wager (Double deck and 6 Deck)

HAND	PAYOUT
BLACKJACK	3:2
STRAIGHT	1:1
PAIR	3:1
STRAIGHT FLUSH	6:1
GOLDEN 21 (ACE KING SUITED)	30:1

Pay Schedule 2: Golden 21 Poker wager (Double Deck and Six Deck)

HAND	PAYOUT
BLACKJACK	3:2
STRAIGHT	1:1
PAIR	2:1
STRAIGHT FLUSH	8:1
GOLDEN 21 (ACE KING SUITED)	30:1

Pay Schedule 3: Golden 21 Poker wager (Double Deck and Six Deck)

HAND	PAYOUT
BLACKJACK	3:2
STRAIGHT	1:1
PAIR	3:1
STRAIGHT FLUSH	6:1
GOLDEN 21 (ACE KING SUITED)	25:1

Pay Schedule 4: Golden 21 Poker wager (Single Deck)

HAND	PAYOUT
BLACKJACK	3:2
STRAIGHT	1:1
PAIR	3:1
STRAIGHT FLUSH	7:1
GOLDEN 21 (ACE KING SUITED)	30:1

Additional Pay Schedule 12: Golden 21 Poker wager (Six Deck)

HAND	PAYOUT
BLACKJACK	3:2
STRAIGHT	1:1
PAIR	2:1
STRAIGHT FLUSH	6:1
GOLDEN 21 (ACE KING SUITED)	30:1

Additional Pay Schedule 13: Golden 21 Poker wager (Six Deck)

HAND	PAYOUT
BLACKJACK	3:2
STRAIGHT	1:1
PAIR	3:1
STRAIGHT FLUSH	5:1
GOLDEN 21 (ACE KING SUITED)	30:1

Additional Pay Schedule 14: Golden 21 Poker wager (Six Deck)

HAND	PAYOUT
BLACKJACK	2:1
STRAIGHT	1:1
PAIR	2:1
STRAIGHT FLUSH	6:1
GOLDEN 21 (ACE KING SUITED)	25:1

47.1-2109 The Play – Straight Jack.

Straight Jack is a trademarked, copyrighted blackjack/poker variation game, the rights to distribute are owned by SHFL entertainment of Las Vegas, Nevada and which may be transferred or assigned. Straight Jack must be played according to the following rules:

- (1) Straight Jack is an optional additional wager for blackjack.
- (2) Players must make a standard blackjack wager in order to make the Straight Jack wager.
- (3) All wagers will be in an amount between the table minimum and the table maximum, as posted at the table.

- (4) The dealer will follow standard house rules for blackjack.
- (5) All Blackjack irregularity rules apply.
- (6) The Straight Jack bet wins if players start their hand with a two-card straight (e.g. 2-3, J-Q).
 - (a) Order does not matter. Queen-Jack is the same as Jack-Queen.
 - (b) Losing wagers are to be picked up by the dealer prior to the first player acting on his/her hand.
 - (c) Winning wagers remain in place.
- (7) If players hit their hand and make a longer straight, the Straight Jack payouts increase (see below).
 - (a) Example of a three-card straight: Player has 4-5 and draws a 3.
 - (b) Example of a four-card straight: Player has 4-5 and draws a 3 and then a 6.
 - (c) Note: Players cannot hit Ace-King; it is a two-card straight only.
 - (d) Note: A hit sequence card that "breaks" the straight ends the straight.
 - (i) Example player has 3-4 and gets a 6 and then a 5. It is a 2 card payoff. Once the 6 was delivered it broke the continuation of the straight.
- (8) If a player busts, the bust card does not count toward his straight.
 - (a) Example: If a player has 5-6-7 and draws an 8, he has a three-card straight, not a four-card straight.
 - (b) The dealer will pick up the losing primary wager first and then pay the straight jack wager.
- (9) After the dealer has completed his hand, the dealer will pay and take the players' hands as follows:
 - (a) Working from right to left, pay or take the primary wager first;
 - (b) Pay the winning straight jack wager if there is one;
 - (c) Collect the cards and put them in the discard rack.

- (10) Payout:

Length of Straight	Pays
5 or 6 Cards	250 to 1
4 Cards	100 to 1
3 Cards	25 to 1
2 Cards	3 to 1

47.1-2110 The Play – Straight Jack Progressive.

Straight Jack Progressive is a trademarked and copyrighted blackjack/poker variation game the rights to which to distribute on December 20, 2012 were owned by SHFL entertainment of Las Vegas, Nevada and

which may be transferred or assigned. Straight Jack Progressive must be played according to the following rules:

- (1) Straight Jack Progressive is an optional additional wager for blackjack.
- (2) To begin each round, players must make their regular game's wager. They may optionally place the progressive wager. Players must place the progressive wagers on the sensor in front of their betting position.
- (3) Players may bet any amount within table limits; however, casinos must set the minimum at \$1. All bets will be in an amount between the table minimum and the table maximum, as posted at the table.
- (4) Unlike most SHFL entertainment progressive wagers, Straight Jack Progressive offers Odds Pays for the progressive wager amount, PLUS a possible progressive meter pay as reflected in the pay tables shown below.
- (5) The dealer will follow standard house rules for blackjack.
- (6) All Blackjack irregularity rules apply.
- (7) Once all players place their bets, the dealer will press the appropriate button on the keypad. The sensors will then light up, indicating a progressive wager. The dealer will leave the progressive wagers on the table.
- (8) The Straight Jack Progressive wager wins if a player starts his/her hand with a two-card straight (e.g. 2-3, J-Q).
 - (a) Order does not matter. Queen-Jack is the same as Jack-Queen.
 - (b) All non-consecutive hands lose.
 - (c) Losing wagers are to be picked up by the dealer prior to the first player acting on his/her hand.
- (9) Winning wagers remain in place. In the event the dealer misdeals during the delivery of the first two cards to each player and the dealer, the dealer will stop and call the supervisor. The players will then be given the option to back out of the hand at that point, including the Straight Jack Progressive wager, before any more cards are delivered.
- (10) If a player hits his/her hand and makes a longer straight, the Straight Jack Progressive payouts increase (see below).
 - (a) Example of a three-card straight: Player has 4-5 and draws a 3.
 - (b) Example of a four-card straight: Player has 4-5 and draws a 3 and then a 6.
 - (c) Note: Players cannot hit Ace-King; it is a two-card straight only.
 - (d) Note: A hit sequence card that "breaks" the straight ends the straight.
 - (i) Example: a player has 3-4 and gets a 6 and then a 5. It is a 2 card payoff. Once the 6 was delivered it broke the continuation of the straight.
- (11) If a player busts, the bust card does not count toward his straight.

- (a) Example: If a player has 5-6-7 and draws an 8, he has a three-card straight, not a four-card straight.
- (b) The dealer will pick up the losing primary wager first and then pay the wager.
- (12) After the dealer has completed his hand, the dealer will pay and take the players' hands as follows:
 - (a) Working from right to left, pay or take the primary wager first;
 - (b) Pay the winning wager, if there is one.
- (13) Once all wagers have been settled and the cards are in the discard rack, the dealer will hit the "Game Over" button.

- (14) Payouts below:

Length of Straight	SJP1 Pays	SJP2 Pays
6 cards w/Ace (Spades)	200 to 1 + 100%	200 to 1 + 100%
6 Cards w/Ace (Club,Hearts,Diamonds)	200 to 1 + 10%	200 to 1 + 10%
5 Cards	200 to 1	200 to 1
4 Cards	50 to 1	50 to 1
3 Cards	15 to 1	10 to 1
2 Cards	3 to 1	3 to 1

Length of Straight	SJP 3 Pays	SJP 4 Pays
6 cards	200 to 1 + 100%	N/A
5 Cards	200 to 1	200 to 1 + 100%
4 Cards	50 to 1	50 to 1
3 Cards	15 to 1	10 to 1
2 Cards	3 to 1	2 to 1

- (15) Paying a Progressive hand:
 - (a) When a player has a winning progressive hand, the dealer will stop dealing and call for a supervisor
 - (b) The supervisor will:
 - (i) Verify that the player has a Straight Jack Progressive wager;
 - (ii) Instruct the dealer to push the appropriate button on the keypad;
 - (iii) Instruct the dealer to continue dealing the hand settling all bets EXCEPT for the winning progressive side bet,
 - (c) Once the casino verifies the progressive win, house procedures are then followed for paying the prize.
- (16) In the event more than one progressive hand, payable from the progressive meter, hits at the same table during the same time, house procedures are then followed for paying the prize. After keying in a progressive winner, the meter may be reduced, depending on the winning hand. Keying in the 100% award will reset the meter to the seed amount, plus any

reserve amount. The dealer will continue handling progressive awards in a counterclockwise fashion.

RULE 22 RULES FOR ROULETTE

BASIS AND PURPOSE FOR RULE 22

The purpose of Rule 22 is to establish playing rules for roulette and management procedures for conducting roulette games in compliance with section 12-47.1-302 (2). The statutory basis for Rule 22 is found in Sections 12-47.1-201, C.R.S., 12-47.1-203, C.R.S., and 12-47.1-302, C.R.S., and 12-47.1-818, C.R.S.

47.1-2201 Definitions of words used in roulette.

- (1) American Wheel: Thirty-eight (38) compartments containing the numbers one through thirty-six (1-36) and a zero (0) and doublezero (00).
- (2) Compartment or slots on the roulette wheel: Where the roulette ball will land to decide the outcome of the bet. The numbers of the roulette wheel are numbered from 1 to 36, alternating between red and black. zero and double zero are green.
- (3) Crown or dolly: point marker used by the dealer to mark the corresponding number on the roulette layout, or electronic betting terminal (EBT), where the roulette ball has come to rest.
- (4) Croupier or Dealer: Person in charge of the roulette game for the retail licensee. This person handles the wagers and payouts and spins the roulette wheel.
- (5) European, French or High Limit Wheel: 37 compartments containing the numbers one through thirty-six (1-36) and one zero (0).
- (6) Inside bets:
 - (a) One number (straight bet).
 - (b) Two numbers (split bet).
 - (c) Three numbers (street bet).
 - (d) Four numbers (corner bet).
 - (e) First five numbers.
 - (f) Six numbers (line bet).
- (7) No More Bets: Dealer states that "no more bets" will be accepted on the roulette layout. Dealer also waves one hand over the layout prior to the roulette ball coming to rest in a compartment on the wheel. A roulette table that utilizes EBTs must have an automated audible and visual announcement by the player terminals.
- (8) No Spin: Dealer states "no spin" because of an irregularity.
- (9) Non-value chips: Chips of different colors that have no value amount imprinted on them. Value of these chips is set by the player, before any betting takes place on the roulette layout or EBT. Each player receives chips, or electronic chips, of a different color, thus eliminating possible confusion of who bets.

- (10) Outside Bets:
- (a) Twelve numbers (column bet).
 - (b) Twelve numbers (dozen bet).
 - (c) Red or black.
 - (d) Even or odd.
 - (e) Low or high numbers.

47.1-2202 Roulette game drop box procedures.

Each roulette table shall have a drop box attached to the table. The drop box shall be used for the deposit of money or Mobile ATM receipts received in conjunction with the sale of chips. The roulette game drop box shall be a locked container marked with a permanent number corresponding to a permanent number on the game table and permanently marked to indicate the game and table number. All markings shall be clearly visible. The locked container shall be locked to the gaming table and shall be separately keyed from the container itself.

47.1-2203 Placement of wagers; permissible and optional wagers.

- (1) All wagers at roulette shall be made by placing accepted gaming chips, issued by the dealer, on the appropriate areas of the roulette layout. Alternatively, chips issued by the licensee used on other table games within the same licensed premise may be accepted at any time for all bets during play. Valid match play coupons may be accepted any time during play on the even money and 2 to 1 wagers only. No verbal wagers or cash may be accepted by the dealer to wager on the table. When a player is at a table with EBTs, all wagers must be made by placing electronic chips on the appropriate areas of the EBT.
- (2) Non-value chips issued by the dealer on a roulette table have no value off the table and may not be taken off the table to be exchanged for licensee cash chips or cash. Non-value chips may only be redeemed at the table at which they were originally purchased.
- (3) No person at a roulette table shall be issued or permitted to game with non-value chips or electronic chips that are identical in color and design to cash value chips, to non-value chips, or chips, being used by another person at the same table. If a roulette table that utilizes electronic chips where there is no central screen to simulate the table felt, identical colors and designs are permitted.
- (4) Each player shall be responsible for the correct positioning of their wager on the roulette layout or EBT regardless of whether the player is assisted by the dealer. Each player must ensure that instructions given to the dealer regarding the placement of a wager are correctly carried out.
- (5) Each wager shall be settled strictly in accordance with its position on the layout or EBT when the ball falls to rest in a compartment of the wheel.
- (6) The permissible wagers in the game of roulette shall be:
 - (a) “ Straight bet (one number) ” is a wager that the roulette ball will come to rest in the compartment of the roulette wheel that corresponds to a single number selected by the player. The player shall select a number by placing a wager within the box on the roulette layout or EBT that contains the selected number.

- (b) "Split Bet (two numbers)" is a wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to either of two numbers selected by the player. The player shall select the numbers by placing a wager on the line between the two boxes on the roulette layout or EBT that contains two selected numbers, except that a split wager on "0" and "00" may also be placed on the line between the "2nd 12" and the "3rd 12" box.
- (c) "Street Bet (three numbers)" is a wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to any of three numbers in a single row on the roulette layout or EBT 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 or EBT that contains the first number in the selected row.
 - (i) "Three Numbers" shall also include a wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to any one of the three numbers contained in one of the following groups of numbers: (0,1,2) (0,2,00) or (00,2,3).
 - (ii) The player shall select one of the "Three Numbers" wagers identified in 6(c)(i) above by placing a wager on the common corner of the three boxes containing the selected numbers.
- (d) "Corner Bet (Four Numbers)" is a wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to any one of four numbers in contiguous boxes on the roulette layout or EBT 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) "First Five Numbers" is a wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to any of the numbers "0", "00", "1", "2", or "3". The player shall bet the "first" of the boxes on the roulette layout or EBT that contains the label "1st 12" and the numbers "0" and "1".
- (f) "Line Bet (Six Numbers)" is a wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to any one of six numbers contained in two contiguous rows of numbers on the roulette layout or EBT 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 or EBT that contains the first number in each of the rows being selected.
- (g) "Column Bet (Twelve numbers)" is a wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to any of 12 numbers contained in a single column on the roulette layout or EBT selected by the player. The player shall select a column of 12 numbers by placing a wager in the box on the roulette layout OR EBT that is at the bottom of the column being selected.
- (h) "Dozen Bet (Twelve Numbers)" is a wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to any of 12 consecutive numbers from "1" through "12", "13" through "24", or "25" through "36" selected by the player. The player shall select the 12 numbers by placing a wager in the box on the roulette layout or EBT labeled "1st 12" ("1" through "12") "2nd 12" ("13" through "24"), or "3rd 12" ("25" through "36").

- (i) “ Red ” is a wager that the roulette ball will come to rest in any compartment with a red background on the roulette wheel. The player shall bet on "red" by placing a wager within the red box on the roulette layout or EBT used for such wagers.
- (j) “ Black ” is a wager that the roulette ball will come to rest in any compartment with a black background on the roulette wheel. The player shall bet on "black" by placing a wager within the black box on the roulette layout or EBT used for such wagers.
- (k) “ Odd ” is a wager that the roulette ball will come to rest in any compartment of the roulette wheel that corresponds to any "odd" number. The player shall bet on an "odd" by placing a wager within the box on the roulette layout or EBT that is labeled "odd".
- (l) “ Even ” is a wager that the roulette ball will come to rest in any compartment of the roulette wheel that corresponds to any "even" number. The player shall bet on an "even" by placing a wager within the box on the roulette layout or EBT that is labeled "even".
- m) “ 1 to 18 ” is a wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to any of 18 consecutive numbers from "1" through "18". The player shall bet on "1 to 18" by placing a wager within the box on the roulette layout or EBT that is labeled "1 to 18". This is also referred to as a "Low" bet.
- (n) “ 19 to 36 ” is a wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to any of 18 consecutive numbers from "19" through "36". The player shall bet on "19 to 36" by placing a wager within the box on the roulette layout or EBT that is labeled "19 to 36". This is also referred to as a "High" bet.

47.1-2204 Payout odds.

- (1) No licensee, its employees or agents shall pay off winning wagers at the game of roulette at less than the odds listed below:

Bets	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
Odd	1 to 1
Even	1 to 1
1 to 18	1 to 1
19 to 36	1 to 1

- (2) The licensee may, in its discretion, offer to every player at a roulette table the option of the "In Prison" rule. "In prison" is a roulette rule that applies to even-money bets only. When the outcome is zero (0), the player may take back half of the bet or leave the bet (in prison) for another roulette spin. If the outcome of the following spin is again zero (0), then the whole bet is lost.

47.1-2205 Rotation of wheel and ball.

- (1) The roulette ball shall be spun by the dealer in a direction opposite to the rotation of the wheel and shall complete at least four (4) revolutions around the track of the wheel to constitute a valid spin.
- (2) Prior to the ball coming to rest in a compartment, the dealer shall call "no more bets" and wave a hand over the layout.
- (3) Upon the ball coming to rest in a compartment, the dealer shall announce the number of such compartment and shall place a point marker known as a "crown" or "dolly" on that number on the roulette layout.
- (4) After placing the crown on the layout, the dealer shall first collect all losing wagers and then pay off all winning wagers.

47.1-2206 Irregularities.

- (1) If the ball is spun in the same direction as the wheel, the dealer shall state "no spin" and shall attempt to remove the roulette ball from the wheel prior to its coming to rest in one of the compartments.
- (2) If the roulette ball does not complete four revolutions around the track of the wheel, the dealer shall announce "no spin" and shall attempt to remove the ball from the wheel prior to its coming to rest in one of the compartments.
- (3) If a foreign object enters the wheel prior to the ball coming to rest, the dealer shall state "no spin" and shall attempt to remove the ball from the wheel prior to its coming to rest in one of the compartments.
- (4) If the ball leaves the wheel prior to the ball coming to rest, the dealer shall announce "no spin" . The ball shall be recovered and inspected by the pit supervisor for any damage or tampering before being placed back into the wheel.
- (5) When any irregularity occurs which is not described above, the dealer shall notify the pit supervisor, who shall direct the dealer to take the most appropriate action which the supervisor believes to be fair and equitable, and shall observe such action being taken. The pit supervisor, and not the dealer, must make all decisions concerning disputed play or the payment or collection of wagers.

47.1-2207 Maximum table bet limits.

The table minimum and maximum bets may be set by the licensee and must be posted on the game. The licensee shall post any restriction on tip wagers for the dealers.

47.1-2208 Posting of rules.

Posted house rules and jackpot award rules shall be clear and legible and placed in a conspicuous and conveniently accessible location available to all players in the room. Rules posted and the place of posting must be approved by the Director or designee. Printed copies of house rules and jackpot award rules must be provided to players upon request.

47.1-2209 Type of roulette wheel.

- (1) The licensee may, in its discretion, offer to the players a roulette wheel called the American wheel. That is a roulette wheel with 36 numbers plus two zeros, (0) and (00).

- (2) The licensee may, in its discretion, offer to the players a roulette Wheel called the European, French or High limit wheel. That is a roulette wheel with 36 numbers and one zero (0).

47.1-2210 Roulette table.

- (1) Roulette shall be played on a table having a roulette wheel of not less than thirty (30) inches in diameter at one end of the table and a roulette layout imprinted on the opposite end of the table.
- (2) Each roulette wheel shall be of a single zero variety or double zero variety as described below.
- (a) Each single zero roulette wheel shall have 37 equally spaced compartments around the wheel where the roulette ball shall come to rest. The roulette wheel shall also have a ring of 37 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 which numbers shall be arranged around the wheel unless otherwise approved by the Director or designee. The color of each compartment shall either be a corresponding color to those depicted on the ring or a neutral color as approved by the Director or designee.
- (b) Each double zero roulette wheel shall have 38 equally spaced compartments around the wheel where the roulette ball shall come to rest. The roulette wheel shall also have a ring of 38 equally spaced areas to correspond to the position of the compartments with one marked zero (0) and colored green, one marked double-zero (00) and colored green, and the others marked 1 to 36 and colored alternately red and black which numbers shall be arranged around the wheel unless otherwise approved by the Director or designee. The color of each compartment shall either be a corresponding color to those depicted on the ring or a neutral color as approved by the Director or designee.
- (c) A double zero roulette wheel may be used as a single zero roulette wheel, provided that:
- (i) If a double zero table layout is used, the "00" wager area on the layout is obscured with a cover or other approved device which clearly indicates that such a wager is not available; and
- (ii) Appropriate signage is posted at the roulette table to notify players that:
- (A) A double zero roulette wheel is being used as a single zero roulette wheel, and that double zero (00) is not an available wager;
- (B) If the roulette ball comes to rest in a compartment marked double zero (00), the spin will be declared void and the wheel will be re-spun; and
- (C) Wagers on red, black, odd, even, "1 to 18" and "19 to 36" shall be lost if the roulette ball comes to rest in a compartment marked zero (0).
- (d) The layout for a roulette table shall be approved by the Director or designee and shall contain, at a minimum:
- (i) Specific areas for the placement of the wagers authorized by 47.1-2203(6) and 47.1-2204(2).
- (ii) An identifying number, assigned by the retail licensee, on the top surface of the table. This table number must be visible to stationary surveillance camera coverage.

- (e) Notwithstanding (d) above, if a licensee offers an optional wager authorized by 47.1-2203(6) and/or 47.1-2204(2), the layout for that roulette table shall also include, in a manner approved by the Director or designee, designated areas for the placement of such wagers.
- (f) Each roulette table shall have a drop box and tip box attached to it.

47.1-2211 Roulette balls.

Balls used in gaming at roulette shall be made completely of a non-metallic substance and not measure less than 3/8 of an inch or more than 14/16 of an inch in diameter unless otherwise approved by the Director or designee.

47.1-2212 Inspection and security procedures.

- (1) Prior to opening a roulette table for gaming activity, a key manager, licensed member of the casino security department, or pit supervisor shall:
 - (a) Inspect the roulette table and roulette wheel for any magnet or contrivance that would affect the fair operation of such wheel;
 - (b) Inspect the roulette wheel to assure that it 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 non-magnetic quality; and
 - (e) Confirm that the layout and signage comply with 47.1-2210, if a double zero roulette wheel is being used as a single zero roulette wheel.
- (2) If a licensee uses a roulette wheel that has external movable parts, any adjustments to the movable parts shall be made by a key manager, licensed member of the casino maintenance department, slot technician member or pit supervisor in the presence of a licensed security department member. Adjustments to the movable parts of a roulette wheel that is located on the casino floor shall only be made:
 - (a) When the game is not open to the public; and/or
 - (b) When the roulette wheel is moved to a secure location outside the casino floor as approved by the Director or designee.
- (3) All adjustments shall be completed prior to the required inspections in 47.1-2212(1) above.
- (4) The licensee may replace any of the movable parts at any time, provided, however, if any one or more of the movable parts are external, then an inspection must be completed by the Director or designee prior to reopening the roulette wheel and table for gaming activity.
- (5) A log shall be maintained which shall include, at a minimum, the date, the roulette table number, whether an adjustment or replacement was completed and the name, license number and signature of the person making the adjustment or replacement.
- (6) (Deleted effective 04/30/2010.)
- (7) (Deleted effective 04/30/2010.)

(8) (Deleted effective 04/30/2010.)

47.1-2213 Roulette Tournaments.

- (1) Roulette tournaments may be conducted by retail licensees as a single event or a series of events culminating with an overall winner. A tournament must conclude no later than four months following the first day of tournament play.
- (2) A tournament which will produce adjusted gross proceeds may be conducted by only one licensee; no two or more licensees may jointly conduct such a single tournament.
 - (a) Two or more licensees may jointly conduct a tournament in which the value of all monies collected will be returned to the participants as prizes and will not result in taxable adjusted gross proceeds.
 - (b) If one tournament is conducted by two or more licensees, one of the licensees shall be designated as being responsible for the tournament, and shall alone have the duty to ensure the proper award of all prizes at the tournament's conclusion. This licensee shall also be responsible for completion and maintenance of all tournament accounting records which pertain to the tournament as a whole.
 - (c) Licensees participating in a tournament shall ensure that no player is entered in the tournament more than once at any given time during the tournament. However, if permitted by the tournament rules, after a player has been eliminated from the tournament, the player may be allowed to re-enter the tournament as a new and separate entry. Any player found to have two or more concurrent, active entries in a tournament shall be disqualified from tournament play and shall not be eligible to receive any tournament prize.

47.1-2213.01 Calculation of adjusted gross proceeds of tournament play.

For the purposes of roulette tournament play, entry fees are considered adjusted gross proceeds and shall be reported as such on the gaming tax return in the month in which the entry fee(s) are collected. If the entry fee is a non-cash item such as a toy, food card, canned good, etc., the licensee must establish a pre-determined cash value (equivalent to the cash entry fee) of the item and record this value as the entry fee on the required tournament form. Complimentary entry fees paid by the licensee shall also be considered adjusted gross proceeds. If an entry fee is collected for the tournament, the licensee must complete a tournament form listing each entrant and the dollar value of the entry fee for each entrant, regardless of how the entry fee was collected or paid. Each entrant listed on the tournament form must have an associated entry fee. Free tournaments where no entry fee is collected for any entrant results in zero adjusted gross proceeds. The licensee may not declare a loss against adjusted gross proceeds for tournaments.

47.1-2213.02 Cash receipts and prize awards-accounting.

Cash received for tournament entry fees must be kept separate and apart from all other cash received by the licensee until such time as it is counted. Cash and merchandise paid out to winners as prize money shall be accounted for on forms specified by the Division.

47.1-2213.03 Location of tournaments.

Each roulette tournament may be conducted only upon licensed premises meeting the security and surveillance requirements of the rules and regulations and of the Internal Control Minimum Procedures.

47.1-2213.04 Qualification of players.

At the licensee's discretion, the licensee may establish qualification or selection criteria to limit the eligibility of tournament players. Such criteria, if used, should be reasonably related to limited gaming.

47.1-2213.05 Entry fee and player buy-in.

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

An Entry Fee is any amount collected for a tournament by the licensee not applied to the prize pool. All buy-ins for the tournament are combined to create the tournament prize pool. The licensee may create a prize pool for each event provided that any funds not awarded from that prize pool are carried forward to and awarded in future events of the tournament.

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

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

If the prize voucher is used to guarantee a spot in a future event in which no entry fee and buy-in is offered, the prize voucher shall be considered a buy-in and applied to the prize pool. In this situation, the prize voucher is not considered a prize payout.

Prize vouchers may only be redeemed by the patron that won the voucher in a previous event.

47.1-2213.06 Tournament rules of play.

The rules of play of each tournament game shall follow the standard rules of play of each game as set forth in Rule 22. The rules for the conduct of each tournament shall be reduced to writing and a copy shall be provided to all tournament players. A copy of the rules must also be provided to the local office of the Division of Gaming at least five days in advance of the scheduled start of the tournament. The Division shall notify the retail licensee of any proposed tournament rules which the Division finds to be unacceptable, and the licensee shall not offer a tournament using the rules found unacceptable. The tournament must be structured so that a player cannot theoretically exceed wagering limitations for the tournament buy-in during the initial rounds of play in the tournament.

47.1-2213.07 Conduct of tournament.

The following rules shall apply to all roulette tournament play and must be included in the printed rules for each tournament:

- (1) All players shall receive an equal number of tournament chips for their entry fee and/or initial buy-in at the start of each tournament event. If the tournament rules allow additional chips to be purchased before the start of the event or during the event, each player shall have the same opportunity to purchase additional chips.

- (2) Players are eliminated from tournament events when they lose all their chips and either do not have the option to, or choose not to, purchase additional chips.
- (3) At the option of the retail licensee, the tournament rules may permit remaining players to unanimously agree among themselves to split the prize(s) between or among themselves without the necessity of continuing tournament play to finality.
 - (a) No agreement concerning division of prizes shall be made, or be permitted to be made, with respect to non-cash prizes.
 - (b) The retail licensee's tournament director shall not encourage the final players to end tournament play early, and shall ensure that every qualifying player understands that all agreements concerning an early end to the tournament and concerning the division of the prize fund must be both voluntary and unanimous. If the tournament director feels that any player is being coerced or improperly pressured into an agreement with the other players, the tournament director shall not permit an early end to the tournament.
 - (c) Upon being satisfied that any agreement concerning division of prizes is voluntary and unanimous among the qualified players, the tournament director shall award the prizes in the manner agreed upon by the players, identifying each recipient with the prize actually awarded.
- (4) No player may allow a person to sit in on a tournament game on the player's behalf. No player may wager for another player.
- (5) Only tournament chips on the table at the start of a game may be in play for that game. Concealed chips may not be used in play.

47.1-2213.08 House rules for tournament play.

House rules for the tournament, which must also be included in the printed rules, shall include as a minimum:

- (1) Inclusion of the standard house rules for play of the roulette game, or in the alternative, a statement to read: "Except as changed by these tournament rules, tournament play shall follow the house rules of [casino name]."
- (2) The amount of the entry fee, if any, and the amount of the initial player buy-in. The rules must also expressly state whether or not re-buys will be permitted, and if permitted, under what circumstances or conditions.
- (3) How the final round of play is to be determined and how the tournament is to be concluded.
- (4) How many prizes are to be awarded, and the exact description of each prize.
- (5) Any additional house rules which change the normal play of the game in the licensed establishment.

47.1-2214 Tournament chips required.

- (1) All wagers must be made with approved tournament chips provided by the licensee. Currency and coins must be exchanged for tournament chips prior to the start of play. No currency, coins, chips other than tournament chips, or other thing of value may be used as wagers. Tournament chips shall have no cash value, and shall represent tournament points only. There shall be no limitation on the size of a wager made with tournament chips. Tournament chips may never be

redeemed for cash or for any other thing of value, except that the point total represented by the players' accumulations of tournament chips shall be used to determine the winners and/or final place in a tournament.

- (2) If the tournament chips in play are not imprinted with a number representing the actual number of points that the chip represents, each tournament table must display a notice visible to all players, which describes the currently assigned point value to each different color of chip. The point value assigned to each color of chip may change between rounds of tournament play, but the required notice must always reflect the current values.

47.1-2215 Proposals for variations.

- (1) Upon written application to the Division, a retail licensee may request variations in other rules of roulette. Any such variations shall be reviewed by the Division and shall be brought to the Commission for approval or denial. Any approval shall be made by the Commission through the promulgation of temporary and/or permanent rules and regulations.

RULE 23 RULES OF CRAPS

BASIS AND PURPOSE FOR RULE 23

The purpose of Rule 23 is to establish playing rules for craps and procedures for conducting craps games in compliance with section 12-47.1-302 (2). The statutory basis for Rule 23 is found in sections 12-47.1-201, C.R.S., 12-47.1-203, C.R.S., 12-47.1-302, C.R.S., and 12-47.1-818, C.R.S.

47.1-2301 Craps Rules.

The game of craps authorized pursuant to Article 47.1 of Title 12, C.R.S., including all approved variations thereof, shall be permitted and conducted according to the rules and provisions set forth in this Rule 23, promulgated by the Commission (hereinafter collectively "the rules of craps"). The rules of craps shall be followed by all licensees and by all persons participating in any game of craps.

47.1-2302 Definitions for Craps.

The following definitions apply to all the rules of craps and to all games of craps conducted by licensees:

- (1) "Boxman" or "boxperson" means the casino supervisor who is in charge of the craps table.
- (2) "Come Out Point" means a total of four, five, six, eight, nine or ten thrown by the shooter on the come out roll.
- (3) "Come Out Roll" means 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 Pass Bet and Don't Pass Bet has been effected.
- (4) "Come Point" means a total of four, five, six, eight, nine or ten thrown by the shooter on the next roll following placement of a Come Bet or Don't Come Bet.
- (5) "Dealer" means a casino employee who either works each end of the table or a stickman at a table.
- (6) "Disk" or "puck" means the round object that is white on one side and black on the other that is used to signify a come-out roll has occurred and a point has been established.
- (7) "Point" or "point number" means the numbers four, five, six, eight, nine or ten established on the come-out roll.

- (8) "Shooter" means the person who is rolling the dice.
- (9) "Stickman" or "stickperson" means the dealer who calls the game and handles the stick.

47.1-2303 Craps table - Physical characteristics.

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

- (1) A craps table shall not be larger than 14 feet in length. A craps table, while in play, must have a drop slot and drop box, and a tip box, except that no tip box shall be required if tips are not accepted at the table. The drop box and tip box must be attached to the table on the same side as, but on opposite sides of, the dealer. Craps tables must have an identifying number, assigned by the retail licensee, on the top surface of the table or table accessory. This table number must be visible to surveillance personnel and must be able to be captured on surveillance video of table activity.
- (2) The craps table must have the words "No call bets." The craps table must have specific areas marked in which to place wagers and may have imprinted on it the name and logo of the establishment.

47.1-2304 Permissible Wagers.

This section shall list the only permissible wagers at the games of craps.

- (1) "Pass Bet" is a wager placed on the Pass Line of the layout immediately prior to the come out roll.
 - (a) The Pass Bet wins if, on the come out roll, a total of seven or eleven is thrown, or a total of four, five, six, eight, nine or ten is thrown and that total is again thrown before a seven appears.
 - (b) The Pass Bet loses if, on the come out roll, a total of two, three or twelve is thrown; or a total of four, five, six, eight, nine or ten is thrown and a seven subsequently appears before that total is again thrown.
- (2) Don't Pass Bet" is a wager placed on the Don't Pass Line of the layout immediately prior to the come out roll.
 - (a) The Don't Pass Bet wins if, on the come out roll, a total of two or three is thrown; or a total of four, five, six, eight, nine or ten is thrown and a seven subsequently appears before that total is again thrown.
 - (B) The Don't Pass Bet loses if, on the come out roll, a total of seven or eleven is thrown; or a total of four, five, six, eight, nine or ten is thrown and that total is again thrown before a seven appears.
 - (C) The Don't Pass Bet shall be void if, on the come out roll, a total of twelve is thrown.
- (3) "Come Bet" is a wager placed on the Come Line of the layout at any time after the come out roll.
 - (a) The Come Bet wins if, on the roll immediately following placement of such bet, a total of seven or eleven is thrown; or a total of four, five, six, eight, nine or ten is thrown and that total is again thrown before a seven appears.

- (b) The Come Bet loses if, on the roll immediately following placement of such bet, a total of two, three or twelve is thrown; or a total of four, five, six, eight, nine or ten is thrown and a seven subsequently appears before that total is again thrown.
- (4) "Don't Come Bet" is a wager placed on the Don't Come area of the layout at any time after the come out roll.
 - (a) The Don't Come Bet shall win if, on the roll immediately following placement of such bet, a total of two or three is thrown; or a total of four, five, six, eight, nine or ten is thrown and a seven subsequently appears before that total is again thrown.
 - (b) The Don't Come Bet shall lose if, on the roll immediately following placement of such bet, a total of seven or eleven is thrown; or a total of four, five, six, eight, nine or ten is thrown and that total is again thrown before a seven appears.
 - (c) The Don't Come Bet will be void if, on the roll immediately following placement of such bet, a total of 12 is thrown.
- (5) "Place Bet to Win" is a wager that may be made at any time on any of the numbers four, five, six, eight, nine or ten which shall win if the number on which the wager was placed is thrown before a seven and shall lose if a seven is thrown before such number. All place bets shall be inactive on any come out roll unless called "on" by the player and confirmed by the dealer through placement of an "on" marker button on top of such player's wager.
- (6) "Place Bet to Lose" is a wager that may be made at any time against any of the numbers four, five, six, eight, nine or ten which shall win if a seven is thrown before the particular number against which the wager is placed and shall lose if the particular number against which the wager is placed is thrown before a seven appears.
- (7) "Four the Hardway" is a wager that may be made at any time which shall win if a total of four is thrown the hardway (that is, with two appearing on each die) before four is thrown in any other way and before a seven is thrown.
- (8) "Six the Hardway" is a wager that may be made at any time which shall win if a total of six is thrown the hardway (that is, with three appearing on each die) before six is thrown in any other way and before a seven is thrown.
- (9) "Eight the Hardway" is a wager that may be made at any time which shall win if a total of eight is thrown the hardway (that is, with four appearing on each die) before eight is thrown in any other way and before a seven is thrown.
- (10) "Ten the Hardway" is a wager that may be made at any time which shall win if a total of ten is thrown the hardway (that is, with five appearing on each die) before ten is thrown in any other way and before a seven is thrown.
- (11) "Field Bet" is a one-roll wager that may be made at any time which shall win if any one of the totals two, three, four, nine, ten, eleven or twelve is thrown on the roll immediately following placement of such bet and shall lose if a total of five, six, seven or eight is thrown on such roll.
- (12) "Any Seven" is a one-roll wager that may be made at any time which shall win if a total of seven is thrown on the roll immediately following placement of such bet and shall lose if any other total is thrown.

- (13) "Any Craps" is a one-roll wager that may be made at any time which shall win if a total of two, three or twelve is thrown on the roll immediately following placement of such bet and shall lose if any other total is thrown.
- (14) "Craps Two" is a one-roll wager that may be made at any time which shall win if a total of two is thrown on the roll immediately following placement of such bet and shall lose if any other total is thrown.
- (15) "Craps Three" is a one-roll wager that may be made at any time which shall win if a total of three is thrown on the roll immediately following placement of such bet and shall lose if any other total is thrown.
- (16) "Craps Twelve" is a one-roll wager that may be made at any time which shall win if a total of twelve is thrown on the roll immediately following placement of such bet and shall lose if any other total is thrown.
- (17) "Eleven in One Roll" is a one-roll wager that may be made at any time which shall win if a total of eleven is thrown on the roll immediately following placement of such bet and shall lose if any other total is thrown.
- (18) "Craps-Eleven or C and E" is a one-roll wager that may be made at any time which shall win, if either a craps (two, three or twelve) or eleven is rolled immediately following placement of such bet and shall lose if any other total is thrown.
- (19) "Horn Bet" is a one-roll wager that may be made at any time which shall win if any one of the totals two, three, eleven or twelve is thrown on the roll immediately following placement of such bet and shall lose if any other total is thrown.
- (20) "Horn High Bet" is a wager that may be made at any time which shall win if any one of the totals two, three, eleven or twelve is thrown on the roll immediately following placement of such bet and shall lose if any other total is thrown. A Horn High Bet shall be placed in units of five with four units wagered as a Horn Bet and an additional unit wagered on one of the totals two, three, eleven or twelve. A retail licensee that does not have a designated area on its layouts for the acceptance of a Horn High Bet shall break down the wager into two separate wagers on the "Horn" and one of the totals two, three, eleven or twelve.
- (21) "Whirl Bet" or "World Bet" is a one-roll wager that may be made at any time, consisting of a Horn Bet and the Any Seven wager. A retail licensee that does not have a designated area on the layout for the acceptance of the Whirl Bet shall break down the wager into two separate wagers on the Horn Bet and the Any Seven wager.
- (22) "Four the Hardway on the Hop" is a one-roll wager that may be made at any time which shall win if a total of four is thrown the hardway (that is, with two appearing on each die) on the roll immediately following placement of such bet and shall lose if any other combination is thrown.
- (23) "Six the Hardway on the Hop" is a one-roll wager that may be made at any time which shall win if a total of six is thrown the hardway (that is, with three appearing on each die) on the roll immediately following placement of such bet and shall lose if any other combination is thrown.
- (24) "Eight the Hardway on the Hop" is a one-roll wager that may be made at any time which shall win if a total of eight is thrown the hardway (that is, with four appearing on each die) on the roll immediately following placement of such bet and shall lose if any other combination is thrown.

- (25) "Ten the Hardway on the Hop" is a one-roll wager that may be made at any time which shall win if a total of ten is thrown the hardway (that is, with five appearing on each die) on the roll immediately following placement of such bet and shall lose if any other combination is thrown.
- (26) "One-Three (Ace-Trey) on the Hop" is a one-roll wager that may be made at any time which shall win if a total of four is thrown with a one appearing on one die and a three appearing on the other die on the roll immediately following placement of such bet and shall lose if any other combination is thrown.
- (27) "One-Four (Ace-Four) on the Hop" is a one-roll wager that may be made at any time which shall win if a total of five is thrown with a one appearing on one die and a four appearing on the other die on the roll immediately following placement of such bet and shall lose if any other combination is thrown.
- (28) "Two-Three (Deuce-Trey) on the Hop" is a one-roll wager that may be made at any time which shall win if a total of five is thrown with a two appearing on one die and a three appearing on the other die on the roll immediately following placement of such bet and shall lose if any other combination is thrown.
- (29) "One-Five (Ace-Five) on the Hop" is a one roll-wager that may be made at any time which shall win if a total of six is thrown with a one appearing on one die and a five appearing on the other die on the roll immediately following placement of such bet and shall lose if any other combination is thrown.
- (30) "Two-Four (Deuce-Four) on the Hop" is a one-roll wager that may be made at any time which shall win if a total of six is thrown with a two appearing on one die and a four appearing on the other die on the roll immediately following placement of such bet and shall lose if any other combination is thrown.
- (31) "One-Six (Ace-Six) on the Hop" is a one-roll wager that may be made at any time which shall win if a total of seven is thrown with a one appearing on one die and a six appearing on the other die on the roll immediately following placement of such bet and shall lose if any other combination is thrown.
- (32) "Two-Five (Deuce-Five) on the Hop" is a one-roll wager that may be made at any time which shall win if a total of seven is thrown with a two appearing on one die and a five appearing on the other die on the roll immediately following placement of such bet and shall lose if any other combination is thrown.
- (33) "Three-Four (Trey-Four) on the Hop" is a one-roll wager that may be made at any time which shall win if a total of seven is thrown with a three appearing on one die and a four appearing on the other die on the roll immediately following placement of such bet and shall lose if any other combination is thrown.
- (34) "Two-Six (Deuce-Six) on the Hop" is a one-roll wager that may be made at any time which shall win if a total of eight is thrown with a two appearing on one die and a six appearing on the other die on the roll immediately following placement of such bet and shall lose if any other combination is thrown.
- (35) "Three-Five (Trey-Five) on the Hop" is a one-roll wager that may be made at any time which shall win if a total of eight is thrown with a three appearing on one die and a five appearing on the other die on the roll immediately following placement of such bet and shall lose if any other combination is thrown.

- (36) "Three-Six (Trey-Six) on the Hop" is a one-roll wager that may be made at any time which shall win if a total of nine is thrown with a three appearing on one die and a six appearing on the other die on the roll immediately following placement of such bet and shall lose if any other combination is thrown.
- (37) "Four-Five on the Hop" is a one-roll wager that may be made at any time which shall win if a total of nine is thrown with a four appearing on one die and a five appearing on the other die on the roll immediately following placement of such bet and shall lose if any other combination is thrown.
- (38) "Four-Six on the Hop" is a one-roll wager that may be made at any time which shall win if a total of ten is thrown with a four appearing on one die and a six appearing on the other die on the roll immediately following placement of such bet and shall lose if any other combination is thrown.
- (39) "6-7-8" is a one roll wager, offered at the election of a retail licensee, that may be made at any time which shall win if any one of the totals six, seven or eight is thrown on the roll immediately following the placement of such bet and shall lose if the total of two, three, four, five, nine, ten, eleven or twelve is thrown on such roll.
- (40) "Big 6" is a multi-roll wager that may be made at any time which shall win if a six in any combination is thrown before a seven. If a seven is thrown before the six, the wager is lost.
- (41) "Big 8" is a multi-roll wager that may be made at any time which shall win if an eight in any combination is thrown before a seven. If a seven is thrown before the eight, the wager is lost.
- (42) "Put Bet" is a wager placed directly on 4, 5, 6, 8, 9, or 10. A put bet pays even money. Players have the option to take true odds on the wager. Players may wager a put bet at anytime during the game.

47.1-2305 Making and Removing Wagers.

- (1) All wagers at craps must be made by placing gaming chips, tokens, valid match play coupons, or coins (only for Pass or Don't Pass wagers) or any combination thereof, on the appropriate areas of the layout. *Amended 9/14/2012*
- (2) Wagers should be made before the dice are thrown. However, they may be made between the time the dice leave the shooter's hand and the time the dice come to rest provided that they are confirmed verbally by the dealer and/or a boxperson and the correct wager is placed on the table.
- (3) A wager made on any bet may be removed or reduced at any time prior to a roll that decides the outcome of such wager except that a Pass Bet and a Come Bet shall not be removed or reduced after a come out point or come point is established with respect to such bet. Pass Bets and Come Bets may be increased at any time.
- (4) 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 such removal or reduction.
- (5) All buy and place to win bets, come odds, and hardways shall be inactive on any come out roll unless called "On" by the player and confirmed by the dealer through placement of an "On" marker button on the top of each player's wager. One "On" button may designate all like or similar bets in that position are working. All other wagers shall be considered "On". Hardways may be active on the come out roll if allowed by the house rules of the retail licensee.

47.1-2306 Payment odds.

- (1) No retail licensee or any employee or agent thereof shall pay off winning wagers at the game of craps at less than the odds listed below. A retail licensee may pay off winning wagers at higher odds than those listed below, provided that such odds are uniform within the casino.

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 4 to Win	9 to 5
Place Bet 5 to Win	7 to 5
Place Bet 6 to Win	7 to 6
Place Bet 8 to Win	7 to 6
Place Bet 9 to Win	7 to 5
Place Bet 10 to Win	9 to 5
Place Bet 4 to Lose	5 to 11
Place Bet 5 to Lose	5 to 8
Place Bet 6 to Lose	4 to 5
Place Bet 8 to Lose	4 to 5
Place Bet 9 to Lose	5 to 8
Place Bet 10 to Lose	5 to 11
Four the Hardway	7 to 1
Six the Hardway	9 to 1
Eight the Hardway	9 to 1
Ten the Hardway	7 to 1
Field Bet	1 to 1 on 3, 4, 9, 10, 11
Field Bet	2 to 1 on 2
Field Bet	2 to 1 on 12
Any Seven	4 to 1
Any Craps	7 to 1
Craps 2	30 to 1
Craps 3	15 to 1
Craps 12	30 to 1
11 in one roll	15 to 1
Four the Hardway on the Hop	30 to 1
Six the Hardway on the Hop	30 to 1
Eight the Hardway on the Hop	30 to 1
Ten the Hardway on the Hop	30 to 1
One-Three (Ace-Trey) on the Hop	15 to 1
One-Four (Ace-Four) on the Hop	15 to 1
One-Five (Ace-Five) on the Hop	15 to 1
One-Six (Ace-Six) on the Hop	15 to 1
Two-Four (Deuce-Four) on the Hop	15 to 1
Two-Five (Deuce-Five) on the Hop	15 to 1
Two-Six (Deuce-Six) on the Hop	15 to 1
Two-Three (Deuce-Trey) on the Hop	15 to 1
Three-Four (Trey-Four) on the Hop	15 to 1
Three-Five (Trey-Five) on the Hop	15 to 1
Three-Six (Trey-six) on the Hop	15 to 1
Four-Five on the Hop	15 to 1
Four-Six on the Hop	15 to 1
Six-Seven-Eight	1 to 1 on 6 (One-Five or Two-Four), 7, 8 (Two-Six or Three-

	Five)
Six-Seven-Eight	2 to 1 on 6 (the Hardway) or 8 (the Hardway)
Big Six or Big Eight	1 to 1
Put Bet	1 to 1

- (2) A Horn Bet and Horn High Bet shall be paid as if they were four separate wagers on two, three, eleven and twelve.
- (3) A Craps-Eleven or C and E Bet shall be paid as if one-half of the wagered amount had been placed on "Any Craps" and one half on "Eleven", and shall be paid as if two separate wagers were made for the one roll.
- (4) No retail licensee or its employees shall accept any wager that because of the amount thereof cannot be paid at the odds permitted by (1), (2) or (3) above. If the winning wager results in a payout amount that is not an even dollar amount, the payout amount shall be rounded up to an amount equal to the lowest denomination of chip available at the table.

47.1-2307 True odds on place bets (buy and lay bets).

- (1) Buy bets: In addition to the payout odds set forth in regulation 47.1-2306 for place bets to win on 4, 5, 6, 8, 9 and 10, a retail licensee may offer a player the option of receiving true odds on these bets. In return for offering these odds, the licensee may charge the player a percentage of the amount wagered, which in no event shall exceed five percent of such wager. A retail licensee that offers a player true odds shall pay winning wagers as follows:

Bets	Odds
4 to Win	2 to 1
5 to Win	3 to 2
6 to Win	6 to 5
8 to Win	6 to 5
9 to Win	3 to 2
10 to Win	2 to 1

- (2) Lay bets: In addition to or in lieu of the payout odds set forth in regulation 47.1-2306 for place bets to lose on 4, 5, 6, 8, 9 and 10, a retail licensee may offer a player THE OPTION OF true odds on these bets. In return for offering these odds, the licensee may charge the player a percentage of the amount potentially won, which in no event shall exceed five percent of such wager. A retail licensee that offers a player true odds shall pay winning wagers as follows:

Bets	Odds
4 to Lose	1 to 2
5 to Lose	2 to 3
6 to Lose	5 to 6
8 to Lose	5 to 6
9 to Lose	2 to 3
10 to Lose	1 to 2

- (3) Except as provided for in subsections (1) and (2) of this section, no casino licensee shall charge any percentage, fee or vigorish to a player in making any wager in the game of craps.

47.1-2308 Taking or laying odds in support of pass, don't pass, come and don't come bets.

- (1) Whenever a player makes a Pass Bet and a total of 4, 5, 6, 8, 9 or 10 is thrown on the come out roll, the player shall have the right to make a supplemental wager in support of the Pass Bet which may be limited by the retail licensee's policies on odds, not to exceed \$100. If, in such circumstances, the Pass Bet wins, the original Pass Bet shall be paid at odds of 1 to 1 and the

supplemental wager shall be paid at odds of 2 to 1 if the come out point was 4 or 10, 3 to 2 if the come out point was 5 or 9, and 6 to 5 if the come out point was 6 or 8.

- (2) Whenever a player makes a Don't Pass Bet and a total of 4, 5, 6, 8, 9 or 10 is thrown on the come out roll, the player shall have the right to make a supplemental wager in support of the Don't Pass Bet which may be limited by the retail licensee's policies on odds, not to exceed \$100. If, in such circumstances, the Don't Pass Bet wins, the original Don't Pass Bet shall be paid at odds of 1 to 1 and the supplemental wager shall be paid at odds of 1 to 2 if the come out point was 4 or 10, 2 to 3 if the come out point was 5 or 9, and 5 to 6 if the come out point was 6 or 8.
- (3) Whenever a player makes a Come Bet and a total of 4, 5, 6, 8, 9 or 10 is thrown on the roll immediately following placement of such bet, the player shall have the right to make a supplemental wager in support of the Come Bet which may be limited by the retail licensee's policies on odds, not to exceed \$100. If, in such circumstances, the Come Bet wins, the original Come Bet shall be paid at odds of 1 to 1 and the supplemental wager shall be paid at odds of 2 to 1 if the come point was 4 or 10, 3 to 2 if the come point was 5 or 9, and 6 to 5 if the come point was 6 or 8.
- (4) Whenever a player makes a Don't Come Bet and a total of 4, 5, 6, 8, 9 or 10 is thrown on the roll immediately following placement of such bet, the player shall have the right to make a supplemental wager in support of the Don't Come Bet which may be limited by the retail licensee's policies on odds, not to exceed \$100. If, in such circumstances, the Don't Come Bet wins, the original Don't Come Bet shall be paid at odds of 1 to 1 and the supplemental wager shall be paid at odds of 1 to 2 if the come point was a 4 or 10, 2 to 3 if the come point was 5 or 9, and 5 to 6 if the come point was 6 or 8.

47.1-2309 Retention and selection of dice.

- (1) A set of at least five dice conforming to the specifications contained in 47.1-1280 shall be offered to each new shooter. Control of the dice at a craps table shall be the responsibility of the stickperson at the table.
- (2) At the commencement of play, the stickperson shall offer the set of dice to the player immediately to the left of the boxperson at the table. If such a 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.
- (3) 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 cup which shall be placed immediately in front of the craps stickperson.

47.1-2310 Throw of the dice.

Upon selection of the dice, the shooter shall make a Pass or Don't Pass Bet after which he shall throw the two selected die so that they leave his hand simultaneously and in a manner calculated to cause them to strike the end of the table farthest from him.

47.1-2311 Invalid roll of the dice.

- (1) A roll of the dice shall be invalid whenever either or both of the die go off the table or whenever one die comes to rest on top of the other.
- (2) The persons listed in (5) below 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 die fail to strike an end of the table;
 - (c) Either or both of the die come to rest on the chips constituting the craps bank of chips located in front of the boxperson;
 - (d) Either or both of the die come to rest in the dice cup in front of the 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; and
 - (f) For any other reason the boxperson or stickperson considers the throw to be improper.
- (3) The call of "No Roll" under either paragraphs a, b or f of subsection (2) of this section shall, whenever possible, be made before both die come to rest.
 - (4) A throw of the dice which results in the dice coming into contact with any chips on the table shall not be a cause for a call of "No Roll".
 - (5) "No Roll" may be called by any licensed employee designated by the retail licensee.

47.1-2312 Point throw; settlement of wagers.

- (1) When the dice come to rest from a valid throw, the stickperson shall at once call out the sum of the numbers on the high or uppermost sides of the two die. Only one face on each die shall be considered skyward.
- (2) In the event either or both of the die do not land flat on the table (for example, one edge of the die is resting cocked on a stack of chips), the side directly opposite the side that is resting on the chips or other object shall be considered uppermost and skyward. 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.
- (3) The first player to accept the dice when offered shall become the shooter who shall select and retain two of the die 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.

47.1-2313 Continuation of shooter; selection of new shooter.

- (1) 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; or
 - (b) The boxperson may order the shooter to pass the dice if the shooter unreasonably delays the game, repeatedly makes invalid rolls or violates either the Colorado Limited Gaming Act or the Colorado Limited Gaming Regulations.
- (2) If a shooter, after making the Come Out Point, elects not to place a Pass or Don't Pass Bet, and other wagers remain on the table with respect to Come and/or Don't Come numbers, the stickperson shall offer the dice to the player immediately to the left of the previous shooter, as provided for in (3) below. If there are no other players at the table, or if no other players at the table elect to make a Pass 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 a Pass or Don't Pass Bet only for the purpose of effecting a decision on the remaining Come and/or Don't Come Wagers. 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 those wagers remaining on the layout. Once the remaining Come and/or Don't Come Wagers have been decided or a player wishes to place a Pass or Don't Pass Bet the game shall proceed in accordance with regulation 47.1-2310.

- (3) Whenever a voluntary or compulsory relinquishment of the dice occurs by the shooter, the 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 or she does not accept, to each of the other players in turn clockwise around the table.
- (4) The first player to accept the dice when offered shall become the new shooter who shall select and retain two of the die offered. The remaining dice of the set shall be returned to the dice cup, which shall be placed immediately in front of the stickperson.

47.1-2314 Posting of rules.

Posted house rules and specific rules of conduct shall be clear and legible and placed in a conspicuous and conveniently accessible location available to all players in the room. Rules posted and the place of posting must be approved by the Director or designee. Printed copies of house rules and specific rules of conduct must be provided to players upon request.

47.1-2315 Craps tournaments.

- (1) Craps tournaments may be conducted by retail licensees as a single event or a series of events culminating with an overall winner. At such tournament, any of the Craps games authorized in this Rule 23 may be played. A tournament must conclude no later than four months following the first day of tournament play.
- (2) A tournament which will produce adjusted gross proceeds may be conducted by only one licensee; no two or more licensees may jointly conduct such a single tournament.
 - (a) Two or more licensees may jointly conduct a tournament in which the value of all monies collected will be returned to the participants as prizes and will not result in taxable adjusted gross proceeds.
 - (b) If one tournament is conducted by two or more licensees, one of the licensees shall be designated as being responsible for the tournament, and shall alone have the duty to ensure the proper award of all prizes at the tournament's conclusion. This licensee shall also be responsible for completion and maintenance of all tournament accounting records which pertain to the tournament as a whole.
 - (c) Licensees participating in a tournament shall ensure that no player is entered in the tournament more than once at any given time during the tournament. However, if permitted by the tournament rules, after a player has been eliminated from the tournament, the player may be allowed to re-enter the tournament as a new and separate entry. Any player found to have two or more concurrent, active entries in a tournament shall be disqualified from tournament play and shall not be eligible to receive any tournament prize.

47.1-2315.01 Calculation of adjusted gross proceeds of craps tournament play.

Entry fees are considered adjusted gross proceeds and shall be reported as such on the gaming tax return in the month in which the entry fee(s) are collected. If the entry fee is a non-cash item such as a toy, food card, canned good, etc., the licensee must establish a pre-determined cash value (equivalent to

the cash entry fee) of the item and record this value as the entry fee on the required tournament form. Complimentary entry fees paid by the licensee shall also be considered adjusted gross proceeds. If an entry fee is collected for the tournament, the licensee must complete a tournament form listing each entrant and the dollar value of the entry fee for each entrant, regardless of how the entry fee was collected or paid. Each entrant listed on the tournament form must have an associated entry fee. Free tournaments where no entry fee is collected for any entrant results in zero adjusted gross proceeds. The licensee may not declare a loss against adjusted gross proceeds for tournaments.

47.1-2315.02 Cash receipts and prize awards-accounting.

Cash received for tournament entry fees must be kept separate and apart from all other cash received by the licensee until such time as it is counted. Cash and merchandise paid out to winners as prize money shall be accounted for on forms specified by the Division.

47.1-2315.03 Location of tournaments.

Each craps tournament may be conducted only upon licensed premises meeting the security and surveillance requirements of the rules and regulations and of the Internal Control Minimum Procedures.

47.1-2315.04 Qualification of players.

At the licensee's discretion, the licensee may establish qualification or selection criteria to limit the eligibility of tournament players. Such criteria, if used, should be reasonably related to limited gaming.

47.1-2315.05 Entry fee and player buy-in.

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

An Entry Fee is any amount collected for a tournament by the licensee not applied to the prize pool. All buy-ins for the tournament are combined to create the tournament prize pool. The licensee may create a prize pool for each event provided that any funds not awarded from that prize pool are carried forward to and awarded in future events of the tournament.

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

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

If the prize voucher is used to guarantee a spot in a future event in which no entry fee and buy-in is offered, the prize voucher shall be considered a buy-in and applied to the prize pool. In this situation, the prize voucher is not considered a prize payout.

Prize vouchers may only be redeemed by the patron that won the voucher in a previous event.

47.1-2315.06 Tournament rules of play.

The rules of play of each tournament game shall follow the standard rules of play of each game as set forth in Rule 23. The rules for the conduct of each tournament shall be reduced to writing and a copy shall be provided to all tournament players. A copy of the rules must also be provided to the local office of the Division of Gaming at least five days in advance of the scheduled start of the tournament. The Division shall notify the retail licensee of any proposed tournament rules which the Division finds to be unacceptable, and the licensee shall not offer a tournament using the rules found unacceptable. The tournament must be structured so that a player cannot theoretically exceed wagering limitations for the tournament buy-in during the initial rounds of play in the tournament.

47.1-2315.07 Conduct of tournament.

The following rules shall apply to all craps tournament play and must be included in the printed rules for each tournament:

- (1) All players shall receive an equal number of tournament chips for their entry fee and/or initial buy-in at the start of each tournament event. If the tournament rules allow additional chips to be purchased before the start of the event or during the event, each player shall have the same opportunity to purchase additional chips.
- (2) Players are eliminated from tournament events when they lose all their chips and either do not have the option to, or choose not to, purchase additional chips.
- (3) At the option of the retail licensee, the tournament rules may permit remaining players to unanimously agree among themselves to split the prize(s) between or among themselves without the necessity of continuing tournament play to finality.
 - (a) No agreement concerning division of prizes shall be made, or be permitted to be made, with respect to non-cash prizes.
 - (b) The retail licensee's tournament director shall not encourage the final players to end tournament play early, and shall ensure that every qualifying player understands that all agreements concerning an early end to the tournament and concerning the division of the prize fund must be both voluntary and unanimous. If the tournament director feels that any player is being coerced or improperly pressured into an agreement with the other players, the tournament director shall not permit an early end to the tournament.
 - (c) Upon being satisfied that any agreement concerning division of prizes is voluntary and unanimous among the qualified players, the tournament director shall award the prizes in the manner agreed upon by the players, identifying each recipient with the prize actually awarded.
- (4) No player may allow a person to sit in on a tournament game on the player's behalf. No player may wager for another player.
- (5) Only tournament chips on the table at the start of a game may be in play for that game. Concealed chips may not be used in play.

47.1-2315.08 House rules for tournament play.

House rules for the tournament, which must also be included in the printed rules, shall include as a minimum:

- (1) Inclusion of the standard house rules for play of the craps game, or in the alternative, a statement to read: "Except as changed by these tournament rules, tournament play shall follow the house rules of [casino name]."

- (2) The amount of the entry fee, if any, and the amount of the initial player buy-in. The rules must also expressly state whether or not re-buys will be permitted, and if permitted, under what circumstances or conditions.
- (3) How the final round of play is to be determined and how the tournament is to be concluded.
- (4) How many prizes are to be awarded, and the exact description of each prize.
- (5) Any additional house rules which change the normal play of the game in the licensed establishment.

47.1-2316 Tournament chips required.

- (1) All wagers must be made with approved tournament chips provided by the licensee. Currency and coins must be exchanged for tournament chips prior to the start of play. No currency, coins, chips other than tournament chips, or other thing of value may be used as wagers. Tournament chips shall have no cash value, and shall represent tournament points only. There shall be no limitation on the size of a wager made with tournament chips. Tournament chips may never be redeemed for cash or for any other thing of value, except that the point total represented by the players' accumulations of tournament chips shall be used to determine the winners and/or final place in a tournament.
- (2) If the tournament chips in play are not imprinted with a number representing the actual number of points which the chip represents, each tournament table must display a notice visible to all players which describes the currently assigned point value to each different color of chip. The point value assigned to each color of chip may change between rounds of tournament play, but the required notice must always reflect the current values.

47.1-2317 Proposals for variations.

- (1) Upon written application to the Division, a retail licensee may request variations in other rules of craps. Any such variations shall be reviewed by the Division and shall be brought to the Commission for approval or denial. Any approval shall be made by the Commission through the promulgation of temporary and/or permanent rules and regulations.

47.1-2317.01 The Play – Craps with Fire Bet

Fire Bet is a patented and trademarked Craps Variation Game, the rights to which on January 1, 2012 were owned by Shuffle Master Gaming of Las Vegas, Nevada and which may be transferred or assigned. Craps with Fire Bet must be played according to the following rules:

- (1) Fire Bet may be played only on tables displaying the Fire Bet layout.
- (2) Fire Bet is an optional additional wager for craps. Players may make this bet right before the come-out roll of a new shooter. These bets will be in the amount specified at the table by the retail licensee.
- (3) Players must place their fire bet wager in the marked area. Dealers will then move the bets to the appropriate betting circles.
- (4) A Fire Bet cannot be taken down or "called off" once the new shooter has established the *initial* point.

- (5) Any dealer tip delivered as a Fire Bet wager may be placed at the top of the Fire Bet numbering area or piggy-backed (dealer bet sits on top of the player's bet slightly pushed forward) on top of the player's Fire Bet numbering spot wager.
- (6) Lammers shall be used to keep track of each "Individual Point" that the shooter has successfully made. For example: once a point has been successfully made, a Fire Bet Lammer will replace the standard (larger, white) puck that was used to denote that "point". The Fire Bet Lammers will be placed accordingly as additional "Individual Points" are made until a "Seven Out" occurs or an ultimate Fire Bet Payoff threshold has been reached.
- (7) The Fire Bet Wager shall be paid according to the number of "Individual Points" the shooter successfully makes before the dice "Seven Out". *Note: The term "Individual Points" shall mean, when a point is successfully made from the pool of possible points (4, 5, 6, 8, 9, 10) more than once, it shall neither advance nor subtract from the player's goal of reaching a Fire Bet payoff threshold. Thus, making a point more than once, will only count as *one "individual point"* made.
- (8) Points do not have to be in any specific order.
- (9) Winning or losing on the "Come Out" roll will not affect this side bet. Only the "Seven Out" or successfully making all (6) Individual Points will terminate the bet.
- (10) Payouts are made after the shooter – assuming he or she has made at least three passes – "Sevens Out." Dealers will clear all losing bets first, and then pay winners, including the Fire Bet. Bets will be paid in *numerical order* in conjunction with a player's betting position after all usual "take and pay procedures".
- (11) As this is a "multi-level" payoff structure, only the highest payoff level met will be paid. *Example:* If five (5) "Individual Points" are successfully made, only the (five) point payoff will be made and not the lesser payoff threshold met.
- (12) The pay schedule in use, or payouts derived from the pay schedules, must be displayed on the table layout or on signage at the table:

Points	FB-1	FB-2	FB-3	FB-4
6	1,000 for 1	999 to 1	300 for 1	299 to 1
5	250 for 1	249 to 1	150 for 1	149 to 1
4	25 for 1	24 to 1	30 for 1	29 to 1
3			7 for 1	6 to 1

47.1-2317.02 The Play – Craps with Sharp Shooter *Effective 11/30/2012*

Sharp Shooter is a patented and trademarked Craps Variation Game, the rights to which on March 13, 2008 were owned by Shuffle Master Gaming of Las Vegas, Nevada and which may be transferred or assigned. Craps with Sharp Shooter must be played according to the following rules:

- (1) Sharp Shooter may be played only on tables displaying the Sharp Shooter layout.
- (2) Sharp Shooter is an optional wager for craps. Players may make this bet right before the come-out roll of a new shooter. These bets will be in the amount specified at the table by the retail licensee.
- (3) Players must place their Sharp Shooter Wager in the marked area. Dealers will then move the wagers to the appropriate betting circles.

- (4) Any dealer tip delivered as a Sharp Shooter wager may be placed at the top of the Sharp Shooter numbering area or piggy-backed (dealer bet sits on top of the player's bet slightly pushed forward) on top of the player's Sharp Shooter numbering spot wager.
- (5) When a player makes a point, the stickman, boxman, or dealer will use a lammer to keep track of the number of passes.
- (6) Players win if the shooter makes at least three points before a "Seven-Out". The more points he or she makes, the higher the payouts.
- (7) If a shooter makes 10 points, the Sharp Shooter bet pays the top award and the sequence ends.
- (8) Payouts are made after the shooter—assuming he or she has made at least three passes—"Sevens-Out". Dealers will clear all losing bets first, and then pay winners, including the Sharp Shooter Wagers.
- (9) The pay schedule in use, or payouts derived from the pay schedules, must be displayed on the table layout or on signage at the table:

Points	SS-01	SS-02	SS-03	SS-04	SS-05	SS-06
10	300 for 1	300 for 1	500 for 1	299 to 1	299 to 1	500 to 1
9	200 for 1	200 for 1	200 for 1	200 to 1	200 to 1	200 to 1
8	100 for 1	50 for 1	100 for 1	100 to 1	50 to 1	100 to 1
7	50 for 1	40 for 1	50 for 1	50 to 1	40 to 1	50 to 1
6	30 for 1	30 for 1	30 for 1	30 to 1	30 to 1	30 to 1
5	20 for 1	20 for 1	20 for 1	20 to 1	20 to 1	15 to 1
4	10 for 1	10 for 1	10 for 1	9 to 1	9 to 1	9 to 1
3	6 for 1	7 for 1	6 for 1	5 to 1	6 to 1	5 to 1

47.1-2317.03 The Play – Craps Free Craps

Craps Free Craps is a public domain, craps variation game. Except as provided by this regulation 47.1-2317.03, Craps Free Craps shall follow all the rules for Craps play set forth by this Rule 23.

Permissible Wagers.

Except as provided below, all wagers found in 47.1-2304 Permissible Wagers are allowable in Craps Free Craps.

- (1) "Pass Bet" is a wager placed on the Pass Line of the layout immediately prior to the come out roll.
 - (a) The Pass Bet wins if, on the come out roll, a total of seven is thrown, or a total of two, three, four, five, six, eight, nine, ten, eleven, or twelve is thrown and that total is again thrown before a seven appears.
 - (b) The Pass Bet loses if, following placement of such a bet, a total of two, three, four, five, six, eight, nine, ten, eleven, or twelve is thrown and a seven subsequently appears before that total is again thrown.
- (2) "Don't Pass Bet" as defined in 47.1-2304 Permissible Wagers, is not a permissible wager in Craps Free Craps, nor is any mention of "Don't Pass Bet" valid in any other section.
- (3) "Come Bet" is a wager placed on the Come Line of the layout at any time after the come out roll.

- (a) The Come Bet wins if, on the roll immediately following placement of such bet, a total of seven; or a total of two, three, four, five, six, eight, nine, ten, eleven, or twelve is thrown and that total is again thrown before a seven appears.
- (b) The Come Bet loses if, following placement of such bet, a total of two, three, four, five, six, eight, nine, ten, eleven or twelve is thrown and a seven subsequently appears before that total is again thrown.
- (4) "Don't Come Bet" as defined in 47.1-2304 Permissible Wagers, is not a permissible wager in Craps Free Craps, nor is any mention of "Don't Come Bet" or "Don't Come Wager" valid in any other section.
- (5) "Place Bet to Lose" as defined in 47.1-2304 Permissible Wagers, is not a permissible wager in Craps Free Craps.

Payment Odds.

Wager	Payout Odds
Pass Bet	1 to 1
Come Bet	1 to 1
Place Bet 2 Win	11 to 2
Place Bet 3 to Win	11 to 4
Place Bet 4 to Win	9 to 5
Place Bet 5 to Win	7 to 5
Place Bet 6 to Win	7 to 6
Place Bet 8 to Win	7 to 6
Place Bet 9 to Win	7 to 5
Place Bet 10 to Win	9 to 5
Place Bet 11 to Win	11 to 4
Place Bet 12 to Win	11 to 2
Four the Hardway	7 to 1
Six the Hardway	9 to 1
Eight the Hardway	9 to 1
Ten the Hardway	7 to 1
Field Bet	1 to 1 on 3, 4, 9, 10, 11
	2 to 1 on 2
	2 to 1 on 12
Any Sevens	4 to 1
Any Craps	7 to 1
Craps 2	30 to 1
Craps 3	15 to 1
Craps 12	30 to 1
11 in one roll	15 to 1
Four the Hardway on the Hop	30 to 1
Six the Hardway on the Hop	30 to 1
Eight the Hardway on the Hop	30 to 1
One-Three (Ace-Trey) on the Hop	15 to 1
One-Four (Ace-Four) on the Hop	15 to 1
One-Six (Ace-Six) on the Hop	15 to 1
Two-Four (Deuce-Four) on the Hop	15 to 1
Two-Five (Deuce-Five) on the Hop	15 to 1
Two-Three (Deuce-Trey) on the Hop	15 to 1

Three-Four (Trey-Four) on the Hop	15 to 1
Three-Five (Trey-Five) on the Hop	15 to 1
Three-Six (Trey-Six) on the Hop	15 to 1
Four-Five on the Hop	15 to 1
Six-Seven-Eight	1 to 1 on 6 (one-Five or Two-Four), 7, 8 (Two-Six or Three-Five)
	2 to 1 on 6 (the Hardway) or 8 (the Hardway)
Big Six or Big Eight	1 to 1
Put Bet	1 to 1

True odds on Place bets (buy bets)

(1) Buy bets: In addition to the payout odds set forth above for place bets to win on 2, 3, 4, 5, 6, 8, 9, 10, 11 and 12, a retail licensee may offer a player the option of receiving true odds on these bets. In return for offering these odds, the licensee may charge the player a percentage of the amount wagered, which in no event shall exceed five percent of such wager. A retail licensee that offers a player true odds shall pay winning wagers as follows:

Bets	Odds
2 to Win	6 to 1
3 to Win	3 to 1
4 to Win	2 to 1
5 to Win	3 to 2
6 to Win	6 to 5
8 to Win	6 to 5
9 to Win	3 to 2
10 to Win	2 to 1
11 to Win	3 to 1
12 to Win	6 to 1

- (2) "Lay bets" as provided in 47.1-2307 True odds on Place bets (buy and lay bets), are not permissible wagers in Craps Free Craps
- (3) Except as provided for in subsection (1) of this section, no casino licensee shall charge any percentage, fee or vigorish to a player in making any wager in the game of craps.

47.1-2317.04 The Play – Craps with Super Front Line Winner

Super Front Line Winner is a craps variation game, the rights to which are owned by Score Gaming, LLC of Henderson, Nevada and which may be transferred or assigned. Craps with Super Front Line Winner must be played according to the following rules.

- (1) Super Front Line Winner may be played only on tables displaying the Super Front Line Winner Layout.
- (2) Super Front Line Winner Shall be played using all standard craps equipment, including two die, a point marker, and all standard equipment used to play the traditional game of craps.
- (3) No changes will be made to the standard play, procedures or payouts of craps except where described below for the outcome of the Super Front Line Winner wager.
- (4) The Play of the Super Front Line Winner wager requires at least one shooter/player to make a Pass Line or Don't Pass Wager per House minimums and maximums and a Super Front Line Winner wager per house minimums and maximums.

- (a) Table signage will be present depicting the house minimums and maximums for all wagers including the Super Front Line Winner wager.
- (5) All players who have bet the pass line and/or the don't pass line may also bet the Super Front Line Winner wager. Players who have not bet the pass line or don't pass line will not be eligible to play the Super Front Line Winner wager.
- (6) The Super Front Line Winner wager must be placed in the designated spot on the craps table marked for the Super Front Line Winner wager. The wager may be placed at any time during the shooter/player's roll, provided the shooter/player has not yet rolled a seven or eleven.
 - (a) Once the shooter/player has rolled a seven or eleven, the designated casino staff will announce the Super Front Line Winner wager is now closed for the entirety of the current shooter/player's complete round of craps defined as when the shooter/player sevens out.
- (7) Once placed, the shooter/player cannot take down, increase, or decrease the amount of the super front line winner wager. the wager must be played until it is resolved by winning, losing, or pushing as described below.
- (8) At the discretion of the retail licensee, the shooter/player that has placed the Super Front Line Winner wager may be permitted to place tip wagers for the dealer on the Super Front Line Winner wager. If such tip wagers are accepted, winning wagers must be paid at the same odds as the shooter/player's winning wager. The retail licensee may require tip wagers to be in an even dollar amount, and may limit the maximum amount of such tip wagers.
- (9) The Object of the Super Front Line Winner wager is for the shooter/player to roll as many Sevens or Elevens as possible during a shooter/player's complete round of craps.
 - (a) A shooter/player's complete round of craps is defined as the period between the shooter/player's first come out roll and the shooter/player sevens out.
 - (b) The seven which results in a seven-out is always counted as one seven in determining the total number of sevens and elevens the shooter/player rolls in their complete round of craps.
 - (c) All further rules will apply to a shooter/player's complete round of craps
- (10) Rolling four (4) sevens and/or elevens provides the minimum payout per the established pay table.
 - (a) However, the casino may select a pay table where the super front line winner wager may be returned to the shooter/player, i.e. treated as a push, instead of losing if the shooter/player rolls three (3) sevens and/or elevens.
- (11) Rolling eleven (11) sevens and/or elevens provides the maximum payout per the established pay table. Additional sevens and/or elevens that are rolled after the shooter/player reaches the maximum of eleven (11) do not effect the outcome of the Super Front Line Winner wager.
- (12) If the shooter/player rolls less than three (3) sevens and/or elevens during their complete round of craps, the Super Front Line Winner wager will lose and will be collected by the appropriate casino staff.
- (13) All winning Super Front Line Winner wagers are paid at the end of the shooter/player's complete round of craps.

- (14) The Stickman or Boxman will use a single lammer, proprietary to Score Gaming, to keep track of the number of sevens and/or elevens rolled every time a new shooter/player begins the round of craps, even if there are no Super Front Line Winner wagers active on the table.
- (15) The lammers, by definition, have no monetary value.
- (16) The lammers will be generic and will not have any identifying number on them.
- (17) The lammers will be kept on the table.
- (18) If/when the first seven and/or eleven is rolled the stickman or boxman will place the lammer on the designated spot on the table representing the first seven or eleven has been rolled and announce the super front line winner wager is closed. no more wagers can be placed until the shooter/player finishes their complete round of craps.
- (19) If/when the second seven and/or eleven is rolled the stickman or boxman will place the lammer on the designated spot on the table representing the second seven or eleven has been rolled.
- (20) If/when the third seven and/or eleven is rolled the stickman or boxman will place the lammer on the designated spot on the table representing the third seven or eleven has been rolled.
- (21) If/when the fourth seven and/or eleven is rolled the stickman or boxman will place the lammer on the designated spot on the table representing the fourth seven or eleven has been rolled.
- (22) If/when the fifth seven and/or eleven is rolled the stickman or boxman will place the lammer on the designated spot on the table representing the fifth seven or eleven has been rolled.
- (23) If/when the sixth seven and/or eleven is rolled the stickman or boxman will place the lammer on the designated spot on the table representing the sixth seven or eleven has been rolled.
- (24) If/when the seventh seven and/or eleven is rolled the stickman or boxman will place the lammer on the designated spot on the table representing the seventh seven or eleven has been rolled.
- (25) If/when the eighth seven and/or eleven is rolled the stickman or boxman will place the lammer on the designated spot on the table representing the eighth seven or eleven has been rolled.
- (26) If/when the ninth seven and/or eleven is rolled the stickman or boxman will place the lammer on the designated spot on the table representing the ninth seven or eleven has been rolled.
- (27) If/when the tenth seven and/or eleven is rolled the stickman or boxman will place the lammer on the designated spot on the table representing the tenth seven or eleven has been rolled.
- (28) If/when the eleventh seven and/or eleven is rolled the stickman or boxman will place the lammer on the designated spot on the table representing the eleventh seven or eleven has been rolled. the lammer will stay on this designated spot until the shooter/player sevens out.
- (29) Winning Super Front Line Winner wagers will be paid per the established pay table and losing Super Front Line Winner wagers will be collected by the appropriate casino staff/dealer at the end of the shooter/player's complete round of craps. The Super Front Line Winner wager will always be resolved before the dice are rolled by the new shooter/player.
- (30) After the shooter/player sevens out and the roll is over for that shooter/player, the Super Front Line Winner wager may be played again at any amount from the post house minimum and maximum, and must be placed before the new shooter/player's first come out roll.

Pay tables for Super Front Line Winner Wager

Pay Table 1:

number of sevens and/or elevens	Payout
0-3 rd seven and or eleven	Loss
4 th seven and or eleven	3:1
5 th seven and or eleven	5:1
6 th seven and or eleven	10:1
7 th seven and or eleven	20:1
8 th seven and or eleven	50:1
9 th seven and or eleven	75:1
10 th seven and or eleven	100:1
11 th seven and or eleven	500:1

Pay Table 2:

number of sevens and or elevens	Payout
0-3 rd seven and or eleven	Loss
4 th seven and or eleven	3:1
5 th seven and or eleven	5:1
6 th seven and or eleven	10:1
7 th seven and or eleven	25:1
8 th seven and or eleven	50:1
9 th seven and or eleven	75:1
10 th seven and or eleven	100:1
11 th seven and or eleven	500:1

Pay Table 3:

number of sevens and or elevens	payout
0-3 rd seven and or eleven	loss
4 th seven and or eleven	2:1
5 th seven and or eleven	6:1
6 th seven and or eleven	10:1
7 th seven and or eleven	30:1
8 th seven and or eleven	50:1
9 th seven and or eleven	75:1
10 th seven and or eleven	100:1
11 th seven and or eleven	500:1

Pay Table 4:

number of sevens and or elevens	payout
0-3 rd seven and or eleven	loss
4 th seven and or eleven	4:1
5 th seven and or eleven	6:1
6 th seven and or eleven	10:1
7 th seven and or eleven	20:1
8 th seven and or eleven	50:1
9 th seven and or eleven	75:1
10 th seven and or eleven	100:1
11 th seven and or eleven	250:1

Pay Table 5:

number of sevens and or elevens	payout
0-3 rd seven and or eleven	loss
4 th seven and or eleven	3:1
5 th seven and or eleven	6:1
6 th seven and or eleven	15:1
7 th seven and or eleven	25:1
8 th seven and or eleven	40:1
9 th seven and or eleven	75:1
10 th seven and or eleven	100:1
11 th seven and or eleven	250:1

Pay Table 6:

number of sevens and or elevens	payout
0-3 rd seven and or eleven	loss
4 th seven and or eleven	4:1
5 th seven and or eleven	6:1
6 th seven and or eleven	12:1
7 th seven and or eleven	30:1
8 th seven and or eleven	40:1
9 th seven and or eleven	50:1
10 th seven and or eleven	100:1
11 th seven and or eleven	250:1

Pay Table 7:

number of sevens and or elevens	payout
0-2 nd seven and or eleven	loss
3 rd seven and or eleven	push
4 th seven and or eleven	3:1
5 th seven and or eleven	5:1
6 th seven and or eleven	10:1
7 th seven and or eleven	20:1
8 th seven and or eleven	40:1
9 th seven and or eleven	50:1
10 th seven and or eleven	100:1
11 th seven and or eleven	250:1

Pay Table 8:

number of sevens and or elevens	payout
0-3 rd seven and or eleven	loss
4 th seven and or eleven	5:1
5 th seven and or eleven	7:1
6 th seven and or eleven	10:1
7 th seven and or eleven	25:1
8 th seven and or eleven	40:1
9 th seven and or eleven	50:1
10 th seven and or eleven	75:1
11 th seven and or eleven	100:1

Pay Table 9:

number of sevens and or elevens	payout
0-3 rd seven and or eleven	loss
4 th seven and or eleven	5:1
5 th seven and or eleven	7:1
6 th seven and or eleven	12:1
7 th seven and or eleven	20:1
8 th seven and or eleven	30:1
9 th seven and or eleven	60:1
10 th seven and or eleven	75:1
11 th seven and or eleven	100:1

Pay Table 10:

number of sevens and or elevens	payout
0-2 nd seven and or eleven	loss
3 rd seven and or eleven	push
4 th seven and or eleven	3:1
5 th seven and or eleven	6:1
6 th seven and or eleven	10:1
7 th seven and or eleven	25:1
8 th seven and or eleven	40:1
9 th seven and or eleven	50:1
10 th seven and or eleven	75:1
11 th seven and or eleven	100:1

47.1-2318 Tips in Craps. Effective 9/14/2012

- (1) A retail licensee may at its discretion utilize a tip storage device, commonly referred to as a token tube, for the purpose of temporarily securing chips received by dealers as tips. Use of a tip storage device, must be exclusively for temporary holding, prior to exchanging lower denomination chips for a higher denomination chip to place into the lockbox. The placement of tips into a tip storage device prior to exchange shall be deemed to comply with C.R.S. 12-47.1-820, as it applies to immediately dropping tips.
- (2) A retail licensee may allow player controlled tip wagers. A player controlled tip wager, once posted, is the dealer's money to be won or lost. Prior to offering player controlled tip wagers, the retail licensee must submit detailed house rules to the Division, detailing how player controlled tip wagers will be handled. Specifically, the retail licensee must address at what point the player controlled tip wager, if won, concludes and when it must be placed into a tip storage device or dropped.

47.1-2319 Irregularities.

When any irregularity occurs, the dealer shall notify the boxman or pit supervisor, who shall direct the dealer to take the most appropriate action which the boxman or supervisor believes to be fair and equitable, and shall observe such action being taken. The boxman or pit supervisor, and not the dealer, must make all decisions concerning disputed play or the payment or collection of wagers.

RULE 24 LIMITED GAMING FUND

BASIS AND PURPOSE FOR RULE 24

The purpose of Rule 24 is to establish the methods for the collection and distribution of Limited Gaming Fund revenues. The statutory basis for amendments to Rule 14 is found in sections 12-47.1-201, 12-47.1-203, 12-47.1-302, 12-47.1-701 and 12-47.1-701.5, C.R.S.

47.1-2401 Definitions.

The following definitions shall apply to this Rule 24:

- (1) "Extended gaming" means subsection (7) of section 9 of article XVIII of the state constitution as approved by statewide voters on November 4, 2008, and subsequently approved by voters in the cities of Black Hawk, Central City and Cripple Creek;

- (2) "Extended gaming expenses" mean the ongoing expenses of the Commission and other state agencies that are attributable to the administration of extended gaming;
- (3) "Extended Gaming Fund" means the fund created by Section 12-47.1-701.5(1)(a);
- (4) "Extended gaming revenues" mean the "limited gaming tax revenues attributable to extended limited gaming" as defined by Section 12-47.1-701.5(4)(d);
- (5) "Limited gaming" means section 9 of article XVIII of the state constitution as approved by statewide voters on November 6, 1990;
- (6) "Limited gaming expenses" mean the ongoing expenses of the Commission and other state agencies that are attributable to the administration of limited gaming prior to extended gaming;
- (7) "Limited Gaming Fund" means the fund created by Section 12-47.1-701(1); and
- (8) "Limited gaming revenues" mean the gaming tax revenues attributable to the operation of limited gaming prior to extended gaming.

47.1-2402 Collection of revenues into the Limited Gaming Fund.

All gaming tax revenues, license fees, investigation fees, fines and other revenues collected by the Division of Gaming shall be deposited into the Limited Gaming Fund in accordance with Section 12-47.1-701.

47.1-2403 Determination of tax revenues attributable to extended and limited gaming.

- (1) After the end of the fiscal year ending June 30, 2010, the Commission shall determine limited gaming revenues by multiplying the amount of total gaming tax revenues collected during the fiscal year ending June 30, 2009, by a factor of three percent and adding that amount to the amount of total gaming tax revenues collected during fiscal year 2009.
- (2) After the end of each subsequent fiscal year ending June 30, the Commission shall determine limited gaming revenues by multiplying the amount of limited gaming revenues collected during the previous fiscal year by a factor of three percent and adding that amount to the amount of limited gaming tax revenues collected during the previous fiscal year. If the annual increase in total gaming tax revenues is less than three percent, either positive or negative, limited gaming revenues shall be the amount of limited gaming revenues collected during the previous fiscal year multiplied by a factor of the actual percentage of annual growth or decline in total gaming tax revenues. That amount shall be added or subtracted from the amount of limited gaming tax revenues collected during the previous fiscal year.
- (3) After the end of each fiscal year ending June 30, the Commission shall determine extended revenues by subtracting the amount of limited revenues from the amount of total gaming tax revenues collected during the fiscal year.

47.1-2404 Determination of expenses attributable to extended and limited gaming.

- (1) After the end of each fiscal year ending June 30, the Commission shall determine extended gaming expenses by multiplying the total of all expenses of the Commission and other state agencies for the fiscal year by the percentage of total Limited Gaming Fund revenues attributable to extended gaming revenues.

- (2) After the end of each fiscal year ending June 30, the Commission shall determine limited gaming expenses by subtracting the amount of extended gaming expenses from the total of all expenses of the Commission and other state agencies.

47.1-2405 Determination of amount of Limited Gaming Funds distributed to limited gaming recipients.

- (1) After the end of each fiscal year ending June 30, the Commission shall determine the amount of Limited Gaming Funds to be distributed to limited gaming recipients by adjusting the total amount deposited in the Limited Gaming Fund during the fiscal year by the following:
 - (a) Adding the amount of funds withheld from the previous year's distribution to cover two months' of Commission and Division expenses in accordance with Section 12-47.1-701(1)(c);
 - (b) Subtracting the amount of extended gaming revenues, including interest on such revenues;
 - (c) Subtracting the amount of limited gaming expenses;
 - (d) Adding or subtracting the amount of annual adjustment in accordance with Section 12-47.1-701.5(3)(b); and
 - (e) Subtracting the amount of Commission and other state agencies expenditures for the last two months of the fiscal year to be held in reserve to cover the expenses of the upcoming fiscal year in accordance with Section 12-47.1-701(1)(c).
- (2) After the end of the fiscal year ending June 30, 2010, an amount equal to the expenses incurred by the Commission to administer extended gaming during the fiscal year ending June 30, 2009, shall be added to the Limited Gaming Fund and distributed to limited gaming recipients in compliance with Section 12-47.1-701(1)(b)(II).
- (3) The determined amount shall be distributed in accordance with Section 12-47.1-701.
 - (a) When determining the proportion of "gaming revenues" generated in Gilpin and Teller counties and the cities of Central, Black Hawk and Cripple Creek in accordance with Section 12-47.1-701(1)(c), "gaming revenues" shall be defined as the aggregate adjusted gross proceeds generated during the fiscal year by licensees operating in each county and city.

47.1-2406 Determination of amount of Extended Gaming Funds distributed to extended gaming recipients.

- (1) At the end of each fiscal year ending June 30, the Commission shall transfer the amount of extended gaming tax revenues and interest on these revenues to the "extended limited gaming fund" established in Section 12-47.1-701.5(1)(a).
- (2) At the end of each fiscal year ending June 30, the Commission shall determine the amount of extended limited gaming funds to be distributed to extended gaming recipients by adjusting the amount deposited in the extended limited gaming fund by the following:
 - (a) Subtracting the amount of extended gaming expenses; and
 - (b) Adding or subtracting the amount of annual adjustment in accordance with Section 12-47.1-701.5(3)(b).

- (3) At the end of the fiscal year ending June 30, 2010, an amount equal to the expenses incurred by the Commission and the Division to administer extended gaming in the fiscal year ending June 30, 2009, shall be subtracted from the Extended Gaming Fund.
- (4) The remaining amount at the end of each fiscal year shall be distributed in accordance with Section 12-47.1-701.5.

Editor's Notes

History

Rules 1; 12; 18 eff. 4/30/2007.

Rules 1; 10; 12; 16 eff. 5/30/2007.

Rules 47.1.106, 47.1.1223, 47.1.1233 eff. 11/30/2007.

Rules 10; 12 eff. 1/30/2008.

Rule 47.1-1401 eff. 4/30/2008.

Rule 16 eff. 6/30/2008.

Rule 47.1-1401 emer. rule Eff. 07/01/2008.

Rule 47.1-1401 Eff. 07/30/2008.

Rules 47.1-303 and 47.1-304 Eff. 08/06/2008.

Rules 47.1-1002, 47.1-1050, 47.1-1052, 47.1-1056, 47.1-1058 Eff. 10/30/2008.

Rules 47.1-106, 47.1.1401 Eff. 12/30/2008.

Rules 47.1-1610 eff. 01/30/2009.

Rules 47.1-1212, 47.1-1213, 47.1-1215 eff. 04/30/2009.

Rules 47.1-1017.14, 47.1-1017.24 eff. 05/30/2009.

Rules 47.1-104, 47.1-106, 47.1-313, 47.1-319, 47.1-424, 47.1-807, 47.1-832, 47.1-834, 47.1-841, 47.1-901, 47.1-902, 47.1-904, 47.1-905, 47.1-906, 47.1-907, 47.1-1002, 47.1-1017, 47.1-1018, 47.1-1040, 47.1-1056, 47.1-1060, Rule 11, 47.1-1103, 47.1-1104, 47.1-1201, 47.1-1215, 47.1-1220, 47.1-1240, 47.1-1280, 47.1-1281, 47.1-1282, 47.1-1603, 47.1-1615, 47.1-2103, 47.1-2104, Rules 22 – 24 eff. 07/02/2009.

Rule 47.1-1216 (4-6) eff. 08/30/2009.

Rules 47.1-1017.10(11); 47.1-1017.14(3) & (13); 47.1-1017.28(11); 47.1-1017.39(4); 47.1-1062 eff. 10/30/2009.

Rules 47.1-803(3), 47.1-810, 47.1-1220, 47.1-1282, 47.1-1615, 47.1-1615.5, 47.1-2202, 47.1-2203(1), 47.1-2211, 47.1-2212, 47.1-2304(21), 47.1-2305(5), 47.1-2307(1)(2), 47.1-2309(1), 47.1-2311(5) eff. 04/30/2010.

Rules 47.1-417, 47.1-1017.14 eff. 08/14/2010.

Rules 47.1-1017.42; 47.1-2304(42); 47.1-2305(3); 47.1-2306(1) eff. 10/30/2010.

Rules 47.1-1003; 47.1-1017.43 – 47.1-1017.47; 47.21-2105 eff. 03/17/2011.

Rules 47.1-2403, 47.1-2405, 47.1-2406 eff. 04/14/2011.

Rules 47.1-325(1)(e), 47.1-834.9, 47.1-1002(105), 47.1-1017.48, 47.1-1034, 47.1-1256, 47.1-2106 eff. 04/30/2011.

Rules 47.1-303, 47.1-305 emer. rule eff. 07/01/2011.

Rule 14 eff. 07/01/2011.

Rules 47.1-303, 47.1-305 eff. 07/30/2011.

Rule 47.1-1017.42 (12) eff. 09/14/2011.

Rule 47.1-1017.44(9) eff. 12/15/2011.

Rules 47.1-106.29; 47.1-1223.2(m-s); 47.1-1236; 47.1-1261; 47.1-1283-1292; 47.1-1603.2 eff. 01/14/2012.

Rules 47.1-106; 47.1-305.5; 47.1-325; 47.1-803-804; 47.1-809-810; 47.1-812; 47.1-825; 47.1-828; 47.1-831; 47.1-841-842; 47.1-2105; 47.1-2201; 47.1-2203; 47.1-2213-2215; 47.1-2314-2317 eff. 03/01/2012.

Rules 47.1-1002(10), 47.1-1003, 47.1-1010, 47.1-1017.14, 47.1-1017.24, 47.1-1017.34, 47.1-1017.39, 47.1-1017.44, 47.1-1017.46 - .47, 47.1-1017.49 - .50, 47.1-1056 eff. 03/16/2012.

Rule 47.1-1401 eff. 07/01/2012.

Rules 47.1-106(6), 47.1-834.9 – .10, 47.1-843(6), 47.1-1003(29), (43) – (45), 47.1-1017.24(2) – (3), (6), (8), (15) – (18), 47.1-1017.34(2), (7), (12) – (13), 47.1-1017.44(8) – (9), (14)(e), (17), 47.1-1017.46(3), (6) – (7), (11) – (15), 47.1-1017.47(8) – (9), (14), 47.1-1017.51, 47.1-1213 – 1214, 47.1-1254(4), 47.1-1615, 47.1-2107, 47.1-2203(1), 47.1-2305(1), 47.1-2318 eff. 09/14/2012.

Rules 47.1-106(6), (8.5)(a) – (b), (28), Basis and Purpose for Rule 2, 47.1-207(7), 47.1-211, 47.1-214, 47.1-302(1) – (2), 47.1-303, 47.1-305(1), 47.1-305.5(2) – (3), 47.1-313, 47.1-318, 47.1-319(2), 47.1-325, 47.1-404, 47.1-405, 47.1-412, 47.1-418, 47.1-419, 47.1-426, 47.1-4.500, 47.1-1017.14(13), 47.1-1017.44(17), 47.1-1017.46(6) – (15), 47.1-1017.47(15), 47.1-2317.01 – .02 eff. 11/30/2012.

Rules 47.1-834.11, 47.1-834.12, 47.1-1017.46, 47.1-2108, 47.1-2109, 47.1-2110, 47.1-2317.03 eff. 02/15/2013.

Rules 47.1-106(9), 47.1-106(27.2), 47.1-106(29), 47.1-106(34) – (35), 47.1-831, 47.1-1044 – 1045(2), 47.1-1221(10)(e), 47.1-1272, 47.1-1276(1), 47.1-1306, 47.1-1308, 47.1-2108, 47.1-2202, 47.1-2203(1), 47.1-2316(1), 47.1-2317.02(5) eff. 07/01/2013.

Rules 47.1-603, Basis and Purpose for Rule 7, 47.1-701 – 47.1-703, 47.1-834.11, 47.1-834.13, 47.1-1017.10, 47.1-1017.14, 47.1-1017.24, 47.1-1017.39, 47.1-1017.44, 47.1-1017.46 – 47.1-1017.47, 47.1-1017.50, 47.1-2107 – 47.1-2108, 47.1-2110, 47.1-2317.04 eff. 10/16/2013.

Rules Basis and Purpose for Rule 9, 47.1-902 – 47.1-903, 47.1-907, 47.1-1102.1 – 47.1-1104, 47.1-1303(3), 47.1-1304, 47.1-1307, 47.1-1308(1), 47.1-1308(2)(e) – 47.1-1310, 47.1-1602(1), 47.1-1603(2),

47.1-1610(6), 47.1-1610(8) – (9), 47.1-1612(2), 47.1-1615, 47.1-1620, 47.1-1701 – 47.1-1703 eff. 12/15/2013.

Rule 47.1-834.11(13) eff. 01/14/2014.

Rules Basis and Purpose for Rule 1, 47.1-106(13.5) – (14)(a), 47.1-302(2), 47.1-303, 47.1-316, 47.1-405(3), 47.1-405(6), 47.1-406, 47.1-420, 47.1-4.506 – 47.1-4.508, 47.1-4.514(3), 47.1-1201(2) – (3), 47.1-1202(1), 47.1-1202(5), 47.1-1242(3), 47.1-1244(1), 47.1-1272(1) eff. 02/14/2014.

Rules Basis and Purpose for Rule 8, 47.1-834.11, 47.1-834.14, Basis and Purpose For Rule 10, 47.1-1017.45, 47.1-1017.52 – 53, Basis and Purpose for Rule 23, 47.2317.04 Pay Table 3 eff. 04/14/2014.

Rules Basis and Purpose for Rule 1, Basis and Purpose for Rule 4, 47.1-404, Basis and Purpose for Rule 16 eff. 05/15/2014. Rules 47.1-106(12), 47.1-1614 repealed eff. 05/15/2014.

Rules 47.1-828(1), 47.1-834.15, 47.1-835, – 47.1-837, 47.1-841 – 47.1-842, 47.1-1003(44) – (47), 47.1-1017.39(23), 47.1-1017.44(15), 47.1-1017.47(15), 47.1-1021, 47.1-1055, 47.1-1603(1) – (2), 47.1-1603(4), Basis and Purpose for Rule 22, 47.1-2206(5), 47.1-2213 – 47.1-2214(1), 47.1-2315 – 47.1-2316(1), 47.1-2319 eff. 07/15/2014.