

Oneida Tribe of Indians of Wisconsin

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Oneida, WI 54155



UGWA DEMOLUM YATEH
Because of the help of
this Oneida Chief in
cementing a friendship
between the six nations
and the colony of
Pennsylvania, a new
nation, the United State
was made possible.

BC Resolution # 8-06-03-B Resolution Adopting Rules of Play

- WHEREAS,** the Oneida General Tribal Council is the duly recognized governing body of the Oneida Tribe of Indians of the Wisconsin, and
- WHEREAS,** the General Tribal Council has been delegated the authority of the Constitution of the Oneida Tribe of Indians of Wisconsin, and
- WHEREAS,** the Oneida Business Committee may be delegated duties and responsibilities by the Oneida General Tribal Council and is at all times subject to the review powers of the Oneida General Tribal Council, and
- WHEREAS,** the Oneida Tribe has entered into the Second Amendment to the Gaming Compact by which the Tribe is authorized to operate additional Class III gaming, and
- WHEREAS,** the Second Amendment to the Gaming Compact requires the Tribe to establish rules of play “[p]rior to operating any game for which rules of play have not been established under this Compact...” (Article XXXV. B., SECOND AMENDMENT TO GAMING COMPACT OF 1991), and
- WHEREAS,** the Compact provides that the Tribe may operate the games covered by the Rules of Play fourteen (14) days after providing them to the Department of Administration provided that the rules are “substantially similar to rules in effect in another gaming jurisdiction within the United States.” (*See id.*)

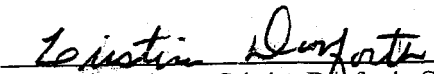
NOW THEREFORE BE IT RESOLVED, that the attached Rules of Play are hereby adopted.

BE IT FURTHER RESOLVED, that the Gaming General Manager is hereby directed to forward the Rules to the appropriate representatives in the gaming operations.

BE IT FINALLY RESOLVED, that a copy of the Rules of Play shall be forwarded to the State of Wisconsin Department of Administration, Division of Gaming.

CERTIFICATION

I, the undersigned, as Chair of the Oneida Business Committee, hereby certify that the Oneida Business Committee is composed of 9 members of whom 5 members constitute a quorum. 5 members were present at a meeting duly called, noticed and held on the 6th day of August, 2003; that the foregoing resolution was duly adopted at such meeting by a vote of 4 members for; 0 members against, and 0 members not voting; and that said resolution has not been rescinded or amended in any way,


Cristina Danforth, Chair
Oneida Business Committee

I. CARIBBEAN STUD POKER.

A. Definitions.

1. "Ante Wager" means the initial wager placed prior to any cards being dealt in order to participate in the round of play.
2. "Bet Wager" means an additional wager made by a player, in an amount double the player's Ante Wager, after all cards for the round of play have been dealt but before the dealer's hole cards are exposed.
3. "Fold" means the withdrawal of a player from a round of play by discarding his or her hand of cards after all cards have been dealt and prior to placing a Bet Wager.
4. "Hand" means the five card hand dealt to each player and the dealer.
5. "Hole Card" means any of the four cards which are dealt face down to the dealer.
6. "Progressive Payout Hand" means a flush, full house, four-of-a-kind, straight flush or royal flush, as defined in Subsections F (Wagers) and K (Progressive Payout).
7. "Push" means a tie, as defined in Subsection J (The Play).
8. "Qualifying Hand" means the dealer's hand as defined in Subsection J (The Play), with a rank of ace/king or better.
9. "Rank" or "Ranking" means the relative position of a card or group of cards as set forth in Subsection E (Caribbean Stud Poker Rankings).
10. "Round of Play" or "Round" means one complete cycle of play during which all wagers have been placed, all players then playing at the table have been dealt a hand cards, and all wagers have been paid off or collected.
11. "Stub" means the remaining portion of the deck after all cards in the round of play have been dealt.
12. "Suit" means one of the four categories of cards: club, diamond, heart or spade, with no suit being higher in rank than another.

13. "Washing" or "Chemmy Shuffle" means mixing cards face down on the table with a circular motion of the hands.

B. Equipment.

1. Carribean Stud shall be played on a table having seven places on one side for the players, and a place for the dealer on the opposite side.
2. The cloth covering a Caribbean Stud table (the layout) shall have betting areas for seven players. Within each betting area there shall be a place for an Ante Wager and a place for a Bet Wager.
3. In the event that the casino offers the option of a Carribean Stud progressive jackpot, there will be within each betting area an acceptor device designated for that player for a progressive jackpot bet. There will be an acceptor light for each player that can be illuminated when a player has placed a progressive jackpot bet. There will also be a progressive jackpot meter that indicates the current amount of the progressive jackpot.
4. Each Caribbean Stud table shall be equipped with a "lock-out" button on the table controller panel.
5. Each Caribbean Stud table shall have a table inventory container on or attached to the table.
6. Except as provided in (7) below, Caribbean Stud Poker shall be played with one deck of cards with backs of the same color and design, one additional cutting card and one additional cover card to be used in accordance with the procedures set forth in Subsection D (Shuffle and Cut of the Cards). The cutting card and cover card shall be opaque and in solid color readily distinguishable from the color of the backs and edges of the playing cards. The deck of cards shall meet the requirements of the applicable minimum internal control standards for cards.
7. If an automated card shuffling device is used, the casino shall be permitted to use a second deck of cards to play the game provided that:
 - a. Each deck of cards complies with (6) above;
 - b. The backs of the cards in the two decks are of different color;
 - c. One deck is being shuffled by the automated card shuffling device while the other deck is being dealt or used to play the game;

- d. Both decks are continuously alternated in and out of play, with each deck being used for every other round of play; and
- e. The cards from only one deck shall be placed in the discard rack at any given time.

C. Opening the Table for Gaming.

- 1. After receiving a deck of cards at the table in accordance with applicable minimum internal control standards for receipt of cards, the dealer shall sort and inspect the cards, and the floorperson assigned to the table shall verify that inspection. Electronic verification may satisfy the floorperson verification requirement.
- 2. Following the inspection of the cards by the dealer and the verification, the cards shall be spread out face up on the table for visual inspection by the first player to arrive at the table. The cards shall be sorted according to suit and in sequence.
- 3. After the first player is afforded an opportunity to visually inspect the cards, the cards shall be turned face down on the table, mixed thoroughly by a "washing" or "chemmy shuffle" of the cards and stacked. Once the cards have been stacked, they shall be shuffled in accordance with Subsection D (Shuffle and Cut of the Cards).
- 4. If a casino uses an automated card shuffling device to play the game and two decks of cards are received at the table pursuant to applicable minimum internal control standards for receipt of cards and pursuant to Subsection B (Equipment), each deck of cards shall be separately sorted, inspected, verified, spread, inspected, mixed, stacked and shuffled in accordance with the provisions of (1) through (3) above.
- 5. All cards opened for use at the Caribbean Stud Poker poker table shall be changed at least once every eight hours.

D. Shuffle and Cut of the Cards.

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

of the cards, inserts the stack of cards directly into a dealing shoe.

2. After the cards have been shuffled and stacked, the dealer shall:
 - a. If the cards were shuffled using an automated card shuffling device, deal or deliver the cards in accordance with the procedures set forth in Subsections (G), (H), or (I); or
 - b. If the cards were shuffled manually, cut the cards in accordance with the procedures set forth in (3) below.
3. If a cut of the cards is required, the dealer shall:
 - a. Cut the deck, using one hand, by:
 - i. Placing the cover card on the table in front of the deck of cards;
 - ii. Taking a stack of at least 10 cards from the top of the deck and placing them on top of the cover card;
 - iii. Placing the cards remaining in the deck on top of the stack of cards that were cut and placed on the cover card pursuant to (3)(a)(ii) above;
 - iv. Removing the cover card and placing it in the discard rack; and
 - b. Deal the cards in accordance with the procedures set forth in Subsections (G), (H), or (I).
4. Notwithstanding (3) above, after the cards have been cut and before any cards have been dealt, a casino supervisor may require the cards to be recut if he or she determines that the cut was performed improperly or in any way that might affect the integrity or fairness of the game.
5. Whenever there is no gaming activity at a Caribbean Stud Poker table which is open for gaming, the cards shall be spread out on the table either face up or face down. If the cards are spread face down, they shall be turned face up once a player arrives at the table. After the first player is afforded an opportunity to visually inspect the cards, the procedures outlined in Subsection (C)(3) shall be completed. Play will then commence in conformance with the procedures outlined in Subsection (D).

E. Caribbean Stud Poker Rankings.

1. The rank of the cards used in Caribbean Stud Poker, for the determination of winning hands, in order of highest to lowest rank, shall be: ace, king, queen, jack, 10, nine, eight, seven, six, five, four, three and two. Notwithstanding the foregoing, an ace may be used to complete a straight flush with a two, three, four, and five or a straight formed with a two, three, four and five.
2. The permissible poker hands at the game of Caribbean Stud Poker, in order of highest to lowest rank, shall be:
 - a. "Royal flush" is a hand consisting of an ace, king, queen, jack and 10 of the same suit;
 - b. "Straight flush" is a hand consisting of five cards of the same suit in consecutive ranking, with king, queen, jack, 10 and nine being the highest ranking straight flush and ace, two, three, four and five being the lowest ranking straight flush;
 - c. "Four-of-a-kind" is a hand consisting of four cards of the same rank, with four aces being the highest ranking four-of-a-kind and four twos being the lowest ranking four-of-a-kind;
 - d. "Full house" is a hand consisting of "three-of-a-kind" and a "pair," with three aces and two kings being the highest ranking full house and three twos and two threes being the lowest ranking full house;
 - e. "Flush" is a hand consisting of five cards of the same suit;
 - f. "Straight" is a hand consisting of five cards of consecutive rank, regardless of suit, with an ace, king, queen, jack and 10 being the highest ranking straight and an ace, two, three, four and five being the lowest ranking straight; provided, however, that an ace may not be combined with any other sequence of cards for purposes of determining a winning hand (for example, queen, king, ace, two, three);
 - g. "Three-of-a-kind" is a hand consisting of three cards of the same rank, with three aces being the highest ranking three-of-a-kind and three twos being the lowest ranking three-of-a-kind;
 - h. "Two pairs" is a hand containing two "pairs," with two aces and two kings being the highest ranking two pair and two threes and

two twos being the lowest ranking two pair; and

“One pair” is a hand containing two cards of the same rank, with two aces being the highest ranking pair and two twos being the lowest ranking pair.

- 3 When comparing two hands which are of identical poker hand rank pursuant to the provisions of this Subsection, or which contain none of the hands authorized in this Subsection, the hand which contains the highest ranking card as provided in (1) above which is not contained in the other hand shall be considered the higher ranking hand. If the hands are of identical rank after the application of this Subsection, the hands shall be considered a push.

F. Wagers.

- 1 All wagers at Caribbean Stud Poker shall be made by placing gaming chips or tokens and, if applicable, a match play coupon on the appropriate betting areas of the table layout. A verbal wager accompanied by cash shall not be accepted.
2. All Ante Wagers shall be placed prior to the dealer announcing “No More Bets” in accordance with the dealing procedures in Subsections (G), (H), or (I). Except as otherwise provided in these Rules, no wager shall be made, increased, or withdrawn after the dealer has announced “No More Bets”.
3. Upon placing an Ante Wager, a player may, at his or her discretion, place a Progressive Payout Wager either by depositing a gaming chip with the value of the minimum applicable wager into the acceptor device designated for that player or by redeeming a progressive wager coupon in accordance with applicable minimum internal control standards for receipt of cards. Each player shall be responsible for verifying that his or her respective acceptor light has been properly illuminated.
4. A Bet Wager shall be made in accordance with Subsection J (The Play).
5. A player shall not be permitted to play more than one hand per round of play.
6. Only players who are seated at the Caribbean Stud Poker table may place a wager at the game. Once a player has placed a wager and received cards, that player must remain seated until the completion of the round of play.

G. Procedure for Dealing from a Manual Shoe.

1. If a casino chooses to have the cards dealt from a manual dealing shoe, the dealing shoe shall meet the applicable control standards for dealing shoes and shall be located on the table. Once the procedures required by Subsection D (Shuffle and Cut of the Cards) have been completed, the stacked deck of cards shall be placed in the dealing shoe either by the dealer or by an automatic shuffling device.
2. Prior to dealing the cards and once all Ante and Progressive Payout Wagers have been placed, the dealer shall then announce "No More Bets" and press the lock-out button on the table controller panel. Once the lock-out button has been pressed, if any wagers have been placed on the progressive wager, the dealer shall remove these wagers from the table inventory return device, and on the layout in front of the table inventory container, verify that the number of gaming chips wagered equals the number of lights illuminated on the acceptor devices, and place the gaming chips into the table inventory container in accordance with applicable table inventory procedures.
3. Each card shall be removed from the dealing shoe with the hand of the dealer that is closest to the dealing shoe and placed on the appropriate area of the layout with the opposite hand.
4. The dealer shall, starting with the player farthest to his or her left and continuing around the table in a clockwise manner, deal the cards as follows:
 - a. One card face down to each player;
 - b. One card face up to an area directly in front of the table inventory container designated for the dealer's hand;
 - c. A second card face down to each player directly on top of that player's first card;
 - d. A second card face down to the dealer to the right of the dealer's first card dealt face up; and
 - e. A third, fourth and fifth card, in succession, face down to each player and the dealer directly on top of the preceding card dealt face down.
5. After five cards have been dealt to each player and the area designated for

the hand of the dealer, the dealer shall remove the stub from the manual dealing shoe and, except as provided in (6) below, place the stub in the discard rack without exposing the cards.

6. The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct number of cards are still present in the deck. The dealer shall determine the number of cards in the stub by counting the cards face down on the layout.
 - a. If the count of the stub indicates that 52 cards are in the deck, the dealer shall place the stub in the discard rack without exposing the cards.
 - b. If the count of the stub indicates that the number of cards in the deck is incorrect, the dealer shall determine if the cards were misdealt. If the cards have been misdealt (a player or the area designed for the placement of the dealer's hand has more or less than five cards) but 52 cards remain in the deck, all hands shall be void pursuant to Subsection M (Irregularities). If the cards have not been misdealt, all hands shall be considered void and the entire deck of cards shall be removed from the table pursuant to the applicable minimum internal control standards for removal of cards.

H. Procedures for Dealing from the Hand.

1. A casino may, in its discretion, permit a dealer to deal the cards used to play Caribbean Stud Poker from his or her hand.
2. If a casino chooses to have the cards dealt from the dealer's hand, the following requirements shall be observed:
 - a. The casino dealer shall use an automated shuffling device to shuffle the cards.
 - b. Once the procedures required by Subsection D (Shuffle and Cut of the Cards) have been completed, the dealer shall place the stacked deck of cards in either hand.
 - i. Once the dealer has chosen the hand in which he or she will hold the cards, the dealer shall use that hand whenever holding the cards during that round of play.
 - ii. The cards held by the dealer shall at all times be kept in

front of the dealer and over the table inventory container.

- c. The dealer shall then announce “No More Bets” and press the lock-out button in accordance with Subsection G (Procedures for Dealing from a Manual Shoe) prior to dealing any cards. The dealer shall deal each card by holding the deck of cards in the chosen hand and using the other hand to remove the top card of the deck and place it face down on the appropriate area of the layout.
3. The dealer shall, starting with the player farthest to his or her left and continuing around the table in a clockwise manner, deal the cards as follows:
- a. One card face down to each player;
 - b. One card face up to an area directly in front of the table inventory container designated for the dealer's hand;
 - c. A second card face down to each player directly on top of that player's first card;
 - d. A second card face down to the dealer to the right of the dealer's first card dealt face up; and
 - e. A third, fourth and fifth card face down to each player and the dealer, in succession, directly on top of the preceding card dealt face down.
4. After five cards have been dealt to each player and the area designated for the placement of the dealer's hand, the dealer shall, except as provided in (5) below, place the stub in the discard rack without exposing the cards.
5. The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct number of cards are still present in the deck. The dealer shall count the stub in accordance with the provisions of Subsection G (Procedures for Dealing from a Manual Shoe).

I. Procedures for Dealing from an Automated Shoe.

1. A casino may, in its discretion, choose to have the cards used to play Caribbean Stud Poker dealt from an automated dealing shoe which dispenses cards in stacks of five cards. The automated dealing shoe shall meet the applicable control standards for automated dealing shoes and

shall be located on the table.

2. If a casino chooses to have the cards dealt from an automated dealing shoe, the following requirements shall be observed:
 - a. Once the procedures required by Subsection D (Shuffle and Cut of the Cards) have been completed, the cards shall be placed in the automated dealing shoe.
 - b. The dealer shall then announce "No More Bets" and press the lock-out button in accordance with Subsection G (Procedures for Dealing from a Manual Shoe).
3. The dealer shall deliver the first stack of cards dispensed by the automated dealing shoe face down to the player farthest to his or her left who has placed a wager. As the remaining stacks are dispensed to the dealer by the automated dealing shoe, the dealer shall, moving clockwise around the table, deliver a stack face down to each of the other players who has placed a wager. The dealer shall then deliver a stack of five cards face down to the area designated for the dealer's hand.
4. After each stack of five cards has been dispensed and delivered in accordance with (3) above, the dealer shall remove the stub from the automated dealing shoe and, except as provided in (5) below, place the cards in the discard rack without exposing the cards.
5. The stack of five cards comprising the dealer's hand shall then be spread in a row directly in front of the table inventory container with the top card to the dealer's right and the bottom card to the dealer's left. The dealer shall then expose the bottom card of the dealer's hand, or that card farthest to the dealer's left, and the round of play shall proceed in accordance with Subsection J (The Play).
6. The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct number of cards are still present in the deck. The dealer shall count the stub in accordance with the provisions of Subsection G (Procedures for Dealing from a Manual Shoe).
7. Notwithstanding the provisions of (5) above, the counting of the stub shall not be required if an automated card shuffling device is used that counts the number of cards in the deck after the completion of each shuffle and indicates whether 52 cards are still present. If the automated card shuffling device reveals that an incorrect number of cards are present, the

deck shall be removed from the table in accordance with the applicable minimum internal control procedures for the removal of cards.

I. The Play.

1. After the dealing procedures required by Subsections (G), (H), or (I) have been completed but before the dealer exposes the hole cards, each player shall, after examining his or her cards, either place a Bet Wager in the designated betting area or fold and forfeit the Ante Wager. If a player folds, the entire Ante Wager shall be collected by the dealer and placed in the table inventory container. A folded hand shall then be immediately collected by the dealer and placed in the discard rack.
2. Each player who makes a Bet Wager shall be responsible for his or her own hand and no other person other than the dealer may touch the cards of that player. Each player shall be required to keep the five cards in full view of the dealer at all times. Once each player has examined his or her cards and placed the five cards face down on the appropriate area of the layout, the player shall not touch the cards again. If players are unsure of their hands, the dealer will check their cards.
3. No player may exchange or communicate information regarding his or her hand prior to the dealer revealing the hole cards. Additionally, players may not communicate in any language other than the language by which the game is operated and played. Any violation shall result in a forfeiture of all wagers on that round by the players communicating.
4. After all players have either placed a Bet Wager or folded, the dealer shall turn over and reveal the dealer's hole cards and set the highest ranking poker hand.
5. After the hole cards are revealed, the dealer shall, starting with the player farthest to his or her right, turn over the player's cards.
6. If the dealer has a qualifying hand:
 - a. All losing wagers shall immediately be collected by the dealer and placed in the table inventory container. All losing hands shall then be immediately collected by the dealer and placed in the discard rack. Ante and Bet Wagers made by a player shall lose if the qualifying hand of the dealer has a hand rank which is higher than the hand of that player.
 - b. If the hand of the player ties with that of the dealer's qualifying

hand, the hand of the player shall be a push. The dealer shall not collect or pay the wagers, but shall immediately collect the cards of that player after all losing wagers and hands have been collected.

- c. After all losing wagers and pushes have been settled, all winning wagers shall be paid. All winning hands shall remain face up on the layout until all winning Ante, Bet Wagers and, if applicable, Progressive Payout Wagers are paid. Winning wagers shall be paid in accordance with the payout odds listed in Subsection L (Payout Odds). The dealer shall pay all winning wagers beginning with the player farthest to the right of the dealer and continuing counterclockwise around the table. Any wager made by a player shall win if the hand of the player has a hand rank higher than that of the dealer's qualifying hand. After paying all winning Ante and Bet Wagers, the dealer shall immediately collect the cards of all winning players and place them in the discard rack, together with the remaining cards in the deck used for that round of play; provided, however, if a player has won a progressive payout which is not being paid from the table inventory container, the cards of that player shall remain on the table until the necessary documentation has been completed pursuant to applicable procedures for payout of table games progressive wagers.

7. If the dealer does not have a qualifying hand:

- a. It shall be the option of the casino whether or not the dealer shall turn over the player's cards. If the casino elects not to turn over all the player's cards, the dealer shall be required to turn over the cards of any player who has made a progressive wage pursuant to Subsection K (Progressive Payout);
- b. The dealer shall immediately announce "No Hand" and shall pay all Ante Wagers at payouts odds of 1 to 1. The dealer shall pay all Ante Wagers beginning with the player farthest to the right of the dealer and continuing counterclockwise around the table;
- c. All Bet Wagers shall be considered void and the dealer shall neither collect nor pay said wagers; and
- d. After paying all Ante Wagers, the dealer shall immediately collect the cards of all players and place them in the discard rack, together with the remaining cards in the deck used for the round of play; provided, however, if a player has won a progressive payout which is not being paid from the table inventory container, the cards of

that player shall not be collected until the necessary documentation has been completed pursuant to applicable procedures.

8. All cards collected by the dealer shall be picked up in order and placed in the discard rack in such a way that they can be readily arranged to reconstruct each hand in the event of a question or dispute.

K. Progressive Payout.

1. A Progressive Payout Wager shall be paid pursuant to the payout table listed in Subsection L (Payout Odds), the procedures approved pursuant to applicable procedures for payout of table games progressive wagers and prior to the collection of the cards by the dealer.

Prior to paying a Progressive Payout Wager, the dealer shall:

- a. Verify that the hand is a winning hand;
- b. Verify that the appropriate light on the acceptor device has been illuminated; and

Have a casino supervisor validate the progressive payout pursuant to approved internal control procedures.

3. Any winning Progressive Payout Wager shall be paid irrespective of the rank of the hand of the dealer or even if the dealer does not have a qualifying hand or has a higher ranking hand.

L. Payout Odds.

1. The casino shall pay out winning Ante Wagers at payout odds of 1 to 1
2. Subject to the payout limitation in (4) below, a casino shall pay off each winning Bet Wager at the game of Caribbean Stud Poker at no less than the odds listed below:

<u>Wager</u>	<u>Payout Odds</u>
Royal Flush	100 to 1
Straight Flush	50 to 1
Four-of-a-kind	20 to 1
Full House	7 to 1
Flush	5 to 1
Straight	4 to 1
Three-of-a-kind	3 to 1
Two Pair	2 to 1
One Pair or less	1 to 1

- 3 Notwithstanding the payout odds in (2) above, the payout limit on each Bet Wager for any hand shall be no less than \$5,000 or the maximum amount that one patron could win per round when betting the minimum permissible wager, whichever is greater.
4. A casino shall payout winning Progressive Payouts at no less than the amounts listed below:

<u>Hand</u>	<u>Payout</u>
Royal Flush	100 percent of progressive jackpot
Straight Flush	Either 10 percent of progressive jackpot or a fixed amount, as designated in the casino's approved system of internal controls
Four-of-a-kind	\$500.00
Full House	\$100.00
Flush	\$ 50.00

5. The rate of progression for the progressive meter used for the progressive payouts in (4) above shall be no less than 25 percent. The initial and reset amount shall be established by each casino.
6. Winning Progressive Payout Wagers shall be paid in accordance with the amount on the meter when it is the player's turn to be paid in accordance with the provisions of this Subsection; provided, however, if more than one player at a table has a royal flush Progressive Payout Wager, each player shall share equally in the amount on the progressive meter when the first player with a royal flush is to be paid.

M. Irregularities.

- 1 If a hole card is exposed prior to the dealer announcing "No More Bets" pursuant to Subsection G (Procedures for Dealing from a Manual Shoe), all hands shall be void.
2. A card that is found face up in the shoe or the deck while the cards are being dealt shall not be used in the game and shall be placed in the discard rack. If more than one card is found face up in the shoe or the deck during the dealing of the cards, all hands shall be void and the cards shall be reshuffled.
3. A card drawn in error without its face being exposed shall be used as though it was the next card from the shoe or the deck.
4. If any player is dealt an incorrect number of cards, that player's hand shall be void. If the dealer is dealt four cards of the five card hand, the dealer shall

deal an additional card to complete the hand. Any other misdeal to the dealer shall result in all hands being void and the cards shall be reshuffled.

5. If an automated card shuffling device is being used and the device jams, stops shuffling during a shuffle, or fails to complete a shuffle cycle, the cards shall be reshuffled.
6. If an automated dealing shoe is being used and the device jams, stops dealing cards, or fails to deal all cards during a round of play, the round of play shall be void and the cards shall be removed from the device and reshuffled with any cards already dealt.

N. Minimum and Maximum Wagers.

The Oneida Tribe of Indians of Wisconsin shall determine the minimum and maximum wagers at each table. The amounts of the minimum wagers and maximum wagers shall be conspicuously posted on a sign at each table.

II. CRAPS.

A. Definitions.

- 1 “Come Out Point” shall mean a total of 4, 5, 6, 8, 9 or 10 thrown by the shooter on the Come Out Roll.
2. “Come Out Roll” shall mean the first roll of the dice at the opening of the game and the first roll of the dice after a decision with respect to a Pass Bet and Don't Pass Bet has been effected.
- 3 “Come Point” shall mean a total of 4, 5, 6, 8, 9 or 10 thrown by the shooter on the next roll following placement of a Come Bet or Don't Come Bet.
4. “Off Marker” is an object used to designate a shooter that has not placed a Pass or Don't Pass Bet and is rolling the dice only to effectuate a decision for those wagers remaining on the layout.
- 5 “On Marker” is an object used to designate an active Place Bet to Win, Come bet, or Hardway.
6. “Shooter” shall mean the player throwing the dice.

B. Equipment.

- 1 A table with an upright rail running around the table's outside edges, forming a rectangular enclosure. The rail serves as a backboard, and also helps to prevent the rolling dice from falling off the table.
2. The cloth covering a Craps table (“the layout”) shall have two identical sides for placing bets and a center area for additional “propositional” or “next roll” bets, which are bets that either win or lose on the next roll of the dice. Propositional bets include Field Bets, Any Seven, and Any Craps.

3. Dice. The stickperson has at least five dice in front of him or her, from which the shooter selects two dice to roll. The dice used to play Craps shall meet the requirements of applicable minimum internal control standards for dice.
4. Dice cup. When not in use, all dice shall be kept in a dice cup placed immediately in front of the stickperson.
5. Stick. When collecting the dice and passing them to the shooter, the stickperson shall use a stick designed for that purpose. The stick should reach across the length of the table and have a hook at the end for collecting the dice.

C. Craps Personnel and Their Duties.

1. Boxperson. A boxperson is the first-level supervisor who is responsible for directly participating in and supervising the operation and conduct of a craps game.
2. Stickperson. A stickperson is responsible for the collection of the dice and announcement of their total. The Craps dice shall be the responsibility of the stickperson and shall never be left unattended while at the table.

D. Permissible Wagers.

“Pass Bet” is a wager placed on the Pass Line of the layout immediately prior to the Come Out Roll. The Pass Bet shall win if, on the Come Out Roll: (i) a total of 7 or 11 is thrown; or (ii) total of 4, 5, 6, 8, 9, or 10 is thrown and that total is again thrown before a 7 appears. The Pass Bet shall lose if, on the Come Out Roll: (i) a total of 2, 3, or 12 is thrown; or (ii) a total of 4, 5, 6, 8, 9, or 10 is thrown and a 7 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. The Don’t Pass Bet shall win if, on the Come Out Roll: (i) a total of 2 or 3 is thrown, or (ii) a total of 4, 5, 6, 8, 9, or 10 is thrown and a 7 subsequently appears before that total is again thrown. The Don’t Pass Bet shall lose if, on the Come Out Roll: (i)

a total of 7 or 11 is thrown; or (ii) a total of 4, 5, 6, 8, 9, or 10 is thrown and that total is again thrown before a 7 appears. The Don't Pass Bet shall be void if, on the Come Out Roll, a total of 12 is thrown.

"Come Bet" is a wager placed on the Come Line of the layout at any time after the Come Out Roll. The Come Bet shall win if (i) on the roll immediately following placement of such bet a total of 7 or 11 is thrown; or (ii) a total of 4, 5, 6, 8, 9 or 10 is thrown and that total is again thrown before a 7 appears. The Come Bet shall lose if, on the roll immediately following placement of such bet: (i) a total of 2, 3, or 12 is thrown; or (ii) a total of 4, 5, 6, 8, 9 or 10 is thrown and a 7 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. The Don't Come Bet shall win if (i) on the roll immediately following placement of such bet a total of 2 or 3 is thrown; or (ii) a total of 4, 5, 6, 8, 9 or 10 is thrown and a 7 subsequently appears before that total is again thrown. The Don't Come Bet shall lose if, on the roll immediately following placement of such bet if: (i) a total of 7 or 11 is thrown; (ii) or a total of 4, 5, 6, 8, 9 or 10 is thrown and that total is again thrown before a 7 appears. The Don't Come Bet shall 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 4, 5, 6, 8, 9 or 10 which shall win if the number on which the wager was placed is thrown before a 7 and shall lose if a 7 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 boxperson through placement of an On Marker on top of such player's wager.
6. "Four the Hardway" is a wager that may be made at any time which shall win if a total of 4 is thrown the hardway (that is with 2 appearing on each die) before 4 is thrown in any other way and before a 7 is thrown.
7. "Six the Hardway" is a wager that may be made at any time which shall win if a total of 6 is thrown the hardway (that is with 3 appearing on each die) before 6 is thrown in any other way and before a 7 is thrown.
8. "Eight the Hardway" is a wager that may be made at any time which shall

win if a total of 8 is thrown the hardway (that is with 4 appearing on each die) before 8 is thrown in any other way and before a 7 is thrown.

9. "Ten the Hardway" is a wager that may be made at any time which shall win if a total of 10 is thrown the hardway (that is with 5 appearing on each die) before 10 is thrown in any other way and before a 7 is thrown.
10. "Field Bet" is a one roll wager that may be made at any time which shall win if any one of the totals 2, 3, 4, 9, 10, 11 or 12 is thrown on the roll immediately following placement of such bet and shall lose if a total of 5, 6, 7 or 8 is thrown on such roll.
11. "Any Seven" is a one roll wager that may be made at any time which shall win if a total of 7 is thrown on the roll immediately following placement of such bet and shall lose if any other total is thrown.
12. "Any Craps" is a one roll wager that may be made at any time which shall win if a total of 2, 3, or 12 is thrown on the roll immediately following placement of such bet and shall lose if any other total is thrown.
13. "Craps Two" is a one roll wager that may be made at any time which shall win if a total of 2 is thrown on the roll immediately following placement of such bet and shall lose if any other total is thrown.
14. "Craps Three" is a one roll wager that may be made at any time which shall win if a total of 3 is thrown on the roll immediately following placement of such bet and shall lose if any other total is thrown.
15. "Craps Twelve" is a one roll wager that may be made at any time which shall win if a total of 12 is thrown on the roll immediately following placement of such bet and shall lose if any other total is thrown.
16. "11 in One Roll" is a one roll wager that may be made at any time which shall win if a total of 11 is thrown on the next roll and shall lose if any other total is thrown.
17. "Craps-Eleven" or "C and E" is a one roll wager that may be made at any time which shall win, as provided in Subsection F (Payout Odds), if either

a craps (2, 3 or 12) or 11 is rolled immediately following placement of such bet and shall lose if any other total is thrown.

18. "Horn Bet" is a four unit, one roll wager that may be made at any time which shall win if any one of the totals 2, 3, 11 or 12 is thrown on the roll immediately following placement of such bet and shall lose if any other total is thrown. A "unit" shall mean a gaming chip or other wagering method accepted by the casino pursuant to Subsection (E)(2).
19. "Horn High Bet" is a five unit, one roll wager that may be made at any time which shall win if any one of the totals 2, 3, 11 or 12 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 2, 3, 11 or 12. If a table does not have a designated area for the acceptance of a Horn High Bet, the wager can be broken down into two separate wagers on the "Horn" and one of the totals 2, 3, 11 or 12. A "unit" shall mean a gaming chip or other wagering method accepted by the casino pursuant to Subsection (E)(2).
20. "Whirl Bet" is a one roll wager that may be made at any time consisting of a Horn Bet and the Any Seven wager. A Whirl Bet shall be placed in units of five, with four units wagered on 2, 3, 11 and 12 and the fifth unit wagered as an Any Seven wager. The casino can break down a Whirl wager into two separate wagers on the Horn Bet and the Any Seven wager.
21. A "Hop Bet" is a wager that may be made at anytime which shall win if the exact combination of the two dice, specified by the player, is thrown on the roll immediately following placement of such bet. Hardway Hop Bets (a wager on a combination of two dice of the same number) are paid 30 to 1, and other hop bets are paid 15 to 1. The wager will lose if any other combination is thrown.

E. Making and Removal of Wagers.

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 stickperson and the boxperson.

2. All wagers shall be made by placing gaming chips or match play coupons (only for Pass or Don't Pass wagers) on the appropriate areas of the layout, except that verbal wagers accompanied by cash may be accepted provided that they are confirmed by the boxperson and that such cash is expeditiously converted into gaming chips in accordance with applicable procedures.
3. A wager 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.
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 Place Bets to Win, Come Bets, and Hardways shall be inactive on any Come Out Roll unless called "On" by the player and confirmed by the boxperson through placement of an On Marker on the top of each player's wager. All other wagers shall be considered "On".

F. Payout Odds.

- 1 A casino shall not pay off winning wagers at the game of craps at less than the odds listed below. A casino may pay off winning wagers at higher odds than those listed below, provided that such odds are uniform within the casino.

<u>Wager</u>	<u>Payout Odds</u>
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
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 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
Hardway Hops	30 to 1
All other Hops	15 to 1

2. A Horn Bet shall be paid as if each of the four wagers on 2, 3, 11 and 12 were made separately.
3. A Horn High Bet shall be paid as if each of the five wagers on 2, 3, 11 and 12 were made separately.
4. 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.
5. The casino shall not accept any wager that because of the amount thereof cannot be paid at the odds permitted by (1), (2), (3) or (4) above.

G. True Odds on Place Bets (buy and lay bets).

1. Buy Bets: In addition to the payout odds set forth in Subsection F (Payout Odds) for placing bets to win on 4, 5, 6, 8, 9 and 10, a casino may offer a player the option of receiving true odds on these bets in return for the player paying to the casino, at the time of making the bet, a percentage of the amount wagered which in no event shall exceed five percent of such wager. Under such circumstances, a casino shall conform to the odds listed below in paying off winning wagers on these bets:

<u>Bet</u>	<u>Odds</u>
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 Subsection F (Payout Odds) for place bets to lose on 4, 5, 6, 8, 9 and 10, a casino may offer a player true odds on these bets in return for the player paying to the casino, at the time of making the bet, a percentage of the amount the player could win on such bet which in no event shall exceed 5 percent of such wager. Under such circumstances, a casino shall conform to the odds listed below in paying off winning wagers on these bets:

<u>Bet</u>	<u>Odds</u>
4 to Lose	1 to 2
5 to Lose	
6 to Lose	
8 to Lose	
9 to Lose	
10 to Lose	

H. Supplemental Wagers Made After the Come Out Roll in Support of Pass, Don't Pass, Come and Don't Come Bets (Taking and Laying Odds).

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 casino to an amount that is equal to the amount of the original Pass Bet. 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 casino to an amount so calculated as to provide winnings not in excess of the amount originally wagered on the Don't Pass Bet. 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 casino to an amount that is equal to the amount of the original Come Bet. 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 casino to an amount so calculated as to provide winnings not in excess of the amount originally wagered on the Don't Come Bet. 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.
- 5 A casino may allow a supplemental wager in support of a Pass or Come Bet in an amount up to 100 times the amount of the original Pass or Come Bet. A casino may allow a supplemental wager in support of a Don't Pass or Don't Come Bet in an amount so calculated as to provide a winning player with winnings not in excess of up to 100 times the amount originally wagered on the Don't Pass or Don't Come Bet. The original Pass, Don't Pass, Come or Don't Come Bet and any supplemental wager allowed pursuant to this Subsection shall be paid at the same odds as the original and supplemental wagers are paid under (1) through (4) above.
- 6 Notwithstanding (5) above, a casino may accept a supplemental wager that exceeds an amount that is otherwise authorized by this Subsection or posted as the maximum wager provided that the excess amount of the supplemental wager is necessary to facilitate the payouts permitted by this Subsection.

Dice Retention and Selection.

A set of at least five dice conforming to the specifications contained in minimum internal control standards for dice shall be present at the craps table during gaming. Control of the dice at a craps table shall be the responsibility of the stickperson at the table. The stickperson shall retain all dice, except those in active play, in a dice cup 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 stickperson.

J. Throw of the Dice.

1. Upon selection of the dice, the shooter shall make a Pass Bet or Don't Pass Bet after which he or she shall throw the two selected dice so that they leave his or her hand simultaneously and in a manner calculated to cause them to strike the end of the table farthest from him or her.
2. Invalid roll of the dice.
 - a. A roll of the dice shall be invalid whenever either or both of the dice go off the table or whenever one die comes to rest on top of the other.
 - b. In addition to the circumstances listed in (a), the boxperson or the stickperson (as designated by the casino) shall have the authority to invalidate a roll of the dice by calling "No Roll" for any of the following reasons:
 - i. the dice do not leave the shooter's hand simultaneously;

- ii. either or both of the dice fail to strike an end of the table;
 - iii. either or both of the dice come to rest on the chips constituting the craps bank of chips located in front of the boxperson.
 - iv. Either or both of the dice come to rest in the dice cup in front of the stickperson, or on one of the rails surrounding the table;
 - v. Cheating or use of a crooked or fixed device or technique in the roll of the dice; or
 - vi. For any other reason the boxperson or stickperson considers the throw to be improper.
- c. The call of "No Roll" under either (b)(i), (ii), or (vi) above shall, whenever possible, be made before both dice come to rest.
- d. A throw of the dice which results in the dice coming into contact with any match play coupons or chips on the table, other than the craps bank of chips located in front of the boxperson, shall not be a cause for a call of "No Roll".
3. Point Throw and Settlement of Wagers.
- a. 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 dice. Only one face on each die shall be considered skyward.
 - b. In the event either or both of the dice do not land flat on the table (for example, one edge of the die is resting cocked on a stack of chips), the 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.
 - c. In the event of a dispute as to which face is uppermost, the boxperson shall have discretion to determine which face is uppermost or to order the throw be void and the dice be re-thrown.

- d. After calling the throw, the stickperson shall collect the dice and bring them to the center of the table between himself and the boxperson. All wagers decided by that throw shall then be settled, following which the stickperson shall pass the dice to the shooter for the next throw. When collecting the dice and passing them to the shooter, the stickperson shall use a stick designed for that purpose.

K. Continuation of Shooter as Such and Selection of New Shooter.

It shall be the option of the shooter after any roll either to pass the dice or remain the shooter except that: (i) the shooter shall pass the dice upon throwing a losing 7; and (ii) the boxperson may order the shooter to pass the dice if the shooter unreasonably delays the game, repeatedly makes invalid rolls or otherwise violates casino 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 Subsection J (Throw of the Dice).
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 dice offered. The remaining dice of the set shall be returned to the dice cup which shall be placed immediately in front of the stickperson.

L. Minimum Wagers and Maximum Wagers.

The Oneida Tribe of Indians of Wisconsin shall determine the minimum wagers and maximum wagers at each table. The amounts of the minimum wagers and maximum wagers shall be conspicuously posted on a sign at each table.

III. LET IT RIDE.

A. Definitions.

- 1 "Bet #1" is the bet placed on the betting space labeled "1" prior to any cards being deal in order to participate in the round of play.
- 2 "Bet #2" is the bet placed on the betting space labeled "2" prior to any cards being deal in order to participate in the round of play.
- 3 "Bet #3" is the bet placed on the betting space labeled "3" prior to any cards being deal in order to participate in the round of play.
- 4 "Bonus Wager" means an optional wager that player's cards will have a rank of three-of-a-kind or better.
- 5 "Community Card" means any card which is initially dealt face down to the designated area to the dealer and which are used by all players to form a five card hand.
- 6 "Hand" means the five card poker hand formed for each player by combining the three cards dealt to the player and the two Community Cards.
- 7 "Let It Ride" means that a player chooses not to take back a wager that may be withdrawn in accordance with the provisions of Subsection L (The Play).
- 8 "Push" means a tie, as defined in Subsection L (The Play).
- 9 "Rank" or "Ranking" means the relative position of a card or group of cards as set forth in Subsection F (Let it Ride Poker Rankings).
- 10 "Round of Play" means one complete cycle of play during which all wagers have been placed, all players then playing at the table have been dealt a hand of cards, and all wagers have been paid off or collected.
- 11 "Stub" means the remaining portion of the deck after all cards in the round have been dealt or delivered.
- 12 "Suit" means one of the four categories of cards (clubs, diamonds, hearts or spades), with no suit being higher in rank than another.

- 13 “Washing” or “Chemmy Shuffle” means mixing cards face down on the table with a circular motion of the hands.

B. Equipment.

Let It Ride shall be played on a table having seven places on one side for the players, and a place for the dealer on the opposite side.

2. The cloth covering a Let It Ride table (the layout) shall have betting areas for seven players. Within each betting area there shall be three separate designated betting spaces labeled “1”, “2”, and “3” for the placement of bets. Each betting position shall also have a separate space for the placement of an additional Bonus Wager. There shall also be a separate area located directly in front of the chip tray designated for the placement of the Community Cards.
3. Each Let It Ride table shall have a table inventory container on or attached to the table.
4. If the casino chooses to have an aggregate win per round or hand, it is the casino’s responsibility to post a sign at each Let It Ride table explaining the details and the ramifications of this aggregate win limit.
5. Except as provided in (6) below, Let it Ride Poker shall be played with one deck of cards with backs of the same color and design, one additional cutting card and one additional cover card to be used in accordance with the procedures set forth in Subsection E (Shuffle and Cut of the Cards). The cutting card and cover card shall be opaque and in solid color readily distinguishable from the color of the backs and edges of the playing cards. The deck of cards shall meet the requirements of the applicable minimum internal control standards for cards.
6. If an automated card shuffling device is used, a casino shall be permitted to use a second deck of cards to play the game, provided that:
 - a. Each deck of cards complies with the requirements of (5) above;
 - b. The backs of the cards in the two decks are of different color;
 - c. One deck is being shuffled by the automated card shuffling device while the other deck is being dealt or used to play the game;
 - d. Both decks are continuously alternated in and out of play, with each deck being used for every other round of play; and

- e. The cards from only one deck shall be placed in the discard rack at any given time.

C. Object of the Game.

Each player wagers that his or her five card poker hand will equal or exceed a pair of 10s or higher poker hand. Players at a Let It Ride table also may wager an additional amount which will entitle the player to a supplemental bonus if the player achieves a certain hand combination as listed on the table layout.

D. Opening the Table for Gaming.

1. After receiving a deck of cards at the table in accordance with applicable minimum internal control procedures, the dealer shall sort and inspect the cards, and the floor-person assigned to the table shall verify that inspection. Electronic verification may satisfy the floor person verification requirement.
2. Following the inspection of the cards by the dealer and the verification, the cards shall be spread out face up on the table for visual inspection by the first player to arrive at the table. The cards shall be sorted according to suit and in sequence.
3. After the first player has been afforded an opportunity to visually inspect the cards, the cards shall be turned face down on the table, mixed thoroughly by a "washing" or "chemmy shuffle" of the cards and stacked. Once the cards have been stacked, they should be shuffled in accordance with Subsection E (Shuffle and Cut of the Cards).
4. If an automated card shuffling device is used to play the game and two decks of cards are received at the table pursuant to applicable minimum internal control procedures and Subsection B (Equipment), each deck of cards shall be separately sorted, inspected, verified, spread, inspected, mixed, stacked, and shuffled.

E. Shuffle and Cut of the Cards.

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

of the cards, inserts the stack of cards directly into a dealing shoe.

2. After the cards have been shuffled and stacked, the dealer shall:
 - a. If the cards were shuffled using an automated card shuffling device, deal or deliver the cards in accordance with the procedures set forth in Subsections (I), (J), and (K).
 - b. If the cards were shuffled manually, cut the cards in accordance with the procedures set forth in (3) below.
3. If a cut of the cards is required, the dealer shall:
 - a. Cut the deck, using one hand, by:
 - i. Placing the cover card on the table in front of the deck of cards;
 - ii. Taking a stack of at least 10 cards from the top of the deck and placing them on top of the cover card;
 - iii. Placing the cards remaining in the deck on top of the stack of cards that were cut and placed on top of the cover card pursuant to (3)(a)(ii) above;
 - iv. Removing the cover card and placing it in the discard rack; and
 - b. Deal the cards in accordance with the dealing procedures set forth in Subsections (I), (J), (K).
4. Notwithstanding (3) above, after the cards have been cut and before any cards have been dealt, a casino supervisor may require the cards to be recut if he or she determines that the cut was performed improperly or in any way that might affect the integrity or fairness of the game.
5. Whenever there is no gaming activity at a Let it Ride Poker table which is open for gaming, the cards shall be spread out on the table either face up or face down. If the cards are spread face down, they shall be turned face up once a player arrives at the table. After the first player is afforded an opportunity to visually inspect the cards, the procedures outlined in Subsection (D)(3) shall be completed. Play will then commence in conformance with the procedures outlined in Subsection (E).

F. Let it Ride Poker Rankings.

- 1 The permissible poker hands in the game of Let It Ride, in order of highest to lowest rank, shall be:
 - a. "Royal flush" is a hand consisting of an ace, king, queen, jack and 10 of the same suit;
 - b. "Straight flush" is a hand consisting of five cards of the same suit in consecutive ranking, with king, queen, jack, 10 and nine being the highest ranking straight flush and ace, two, three, four and five being the lowest ranking straight flush;
 - c. "Four-of-a-kind" is a hand consisting of four cards of the same rank, with four aces being the highest ranking four-of-a-kind and four twos being the lowest ranking four-of-a-kind;
 - d. "Full house" is a hand consisting of "three-of-a-kind" and a "pair," with three aces and two kings being the highest ranking full house and three twos and two threes being the lowest ranking full house;
 - e. "Flush" is a hand consisting of five cards of the same suit;
 - f. "Straight" is a hand consisting of five cards of consecutive rank, regardless of suit, with an ace, king, queen, jack and 10 being the highest ranking straight and an ace, two, three, four and five being the lowest ranking straight; provided, however, that an ace may not be combined with any other sequence of cards for purposes of determining a winning hand (for example, queen, king, ace, two, three);
 - g. "Three-of-a-kind" is a hand consisting of three cards of the same rank, with three aces being the highest ranking three-of-a-kind and three twos being the lowest ranking three-of-a-kind;
 - h. "Two pairs" is a hand containing two "pairs," with two aces and two kings being the highest ranking two pair and two threes and two twos being the lowest ranking two pair; and

"One pair" is a hand containing two cards of the same rank, with two aces being the highest ranking pair and two twos being the lowest ranking pair.

2. The rank of the cards used in Let It Ride, for the determination of winning

hands, in order of highest to lowest rank, shall be: ace, king, queen, jack, 10, nine, eight, seven, six, five, four, three and two. Notwithstanding the foregoing, an ace may be used to complete a straight flush formed with a two, three, four, and five or a straight formed with a two, three, four, and five.

- 3 When comparing two hands which are of identical poker hand rank pursuant to the provisions of this Subsection, or which contain none of the hands authorized in this Subsection, the hand which contains the highest ranking card as provided in (1) above which is not contained in the other hand shall be considered the higher ranking hand. If the hands are of identical rank after the application of this Subsection, the hands shall be considered a push.

G. Wagers.

All bets at Let It Ride shall be made by placing gaming chips or tokens, and, if applicable, a match play coupon on the appropriate betting areas of the table layout.

2. Only players who are seated at a Let it Ride Poker table may wager at the game. Once a player has placed his or her wagers and received cards, that player must remain seated until the completion of the round of play.
- 3 All wagers at Let it Ride Poker shall be placed prior to the dealer announcing "No More Bets" in accordance with the dealing procedures set forth in Subsections (I), (J), or (K). Except as otherwise provided in these Rules, no wager shall be made, increased, or withdrawn after the dealer has announced "No More Bets".
4. At the beginning of each round of play, each player shall be required to place three equal but separate bets. The bets shall be identified as Bet #1, Bet #2 and Bet #3. Bet #1 and Bet #2 may be removed by the player in accordance with Subsection L (The Play).
- 5 A casino may, in its discretion, permit a player to place wagers at two betting positions during a round of play provided that the two betting positions are adjacent to each other. In the event that the casino permits a player to place wagers at two betting positions, all procedures outlined in these Rules of Play shall be utilized for a position at which such a wager has been placed in the same manner as if the position were occupied by a player.

H. Optional Bonus Wager.

- 1 A casino may, in its discretion, offer to each player at a Let it Ride Poker table the option to make an additional "Bonus Wager" that the player will receive a poker hand with a rank of three-of-a-kind or better; provided, however, that the casino shall provide notice to patrons prior to withdrawing such option.
2. Prior to the dealer announcing "No More Bets," each player who has placed the three wagers required by Subsection G (Wagers) may make an additional Bonus Wager by placing a gaming chip with a value of the applicable minimum wager on or in the approved wagering device designated for that wager.
- 3 All winning Bonus Wagers shall be paid in accordance with the payout schedule in Subsection (M)(3).
4. A Bonus Wager shall have no bearing on any other wager made by a player at the game of Let It Ride Poker.

I. Procedures for Dealing from a Manual Shoe.

- 1 If a casino chooses to have the cards dealt from a manual dealing shoe, the dealing shoe shall meet the requirements of applicable minimum internal control standards for dealing shoes and shall be located on the table. Once the procedures required by Subsection E (Shuffle and Cut of the Cards) have been completed, the stacked deck of cards shall be placed in the dealing shoe either by the dealer or by an automated card shuffling device.
2. The dealer shall announce "No More Bets" prior to dealing any cards. If any optional Bonus Wagers have been made, the dealer shall also collect these wagers from the approved wagering devices and shall then verify, on the layout in front of the table inventory container, that the number of gaming chips wagered equals the number of wagers acknowledged or accepted by the wagering devices. The dealer shall then place the gaming chips into the table inventory container in accordance with applicable table inventory procedures.
3. In dealing the cards, each card shall be removed from the dealing shoe with the hand of the dealer that is closest to the dealing shoe and placed on the appropriate area of the layout with the opposite hand. The dealer shall, starting with the player farthest to his or her left and continuing around the table in a clockwise manner, deal the cards as follows:
 - a. One card face down to each player who has placed three wagers in accordance with Subsection G (Wagers);

- b. One card face down to the area designated for the placement of the Community Cards;

A second card face down to each player who has placed three wagers in accordance with Subsection G (Wagers);
 - d. A second card face down to the area designated for the placement of the Community Cards, which card shall be placed to the right of the first card dealt to this area;
 - e. A third card face down to each player who has placed three wagers in accordance with Subsection G (Wagers); and
 - f. A third card face down to the area designated for the placement of the Community Cards, which card shall be placed to the right of the first two cards dealt to this area.
4. After three cards have been dealt to each player and the area designated for the placement of the Community Cards, the dealer shall remove the stub from the manual dealing shoe and, except as provided in (5) below, place the stub in the discard rack without exposing the cards.
5. The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct number of cards are still present in the deck. The dealer shall determine the number of cards in the stub by counting the cards face down on the layout.
- a. If the count of the stub indicates that 52 cards are in the deck, the dealer shall place the stub in the discard rack without exposing the cards.
 - b. If the count of the stub indicates that the number of cards in the deck is incorrect, the dealer shall determine if the cards were misdealt. If the cards have been misdealt (a player or the area designated for the placement of the Community Cards has more or less than three cards) but 52 cards remain in the deck, all hands shall be void pursuant to Subsection N (Irregularities). If the cards have not been misdealt, all hands shall be considered void and the entire deck of cards shall be removed from the table pursuant to applicable procedures.
6. Notwithstanding the provisions of (5) above, the counting of the stub shall not be required if an automated card shuffling device is used that counts the number of cards in the deck after the completion of each shuffle and

indicates whether 52 cards are still present. If the automated card shuffling device reveals that an incorrect number of cards are present, the deck shall be removed from the table in accordance with the applicable procedures.

Procedures for Dealing the Cards from the Hand.

The casino may, in its discretion, permit a dealer to deal the cards used to play Let it Ride Poker from his or her hand.

2. If the casino chooses to have the cards dealt from the dealer's hand, the following requirements shall be observed.
 - a. The dealer shall use an automated shuffling device to shuffle the cards.
 - b. Once the procedures required by Subsection E (Shuffle and Cut of Cards) have been completed, the dealer shall place the stacked deck of cards in either hand.

Once the dealer has chosen the hand in which he or she will hold the cards, the dealer shall use that hand whenever holding the cards during that round of play.

- ii. The cards held by the dealer shall at all times be kept in front of the dealer and over the table inventory container.
 - c. The dealer shall then announce "No More Bets" prior to dealing any cards. If any optional Bonus Wagers have been made, the dealer shall also collect these wagers from the approved wagering devices and shall then verify, on the layout in front of the table inventory container, that the number of gaming chips wagered equals the number of wagers acknowledged or accepted by the wagering devices. The dealer shall then place the gaming chips into the table inventory container in accordance with the applicable table inventory procedures.
3. The dealer shall deal each card by holding the deck of cards in the chosen hand and using the other hand to remove the top card of the deck and place it face down on the appropriate area of the layout. The dealer shall, starting with the player farthest to his or her left and continuing around the table in a clockwise manner, deal the cards as follows:
 - a. One card face down to each player who has placed three wagers in

accordance with Subsection G (Wagers);

- b. One card face down to the area designated for the placement of the Community Cards;
 - c. A second card face down to each player who has placed three wagers in accordance with Subsection G (Wagers);
 - d. A second card face down to the area designated for the placement of the Community Cards, which card shall be placed to the right of the first card dealt to this area;
 - e. A third card face down to each player who has placed three wagers in accordance with Subsection G (Wagers); and
 - f. A third card face down to the area designated for the placement of the Community Cards, which card shall be placed to the right of the first two cards dealt to this area.
4. After three cards have been dealt to each player and the area designated for the placement of the Community Cards, the dealer shall, except as provided in (5) below, place the stub in the discard rack without exposing the cards.
 5. The dealer shall count the stub in accordance with Subsection (I)(5) and (6).

K. Procedures for Dealing from an Automated Shoe.

1. The casino may, in its discretion, choose to have the cards used to play Let it Ride Poker dealt from an automated dealing shoe which dispenses cards in stacks of three cards. The automated dealing shoe shall meet the applicable control standards for automated dealing shoes and shall be located on the table.
2. If a casino chooses to have the cards dealt from an automated dealing shoe, the following requirements shall be observed.
 - a. Once the procedures required by Subsection E (Shuffle and Cut of the Cards) have been completed, the cards shall be placed in the automated dealing shoe.
 - b. Prior to the shoe dispensing any stacks of cards, the dealer shall then announce "No More Bets". If any optional Bonus Wagers

have been made, the dealer shall also collect these wagers from the approved wagering devices and shall then verify, on the layout in front of the table inventory container, that the number of gaming chips wagered equals the number of wagers acknowledged or accepted by the wagering devices. The dealer shall then place the gaming chips into the table inventory container in accordance with the applicable table inventory procedures.

3. The dealer shall deliver the first stack of cards dispensed by the automated dealing shoe face down to the player farthest to his or her left who has placed three wagers in accordance with Subsection G (Wagers). As the remaining stacks are dispensed to the dealer by the automated dealing shoe, the dealer shall, moving clockwise around the table, deliver a stack face down to each of the other players who has placed three wagers in accordance with Subsection G (Wagers). The dealer shall then deliver a stack of three cards face down to the area designated for the placement of the Community Cards, and spread the stack within the designated area so that the top card is to the dealer's right, the middle card is directly in front of the dealer, and the bottom card is to the dealer's left.
4. After each stack of three cards has been dispensed and delivered in accordance with this Subsection, the dealer shall remove the stub from the automated dealing shoe and, except as provided in (5) below, place the cards in the discard rack without exposing the cards.
5. The dealer shall count the stub in accordance with Subsection (I)(5) and (6).

L. The Play.

After the dealing procedures required by Subsections (I), (J), and (K) have been completed, each player shall examine his or her cards.

- a. Each player who wagers at Let it Ride Poker shall be responsible for his or her own hand and no person other than the dealer may touch the cards of that player.
- b. Each player shall be required to keep his or her three cards in full view of the dealer at all times.
- c. After each player has made a decision regarding Bet #2 pursuant to (5) below, each player's cards shall be placed face down on the appropriate area of the layout, the player shall not touch the cards again.

2. After each player has examined his or her cards, the dealer shall, beginning with the player farthest to the dealer's left and moving clockwise around the table, ask each player if he or she wishes to withdraw Bet #1 or Let It Ride.
 - a. If a player chooses to let Bet #1 ride, that bet shall remain on the appropriate betting area of the layout until the end of the round of play.
 - b. If a player chooses to withdraw Bet #1, the dealer shall move the gaming chips on the betting area designated for Bet #1 toward the player who shall then immediately remove the gaming chips from the betting area.
3. After each player has made a decision regarding Bet #1, the dealer shall remove ("burn") the Community Card that is to his or her left, and place the burned card in the discard rack face down.
4. The dealer shall then turn the Community Card that is to his or her left face up and place it on top of the remaining card. The exposed card shall become the first Community Card.
5. After the first Community Card is exposed, the dealer shall, beginning with the player farthest to the dealer's left and moving clockwise around the table, ask each player if he or she wishes to withdraw Bet #2 or Let It Ride. This decision shall be made by each player regardless of the decision made concerning Bet #1.
 - a. If a player chooses to let Bet #2 ride, that bet shall remain on the appropriate betting area of the layout until the end of the round of play.
 - b. If a player chooses to withdraw Bet #2, the dealer shall move the gaming chips on the betting area designated for Bet #2 toward the player who shall then immediately remove the gaming chips from the betting area.
6. The dealer shall then move the first Community Card to the right of the card that remains face down in the Community Card area. The face down card shall be turned face up by the dealer and become the second Community Card.
7. After the second Community Card is turned face up, the dealer shall, beginning with the player farthest to his or her right and continuing around

the table in a counterclockwise direction, turn the three cards of each player face up.

- a. The two Community Cards and the three cards dealt to each player shall form the five card poker hand of each player.
 - b. The dealer shall examine the cards of each player to determine if the player's hand qualifies for a payout pursuant to Subsection M (Payout Odds).
8. Any wager on a hand which has a rank that is lower than a pair of 10s shall be a losing wager. All losing wagers shall be immediately collected by the dealer and placed in the table inventory container. The cards of any player who has made a losing wager shall be collected and placed in the discard rack.
9. If the hand of the player ties with that of the dealer, the hand of the player shall be a push. The dealer shall not collect or pay the wagers, but shall immediately collect the cards of that player after all losing wagers and hands have been collected.
10. After all losing wagers and pushes have been settled, all winning wagers, including any winning Bonus Wagers, shall be paid. All winning hands shall remain face up on the layout until all winning wagers have been paid by the dealer. Each winning wager that remains on the table shall be paid in accordance with the payout odds listed in Subsection M (Payout Odds).
- a. The dealer shall pay all winning wagers beginning with the player farthest to the right of the dealer and continuing counterclockwise around the table.
 - b. After paying all winning wagers, the dealer shall immediately collect the cards of all winning players and the Community Cards and place them in the discard rack.

All cards collected by the dealer shall be picked up in order and placed in the discard rack in such a way that they can be readily arranged to reconstruct each hand in the event of a question or dispute.

M. Payout Odds.

1. Subject to the payout limitation in (2) below, a casino shall pay off each winning wager at the game of Let it Ride Poker at no less than the following odds:

<u>Wager</u>	<u>Payout Odds</u>
Royal Flush	1,000 to 1
Straight Flush	200 to 1
Four-of-a-kind	50 to 1
Full House	11 to 1
Flush	8 to 1
Straight	5 to 1
Three-of-a-kind	3 to 1
Two Pair	2 to 1
Pair of 10s, Jacks, Queens, Kings or Aces	1 to 1

2. Notwithstanding the minimum payout odds required in (1) above, a casino may establish a maximum amount that is payable to a player on a single hand, which amount shall be at least \$50,000 or the maximum amount that one patron could win per round when betting the minimum permissible wager, whichever is greater. If the established payout limit is not included on the layout, each casino shall provide notice of any decrease in the payout limit. Any maximum payout limit established by a casino shall apply only to payouts of Let it Ride Poker wagers placed pursuant to Subsection G (Wagers) and shall not apply to payouts of Bonus Wagers placed pursuant to Subsection H (Optional Bonus Wager).

3. A casino shall pay off each winning Bonus Wager at no less than the following monetary amounts:

<u>Wager</u>	<u>Bonus Payout</u>
Royal Flush	\$10,000
Straight Flush	\$ 2,000
Four-of-a-Kind	\$ 100
Full House	\$ 75
Flush	\$ 50
Straight	\$ 25
Three-of-a-kind	\$ 8
Two Pair	\$ 4

N. Irregularities.

1. A card that is found face up in the shoe or the deck while the cards are being dealt shall not be used in the game and shall be placed in the discard rack. If more than one card is found face up in the shoe or the deck during the dealing of the cards, all hands shall be void and the cards shall be

reshuffled

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

If any player or the area designated for the placement of the Community Cards is dealt an incorrect number of cards, all hands shall be void and the cards shall be reshuffled.

4. If an automated card shuffling device is being used and the device jams, stops shuffling during a shuffle, or fails to complete a shuffle cycle, the cards shall be reshuffled.
5. If an automated dealing shoe is being used and the device jams, stops dealing cards, or fails to deal all cards during a round of play, the round of play shall be void and the cards shall be removed from the device and reshuffled with any cards already dealt.

O. Minimum and Maximum Wagers.

The Oneida Tribe of Indians of Wisconsin shall determine the minimum and maximum wagers. The amounts of the minimum and maximum wagers shall be conspicuously posted on a sign at each table.

IV. PAI GOW.

A. Definitions.

1. "Additional Wager" shall mean an optional wager as to which one of the numbers 1 through 7 will be selected and displayed by the random number generator at the beginning of a round of play.
2. "Bank" shall mean the player who elects to have the other players and dealer play against him or her and accepts the responsibility to pay all winning wagers.
3. "Bank Marker" shall mean an object or objects used to designate the Bank.
4. "Bonus Wager" shall mean an optional wager that player's seven cards will form a Qualifying Poker Hand, regardless of the manner in which the player set the high hand and the low hand. All Bonus Wagers shall be banked by the casino.
5. "Co-bank" shall mean the player who elects to have the other players and dealer play against him or her and accepts responsibility to pay 50 percent of all winning wagers.
6. "Co-bank Marker" shall mean an object or objects used to designate the Co-bank.

"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 or Bank.
8. "Envy Bonus" shall mean an additional fixed sum payoff made to a player who placed a Bonus Wager when another player at the Pai Gow Poker table is the holder of a Premium Qualifying Poker Hand. A player is entitled to multiple Envy Bonuses if more than one other player is the holder of a Premium Qualifying Poker Hand; provided, however, that a player is not entitled to an Envy Bonus for his or her own cards or the cards of the dealer.
9. "Envy Bonus Marker" shall mean an object used to designate a player who has placed a Bonus Wager and is eligible for an Envy Bonus.
10. "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 equal to or higher than the two card low hand.

“Low Hand” or “Second Highest” 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.

12. “Push” means a tie, as defined in Subsection J (The Play).
3. “Premium Qualifying Poker Hand” shall mean a five-card or seven-card poker hand with a rank of four-of-a-kind or higher formed from the seven cards dealt to a player.
14. “Qualifying Poker Hand” shall mean a five-card or seven-card poker hand with a rank of straight or higher formed from the seven cards dealt to a player.
15. “Rank” or “Ranking” means the relative position of a card or group of cards as set forth in Subsection C (Pai Gow Poker Rankings).
16. “Round of Play” or “Round” means one complete cycle of play during which all wagers have been placed, all players then playing at the table have been dealt a hand cards, and all wagers have been paid off or collected.
17. “Set” or “Setting the Hands” shall mean the process of forming a high hand and low hand from the seven cards dealt.
18. “Suit” shall mean one of the four categories of cards, that is, diamond, spade, club or heart, with no suit being higher in rank than another.
19. “Washing” or “Chemmy Shuffle” means mixing cards face down on the table with a circular motion of the hands.

B Equipment.

1. Pai Gow Poker shall be played on a table having six (6) places on one side for the players, and a place for the dealer on the opposite side.
2. The cloth covering a Pai Gow Poker table (the layout) shall have betting areas for six (6) players.
3. In the event that the casino offers the option of a Pai Gow Poker progressive jackpot, there will be within each betting area an acceptor device designated for that player for a progressive jackpot bet. There will be an acceptor light for each player that can be illuminated when a player has placed a progressive jackpot bet. There will also be a progressive jackpot meter that indicates the current amount of the progressive jackpot.

4. Each Pai Gow Poker table shall be equipped with a “lock-out” button on the table controller panel.
5. In the event that the casino offers the option of a Pai Gow Poker Additional Wager, there will be on the layout an area designated for the placing of Additional Wagers.
6. In the event that the casino offers the option of a Pai Gow Poker Bonus Wager, there will be on the layout an area designated for the placing of Bonus Wagers.
7. Each player position will have an area on the layout designated for the setting of the player’s high hand and an area designated for setting of the player’s low hand. The dealer position will also have an area on the layout designated for the setting of the dealer’s high hand and an area designated for setting of the dealer’s low hand.
8. Each Pai Gow Poker table shall have a table inventory container on or attached to the table.
9. Each Pai Gow Poker table shall have a Marker indicating the player to be the Bank and a Marker indicating the player to be the Co-bank.
10. Pai Gow Poker shall be played with one deck of cards with backs of the same color and design, one additional cutting card and one additional cover card to be used in accordance with the procedures set forth in Subsection E (Shuffle and Cut of the Cards). The cutting card and cover card shall be opaque and in a solid color readily distinguishable from the color of the backs and edges of the playing cards. The deck of cards used to play Pai Gow Poker shall meet the requirements of applicable minimum internal control standards for cards and shall include one joker. Nothing in this Subsection shall prohibit a casino from using decks which are manufactured with two jokers provided that only one joker is used for gaming at Pai Gow Poker.
11. If an automated card shuffling device is used for Pai Gow Poker, a casino shall be permitted to use a second deck of cards to play the game, provided that:
 - a. Each deck of cards complies with the requirements of (10) above;
 - b. The backs of the cards in the two decks are of a different color;
 - c. One deck is being shuffled by the automated card shuffling device

while the other deck is being dealt or used to play the game;

- d. Both decks are continuously alternated in and out of play, with each deck being used for every other round of play; and
 - e. The cards from one deck only shall be placed in the discard rack at any given time.
12. Pai Gow Poker shall be played with three dice which shall be maintained at all times inside a Pai Gow Poker shaker. The dice used to play Pai Gow Poker shall meet the requirements of applicable minimum internal control standards for dice and the Pai Gow Poker shaker shall meet the requirements of applicable minimum internal control standards for shakers.
- a. The Pai Gow Poker shaker and the dice contained therein shall be the responsibility of the dealer and shall never be left unattended while at the table.
 - b. No dice that have been placed in a Pai Gow Poker shaker for use in gaming shall remain on a table for more than 24 hours.
13. As an alternative to the Pai Gow Poker shaker and dice described in (12) above, a casino may play the game of Pai Gow Poker with:
- a. A computerized random number generator that automatically selects and displays the number from 1 through 7 inclusive; or
 - b. If an automated card shuffling device and dealing shoe is used pursuant to Subsection I (Procedures for Dealing from an Automated Shoe), a flat disk button.

C. Pai Gow Poker Rankings.

The rank of the cards used in Pai Gow Poker, in order of highest to lowest rank, shall be: ace, king, queen, jack, 10, nine, eight, seven, six, five, four, three, and two. Notwithstanding the foregoing, an ace may be used to complete a straight flush or a straight formed with a two, three, four and five. Except as otherwise provided in (3) below, the joker shall be used and ranked as an ace.

- 2. The permissible poker hands at the game of Pai Gow Poker, in order from highest to lowest rank, shall be:
 - a. "Five aces" is a high hand consisting of four aces and a joker;

- b. "Royal flush" is a high hand consisting of an ace, king, queen, jack and 10 of the same suit; however, for purposes of the Progressive Payout Wager, a "natural royal flush" is a royal flush which does not use a joker;
 - c. "Straight flush" is a high hand consisting of five cards of the same suit in consecutive ranking, with ace, two, three, four, and five being the highest ranking straight flush; king, queen, jack, 10, and nine being the second highest ranking straight flush, and six, five, four, three and two being the lowest ranking straight flush;
 - d. "Four-of-a-kind" is a high hand consisting of four cards of the same rank regardless of suit, with four aces being the highest ranking four-of-a-kind and four twos being the lowest ranking four-of-a-kind;
 - e. "Full house" is a high hand consisting of a "three-of-a-kind" and a "Pair," with three aces and two kings being the highest ranking full house and three twos and two threes being the lowest ranking full house;
- "Flush" is a high hand consisting of five cards of the same suit. When comparing two flushes the provisions of (5) below shall be applied;
- g. "Straight" is a high hand consisting of five cards of consecutive rank, regardless of suit, with an ace, king, queen, jack and 10 being the highest ranking straight; an ace, two, three, four and five being the second highest ranking straight, and a six, five, four, three and two being the lowest ranking straight;
 - h. "Three-of-a-kind" is a high hand containing three cards of the same rank regardless of suit, with three aces being the highest ranking three-of-a-kind and three twos being the lowest ranking three-of-a-kind;
 - i. "Two Pairs" is a high hand containing two "Pairs," with two aces and two kings being the highest ranking two pair hand and two threes and two twos being the lowest ranking two pair hand; and
 - j. "Pair" is either a high hand or a low hand consisting of two

cards of the same rank, regardless of suit, with two aces being the highest ranking pair and two twos being the lowest ranking pair.

3. For purposes of setting the hands, a joker may be used as any card to complete a straight, a flush, a straight flush or a royal flush.
4. Notwithstanding the provisions of (2) above, a casino may, in its discretion, determine that a straight flush formed with an ace, two, three, four and five of the same suit shall be the lowest ranking straight flush and that a straight formed with an ace, two, three, four and five, regardless of suit, shall be the lowest ranking straight.
5. When comparing two high hands or two low hands which are of identical poker and hand rank pursuant to the provisions of this Subsection, or which contain none of the poker hands authorized herein, the hand which contains the highest ranking card as provided in (1) above which is not contained in the other hand shall be considered the higher ranking hand. If the two hands are of identical rank after the application of this Subsection, the hands shall be considered a Copy Hand.
6. If a casino offers the optional Bonus Wager the following seven card hands, each of which shall have a rank higher than a five-card poker hand of five aces, shall be used to determine the amount of the Bonus Wager payout or Envy Bonus payment to which a winning patron is entitled to:
 - a. "Seven-card straight flush with no joker" is a seven-card hand consisting of seven cards of the same suit in consecutive ranking, with no joker used to complete the straight flush;
 - b. "Royal flush plus royal match" is a seven-card hand consisting of an ace, a king, a queen, a jack and a 10 of the same suit, with or without a joker, with an additional king and queen of a same suit; and
 - c. "Seven-card straight flush with joker" is a seven-card hand consisting of seven cards of the same suit in consecutive ranking with a joker being used to complete the straight flush.

D. Opening the Table for Gaming.

1. After receiving a deck of cards at the table in accordance with the applicable minimum internal control standards for cards, the dealer shall sort and inspect the cards and the floorperson assigned to the table shall verify the inspection. If the deck of cards used by the casino contains two jokers, the dealer and a

casino supervisor shall ensure that only one joker is utilized and that the other joker is torn in half and discarded.

2. Following the inspection of the cards by the dealer and the verification by the floorperson assigned to the table, the cards shall be spread out face up on the table for visual inspection by the first player to arrive at the table. The cards shall be sorted according to suit and in sequence and shall include one joker.
3. After the first player is afforded an opportunity to visually inspect the cards, the cards shall be turned face down on the table, mixed thoroughly by a "washing" or "chemmy shuffle" of the cards and stacked. Once the cards have been stacked, they shall be shuffled in accordance with Subsection E (Shuffle and Cut of the Cards).
4. If a casino uses an automated card shuffling device to play the game of Pai Gow Poker and two decks of cards are received at the table pursuant to the applicable minimum internal control standards for cards and Subsection B (Equipment), each deck of cards shall be separately sorted, inspected, verified, spread, inspected, mixed, stacked and shuffled in accordance with the provisions of (1) through (3) above immediately prior to the commencement of play.
5. All cards opened for use on a Pai Gow Poker table and dealt from a manual or an automated dealing shoe shall be changed at least every eight hours. All cards opened for use on a Pai Gow Poker table and dealt from the hand shall be changed at least every four hours.

E. The Shuffle and Cut of the Cards.

1. Immediately prior to the commencement of play and after each round of play has been completed, the dealer shall shuffle the cards either manually or by use of an automated card shuffling device so that the cards are randomly intermixed. Upon completion of the shuffle, the dealer or device shall place the deck of cards in a single stack; provided, however, that nothing in this Subsection shall be deemed to prohibit an automated card shuffling device which, upon completion of the shuffling of the cards, inserts the cards directly into an automated or manual dealing shoe.
2. After the cards have been shuffled and stacked, the dealer shall:
 - a. If the cards were shuffled using an automated card shuffling device, deal or deliver the cards in accordance with the procedures set forth in Subsections (G), (H), or (I); or

- b. If the cards were shuffled manually, cut the cards in accordance with the procedures set forth in (3) through (5) below.
3. Upon completion of a manual shuffle, the dealer shall place the stack of cards on top of the cover card. Thereafter, the dealer shall offer the stack of cards to be cut, with the backs facing up and faces facing the layout, to the player determined pursuant to (4) below. If no player accepts the cut, the dealer shall cut the cards.
4. The cut of the cards shall be offered to players in the following order:
 - a. The first player to the table, if the game is just beginning;
 - b. The player who accepts the Bank pursuant to Subsection K (Player Bank); provided, however, if the Bank refuses the cut, the cards shall be offered to each player moving counterclockwise around the table from the Bank until a player accepts the cut; or
 - c. The player at the farthest position to the right of the dealer if there is no Bank during a round of play; provided, however, if there are two or more consecutive rounds of play where there is no Bank, the offer to cut the cards shall rotate in a counterclockwise manner after the player to the far right of the dealer has been offered the cut.
5. The player or dealer making the cut shall place the cutting card in the stack at least 10 cards from either end. Once the cutting card has been inserted, the dealer shall take the cutting card and all the cards on top of the cutting card and place them on the bottom of the stack. The dealer shall then remove the cover card and place it on the bottom of the stack. Thereafter, the dealer shall remove the cutting card and, at the discretion of the casino, either place it in the discard rack or use it as an additional cutting card to be inserted four cards from the bottom of the deck. The dealer shall then deal or deliver the cards in accordance with the procedures set forth in Subsections (G), (H), and (I).
6. After the cards have been cut and before any cards have been dealt, a casino supervisor may require the cards to be recut if he or she determines that the cut was performed improperly or in any way that might affect the integrity or fairness of the game. If a recut is required, the cards shall be recut, at the casino's option, by the player who last cut the cards or by the next person entitled to cut the cards, as determined by (3) and (4) above.

Whenever there is no gaming activity at a Pai Gow Poker table which is open for gaming, the cards shall be spread out on the table either face up or face down. If the cards are spread face down, they shall be turned face up once a

player arrives at the table. After the first player is afforded an opportunity to visually inspect the cards, the procedures outlined in Subsection (D)(3) above shall be completed. Play will then commence in conformance with the procedures outlined in Subsection (E).

F. Wagers.

1. All wagers at Pai Gow Poker shall be made by placing gaming chips or tokens and, if applicable, a match play coupon on the appropriate betting area of the Pai Gow Poker layout. A verbal wager accompanied by cash shall not be accepted at the game of Pai Gow Poker.
2. Only players who are seated at the Pai Gow Poker table may place a wager at the game. Once a player has placed a wager and received cards, that player must remain seated until the completion of the round of play.
3. All wagers at Pai Gow Poker shall be placed prior to the dealer announcing "No More Bets" in accordance with the dealing procedures set forth in Subsections (G), (H), or (I). Except as otherwise provided in these Rules, no wager shall be made, increased, or withdrawn after the dealer has announced "No More Bets".
4. Upon placing a Pai Gow Poker wager, a player may, if a Progressive Payout Wager is offered by the casino pursuant to the provisions of Subsection M (Additional Wagers), place a Progressive Payout Wager by depositing a gaming chip into the acceptor device designated for that player or by redeeming a Progressive Payout Wager coupon in accordance with the applicable standards for accepting cash and coupons at gaming tables.

G. Procedures for Dealing from a Manual Shoe.

1. If a casino chooses to have the cards dealt from a manual dealing shoe, the dealing shoe shall meet the requirements of applicable minimum internal control standards for dealing shoes. Once the procedures required by Subsection E (Shuffle and Cut of the Cards) have been completed, the cards shall be placed in the manual dealing shoe either by the dealer or by an automated card shuffling device and the dealer shall announce "No More Bets."
2. The dealer shall then, using one of the procedures authorized by Subsection J (The Play), determine the starting position for dealing the cards. If the casino offers the Additional Wager authorized by Subsection M (Additional Wagers), all such Additional Wagers shall be determined and paid and the procedures in Subsection M (Additional Wagers) shall be completed, before

any card is dealt to any player at the table.

3. After the starting position for dealing the cards has been determined, each card shall be removed from the dealing shoe with the left hand of the dealer and placed face down on the appropriate area of the layout with the right hand of the dealer. The dealer shall deal the first card to the starting position and moving clockwise around the table, deal a card to all other positions, including the dealer, regardless of whether there is a wager at the position. The dealer shall then return to the starting position and deal a second card in a clockwise rotation and shall continue dealing until each position, including the dealer, has seven cards.
3. After seven cards have been dealt to each position, including the dealer, the dealer shall remove the remaining cards from the shoe and determine whether exactly four cards are left.
 - a. If four cards remain, the four cards shall not be exposed to anyone and shall be placed in the discard rack. The dealer shall then collect any cards dealt to a position where there is no wager and place them in the discard rack without exposing the cards.
 - b. If more or less than four cards remain, the dealer shall determine if the cards were misdealt. If the cards were misdealt and a player or the dealer has more or less than seven cards, all hands shall be void pursuant to Subsection L (Irregularities). If the cards have not been misdealt, all hands shall be considered void and the entire deck of cards shall be removed from the table pursuant to applicable minimum internal control procedures for cards.

H. Procedures for Dealing from the Hand.

1. A casino may, in its discretion, permit a dealer to deal the cards used to play Pai Gow Poker from his or her hand.
2. If a casino chooses to have the cards dealt from the dealer's hand, the following requirements shall be observed.
 - a. Once the procedures required by Subsection E (Shuffle and Cut of the Cards) have been completed, the dealer shall place the deck of cards in either hand.

Once the dealer has chosen the hand in which he or she will hold the cards, the dealer shall use that hand whenever holding the cards during that round of play.

- ii. The cards held by the dealer shall at all times be kept in front of the dealer and over the table inventory container.
 - b. The dealer shall then announce "No More Bets" prior to dealing seven stacks of seven cards each to the area in front of the table inventory container. The dealer shall deal each card by holding the deck of cards in the chosen hand and using the other hand to remove the top card of the deck and place it face down on the appropriate area of the layout.
- 3. The dealer shall deal the first seven cards moving from left to right and the second seven cards moving from right to left and shall continue alternating in this manner until there are seven stacks of seven cards.
- 4. After seven stacks of seven cards have been dealt, the dealer shall determine whether exactly four cards are left by spreading them face down on the layout.
 - a. If four cards remain, the cards shall not be exposed to anyone at the table and shall be placed in the discard rack.
 - b. If more or less than four cards remain, the dealer shall determine if the cards were misdealt. If the cards were misdealt and a stack has more or less than seven cards, the round of play shall be void and the cards reshuffled. If the cards have not been misdealt, the round of play shall be considered void and the entire deck of cards shall be removed from the table pursuant to applicable minimum internal control standards for cards.
- 5. Once the dealer has completed dealing the seven stacks and placed the four remaining cards in the discard rack, the dealer shall then, using one of the procedures authorized by Subsection J (The Play), determine the starting position for delivering the stacks of cards. If the casino offers the Additional Wager authorized by Subsection M (Additional Wagers), all such Additional Wagers shall be determined and paid and the procedures in Subsection M (Additional Wagers) shall be completed, before any stack of cards is dealt to any player at the table.
- 6. After the starting position for delivering the stacks of cards has been determined, the dealer shall deliver the first stack to the starting position as determined in (5) above and, moving clockwise around the table, deliver the remaining stacks in order to all positions, including the dealer, regardless of whether there is a wager at the position. In delivering the stacks, the stack farthest to the left of the dealer shall be considered the first stack, and the

stack farthest to the right of the dealer shall be considered the seventh stack. The dealer shall deliver each stack face down.

7. After the seven stacks have been delivered to each position, including the dealer, the dealer shall collect any stacks dealt to a player position where there is no wager and place them in the discard rack without exposing the cards.

I. Procedures for Dealing from an Automated Shoe.

1. A casino may, in its discretion, choose to have the cards used to play Pai Gow Poker dealt from an automated dealing shoe which dispenses cards in stacks of seven cards. The automated dealing shoe shall meet the applicable control standards for automated dealing shoes and shall be located on the table.
2. If a casino chooses to have the cards dealt from an automated dealing shoe, the following requirements shall be observed.
 - a. Once the procedures required by Subsection E (Shuffle and Cut of the Cards) have been completed, the cards shall be placed in the automated dealing shoe.
 - b. The dealer shall then announce "No More Bets" prior to the shoe dispensing any stacks of cards.
3. The dealer shall then, using one of the procedures authorized by Subsection J (The Play), determine the starting position for delivering the stacks of cards. If the casino offers the Additional Wager authorized by Subsection M (Additional Wagers), all such Additional Wagers shall be determined and paid and the procedures in Subsection M (Additional Wagers) shall be completed, before any stack of cards is dealt to any player at the table.
4. After the starting position for delivering the stacks of cards has been determined, the dealer shall deliver the first stack of cards dispensed by the automated dealing shoe to that position. As the remaining stacks are dispensed to the dealer by the automated dealing shoe, the dealer shall deliver a stack in turn to each of the other positions, including the dealer, moving clockwise around the table, whether or not there is a wager at the position. The dealer shall deliver each stack face down.
5. After the seven stacks of seven cards have been dispensed and delivered to each position, including the dealer, the dealer shall remove the remaining cards from the shoe and determine whether exactly four cards are left by spreading them face down on the layout.

- a. If four cards remain, the cards shall not be exposed to anyone at the table and shall be placed in the discard rack.
 - b. If more or less than four cards remain, the dealer shall determine if the cards were misdealt. If the cards were misdealt and a stack has more or less than seven cards, the round of play shall be void and the cards reshuffled. If the cards have not been misdealt, the round of play shall be considered void and the entire deck of cards shall be removed from the table pursuant to applicable minimum internal control procedures for cards.
6. If the dealer determines the cards were dealt properly, the dealer shall then collect any stacks dealt to a position where there is no wager and place them in the discard rack without exposing the cards.

J. The Play.

- 1 In order to determine the starting position for the dealing of cards or the delivery of stacks of cards for the game of Pai Gow Poker, a casino may, in its discretion, use the procedures authorized in (2), (3) or (4) below.

The dealer shall shake the Pai Gow Poker shaker and dice described in Subsection B (Equipment) at least three times so as to cause a random mixture of the dice.

- a. The dealer shall then remove the lid covering the Pai Gow Poker shaker, total the dice and announce the total.
- b. To determine the starting position, the dealer shall count counterclockwise around the table, with the position of the dealer considered number one, and continuing around the table with each betting position counted in order, including the dealer, regardless of whether there is a wager at the position, until the count matches the total of the three dice.
- c. Examples are as follows:
 - i. If the dice total 8, the dealer would receive the first card or stack of cards; or
 - ii. If the dice total 14, the sixth betting position would receive the first card or stack of cards.
- d. After the dealing or delivery of the cards has been completed in

accordance with the procedures set forth in Subsections (G), (H), and (I), the dealer shall place the cover on the Pai Gow Poker shaker and shake the shaker once. The Pai Gow Poker shaker shall then be placed to the right of the dealer.

3. The dealer may use a computerized random number generator to select and display a number from 1 through 7 inclusive, and verbally announce the number. To determine the starting position, the dealer shall count counterclockwise around the table, with the position of the dealer considered number one, and continuing around the table with each betting position counted in order, including the dealer, regardless of whether there is a wager at the position, until the count matches the number displayed by the random number generator.
4. If an automated card shuffling device and dealing shoe is used pursuant to Subsection I (Procedures for Dealing from an Automated Shoe), the dealer may use a flat disk button to indicate the starting position. At the commencement of play, the button shall be placed in front of the dealer. Thereafter, the button shall rotate around the table in a clockwise manner after each round of play.
5. After the starting position for a round of play has been determined, a casino may, in its discretion, mark that position by the use of an additional cut card or similar object.
6. After the dealing of the cards has been completed, each player shall set his or her hands by arranging the cards into a high hand and low hand. When setting the two hands, the five card high hand must be equal to or higher in rank than the two card low hand. For example, if the two card hand contains a pair of sevens, the five card hand must contain at least a pair of sevens and the three remaining cards.
7. Each player at the table shall be responsible for setting his or her own hands and no other person except the dealer may touch the cards of that player. Notwithstanding the foregoing, if a player requests assistance in the setting of his or her hands, the dealer may inform the requesting player of the manner in which the casino requires the hands of the dealer to be set in its Rules of Play procedures. Each player shall be required to keep the seven cards in full view of the dealer at all times. Once each player has set a high and low hand and placed the two hands face down on the appropriate area of the layout, the player shall not touch the cards again. If players are unsure of their hands, the dealer will check their cards.
8. After all players have set their hands and placed the cards on the table, the

seven cards of the dealer shall be turned over and the dealer shall set his or her hands by arranging the cards into a high and low hand. The dealer shall then place the two hands face up on the appropriate area of the layout. If Banking or Co-banking is in effect pursuant to Subsection K (Player Bank), after all players have set their hands and placed the cards on the table, the player banking the game shall turn over his or her seven cards and shall set the two hands by arranging the cards in a high and low hand on the appropriate area of the layout.

9. Unless a player has placed a Progressive Payout Wager pursuant to Subsection M (Additional Wagers), a player may announce that he or she wishes to surrender his or her wager prior to the dealer exposing either of the two hands of that player pursuant to (11) below. Once the player has announced his or her intention to surrender, the dealer shall:
 - a. Immediately collect the wager from that player; and
 - b. Collect the seven cards dealt to that player without exposing the cards to anyone at the table. The dealer shall verify that seven cards were collected by counting them face down on the layout prior to placing them in the discard rack.
10. Once the dealer has set a high and low hand, the dealer shall expose both hands of each player, starting from the right and proceeding counterclockwise around the table. The dealer shall compare the high and low hand of each player to the high and low hand of the dealer and shall announce if the Pai Gow Poker Wager of that player shall win, lose or be considered a push. If the player has placed a Progressive Payout Wager pursuant to Subsection M (Additional Wagers), the dealer shall also examine the seven cards of the player and announce if the Progressive Payout Wager of that player shall win or lose.
11. All losing Pai Gow Poker Wagers and Progressive Payout Wagers shall be immediately collected by the dealer and put in the table inventory container. Unless the player has a winning Progressive Payout Wager, all losing Pai Gow Poker hands shall also be collected. A wager made by a player shall lose if:
 - a. The high hand of the player is lower in rank than the high hand of the dealer and the low hand of the player is lower in rank than the low hand of the dealer;
 - b. The high hand of the player is identical in rank to the high hand of the dealer or the low hand of the player is identical in rank to the low

hand of the dealer (a "Copy Hand") and the other hand of the player is identical in rank or lower in rank than the other hand of the dealer;

- c. The high hand of the player was not set so as to rank equal to or higher than the low hand of that player; or
 - d. The two hands of the player were not otherwise set correctly in accordance with the rules of the game (for example, a player forms a three card low hand and a four card high hand).
- 12 If a Pai Gow Poker wager is a push, the dealer shall not collect or pay the wager, but shall return the Pai Gow Poker wager to the player. Unless the player has a winning Progressive Payout Wager, the dealer shall then immediately collect the cards of that player. A wager made by a player shall be a push if:
- a. The high hand of the player is higher in rank than the high hand of the dealer, but the low hand of the player is identical in rank to the low hand of the dealer (Copy Hand) or lower in rank than the low hand of the dealer; or
 - b. The high hand of the player is identical in rank to the high hand of the dealer (Copy Hand) or lower in rank than the high hand of the dealer, but the low hand of the player is higher in rank than the low hand of the dealer.

All hands that resulted in a winning Pai Gow Poker wager or winning Progressive Payout Wager shall remain face up on the layout. Winning wagers shall be paid after all hands have been exposed. The dealer shall pay winning wagers beginning with the player farthest to the right of the dealer and continuing counterclockwise around the table. A Pai Gow Poker wager made by a player shall win if the high hand of the player is higher in rank than the high hand of the dealer and the low hand of the player is higher in rank than the low hand of the dealer. If a player has a winning Pai Gow Poker wager and a winning Progressive Payout Wager, the Pai Gow Poker wager shall be paid first. A winning Pai Gow Poker wager shall be paid off by a casino at odds of 1 to 1, except that the casino shall extract a commission known as "vigorish" from the winning player in an amount equal to five percent of the amount won; provided, however, that when collecting the vigorish, the casino may round off the vigorish to 25 cents or the next highest multiple of 25 cents. A casino shall collect the vigorish from a player at the time the winning payout is made. After a winning Pai Gow Poker wager has been paid and the vigorish collected, the dealer shall then, if applicable, pay the winning Progressive Payout Wager of that player. Before paying a

winning Progressive Payout Wager, the dealer shall, if necessary, reset the player's high hand and low hand to form the hand type yielding the highest progressive wager payout to which the player is entitled. Except as otherwise required pursuant to (15) below, the dealer shall then collect the cards from that player.

14. All cards collected by the dealer shall be picked up in order and placed in the discard rack in such a way that they can be readily arranged to reconstruct each hand in case of a question or dispute.
15. If a player has won a Progressive Payout Wager that is not being paid from the table inventory container, the cards of that player shall remain on the table until the necessary documentation has been completed pursuant to procedures for payment of table game Progressive Payout Wagers.

K. Player Bank

1. A casino may, in its discretion, offer to all players at a Pai Gow Poker table the opportunity to Bank the game. If the casino elects this option, all the other provisions of these Pai Gow Rules of Play shall apply except to the extent that they conflict with the provisions of this Subsection, in which case the provisions of this Subsection shall control for any round of play in which a player is the Bank. For purposes of Subsection (K), the term Bank shall also include the Co-bank option set forth in (5) below.
2. A player may not be the Bank at the start of the game. For the purposes of this Subsection, the start of the game shall mean the first round of play after the dealer is required to shuffle the cards in accordance with the procedures set forth in Subsection (D)(3).
3. After the first round of play, each player at the table shall have the option to either be the Bank or pass the Bank to the next player. The dealer shall, starting with the player farthest to the right of the dealer, offer the Bank to each player in a counterclockwise rotation around the table until a player accepts the Bank. The dealer shall place a marker designating the Bank in front of the player who accepts the Bank. If the first player offered the Bank accepts, the player seated to the right of that player shall first be offered the Bank on the next round of play. The initial offer to be the Bank shall rotate counterclockwise around the table until it returns to the dealer. In no event may any player Bank two consecutive rounds of play. If no player wishes to be the Bank, the round of play shall proceed in

accordance with the Rules of Play.

4. Before a player may be permitted to Bank a round of play, the dealer shall determine that:
 - a. The player placed a wager against the dealer during the last round of play in which there was no player banking the game; and
 - b. The player has sufficient gaming chips on the table to cover all of the wagers placed by other players at the table for that round of play.
5. A casino may, in its discretion, offer the Bank the option of having the casino cover 50 percent of the wagers made during a round of play. If the casino offers this option, it shall make it available to all players at the table. If the Bank wishes to use this option, the Bank must specifically request the dealer to accept responsibility for the payment of 50 percent of all winning wagers. When the Bank covers 50 percent and the casino covers 50 percent of the winning wagers, it shall be known as "Co-banking" and the dealer shall place a marker designating the Co-bank in front of that player. When the dealer is Co-banking, the dealer shall be responsible for setting the hand of the Bank pursuant to Subsection J (The Play). When Co-banking is in effect, the dealer may not place a wager against the Bank.
6. If a player is the Bank, the player may only wager on one betting area.
7. Once the dealer has determined that a player may be the Bank pursuant to (4) above and after the cards have been shuffled, the dealer shall remove gaming chips from the table inventory container in an amount equal to the last wager made by that player against the dealer. This amount shall be the amount the dealer wagers against the Bank. The Bank may direct that the sum wagered by the dealer be a lesser amount or that the dealer place no wager during that round of play. Any amount wagered by the dealer shall be placed in front of the table inventory container.
8. If the cards are to be dealt from a manual dealing shoe, the procedures set forth in Subsection G (Procedures for Dealing from a Manual Shoe) and Subsection J (The Play) shall apply, except as follows:

- a. If a Pai Gow Poker shaker and dice are being used to determine the starting position for the dealing of the cards, the Bank shall shake the Pai Gow Poker shaker three times pursuant to Subsection (J)(2) instead of the dealer. It shall be the responsibility of the dealer to ensure that the Bank shakes the Pai Gow Poker shaker at least three times so as to cause a random mixture of the dice. Once the Bank has completed shaking the Pai Gow Poker shaker, the dealer shall remove the lid covering the Pai Gow Poker shaker, total the dice and announce the total. The dealer shall always remove the lid from the Pai Gow Poker shaker and if the Bank inadvertently removes the lid, the dealer shall require the Pai Gow Poker shaker to be covered and reshaken by the Bank.
 - b. If a computerized random number generator is used to determine the starting position for the dealing of the cards, the device shall be operated in accordance with applicable procedures.
 - c. When counting the betting positions, including the dealer, to determine the starting position for dealing the cards, the position of the Banker, instead of the dealer, shall be considered number one.
9. If the cards are to be dealt from the hand, the procedures set forth in Subsection H (Procedures for Dealing from the Hand) shall apply, except as follows:
- a. Once the dealer has completed dealing the seven stacks and placed the four remaining cards in the discard rack pursuant to Subsection H (Procedures for Dealing from the Hand), the Bank shall select the first stack to be delivered by the dealer. This stack shall be designated as the first stack by the dealer moving it toward the players.
 - b. If a Pai Gow Poker shaker and dice are being used to determine the starting position for the delivery of the first stack, the Bank shall shake the Pai Gow Poker shaker three times pursuant to Subsection (J)(2) instead of the dealer. It shall be the responsibility of the dealer to ensure that the Bank shakes the Pai Gow Poker shaker at least three times so as to cause a random mixture of the dice. Once the Bank has completed shaking the Pai Gow Poker shaker, the dealer shall remove the lid covering the Pai Gow Poker shaker,

total the dice and announce the total. The dealer shall always remove the lid from the Pai Gow Poker shaker and if the Bank inadvertently removes the lid, the dealer shall require the Pai Gow Poker shaker to be covered and reshaken by the Bank.

- c. If a computerized random number generator is used to determine the starting position for the delivery of the first stack, the device shall be operated in accordance with applicable procedures.
- d. When counting the betting positions, including the dealer, to determine the starting position for delivering the seven stacks of cards, the position of the Bank, instead of the dealer, shall be considered number one.
- e. The dealer shall deliver the first stack as determined in (a) above to the starting position as determined in Subsections (J)(2) through (4). Thereafter, the dealer shall deliver the remaining stacks in a clockwise rotation beginning with the stack closest to the right of the first stack and proceeding until all stacks to the right of the first stack have been dealt and then moving to the stack farthest to the left of the dealer and proceeding left to right. If there are no stacks to the right of the first stack, the dealer will begin with the stack farthest to the left and proceed to the right. The dealer shall deliver each stack face down to each position, including the dealer, regardless of whether there is a wager at the position.

10. If the cards are to be dealt from an automated dealing shoe, the procedures set forth Subsection I (Procedures for Dealing from an Automated Shoe) and Subsection J (The Play) shall apply, except as follows:

- a. Once the dealer has completed dealing the seven stacks and placed the four remaining cards in the discard rack pursuant to Subsection I (Procedures for Dealing from an Automated Shoe), the Bank shall select the first stack to be delivered by the dealer. This stack shall be designated as the first stack by the dealer moving it toward the players.
- b. If a Pai Gow Poker shaker and dice are being used to determine the starting position for the delivery of the first stack of cards

dispensed by the automated dealing shoe, the Bank shall shake the Pai Gow Poker shaker three times pursuant to Subsection (J)(2) instead of the dealer. It shall be the responsibility of the dealer to ensure that the Bank shakes the Pai Gow Poker shaker at least three times so as to cause a random mixture of the dice. Once the Bank has completed shaking the Pai Gow Poker shaker, the dealer shall remove the lid covering the Pai Gow Poker shaker, total the dice and announce the total. The dealer shall always remove the lid from the Pai Gow Poker shaker and if the Bank inadvertently removes the lid, the dealer shall require the Pai Gow Poker shaker to be covered and reshaken by the Bank.

- c. If a computerized random number generator is used to determine the starting position, the device shall be operated in accordance with applicable procedures.
- d. When counting the betting positions, including the dealer, to determine the starting position for delivering the stacks of cards as they are dispensed by the shoe, the position of the Bank, instead of the dealer shall be considered number one.
- e. The dealer shall deliver the first stack as determined in (a) above to the starting position as determined in Subsections (J)(2) through (4). Thereafter, the dealer shall deliver the remaining stacks in a clockwise rotation beginning with the stack closest to the right of the first stack and proceeding until all stacks to the right of the first stack have been dealt and then moving to the stack farthest to the left of the dealer and proceeding left to right. If there are no stacks to the right of the first stack, the dealer will begin with the stack farthest to the left and proceed to the right. The dealer shall deliver each stack face down to each position, including the dealer, regardless of whether there is a wager at the position.

- 11 After each player has set his or her two hands and placed them on the appropriate area of the layout, the two hands of the dealer shall then be set. Once the dealer has formed a high and low hand, the dealer shall expose the hands of the Bank and determine if the hands of the dealer are higher in rank than the hands of the Bank. If the dealer wins, the cards of the dealer shall be stacked face up to the right of the table inventory container with the amount wagered by the dealer against the Bank placed on top. If the dealer pushes, the dealer shall return the amount wagered by the dealer

against the Bank to the table inventory container. If the dealer loses, the amount wagered by the dealer against the Bank shall be moved to the center of the layout.

If banking is in effect, once the dealer has determined the outcome of the wager of the dealer against the Bank, if any, the dealer shall expose the hands of each player starting with the player farthest to the right of the dealer and proceeding counterclockwise around the table. The dealer shall compare the high and low hand of each player to the high and low hand of the Bank and shall announce if the wager shall win, lose or be considered a push against the Bank. All losing wagers shall be immediately collected and placed in the center of the table. All push wagers shall be returned to the player. After all hands have been exposed, all winning wagers, including the dealer's wager, shall be paid by the dealer with the gaming chips located in the center of the table. If this amount becomes exhausted before all winning wagers have been paid, the dealer shall collect from the Bank an amount equal to the remaining winning wagers and place that amount in the center of the layout. The remaining winning wagers shall be paid from the amount in the center of the layout. If, after collecting all losing wagers and paying all winning wagers, there is a surplus in the center of the table, this amount shall be charged a five percent vigorish in accordance with Subsection (J). Once the vigorish has been paid, the remaining amount shall be given to the Bank.

If Co-banking is in effect, once the dealer has set the Co-bank hand pursuant to (5) above, the dealer shall expose the hands of each player starting with the player farthest to the right of the dealer and proceeding counterclockwise around the table. The dealer shall compare the high and low hand of each player to the high and low hand of the Bank and shall announce if the wager shall win, lose or be considered a push against the Bank. All losing wagers shall be immediately collected and placed in the center of the table. All push wagers shall be returned to the player. After all hands have been exposed, all winning wagers shall be paid by the dealer with the gaming chips located in the center of the table. If this amount becomes exhausted before all winning wagers have been paid, the dealer shall collect from the Co-bank an amount equal to 50 percent of the remaining winning wagers and place that amount in the center of the layout. The dealer shall remove an amount equal to 50 percent of the remaining winning wagers from the table inventory container and place that amount in the center of the layout. The remaining winning wagers shall be paid from the total amount in the center of the layout. If, after collecting all losing wagers and paying all winning wagers, there is a ..

surplus in the center of the table, this amount will be counted and the dealer shall place half of this amount into the table inventory container. The dealer shall collect a five percent vigorish in accordance with Subsection (J) on the remaining amount and place the vigorish amount in the table inventory container. The remaining amount shall then be given to the Co-bank.

14. Immediately after a winning wager is paid to the dealer, this amount and the original wager shall be returned to the table inventory container.
15. Each player who has a winning wager against the Bank shall pay a five percent vigorish on the amount won to the dealer, in accordance with Subsection (J).
16. If a casino offers the Progressive Payout Wager pursuant to Subsection M (Additional Wagers), the processing and resolution of such wagers shall be governed by the rules applicable to such wagers throughout these Rules of Play.

L. Irregularities.

1. If the dealer uncovers the Pai Gow Poker shaker and all three dice do not land flat on the bottom of the shaker, the dealer shall call a "No Roll" and reshake the dice.
2. If the dealer uncovers the Pai Gow Poker shaker and a die or dice fall out of the shaker, the dealer shall call a "No Roll" and reshake the dice.
3. If the dealer incorrectly totals the dice and deals the first card or delivers the first stack to the wrong position, all hands shall be called dead and the dealer shall reshuffle the cards.
4. If the dealer exposes any of the cards dealt to a player, the player has the option of voiding the hand. Without looking at the unexposed cards, the player shall make the decision either to play out the hand or to void the hand.

5. If a card or cards in the hand of the dealer or Bank is exposed, all hands shall be void and the cards shall be reshuffled.
6. A card found turned face up in the shoe shall not be used in the game and shall be placed in the discard rack. If more than one card is found turned face up in the shoe, all hands shall be void and the cards shall be reshuffled.
7. A card drawn in error without its face being exposed shall be used as though it was the next card from the shoe.
8. If any player or the dealer is dealt an incorrect number of cards, all hands shall be void and the cards reshuffled.
9. If the dealer does not set his or her hands in the manner pursuant to Subsection J (The Play), the hands must be reset and the round of play completed.
10. If the Bank does not set his or her own hands correctly, the wager shall not be lost pursuant to Subsection J (The Play), and the dealer shall be required to reset the Bank's hands in the manner pursuant to Subsection (J) so that the round of play may be completed.
11. If a card is exposed while the dealer is dealing the seven stacks in accordance with Subsection H (Procedures for Dealing from the Hand), the cards shall be reshuffled.
12. If cards are being dealt from the hand and the dealer fails to deal the seven stacks in accordance with Subsection (H)(3), the cards shall be reshuffled.
13. If an automated card shuffling device is being used and the device jams, stops shuffling during a shuffle, or fails to complete a shuffle cycle, the cards shall be reshuffled in accordance with the applicable procedure(s).
14. If an automated dealing shoe is being used and the device jams, stops dealing cards, or fails to deal all cards during a round of play, the round of play shall be void, and the cards shall be removed from the device and

reshuffled with any cards already dealt, in accordance with applicable procedures.

M. Additional Wagers.

Player wagering on more than one betting area.

- a. Except as provided in Subsection K (Player Bank), a casino may, in its discretion, permit a player to wager on no more than two betting areas at a Pai Gow Poker table, which areas must be adjacent to each other. In the event that the casino permits a player to place wagers at two betting positions, all procedures outlined in these Rules of Play shall be utilized for a position at which such a wager has been placed in the same manner as if the position were occupied by a player.
- b. If a casino permits a player to wager on two adjacent betting areas, the cards dealt to each betting area shall be played separately. If the two wagers are not equal, the player shall be required to rank and set the hand with the larger wager before ranking and setting the other hand. If the amounts wagered are equal, each hand shall be placed separately in a counterclockwise rotation with the first hand being ranked and set before the player proceeds to rank and set the second hand. Once a hand has been ranked and set and placed face down on the appropriate area of the layout, the hand may not be changed.

2. Permissible Additional Wager.

- a. If a casino, pursuant to Subsection J (The Play), uses a random number generator to determine the starting position for the dealing of cards or the delivery of stacks of cards, the casino may in its discretion offer to every player at the Pai Gow Poker table the option to make an Additional Wager as to which one of the numbers 1 through 7 will be selected and displayed by the random number generator at the beginning of a round of play.
- b. The following procedures shall be observed by any casino offering the Additional Wager authorized by this Subsection:

Prior to the activation of the random number generator at the beginning of a round of play, any player who has made a Pai Gow Poker wager pursuant to Subsection F (Wagers) may, at the same time, make the Additional Wager authorized by this Subsection. A player may make an Additional Wager on more than one number during each round of play.

- ii. A player shall make an Additional Wager by placing gaming chips, and if permitted by the casino, a match play coupon, on the number selected by the player in the area designated for Additional Wagers on the Pai Gow Poker table layout. No verbal Additional Wagers or cash Additional Wagers shall be permitted.
- iii. An Additional Wager shall win if the number selected by the player in (2)(b)(ii) above is the same number selected and displayed by the random number generator as the first player position to receive cards during that round of Pai Gow Poker. All other Additional Wagers shall lose.
- iv. After the dealer announces "No More Bets" and the random number generator selects and displays the position number for that round of play, any losing Additional Wagers shall be immediately collected by the dealer.
- v. Any winning Additional Wagers shall be paid immediately after collection of any losing Additional Wagers, and prior to any card being dealt to any player at the table.
- vi. A casino shall pay off winning Additional Wagers at odds of no less than 5 ½ to 1 and no more than 6 to 1, and in accordance with the payout odds imprinted on the Pai Gow Poker table layout or sign posted at the Pai Gow table; provided however, that payouts for any additional winning wagers shall be rounded down to the nearest whole dollar.

Any Additional Wager made pursuant to this Subsection shall have no bearing upon any other wager made by a player at the game of

Pai Gow Poker.

3. Progressive Payout Wager.

- a. A casino may, in its discretion, offer to every player at a Pai Gow Poker table who has placed a Pai Gow Poker wager the option to make a Progressive Payout Wager on whether the player will be dealt a hand type as set forth in (d) below. The Progressive Payout Wager shall, in the discretion of the casino, be either a \$1.00 or \$5.00 wager.
- b. Prior to the first card or stack of cards of a round being dealt and once all wagers including Progressive Payout Wagers have been placed, the dealer shall announce "No More Bets" and press the lock-out button on the table controller panel. The dealer shall then remove any wagers placed on the Progressive Payout from the table inventory return device, verify on the layout in front of the table inventory container that the number of gaming chips wagered equals the number of lights illuminated on the acceptor devices, and place the gaming chips into the table inventory container in accordance with applicable table inventory procedures.

A winning Progressive Payout Wager shall be paid in accordance with the payout table listed in (d) below, and the provisions of Subsection J (The Play). A winning Progressive Payout Wager shall be paid irrespective of the outcome of the player's Pai Gow Poker wager. Prior to paying a winning Progressive Payout Wager, the dealer shall:

- i. Verify that the light on the correct acceptor device has been illuminated;
- ii. Verify that the hand is a winning hand; and
- iii. Require a casino supervisor to validate any payouts to be deducted from the progressive meter pursuant to (e) below and the casino's approved internal controls.

- d. A casino shall pay winning \$1.00 Progressive Payout Wagers at no less than the amounts listed below:

\$1.00 PROGRESSIVE WAGER

Hand Type	Payout
Natural Royal Flush and Pair	100 percent of meter
Five Aces and Pair	100 percent of meter
Natural Royal Flush	10 percent of meter
Five Aces	10 percent of meter
Royal Flush and Pair	\$200.00
Royal Flush	\$100.00
Straight Flush and Pair	\$50.00
Straight Flush	\$25.00
Four-of-a-Kind and Pair	\$40.00
Four-of-a-Kind	\$20.00
Full House and Pair	\$10.00
Full House	\$5.00
Flush and Pair	\$6.00
Flush	\$3.00
Straight and Pair	\$4.00
Straight	\$2.00
Three-of-a-Kind	\$2.00

\$5.00 PROGRESSIVE WAGER

Hand Type	Payout
Natural Royal Flush and Pair	100 percent of meter
Five Aces and Pair	100 percent of meter
Natural Royal Flush	10 percent of meter
Five Aces	10 percent of meter
Royal Flush and Pair	\$1,000
Royal Flush	\$500.00
Straight Flush and Pair	\$250.00
Straight Flush	\$125.00
Four-of-a-Kind and Pair	\$200.00
Four-of-a-Kind	\$100.00
Full House and Pair	\$50.00
Full House	\$25.00
Flush and Pair	\$30.00
Flush	\$15.00
Straight and Pair	\$20.00

Straight	\$10.00
Three-of-a-Kind	\$10.00

- e. The rate of progression for the progressive meter used to determine the Progressive Payouts required in (d) above shall be no less than 21 percent of the amount wagered for the \$1.00 progressive wager and 27 percent of the amount wagered for the \$5.00 progressive wager. Any progressive wager payout of \$25.00 or more for a \$1.00 progressive wager, and any progressive wager payout of \$125.00 or more for a \$5.00 progressive wager, shall be deducted from the progressive meter.
 - f. The initial and reset amounts shall be established by each casino. In no instance shall the initial amount on the progressive meter or the reset meter amount on the progressive meter that is funded by the casino be less than \$10,000.
 - g. Any payout determined by the amount on the progressive meter shall be based upon the amount that is on the meter at the time the player's Progressive Payout Wager is paid, irrespective of the amount on the meter when the player placed the wager or when the dealer dealt the player's cards.
- 4 Optional Bonus Wager; payment of Envy Bonus.
- a. A casino may, in its discretion, offer to each player at a Pai Gow Poker table the opportunity to make a Bonus Wager and receive an Envy Bonus payment in accordance with the provisions of this Subsection.
 - b. Any player who has made a Pai Gow Poker wager pursuant to Subsection F (Wagers) may, at the same time, make a Bonus Wager by placing gaming chips in the area designated for a Bonus Wager at his or her betting position. A Bonus Wager shall be no less than \$1.00.
 - c. Any player who makes a Bonus Wager of at least \$5.00 shall qualify to receive an Envy Bonus payment. The dealer shall place an Envy Bonus marker immediately in front of any Bonus Wager

of \$5.00 or more.

- d. If a Bonus Wager has been made by one or more players, the dealer shall observe the procedures set forth in Subsection J (The Play) but with the following modifications:

The dealer shall, starting from the dealer's right and moving counterclockwise around the table, settle the Pai Gow Poker wager of each player and collect any vigorish that is due; provided, however, that:

1. The cards of any player who has placed a Bonus Wager shall remain on the layout regardless of the outcome of his or her Pai Gow Poker wager until removed in accordance with the provisions of (d)(ii) or (iii) below; and
 2. If any player has placed a Bonus Wager of at least \$5.00, the cards of each player shall remain on the layout regardless of the outcome of his or her Pai Gow Poker wager until removed in accordance with the provisions of (d)ii or iii below.
- ii. After settling the Pai Gow Poker wager of a player who has placed a Bonus Wager, the dealer shall rearrange the seven cards of the player to form the best possible hand and shall be ultimately responsible for creating such hand for purposes of the Bonus Wager. A joker may be used as any card to complete any straight, flush, straight flush or royal flush other than a seven-card straight flush with no joker. If any player at the table has placed a Bonus Wager of at least \$5.00, the dealer shall rearrange the cards of each player at the table regardless of whether that player has placed a Bonus Wager.

If the player does not have a Qualifying Poker Hand, the dealer shall collect the Bonus Wager, if applicable, and place the cards of the player in the discard rack.

2. If the player has a Qualifying Poker Hand, the dealer shall, if applicable, pay the winning Bonus Wager in accordance with Subsection (J)(1) and

place the cards of the player in the discard rack.

- 3 If the player has a Premium Qualifying Poker Hand, the dealer shall verbally acknowledge the Premium Qualifying Poker Hand and leave the Bonus Wager, if applicable, and the cards of the player face up on the table.

- iii. After all other Bonus Wagers have been settled, the dealer shall, starting from the dealer's right and moving counterclockwise around the table, settle with each player who has an Envy Bonus marker at his or her betting position or who has a Bonus Wager and a Premium Qualifying Poker Hand.

If the player has an Envy Bonus marker, the dealer shall pay the player the appropriate Envy Bonus payment set forth at (5)(b) below and collect the Envy Bonus marker.

2. If the player has a Bonus Wager and a Premium Qualifying Poker Hand, the dealer shall pay the winning Bonus Wager in accordance with Subsection (J)(1) and place the cards of the player in the discard rack.
- 3 After all Envy Bonuses and Premium Qualifying Poker Hands are paid, the dealer shall collect the cards of any player who had a Premium Qualifying Poker Hand but did not place a Bonus Wager and place the cards of the player in the discard rack.

Payout odds for Bonus Wagers.

- a. Bonus Wagers shall be paid pursuant to the following schedule:

Hand	Payout
Seven-card straight flush with no joker	8,000 to 1
Royal flush plus royal match	2,000 to 1
Seven-card straight flush with joker	1,000 to 1

Five aces	400 to 1
Royal flush	150 to 1
Straight flush	50 to 1
Four-of-a-kind	25 to 1
Full house	5 to 1
Flush	4 to 1
Three-kind	3 to 1
Straight	2 to 1

- b. Envy Bonus payments shall be paid pursuant to the following schedule:

Hand	Bonus
Seven-card straight flush with no joker	\$5,000
Royal flush plus royal match	\$1,000
Seven-card straight flush with joker	\$500.00
Five aces	\$250.00
Royal flush	\$50.00
Straight flush	\$20.00
Four-of-a-kind	\$5.00

- c. Notwithstanding the minimum payout odds required in (a) above and the fixed bonus amount required in (b) above, a casino may establish a maximum payout amount that is payable to a player for one round of play, which amount shall be at least \$40,000 or the maximum amount that one player could win per round when betting the minimum permissible wager, whichever is greater. If the established payout limit is not included on the layout, each casino shall provide notice of any decrease in the payout limit. Any maximum payout limit established by a casino shall apply only to payouts of Pai Gow Poker Bonus Wagers placed pursuant to this Subsection.

N. Minimum and Maximum Wagers.

The Oneida Tribe of Indians of Wisconsin shall determine the minimum and maximum wagers. The amounts of the minimum and maximum wagers shall be conspicuously posted on a sign at each table.

V. ROULETTE.

A. Equipment.

1. A standard table has a betting layout, a roulette wheel and roulette balls.
2. Chips. The color of the non-value roulette chip indicates the player.
3. Roulette wheel. 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. A roulette wheel consists of 38 numbered slots - numbers "1" to "36", "0" and "00".
4. Layout. The cloth covering a Roulette table (the layout) shall have a betting layout imprinted on the opposite end of the table that will include areas for placing permissible inside and outside bets consistent with these Rules of Play.
5. Crown. A point marker to be known as a "crown" or "dolly" is used by the dealer and placed on the layout to indicate the number on the wheel where the ball has come to rest.

B. Roulette Personnel and their Duties.

1. A roulette table with a single or double layout is usually worked by two persons. The person who spins the wheel and deals the game is called the dealer. His or her assistant is called a mucker.
2. Dealer. The dealer is in charge of the conduct of the game. His or her main duties are: spinning the wheel, throwing the roulette ball, announcing winners, collecting losing wagers, paying off winning wagers, and collecting, entering or placing jackpot wagers.
3. Mucker. The mucker separates and stacks the losing wagers that have been collected or swept from the layout by the dealer. He or she helps the dealer pay off winning wagers.

C. Placement of Wagers.

1. All wagers at roulette shall be made by placing gaming chips or tokens and, if applicable, a match play coupon on the appropriate areas of the roulette layout, except that verbal wagers accompanied by cash may be

accepted provided that they are confirmed by the dealer and that the cash is expeditiously converted into gaming chips or tokens in accordance with the applicable procedures governing the acceptance and conversion of such instruments.

2. No person at a roulette table shall be issued or permitted to game with non-value chips that are identical in color and design to value chips or to non-value chips being used by another person at that same table. Additionally, no person shall be permitted to wager a value chip with a match play coupon at any roulette table at which match play coupons are being accepted.
3. Each player shall be responsible for the correct positioning of his or her wager on the roulette layout regardless of whether he or she is assisted by the dealer. Each player must ensure that any instructions he or she gives to the dealer regarding the placement of a wager are correctly carried out.
4. Each wager shall be settled strictly in accordance with its position on the layout when the ball falls to rest in a compartment of the wheel.

D. Permissible Inside Bets.

“Single” or “Straight” 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 that contains the selected number.

2. “Split” or “Two-number” 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 that contain the two selected numbers, except that a split wager on “0” and “00” may also be placed on the line between the “2nd 12” box and the “3rd 12” box.
3. “Row” or “Three 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 three numbers in a single row on the roulette layout selected by the player. The player shall select a row of numbers by placing a wager on the outside line of the box on the roulette layout that contains the first number in the selected row.

“Triple” or “Street” is a wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to any one of the three numbers contained in one of the following groups of numbers: “0”, “1” and “2”; “0”, “2” and “00”; or “00”, “2” and “3”. The player shall select the select this wager by placing a wager on the common corner of the three boxes containing the selected numbers.

5. “Four numbers” or “Corner” 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 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.
6. “First five numbers” or “top line” is a wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to any one of the numbers “0”, “00”, “1”, “2” or “3”. The player shall bet on the “first five numbers” by placing a wager on the common corner of the boxes on the roulette layout that contain the label “1st 12” and the numbers “0” and “1”.
7. “Six numbers” or “Line” 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 selected by the player. The player shall select the two rows of numbers by placing a wager on the outside common corner of the boxes on the roulette layout that contain the first number in each of the rows being selected.

E. Permissible Outside Bets.

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

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

through “36”)

- 3 “Red” is a wager that the roulette ball will come to rest in any compartment of the roulette wheel that corresponds to a number with a red background on the roulette wheel. The player shall bet on “red” by placing a wager within the red box on the roulette layout used for such wagers.
- 4 “Black” is a wager that the roulette ball will come to rest in any compartment of the roulette wheel that corresponds to a number with a black background on the roulette wheel. The player shall bet on “black” by placing a wager within the black box on the roulette layout used for such wagers.

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

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

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

- 8 “19 to 36” or “high number” is a wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to any one of 18 consecutive numbers from “19” through “36”. The player shall bet on “19 to 36” by placing a wager within the box on the roulette layout that is labeled “19 to 36”.

F. The Play.

- 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 revolutions around the track of the wheel to constitute a valid spin.
- 2 While the ball is still rotating in the track around the wheel, the dealer

shall call "No More Bets."

Upon the ball coming to rest in a compartment, the dealer shall announce the number of such compartment and shall place a point marker to be known as a "crown" or "dolly" on that number on the roulette layout.

4. After placing the crown on the layout and, if applicable, complying with the provisions of (d) above, the dealer shall first collect all losing wagers and then pay off all winning wagers.

G. Payout Odds.

1. No casino, its employees or agents shall pay off winning wagers at the game of roulette at less than the odds listed below:

<u>Inside Bets</u>	<u>Payout Odds</u>
Straight	35 to 1
Split	17 to 1
Row	11 to 1
Triple	11 to 1
Four Numbers	8 to 1
First Five Numbers	6 to 1
Six Numbers	5 to 1
 <u>Outside Bets</u>	
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. When roulette is played on a double zero wheel and the roulette ball comes to rest in a compartment marked "0" or "00", a player shall lose, at the casino's option, either one-half of each wager on red, black, odd, even, "1 to 18", and "19 to 36", or the entire wager. If the former option is chosen by a casino, the remaining half of each such wager shall be returned to the player by the dealer. Each casino offering "double zero" roulette shall conspicuously post notice of the option in effect at the table.

H. Irregularities.

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

I. Minimum and Maximum Wagers.

The Oneida Tribe of Indians of Wisconsin shall determine the minimum and maximum wagers at each table. The amounts of the minimum wagers and maximum wagers shall be conspicuously posted on a sign at each table.

VI. THREE CARD POKER.

A. Definitions

1. "Ante Wager" means the wager that a player is required to make prior to any cards being dealt in order to compete against the dealer's hand in a round of play.
2. "Hand" means the Three Card Poker hand that is held by each player and the dealer after the cards are dealt.
3. "Pair Plus Wager" means the wager that a player is required to make prior to any cards being dealt in order to compete against a posted scale of payouts, regardless of the outcome of the player's hand against the dealer.
4. "Play Wager" means an additional wager, equal in value to his or her Ante Wager, that a player must make if the player opts to remain in competition against the dealer after the player reviews his or her hand.
5. "Push" means a tie as defined in Subsection J (The Play).
6. "Rank" or "Ranking" means the relative position of a card or group of cards as set forth in Subsection C (Three Card Poker Rankings).
7. "Round of Play" means one complete cycle of play during which all wagers have been placed, all cards have been dealt and all remaining wagers have been paid off or collected.
8. "Stub" means the remaining portion of the deck after all cards in the round of play have been dealt or delivered.
9. "Suit" means one of the four categories of cards: club, diamond, heart or spade, with no suit being higher in rank than another.
10. "Washing" or "Chemmy Shuffle" means mixing cards face down on the table with a circular motion of the hands.

B. Equipment.

1. Three Card Poker shall be played on a table having seven (7) places on one side for the players, and a place for the dealer on the opposite side.
2. The cloth covering a Three Card Poker table (the layout) shall have betting

areas for seven players. Within each betting area there shall be a place for an Ante Wager, a Play Wager, and a Pair Plus Wager.

3. Each Three Card Poker table shall have a table inventory container on or attached to the table.
4. Except as provided in (5) below, Three Card Poker shall be played with one deck of cards with backs of the same color and design and one additional cover card to be used in accordance with the procedures set forth in Subsection E (Shuffle and Cut of the Cards). The cover card shall be opaque and in a solid color readily distinguishable from the color of the backs and edges of the playing cards. The deck of cards should meet applicable minimum internal control standards for cards.
5. If an automated card shuffling device is used, a casino shall be permitted to use a second deck of cards to play the game, provided that:
 - a. Each deck of cards complies with the requirements of (1) above;
 - b. The backs of the cards in the two decks are of different color;
 - c. One deck is being shuffled by the automated card shuffling device while the other deck is being dealt or used to play the game;
 - d. Both decks are continuously alternated in and out of play, with each deck being used for every other round of play; and
 - e. The cards from only one deck shall be placed in the discard rack at any given time.

C. Three Card Poker Rankings.

1. The rank of the cards used in Three Card Poker, in order of highest to lowest rank, shall be: ace, king, queen, jack, 10, nine, eight, seven, six, five, four, three and two. All suits shall be considered equal in rank. Notwithstanding the foregoing, an ace may be used to complete either a straight flush with a two and a three or a straight with a two and three.
2. The permissible poker hands in the game of Three Card Poker, in order of highest to lowest rank, shall be:
 - a. "Straight flush" is a hand consisting of three cards of the same suit in consecutive ranking, with ace, king and queen being the highest straight flush and three, two and ace being the lowest ranking

straight flush.

- b. "Three-of-a-kind" is a hand consisting of three cards of the same rank, regardless of suit, with three aces being the highest ranking three-of-a-kind and three twos being the lowest ranking three-of-a-kind.
 - c. "Straight" is a hand consisting of three cards of consecutive rank, regardless of suit, with ace, king and queen being the highest ranking straight and three, two, and ace being the lowest ranking straight.
 - d. "Flush" is a hand consisting of three cards of the same suit, regardless of rank.
 - e. "Pair" is a hand consisting of two cards of the same rank, regardless of suit, with two aces being the highest ranking pair and two twos being the lowest ranking pair.
3. When comparing two hands that are of identical poker hand rank pursuant to the provisions of (2) above, or that contain none of the hands authorized in (2) above, the hand that contains the highest ranking card as provided in (1) above that is not contained in the other hand shall be considered the higher ranking hand. If the hands are of identical rank after the application of this Subsection, the hands shall be considered a push. In the event of a push, the dealer shall not collect or pay the wagers, but shall immediately collect the cards of that player after all losing wagers and hands have been collected.

D. Opening the Table for Gaming.

1. After receiving a deck of cards at the table in accordance with applicable minimum internal control procedures for the receipt of cards, the dealer shall sort and inspect the cards, and the floorperson assigned to the table shall verify that inspection. Electronic verification may satisfy the floor person verification requirement.
2. Following the inspection of the cards by the dealer and verification, the cards shall be spread out face up on the table for visual inspection by the first player to arrive at the table. The cards shall be sorted according to suit and in sequence.
3. After the first player has been afforded an opportunity to visually inspect the cards, the cards shall be turned face down on the table, mixed

thoroughly by a “washing” or “chemmy shuffle” of the cards and stacked. Once the cards have been stacked, they shall be shuffled in accordance with Subsection E (Shuffle and Cut of the Cards).

4. If a casino uses an automated card shuffling device to play the game and two decks of cards are received at the table pursuant to applicable minimum internal control procedures for the receipt of cards and Subsection B (Equipment), each deck of cards shall be separately sorted, inspected, verified, spread, inspected, mixed, stacked and shuffled in accordance with the provisions of (1) through (3) above.

E. Shuffle and Cut of the Cards.

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

2. After the cards have been shuffled and stacked, the dealer shall:
 - If the cards were shuffled using an automated card shuffling device, deal or deliver the cards in accordance with the procedures set forth in Subsections (G), (H) or (I); or
 - b. If the cards were shuffled manually, cut the cards in accordance with the procedures set forth in (3) below.
3. If a cut of the cards is required, the dealer shall:
 - a. Cut the deck, using one hand, by:
 - i. Placing the cover card on the table in front of the deck of cards;
 - ii. Taking a stack of at least 10 cards from the top of the deck and placing them on top of the cover card;
 - iii. Placing the cards remaining in the deck on top of the stack of cards that were cut and placed on the cover card pursuant to (3)(a)(ii) above;

- iv. Removing the cover card and placing it in the discard rack;
and
 - b. Deal the cards in accordance with the procedures set forth in Subsections (G), (H), or (I).
 4. Notwithstanding (3) above, after the cards have been cut and before any cards have been dealt, a casino supervisor may require the cards to be recut if he or she determines that the cut was performed improperly or in any way that might affect the integrity or fairness of the game.
 5. Whenever there is no gaming activity at a Three Card Poker table which is open for gaming, the cards shall be spread out on the table either face up or face down. If the cards are spread face down, they shall be turned face up once a player arrives at the table. After the first player is afforded an opportunity to visually inspect the cards, the procedures outlined in Subsection (D)(3) shall be completed. Play will then commence in conformance with the procedures outlined in Subsection (E).

F. Wagers.

1. The following wagers may be placed in the game of Three Card Poker:
 - a. A player may compete solely against the dealer by placing an Ante Wager in an amount within the posted minimum and maximum wagers and then placing a Play Wager in an equal amount;
 - b. A player may compete solely against a posted payout ledger by placing a Pair Plus Wager, which wager may be in any amount within the posted minimum and maximum wagers; or
 - c. A player may compete against both the dealer and the posted payout ledger by placing wagers in accordance with the requirements of (1)(a) and (b) above.
2. All wagers at Three Card Poker shall be made by placing gaming chips or tokens and, if applicable, a match play coupon on the appropriate betting areas of the table layout. A verbal wager accompanied by cash shall not be accepted.
3. Only players who are seated at a Three Card Poker table may wager at the game. Once a player has placed a wager and received cards, that player shall remain seated until the completion of the round of play.

4. All Ante Wagers and Pair Plus Wagers shall be placed prior to the dealer announcing "No More Bets" in accordance with the dealing procedures in Subsections (G), (H), or (I). Except as otherwise provided in these Rules, no wager shall be made, increased, or withdrawn after the dealer has announced "No More Bets". All Play Wagers shall be placed in accordance with Subsection (J)(2).
5. A casino may, in its discretion, permit a player to place wagers at two betting positions during a round of play provided that the two betting positions are adjacent to each other. In the event that the casino permits a player to place wagers at two betting positions, all procedures outlined in these Rules of Play shall be utilized for a position at which such a wager has been placed in the same manner as if the position were occupied by a player.
6. Notwithstanding (1) above, a casino may offer a version of the game of Three Card Poker requiring:
 - a. As a precondition to the placement of a Pair Plus Wager, the placement of an Ante Wager in an amount at least equal to the Pair Plus Wager;
 - b. As a precondition to the placement of a Pair Plus Wager, the placement of an Ante Wager in an amount at least equal to one-half the Pair Plus Wager; or
 - c. The compulsory placement of an Ante Wager and a Pair Plus Wager, provided that one wager may be placed in an amount up to a maximum of five times the amount of the other wager without regard to which wager is the greater of the two.

G. Procedures for Dealing from a Manual Shoe.

1. If a casino chooses to have the cards dealt from a manual dealing shoe, the dealing shoe shall meet the requirements of applicable standards for dealing shoes and shall be located on the table. Once the procedures required by Subsection E (Shuffle and Cut of the Cards) have been completed, the stacked deck of cards shall be placed in the dealing shoe either by the dealer or by an automated card shuffling device.
2. The dealer shall announce "No More Bets" prior to dealing any cards. Each card shall be removed from the dealing shoe with the hand of the dealer that is closest to the dealing shoe and placed on the appropriate area of the layout with the opposite hand.

3. The dealer shall, starting with the player farthest to his or her left and continuing around the table in a clockwise manner, deal one card at a time in order to each player who has placed an Ante Wager or Pair Plus Wager and to the dealer until each player who placed a wager and the dealer each has three cards. All cards shall be dealt face down.
4. After three cards have been dealt to each player and the dealer, the dealer shall remove the stub from the manual dealing shoe and, except as provided in (5) below, place the stub in the discard rack without exposing the cards.
5. The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct number of cards are still present in the deck. The dealer shall determine the number of cards in the stub by counting the cards face down on the layout.
 - a. If the count of the stub indicates that 52 cards are in the deck, the dealer shall place the stub in the discard rack without exposing the cards.
 - b. If the count of the stub indicates that the number of cards in the deck is incorrect, the dealer shall determine if the cards were misdealt. If the cards have been misdealt (a player or the dealer has more or less than three cards) but 52 cards remain in the deck, all hands shall be void pursuant to Subsection L (Irregularities). If the cards have not been misdealt, all hands shall be considered void and the entire deck of cards shall be removed from the table pursuant to applicable minimum internal control procedures for the receipt and removal of cards.
6. Notwithstanding the provisions of (5) above, the counting of the stub shall not be required if an automated card shuffling device is used that counts the number of cards in the deck after the completion of each shuffle and indicates whether 52 cards are still present. If the automated card shuffling device reveals that an incorrect number of cards are present, the deck shall be removed from the table in accordance with applicable minimum internal control procedures for the receipt and removal of cards.

H. Procedures for Dealing from the Hand.

1. A casino may, in its discretion, permit a dealer to deal the cards used to play Three Card Poker from his or her hand.

2. If a casino chooses to have the cards dealt from the dealer's hand, the following requirements shall be observed:
 - a. The casino shall use an automated shuffling device to shuffle the cards.
 - b. Once the procedures required by Subsection E (Shuffle and Cut of the Cards) have been completed, the dealer shall place the stacked deck of cards in either hand.
 1. Once the dealer has chosen the hand in which he or she will hold the cards, the dealer shall use that hand whenever holding the cards during that round of play.
 - ii. The cards held by the dealer shall at all times be kept in front of the dealer and over the table inventory container.
 - c. The dealer shall then announce "No More Bets" prior to dealing any cards. The dealer shall deal each card by holding the deck of cards in the chosen hand and using the other hand to remove the top card of the deck and place it face down on the appropriate area of the layout.
3. The dealer shall, starting with the player farthest to his or her left and continuing round the table in a clockwise manner, deal one card at a time in order to each player who has placed an Ante Wager or Pair Plus Wager and to the dealer until each player who placed a wager and the dealer each have three cards. All cards shall be dealt face down.
4. After three cards have been dealt to each player and the dealer, the dealer shall, except as provided in (5) below, place the stub in the discard rack without exposing the cards.
5. The dealer shall count the stub in accordance with the provisions of Subsections (G)(5) and (6).

Procedures for Dealing from an Automated Shoe.

1. A casino may, in its discretion, choose to have the cards used to play Three Card Poker dealt from an automated dealing shoe which dispenses cards in stacks of three cards. The automated dealing shoe shall meet the applicable control standards for automated dealing shoes and shall be located on the table.

2. If a casino chooses to have the cards dealt from an automated dealing shoe, the following requirements shall be observed:
 - a. Once the procedures required by Subsection E (Shuffle and Cut of the Cards) have been completed, the cards shall be placed in the automated dealing shoe.
 - b. The dealer shall then announce "No More Bets" prior to the shoe dispensing any stacks of cards.
3. The dealer shall deliver the first stack of cards dispensed by the automated dealing shoe face down to the player farthest to his or her left who has placed a wager in accordance with Subsection F (Wagers). As the remaining stacks are dispensed to the dealer by the automated dealing shoe, the dealer shall, moving clockwise around the table, deliver a stack face down to each of the other players who has placed a wager in accordance with Subsection F (Wagers). The dealer shall then place a cover card on top of the dealer's stack of three cards in the automated dealing shoe and deliver the stack face down with the cover card on top to the area designated for the placement of the dealer's cards.
4. After each stack of three cards has been dispensed and delivered in accordance with this Subsection, the dealer shall remove the stub from the automated dealing shoe and, except as provided in (5) below, place the cards in the discard rack without exposing the cards.
5. The dealer shall count the stub in accordance with the provisions of Subsections (G)(5) and (6).

J. The Play.

1. After the dealing procedures required by Subsections (G), (H), or (I) have been completed, each player shall examine his or her cards. Each player who wagers at Three Card Poker shall be responsible for his or her own hand and no person other than the dealer and the player to whom the cards were dealt may touch the cards of that player. Each player shall be required to keep all cards in full view of the dealer at all times. Once each player has examined his or her cards and placed the three cards face down on the appropriate area of the layout, the player shall not touch the cards again. If players are unsure of their hands, the dealer will check their cards.
2. After examination of his or her cards, each player who has placed an Ante Wager shall have the option to either make a Play Wager in an amount

equal to the player's Ante Wager or forfeit the Ante Wager and end his or her participation in the round of play. The dealer shall offer this option to each player, starting with the player farthest to the left of the dealer and moving clockwise around the table in order. If a player has placed an Ante Wager and a Pair Plus Wager but does not make a Play Wager, the player shall forfeit both the Ante Wager and the Pair Plus Wager. After each player has either placed a wager on the table in the Play Wager area or forfeited his or her wager and hand, the dealer shall collect all forfeited wagers and associated cards, placing them in the discard rack. The dealer shall then reveal the dealer's cards and place the cards so as to form the highest possible ranking hand. If an automated dealing shoe is used to deal the cards pursuant to Subsection I (Procedures for Dealing from an Automated Dealing Shoe), the cover card shall be removed from the stack and placed on the table layout immediately next to the automated dealing shoe. The dealer shall then, starting with the player farthest to the dealer's right whose hand is still active, reveal the three card hand of each player.

All losing wagers shall immediately be collected by the dealer and placed in the table inventory container. All losing hands shall then be immediately collected by the dealer and placed in the discard rack.

4. If the hand of the player ties with that of the dealer, the hand of the player shall be a push. The dealer shall not collect or pay the wagers, but shall immediately collect the cards of that player after all losing wagers and hands have been collected.
5. After all losing and push wagers have been settled, all winning wagers shall be paid. All winning hands shall remain face up on the layout until all winning wagers have been paid by the dealer. Each winning wager that remains on the table shall be paid in accordance with the payout odds listed in Subsection K (Payout Odds).
 - a. The dealer shall pay all winning wagers beginning with the player farthest to the right of the dealer and continuing counterclockwise around the table.
 - b. After paying all winning wagers, the dealer shall immediately collect the cards of all players and the dealer and place them in the discard rack.
6. All cards collected by the dealer shall be picked up in order and placed in the discard rack in such a way that they can be readily arranged to reconstruct each hand in the event of a question or dispute.

K. Payout Odds.

There are three payout types as follows:

- a. A player in competition against the dealer shall be paid 1 to 1 on both the Ante Wager and the Play Wager if the player's hand is ranked higher than the dealer's hand. Notwithstanding the foregoing, if the dealer does not hold a hand with a "queen high or better" rank, the Ante Wager shall automatically be paid 1 to 1 and the Play Wager shall be returned to the player.
- b. A player placing a Pair Plus Wager shall be paid in accordance with the following payout ledger:

Pair	pays	1 to 1
Flush	pays	4 to 1
Straight	pays	5 to 1
Three-of-a-kind	pays	30 to 1
Straight flush	pays	40 to 1

In the alternative, a casino shall have the discretion to pay a Pair Plus Wager in accordance with the following payout ledger:

Pair	pays	1 to 1
Flush	pays	4 to 1
Straight	pays	6 to 1
Three-of-a-kind	pays	33 to 1
Straight flush	pays	35 to 1

- c. A player placing an Ante Wager and a Play Wager shall be paid a bonus if the player's hand consists of the following:

Straight	pays	1 to 1
Three-of-a-kind	pays	4 to 1
straight flush	pays	5 to 1

L. Irregularities.

- 1. A card that is found face up in the shoe or the deck while the cards are being dealt shall not be used in the game and shall be placed in the discard rack. If more than one card is found face up in the shoe or the deck during the dealing of the cards, all hands shall be void and the cards shall be reshuffled.

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

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

4. If one or more of the dealer's cards is inadvertently exposed prior to the dealer revealing his or her cards as prescribed in Subsection (J)(2) all hands shall be void and the cards shall be reshuffled.
5. If an automated card shuffling device is being used and the device jams, stops shuffling during a shuffle, or fails to complete a shuffle cycle, the cards shall be reshuffled in accordance with applicable procedures.
6. If an automated dealing shoe is being used and the device jams, stops dealing cards, or fails to deal all cards during a round of play, the round of play shall be void and the cards shall be removed from the device and reshuffled with any cards already dealt, in accordance with applicable procedures.

M. Minimum and Maximum Wagers

The Oneida Tribe of Indians of Wisconsin shall determine the minimum and maximum wagers. The amounts of the minimum and maximum wagers shall be conspicuously posted on a sign at each table.