



Oneidas bringing several hundred bags of corn to Washington's starving army at Valley Forge, after the colonists had consistently refused to aid them.

Oneida Tribe of Indians of Wisconsin

BUSINESS COMMITTEE



UGWA DEMOLUM YATEHE
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 States was made possible.

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BC Resolution #8-30-06-N

Resolution Adopting Amendments to Rules of Play

WHEREAS, the Oneida General Tribal Council is the duly recognized governing body of the Oneida Tribe of Indians of 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 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., SECOND AMENDMENT TO GAMING COMPACT OF 1991), and

WHEREAS, the Oneida Business Committee approved Rules of Play for Craps through passage of resolution BC #08-06-03-B, Rules of Play for Let It Ride through passage of resolution BC #08-06-03-B, amended resolution BC #04-21-04-C, Rules of Play for Roulette through passage of resolution BC #08-06-03-B, Rules of Play for Four Card Poker through passage of resolution BC #05-05-04-B, Rules of Play for Three Card Poker through passage of resolution BC #08-06-03-B, amended resolution BC #04-24-04-C, Rules of Play for Minibaccarat through passage of resolution BC #02-11-04-B, amended resolution BC #04-21-04-C, Rules of Play for Poker through passage of resolution BC #05-05-04-B, and Rules of Play for Blackjack through passage of resolution BC #04-21-04-B, and

WHEREAS, statements concerning the internal management of an area are exempt from the Administrative Procedures Act (APA) requirements for adoption of rules/regulations.

NOW THEREFORE BE IT RESOLVED, that the Oneida Business Committee hereby adopts the attached amendments to the Rules of Play for Craps, Let It Ride, Roulette, Four Card Poker, Three Card Poker, Minibaccarat, Poker, and Blackjack.

CERTIFICATION

I, the undersigned, as Secretary of the Oneida Business Committee, hereby certify that the Oneida Business Committee is composed of nine (9) members of whom five (5) members constituting a quorum. 8 were present at the meeting duly called, noticed, and held on the 30 day of August, 2006; that the foregoing resolution was duly adopted at such meeting by a vote of 7 members for; 0 members against; 0 members not voting; and that said resolution has not been rescinded or amended in any way.



Patricia Hoeft, Secretary
Oneida Business Committee

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. Unless the dice are being inspected for integrity purposes, 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 industry standards.
4. Dice cup. When no players are wagering at the table, 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 observer who is responsible for 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.

1. "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.
3. "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) or 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.

1. 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	2 to 3
6 to Lose	5 to 6
8 to Lose	5 to 6
9 to Lose	2 to 3
10 to Lose	1 to 2

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.

I. Dice Retention and Selection.

1. A set of at least five dice conforming to industry standards 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. Unless the dice are being inspected for integrity purposes, 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 either with the stick or by hand 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.

1. 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.

*Adopted by Business Committee Resolution 08-06-03-B
Amended by Business Committee Resolution 08-30-06-N*

III. LET IT RIDE.

A. Definitions.

1. “Bet #1” is the bet placed on the betting space labeled “1” prior to any cards being dealt 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 dealt 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 dealt 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. “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).
9. “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.
10. “Stub” means the remaining portion of the deck after all cards in the round have been dealt or delivered.
11. “Suit” means one of the four categories of cards (clubs, diamonds, hearts or spades), with no suit being higher in rank than another.
12. “Washing” or “Chemmy Shuffle” means mixing cards face down on the table with a circular motion of the hands.

B. Equipment.

1. 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 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 displaying 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 industry 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, 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, 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
 - i. “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.

G. Wagers.

1. 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. All wagers at Let it Ride Poker shall be placed prior to the dealer indicating “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 indicated “No More Bets.”
3. 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).
4. 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 two pair or better; provided, however, that the casino shall provide notice to patrons prior to withdrawing such option.
2. Prior to the dealer indicating “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 industry 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 indicate “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.
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;
 - 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 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.
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.

J. Procedures for Dealing the Cards from the Hand.

1. 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.
 - 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 indicate “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.
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 industry 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 indicate "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 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.
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 placed in the left box, the middle card is placed in the

right box, and the bottom card is “burned” by placing said card face down in the discard rack.

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.

1. 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.
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 then turn the card that is in the left box face up. The exposed card shall become the first Community Card.
4. 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.
 - c. After each player has made a decision regarding Bet #2, each player's cards shall be placed face down on the appropriate area of the layout, the player shall not touch the cards again.
5. The dealer shall then turn the card in the right box face up. This exposed card shall then become the second Community Card.
 6. 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, settle each player's hand one at a time
 - 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).
 7. Any wager on a hand which has a rank that is lower than a pair of 10s shall be a losing wager.
 8. Each winning wager shall be paid in accordance with the payout odds listed in Subsection M (Payout Odds). As the dealer pays or takes wagers, the dealer shall collect the cards and place them in the discard rack. After all hands have been settled, the dealer shall collect the Community Cards and place them in the discard rack.
 9. 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 \$10,000. This limit must be posted at the table. 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.
3. 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.

Adopted by Business Committee Resolution #08-06-03-B
Amended by Business Committee Resolution #08-30-06-N

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.

1. “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.
4. “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.

1. “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.
5. “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.”
6. “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.”
7. “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 indicate “No More Bets.”

3. Upon the ball coming to rest in a compartment, the dealer shall announce the number of such compartment and shall place a point marker 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>	<u>Payout Odds</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.

H. Irregularities.

1. If the ball is spun in the same direction as the wheel, the dealer shall indicate “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 indicate “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 indicate “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.

Adopted by Business Committee Resolution #08-06-03-B

Amended by Business Committee Resolution #08-30-06-N

XII. FOUR CARD POKER.

A. Definitions.

1. “Aces Up Wager” means the initial wager placed prior to any cards being dealt in order to place a Play Wager.
2. “Ante Wager” means the initial wager placed prior to any cards being dealt in order to qualify for payouts regardless of the dealer’s hand.
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 Play Wager.
4. “Hand” means the four card hand formed from the five cards dealt to each player or the four card hand formed from the six cards dealt to the dealer.
5. “Play Wager” means an additional wager made by a player, in an amount one to three times the player's Ante Wager, after all cards for the round of play have been dealt but before the dealer's cards are exposed.
6. “Rank” or “Ranking” means the relative position of a card or group of cards as set forth in Subsection E (Four Card Poker Rankings).
7. “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.
8. “Stub” means the remaining portion of the deck after all cards in the round of play have been dealt.
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. Four Card Poker shall be played on a table having up to seven places on one side for the players, and a place for the dealer on the opposite side.

2. The cloth covering the Four Card Poker table (the layout) shall have betting areas for up to seven players. Within each betting area there shall be a place for an Ante Wager, a place for an Aces Up Wager, and a place for the Play Wager.
3. Each Four Card Poker table shall have a table inventory container on or attached to the table.
4. Except as provided in (5) below, Four Card 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 industry standards.
5. 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 (4) 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 or decks of cards at the table, 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. All cards opened for use at the Four Card 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 Four 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 (C)(3) shall be completed. Play will then commence in conformance with the procedures outlined in Subsection (D).

E. Four Card Poker Rankings.

1. The rank of the cards used in Four Card 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, and four or a straight formed with a two, three, and four.
2. The permissible poker hands at the game of Four Card Poker, in order of highest to lowest rank, shall be:
 - a. “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;
 - b. “Straight flush” is a hand consisting of four cards of the same suit in consecutive ranking, with ace, king, queen, and jack being the highest ranking straight flush and ace, two, three, and four being the lowest ranking straight flush;
 - c. “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;

- d. “Flush” is a hand consisting of four cards of the same suit;
 - e. “Straight” is a hand consisting of four cards of consecutive rank, regardless of suit, with an ace, king, queen, and jack being the highest ranking straight and an ace, two, three, and four 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);
 - f. “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
 - g. “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.
 - h. “High card” is the hand that contains none of the hands authorized in this Subsection but contains the highest ranking card as provided in (1) above which is not contained in the dealer’s hand.
3. When comparing a player’s hand to the dealer’s hand which are of identical poker hand rank pursuant to the provisions of 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 player shall win.

F. Wagers.

- 1. All wagers at Four 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.
- 2. All initial wagers shall be placed prior to the dealer indicating “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 indicated “No More Bets.”
- 3. A Play Wager shall be made in accordance with Subsection J (The Play).

4. The casino may allow a player to wager at more than one adjacent betting position during a round of play.

G. Procedure for Dealing from a Manual Shoe.

1. If the 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(s) 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 initial wagers have been placed, the dealer shall then indicate “No More Bets.”
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 five cards face down to each player and the dealer, in succession, directly on top of the preceding card dealt face down. The dealer shall then deal a sixth card to himself face up on his hand.
5. After all 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 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.

H. Procedures for Dealing from the Hand.

1. A casino may, in its discretion, permit a dealer to deal the cards used to play Four 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 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 card(s) 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 indicate "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 around the table in a clockwise manner, deal five cards face down to each player and the dealer, in succession, directly on top of the preceding card dealt face down. The dealer shall then deal a sixth card to himself face up on his hand.
4. After all 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 count the stub in accordance with the provisions of Subsection (G)(6) .

I. Procedures for Dealing from an Automated Shoe.

1. A casino may, in its discretion, choose to have the cards used to play Four Card Poker dealt from an automated dealing shoe which dispenses cards in stacks of five cards.
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 indicate “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. 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. The automated dealing shoe shall dispense one more stack, of which the dealer shall place the top card face up on his hand. The dealer will place all cards remaining in that stack in the discard rack.
4. After each stack of cards has been dispensed and delivered in accordance with (3) above, the dealer shall remove the stub from the automated dealing shoe and place the cards in the discard rack without exposing the cards.
5. The dealer shall count the stub in accordance with the provisions of Subsection (6).
6. 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.

J. The Play.

1. Prior to the procedures required by Subsection C (Shuffle and Cut of the Cards), each player shall make one or both of the following wagers:
 - a. “Ante Wager” means player elects to play against the dealer.
 - b. “Aces Up” means the player elects to play the hand value against the payable.
2. After the dealing procedures required by Subsections (G), (H), or (I) have been completed, each player shall determine the best four card poker hand out of their five cards.
 - a. If the player has placed an Ante Wager, he may elect to either make a Play Wager in the amount between one and three times the player’s Ante Wager, or fold. 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.
 - b. If the player has placed a Aces Up Wager as well as the Ante Wager, that wager will be payed pursuant to (6) below except if the player folds.
3. Each player who makes a Play 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.
4. After all players have either placed a Play Wager or folded, the dealer shall turn over all his cards and arrange his hand from highest card value to lowest card value. He shall then indicate his best four-card hand. The two cards the dealer does not use should be positioned to the right of his hand.
5. After the dealer has announced his best hand, the dealer shall, starting with the player farthest to his or her right, reveal the player’s cards. The dealer will reconcile the Play Wager first, the Ante Wager second, and the Aces Up Wager last. Winning wagers shall be paid in accordance with the payout odds listed in Subsection K (Payout Odds).

6. All losing wagers shall 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.
7. If the hand of the player ties with that of the dealer's hand, the hand of the player shall win. The dealer shall not collect or pay the wagers, but shall only collect the cards of that player.
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. Payout Odds.

1. 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.
 - b. A player placing an Aces Up Wager shall be paid in accordance with the following payout table:

4 of a kind	50 to 1
Straight Flush	30 to 1
3 of a kind	7 to 1
Flush	6 to 1
Straight	5 to 1
Two pair	2 to 1
Pair of aces	1 to 1

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

4 of a kind	25 to 1
Straight Flush	20 to 1
3 of a kind	2 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 dealt in error without its face being exposed shall be used as though it was the next card from the shoe or the deck.
3. 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.
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)(4) 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.
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.

M. 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.

*Adopted by Oneida Business Committee Resolution 05-05-04-B
Amended by Oneida Business Committee Resolution 08-30-06-N*

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 described in these rules of 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 industry standards.
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 (4) 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; provided, however, that an ace may not be combined with any other sequence of cards for purposes of determining a winning hand (for example, king, ace, two).
 - 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, 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, 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.
6. All cards opened for use on a table and dealt from a manual or automated dealing shoe shall be changed at least once every eight hours. All cards opened for use on a table and dealt from the hand shall be changed at least every four hours.

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 (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. All Ante Wagers and Pair Plus Wagers shall be placed prior to the dealer indicate “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 indicated “No More Bets.” All Play Wagers shall be placed in accordance with Subsection (J)(2).
4. 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.
5. 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 indicate “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.
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.
 - 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 indicate "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).

I. 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 industry 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 indicate “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).
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. 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 and settle each hand individually counter-clockwise in accordance with the payout odds listed in Subsection K (Payout Odds). After each wager is settled, the dealer will collect the cards of that player.
3. 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.
4. 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.

1. 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

i. 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.
3. 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 Subsection E (Shuffle and Cut of the Cards).
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. The cards shall then be reshuffled in accordance with Subsection E (Shuffle and Cut of the Cards).

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.

*Adopted by Business Committee Resolution #08-06-03-B
Amended by Business Committee Resolution #04-21-04-C
Amended by Business Committee Resolution #08-30-06-N*

VII. MINIBACCARAT.

A. Definitions.

1. “Banker’s Hand” means the second and fourth cards dealt and placed face down on the deal.
2. “Player’s Hand” means the first and the third cards dealt and placed face down on the deal.
3. “Point Count” means the total of the value cards in a hand.
4. “Tie Bet” means a wager that the Player’s Hand and the Banker’s Hand will total the same.
5. “Tie Hand” means the Player’s Hand and the Banker’s Hand have the same Point Count.
6. “Washing” or “Chemmy Shuffle” means mixing cards face down on the table with a circular motion of the hands.

B. Equipment.

1. Minibaccarat shall be played at a table having on one side up to 7 numbered sets of wagering areas for the players and on the opposite side a place for the dealer. Each minibaccarat table shall have a drop box attached to it.
2. The layout cloth covering the table shall be marked so that the wagering areas are designated:
 - a. for wagers on the Banker's Hand by the word “Banker” or “Bankers;”
 - b. for wagers on the Player's Hand by the word “Player” or “Players;” and
 - c. for wagers on a Tie Bet by the word “Tie” or “Ties.”
3. Minibaccarat shall be played with at least six (6) decks of cards and two additional cutting cards. The cutting cards shall be opaque and in a solid color readily distinguishable from the color of the backs and edges of the playing cards.

4. If an automated card shuffling device is utilized, minibaccarat shall be played with at least twelve 12 decks of cards in accordance with the following requirements:
 - a. Each deck of cards shall meet the requirements of industry standards for cards;
 - b. The cards shall be separated into two batches, with an equal number of decks included in each batch. Each batch shall consist of half of the total decks in use;
 - c. The backs of the cards in each batch shall be of the same color and design, but of a different color than the cards included in the other batch;
 - d. One batch of cards shall be shuffled and stored in the automated card shuffling device while the other batch is being dealt or used to play the game;
 - e. Both batches of cards shall be continuously alternated in and out of play, with each batch being used for every other dealing shoe; and
 - f. The cards from only one batch shall be placed in the discard rack at any given time.

C. Object of the Game.

The object of the game is for the player to choose which side, the Player or the Banker, will have a Point Count closest to nine (9) when all cards have been drawn.

D. Opening the Table for Gaming.

1. After receiving the six (6) or more decks of cards at the table, the dealer calling the game shall sort and inspect the cards and the floorperson assigned to the table shall verify the inspection. Electronic verification may satisfy the floor person verification requirement.
2. Following the inspection and verification, the cards shall be spread out face upwards on the table for visual inspection by the first player or players to arrive at the table. The cards shall be spread out in horizontal rows by deck according to suit and in sequence. The cards in each suit shall be laid out in sequence within the suit.

3. After the player or players are afforded an opportunity to visually inspect the cards, the cards shall be turned face downward on the table, mixed thoroughly by a “washing” or “chemmy shuffle” of the cards, and stacked.
4. If an automated shuffling device is utilized, all the decks in one batch of cards shall be spread for inspection on the table separate from the decks in the other batch of cards. After the player or players are afforded an opportunity to visually inspect the cards, each batch of cards shall separately be turned face downward on the table and stacked.

E. Shuffle and Cut of the Cards.

1. Immediately prior to the commencement of play and after each shoe of cards is completed, the dealer shall shuffle the cards so that they are randomly intermixed.
2. After shuffling or lacing the cards and, where applicable, reshuffling them, the dealer shall offer the stack of cards, with backs facing away from the dealer, to the players to be cut. The dealer shall begin with the player seated to the dealer’s right, working clockwise around the table, shall offer the stack to each player until a player accepts the cut. If no player accepts the cut, the dealer shall cut the cards.
3. The cards shall be cut by placing the cutting card in the stack at least 10 cards in from either end.
4. Once the cutting card has been inserted into the stack, the dealer shall take all cards in front of the cutting card and place them to the back of the stack. The dealer shall then insert one cutting card in a position at least 14 cards in from the back of the stack, and the second cutting card at the end of the stack. The stack of cards shall then be inserted into the dealing shoe for commencement of play. Prior to commencement of play, the dealer shall remove the first card from the shoe and place it face up, and an additional amount of cards equal to the “value” (as defined in Section F) of the first card drawn shall be placed in the discard rack after all cards have been shown to the players.
5. 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 (2) above.

6. If there is no gaming activity at a minibaccarat table which is open for gaming, the cards shall be removed from the dealing shoe and the discard rack, and 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 cards shall be turned face downward on the table.
 - a. If there is no automated shuffling device in use, the cards shall be mixed thoroughly by a washing or chemmy shuffle of the cards, stacked, then shuffled and cut in accordance with this section.
 - b. If an automated shuffling device is in use, the cards shall be stacked and placed into the automated shuffling device to be shuffled. The batch of cards already in the shuffler shall then be removed. Unless a player so requests, the batch of cards removed from the shuffler need not be spread for inspection and reshuffled prior to being dealt, if:
 - i. The automated card shuffling device stores a single batch of shuffled cards inside the shuffler in a secure manner; and
 - ii. The shuffled cards have been secured, released and prepared for play in accordance with approved procedures.

F. Value of Cards and Point Count of Hands.

1. The “Value” of the cards in each deck shall be as follows:
 - a. Any card from 2 to 9 shall have its face value;
 - b. Any Ten, Jack, Queen or King shall have a value of zero; and
 - c. Any Ace shall have a value of one.
2. The “Point Count” of a hand shall be a single digit number from 0 to 9 inclusive and shall be determined by totaling the value of the cards in the hand. If the total of the cards in a hand is a two-digit number, the left digit of such number shall be discarded having no value and the right digit shall constitute the Point Count of the hand. Examples of this rule are as follows:
 - a. A hand composed of an Ace, a 2 and a 4 has a Point Count of 7; and

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

G. Wagers.

- 1. The following wagers shall be permitted to be made by a player at the game of minibaccarat:
 - a. A wager on the “Banker's Hand” which shall:
 - i. Win if the “Banker's Hand” has a Point Count higher than that of the “Player's Hand;”
 - ii. Lose if the “Banker's Hand” has a Point Count lower than that of the “Player's Hand;” and
 - iii. Be void. If the Point Count of the “Banker's Hand” and the “Player's Hand” are equal. If the casino charges vigorish in accordance with the provisions of Section M (Payout Odds), the player may be charged a vigorish up to 25 percent of the wager.
 - b. A wager on the “Player's Hand” which shall:
 - i. Win if the “Player's Hand” has a Point Count higher than that of the “Banker's Hand;”
 - ii. Lose if the “Player's Hand” has a Point Count lower than that of the “Banker's Hand;” and
 - iii. Be void if the Point Count of the “Banker's Hand” and the “Player's Hand” are equal.
 - c. A “Tie Bet” which shall win if the Point Counts of the “Banker's Hand” and the “Player's Hand” are equal and shall lose if such Point Counts are not equal.
- 2. No casino, its employees or agents shall accept any wager at the game of minibaccarat other than those specified in (1) above.
- 3. All wagers at minibaccarat shall be made by placing gaming chips, tokens, or, if applicable, a match play coupon on the appropriate areas of the minibaccarat layout except that verbal wagers accompanied by cash may be accepted provided they are confirmed by the dealer and the floorperson

assigned to the table, and such cash is expeditiously converted into gaming chips or tokens in accordance with applicable procedures for accepting cash and coupons at gaming tables.

4. No wager at minibaccarat shall be made, increased or withdrawn after the dealer has indicated “No More Bets.”
5. Once the first card of any hand has been removed from the shoe by the dealer, no player shall handle, remove or alter any wagers that have been made until a decision has been rendered and implemented with respect to that wager.

H. Dealing Shoe.

1. All cards used to game at minibaccarat shall be of backs of the same color and design and shall be dealt from a dealing shoe specifically designed for such purpose.

I. Automatic Dealing Shoe.

1. In lieu of the dealing and shuffling requirements set forth in Section E (Shuffle and Cut of Cards) and Section H (Dealing Shoe), a casino may utilize a dealing shoe or other device designed to automatically reshuffle the cards provided that such shoe or device and the procedures for dealing and shuffling the cards through use of this device are consistent with industry standards.

J. The Play.

1. There shall be two hands dealt in the game of minibaccarat one of which shall be denominated the “Player's Hand” and the other denominated the “Banker's Hand.”
2. At the commencement of each round of play, the dealer calling the game shall indicate “No More Bets.”
3. The dealer shall deal an initial four cards from the shoe. The first and third cards dealt shall constitute the first and second cards of the “Player's Hand.” The second and fourth cards dealt shall constitute the first and second cards of the “Banker's Hand.” The casino may deal the initial four cards in accordance with one of the following options. The Table Games Director must give appropriate written notice to the casino as to which option the dealers will utilize.

- a. The dealer shall remove cards from the shoe with his or her left hand, turn them face up and then place them on the appropriate area of the layout with his or her right hand. The first and third cards dealt shall be placed on the area designated for the "Player's Hand" and the second and fourth cards dealt shall be placed on the area designated for the "Banker's Hand;"
- b. The first and third cards dealt shall be placed face down on the area designated for the "Player's Hand" and the second and fourth cards dealt shall be placed face down underneath the right corner of the dealing shoe until the "Player's Hand" is called as provided for in Section J (The Play), at which time the second and fourth cards shall be turned face up and placed on the area designated for the "Banker's Hand;" or
- c. The first and third cards dealt shall be placed face down on the area designated for the "Player's Hand" and the second and fourth cards dealt shall be placed face down on the area designated for the "Banker's Hand." After all four cards have been dealt, the dealer shall place the "Banker's Hand" underneath the right corner of the dealing shoe until the "Player's Hand" is called, as provided for in Section J (The Play).
 - i. The dealer shall then hand the two cards of the "Player's Hand," face down, to the player with the highest wager on the "Player's Hand." After viewing the "Player's Hand," the player shall return the two cards, face up, to the dealer, who shall place the cards face up on the area designated for the "Player's Hand" and announce the Point Count of the "Player's Hand" in accordance with Section J (The Play).
 - ii. The dealer shall then hand the two cards of the "Banker's Hand," face down, to the player with the highest wager on the "Banker's Hand." After viewing the "Banker's Hand," the player shall return the two cards, face up, to the dealer, who shall place the cards face up on the area designated for the "Banker's Hand" and announce the Point Count of the "Banker's Hand" in accordance with Section J (The Play).
 - iii. Any third card required to be dealt to the "Player's Hand" pursuant to Section K (Rules for Determining Whether Third Card Shall be Dealt) shall be placed face down on the area designated for the "Player's Hand." The dealer shall then hand the card, face down, to the player who was

handed and returned the “Player's Hand.” After viewing the card, the player shall return the card face up to the dealer, who shall place the card face up on the area designated for the “Player's Hand.”

- iv. Any third card required to be dealt to the “Banker's Hand” pursuant to Section K (Rules for Determining Whether Third Card Shall be Dealt) shall be placed face down on the area designated for the “Banker's Hand.” The dealer shall then hand the card, face down, to the player who was handed and returned the “Banker's Hand.” After viewing the card, the player shall return the card face up to the dealer, who shall place the card face up on the area designated for the “Banker's Hand.”
 - v. If two or more players offer to wager an equally high amount on the “Player's Hand,” the player making such wager who is closest to the dealer moving counterclockwise around the table shall be handed the “Player's Hand” and any third card required to be dealt. If two or more players offer to wager an equally high amount on the “Banker's Hand,” the player making such wager who is closest to the dealer moving counterclockwise around the table shall be handed the “Banker's Hand” and any third card required to be dealt pursuant to Section K (Rules for Determining Whether Third Card Shall be Dealt).
4. After the dealer positions the cards in accordance with Subsection (3)(a) or Subsection (3)(b) above, the dealer shall announce the Point Count of the “Player's Hand” and then the “Banker's Hand.” If the dealer positions the cards in accordance with Subsection (3)(c) above, the Point Counts of the “Player's Hand” and “Banker's Hand” shall be announced as provided therein.
 5. Following the announcement of the Point Counts of each hand, the dealer shall determine whether to deal a third card to each hand which instructions shall be in conformity with the requirements of Section K (Rules for Determining Whether Third Card Should Be Dealt).
 6. If the dealer positions the cards in accordance with Subsection (3)(a) or Subsection (3)(b) above, any third card required to be dealt shall first be dealt face upwards to the “Player's Hand” and then to the “Banker's Hand” by the dealer. If the dealer positions the cards in accordance with

Subsection (3)(c) above, any third cards required to be dealt shall be dealt as provided therein.

7. In no event shall more than one additional card be dealt to either hand.
8. Whenever the cutting card appears during play, the cutting card will be removed and placed to the side and the hand will be completed. Upon completion of that hand, the dealer calling the game shall indicate "Last Hand." At the completion of the last hand, no more cards will be dealt until the reshuffle occurs.

K. Rules for Determining Whether Third Card Shall Be Dealt.

1. If the Point Count of either the "Player's Hand" or the "Banker's Hand" after the initial two cards are dealt to each is an 8 or 9 (which shall be called a "natural"), no more cards shall be dealt to either hand.
2. If the Point Count of the "Banker's Hand" on the first two cards is 0 to 7 inclusive, the "Player's Hand" shall draw (that is, take a third card) or stay (that is, not take a third card) in accordance with the requirements of Table 1 below.

TABLE 1

Player Having	Third Card Determination
0 to 5	Draws
6 to 9	Stays

3. The "Banker's Hand" shall draw (that is, take a third card) or stay (that is, not take a third card) in accordance with the requirements of Table 2 below.

TABLE 2

		Third Card Drawn by Player's Hand										
		If No Third	0	1	2	3	4	5	6	7	8	9
	0											
	1			BANKER'S HAND DRAWS								
	2											
POINT COUNT	3	D	D	D	D	D	D	D	D	D	S	D
OF	4	D	S	S	D	D	D	D	D	D	S	S
BANKER'S	5	D	S	S	S	S	D	D	D	D	S	S
HAND	6	S	S	S	S	S	S	S	D	D	S	S
	7											
	8			BANKER'S HAND STAYS								
	9											

4. The first vertical column in Table 2 labeled “Point Count of Banker's Hand” shall refer to the Point Count of the “Banker's Hand” after the first two cards have been dealt to it.
5. The first horizontal column at the top of Table 2 labeled “Third Card Drawn by Player's Hand” shall refer to the value of the third card drawn by the “Player's Hand” as distinguished from the Point Count of the “Player's Hand.”
6. The letter “D” used in Table 2 shall mean that the “Banker's Hand” must draw a third card and the letter “S” used in Table 2 shall mean that the “Banker's Hand” must stay (that is, not draw a third card).
7. The method of using Table 2 shall be to find the Point Count of the “Banker's Hand” in the first vertical column and trace that horizontally across the table until it intersects the third card drawn by the “Player's Hand.” The box at which such intersection takes place will show whether the “Banker's Hand” shall draw a third card or stay. For example, if the Point Count of the “Banker's Hand” after two cards is 5 and the value of the third card drawn by the “Player's Hand” is 4, the table shows that the “Banker's Hand” shall draw a third card.

L. Announcement of Result of Round and Payment and Collection of Wagers.

1. After each hand has received all the cards to which it is entitled pursuant to Section J (The Play) and Section K (Rules for Determining Whether Third Card Should Be Dealt), the dealer shall announce the final Point Count of each hand indicating which hand has won the round. If two hands have equal Point Counts, the dealer shall indicate “Tie Hand.”
2. After the result of the round is announced, the dealer responsible for the wagers on the table shall first collect each losing wager. The dealer shall, in accordance with one of the following procedures, pay each winning wager and collect or mark any vigorish or commission owed pursuant to Section M (Payout Odds).
 - a. Starting at the highest numbered player position at which a winning wager is located and proceeding in descending order to each next highest numbered player position, the dealer shall first pay each winning wager and then, returning to the highest numbered player position at which a winning wager was located and proceeding in like order, mark or collect the vigorish owed by each player;

- b. Starting at the highest numbered player position at which a winning wager is located and proceeding in descending order to each next highest numbered player position, the dealer shall first mark or collect the vigorish owed by each player and then, returning to the highest numbered player position at which a winning wager is located and proceeding in like order, pay each winning wager;
 - c. Starting at the highest numbered player position at which a winning wager is located, the dealer shall pay that player's winning wager and immediately thereafter mark or collect the vigorish owed by that player and then, proceeding in descending order to the next highest numbered player position at which a winning wager is located, repeat this procedure until each winning wager is paid and the vigorish owed by each player is either marked or collected; or
 - d. Starting at the highest numbered player position at which a winning wager is located, the dealer shall mark or collect the vigorish owed by that player and immediately thereafter pay that player's winning wager and then, proceeding in descending order to the next highest numbered player position at which a winning wager is located, repeat this procedure until the vigorish owed by each player is either marked or collected and each winning wager is paid.
- 3. At the conclusion of a round of play, all cards on the layout shall be picked up by the dealer and placed in the discard rack, in order and in such a way that they can be readily arranged to indicate the "Player's Hand" and the "Banker's Hand" in case of question or dispute.
 - 4. No player or spectator shall handle, remove or alter any cards used to game at minibaccarat and no dealer or other casino employee or casino key employee shall permit a player or spectator to engage in such activity.

M. Payout Odds.

- 1. A winning wager made on the "Player's Hand" shall be paid off by a casino at odds of 1 to 1.
- 2. A winning tie bet shall be paid off by a casino at odds of at least 8 to 1 (these odds may also be referred to as "9 for 1").

3. Except as otherwise provided in (4) and (5) below, a winning wager made on the “Banker's Hand” shall be paid off by a casino at odds of 1 to 1, except that the casino may extract a commission known as “vigorish” from the winning player in an amount equal to, in the casino's discretion, no more than twenty percent of the amount won.
 - a. When collecting the vigorish, the casino may round up the vigorish to the nearest dollar or up to the denomination of the gaming chip.
 - b. A casino may collect the vigorish from a player at the time the winning payout is made or may defer it to a later time; provided, however, that all outstanding vigorish shall be collected prior to reshuffling the cards in a shoe. The amount of any vigorish not collected at the time of the winning payouts shall be evidenced by the placing of a coin or marker button containing the amount of the vigorish owed in a rectangular space in front of the dealer on the layout imprinted with the number of the player owing such vigorish. The coin or marker button shall not be removed from the layout until the vigorish owed is collected or documented in accordance with applicable procedures.
 - c. All deferred vigorish shall be collected or documented in accordance with applicable procedures when each shoe of cards is completed or when the player leaves the gaming table, whichever occurs first.
4. A casino may, in its discretion, charge every player at a minibaccarat table a vigorish up to 25 percent of the player's wager on the “Banker's Hand” if the Point Counts of the “Banker's Hand” and the “Player's Hand” are equal. The vigorish authorized by this subsection shall be collected at the end of the round of play and prior to any cards being dealt for the next round of play. If a casino elects to charge the vigorish authorized by this subsection, the vigorish otherwise required by (3) above shall not be collected.
5. Each casino shall provide notice of any change in the type of vigorish being charged or any increase in the percentage of vigorish being charged at each minibaccarat table, in accordance with applicable player notice provisions for table games. The type and percentage of vigorish charged at a minibaccarat table shall apply to all players at that table.
6. Notwithstanding (3) through (5) above, a casino may, in its discretion, pay a winning wager made on the “Banker's Hand” at odds of 1 to 1 and not collect any vigorish from the winning player provided that any winning

wager on a “Banker's Hand” that has a Point Count of six shall be paid off by the casino at odds of 1 to 2. Any casino that elects to offer this “no vigorish” variation of the game of minibaccarat shall comply with all applicable player notice provisions for table games.

N. Irregularities.

1. A third card dealt to the “Player's Hand,” when no third card is authorized by these regulations, shall become the third card of the “Banker's Hand” if the “Banker's Hand” is obliged to draw by the table in Section K (Rules for Determining if Third Card Should Be Dealt). If, in such circumstances, the “Banker's Hand” is required to stay, the card dealt in error shall become the first card of the next hand unless it has been disclosed. In such case, the disclosed card and an additional number of cards equal to the amount on this card shall be drawn face upwards from the shoe and placed in the discard rack. This is referred to as a “burn card” procedure.
2. A card drawn in error from the shoe, if not disclosed, shall be used as the first card of the next hand of play. If the card has been disclosed, a “burn card” procedure as described in (1) above, shall be implemented.
3. All cards found face upwards in the shoe shall not be used in the game and shall be placed in the discard rack, along with an additional amount of cards drawn face upwards, which agrees with the number on the cards found face upwards in the shoe.
4. If there are insufficient cards remaining in the shoe to complete a round of play, that round shall be void and a new round shall commence after the entire set of cards are reshuffled and placed in the shoe.
5. The dealer or floorperson assigned to the table may require any player to relinquish the right to turn over the cards pursuant Section J (The Play), if the player unreasonably delays the game or violates any applicable gaming laws or policies. Whenever the voluntary or compulsory relinquishment of that right occurs, the dealer shall offer it to the player immediately to the right of the previous player, and, if he or she does not accept it or there is no player in that position, the dealer shall offer it to each of the other players in turn counterclockwise around the table for the remainder of that round of play. If no player accepts the cards, the dealer shall turn the cards over and place them on the designated areas of the layout.

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.

*Adopted by Business Committee Resolution #02-11-04-B
Amended by Business Committee Resolution #04-21-04-C
Amended by Business Committee Resolution 08-30-06-N*

XI. POKER.

A. Definitions.

1. “All-in” means an action by which a player who has no funds remaining on the poker table to continue betting in a round of play but who still retains the right to contend for that portion of the pot in which the player has already placed a bet.
2. “Ante” means a predetermined bet which each player is required to make in some poker games prior to any cards being dealt in order to participate in the round of play.
3. “Bet” means an action by which a player places gaming chips into the pot on any betting round.
4. “Betting round” means a complete betting cycle in a hand of poker after all players have called, folded or gone all-in.
5. “Blind bet” means a mandatory bet in some poker games which only players sitting in specific betting positions at the poker table shall be required to place prior to looking at any cards.
6. “Burning” means taking a card from the top of a deck and discarding it face down, so that the card is not in play and the identity of the card remains unknown.
7. “Button” means an object which is moved clockwise around the table to denote an imaginary dealer and thereby determine the betting and dealing sequence.
8. “Call” means a bet made in an amount equal to the immediately preceding bet.
9. “Check” means that a player waives the right to initiate the betting in a betting round but retains the right to act if another player initiates the betting.
10. “Common card” means, in any game of stud poker, a card which is dealt face upward if there are insufficient cards left in the deck to deal each player a card individually and which can be used by all players at the showdown.

11. “Community card” means any card which is dealt face upward and which can be used by all players to form their best hand.
12. “Cover card” means a yellow or green plastic card used during the cut process and then to conceal the bottom card of the deck.
13. “Draw” means, in any game of draw poker, an exchange by a player of cards held in his or her hand, after the initial round of betting, for an equal number of new cards from the deck.
14. “Fold” means the withdrawal of a player from a round of play by discarding his or her hand of cards during a betting round and refusing to equal a bet, which results in the player’s forfeit of any previous bets in the betting round.
15. “Forced bet” means a bet which is required to start the betting on the first betting round.
16. “Fouled hand” means a hand that either has an improper number of cards or has come into contact with other cards in such a way as to render it impossible to determine accurately which cards are contained in the hand.
17. “High” means a form of poker in which the highest ranking hand in accordance with Section C (Poker Rankings) wins the pot.
18. “High-low split” means a form of poker in which the highest and lowest ranking hands in accordance with Section C (Poker Rankings) split the pot.
19. “Hole card” means any card dealt to a player face down.
20. “Low” means a form of poker in which the highest ranking low hand in accordance with Section C (Poker Rankings) wins the pot.
21. “Opening bet” means the first bet in a round of play.
22. “Pot” means the amount which is awarded to the winning player or split between the winning players at the conclusion of a round of play and is equal to the total amount anted and bet by the players during the round of play, less any rake extracted pursuant to Section N (Poker Revenue) and less any Jackpot Fund extracted pursuant to Section O (Jackpot Fund).
23. “Protected hand” means a hand of cards which the player is physically holding or has placed under one or more gaming chips.

24. “Raise” means a bet in an amount greater than the immediately preceding bet in that betting round.
25. “Rake” means the amount collected by the dealer as poker revenue in accordance with Section N (Poker Revenue).
26. “Round of play” means, for any game of poker, the process by which cards are dealt, bets are placed and the winner(s) of the pot is determined and paid in accordance with these rules.
27. “Showdown” means the action of revealing the hands of each player in order to determine who shall win the pot.
28. “Side pot” means a separate pot formed when one or more players are All-in, and there are players who continue to bet after the All-in players have finished betting.
29. “Stub” means the remaining portion of the deck after all cards in a round of play have been dealt.
30. “Up-card” means, in a game of stud poker, any card dealt to a player face up.
31. “Washing” or “Chemmy Shuffle” means mixing cards face down on the table with a circular motion of the hands.

B. Equipment, Cards, and Number of Decks.

1. Poker shall be played with one deck of cards with backs of the same color and design and one cover card. 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. Two decks of cards shall be maintained for use at each poker table at all times. Each deck maintained at the poker table shall be visually distinguishable in some manner from the other deck.
2. Each deck of cards maintained at the poker table may be rotated in and out of play. All decks opened for use on a poker table shall be rotated at least every six hours.
3. The layout for a poker table shall contain, at a minimum:
 - a. The name or trade name of the casino licensee offering the game;
and

- b. A designated holding area located to the right of the dealer for the collection of the rake prior to final placement of the rake in the drop box.
- 4. Each poker table shall have a designated area for the placement of at least one deck of cards. This area may be part of the table inventory container.
- 5. Each poker table shall have a drop box and a tip box attached to it on the same side of the gaming table as, but on opposite sides of, the dealer. If applicable, the jackpot box is to be located on the side with the tip box.
- 6. If an automated card shuffling device is being used, a casino shall use both decks of cards, and:
 - a. The backs of the cards in the two decks shall be of different colors;
 - b. One deck shall be shuffled by the automated card shuffling device while the other deck is being dealt or used to play the game; and
 - c. Both decks shall be continuously alternated in and out of play, with each deck being used for every other round of play.

C. Poker Rankings.

- 1. The permissible high poker hands in poker games that result in a five card hand, in order of highest to lowest rank, shall be:
 - a. “Royal flush” is a hand consisting of an ace, king, queen, jack and ten 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 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;
 - 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 (e.g., queen, king, ace, two, three). Notwithstanding the foregoing, an ace may be used to complete a “straight flush” or a “straight” formed with, as applicable, a two and three (in a three card poker hand) or a two, three, four and five (in a five card poker hand);
 - g. “Three-of-a-kind” is a 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;
 - 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
 - i. “One pair” is a hand containing 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.
2. The permissible high poker hands in poker games that result in a three card hand, in order of highest to lowest rank, shall be:
- a. “Royal flush” is a hand consisting of an ace, king and queen of the same suit;
 - b. “Straight flush” is a hand consisting of three cards of the same suit in consecutive ranking, with king, queen and jack being the highest ranking straight flush and a three, two and ace being the lowest ranking straight flush;
 - c. “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;
 - d. “Straight” is a hand consisting of three cards of consecutive rank, regardless of suit, with an ace, king and queen being the highest

ranking straight and a three, two and ace being the lowest ranking straight; provided, however, that an ace may not be combined with a king and two for purposes of determining a winning hand;

- e. “Flush” is a hand consisting of three cards of the same suit; and
- f. “One pair” is a hand containing 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. The ranking of a low poker hand in poker games that result in a five card hand shall be the inverse of the rankings for a high poker hand as set forth in (1) above. The ranking of a low poker hand in poker games that result in a three card hand shall be the inverse of the rankings for a high poker hand as set forth in (2) above.
- 4. The rank of the cards used in all types of poker other than low 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. The rank of the cards used in low poker, for the determination of winning hands, in order of highest to lowest rank, shall be: ace, two, three, four, five, six, seven, eight, nine, 10, jack, queen and king. All suits shall be considered equal in rank.
- 5. When comparing two hands which are of identical poker hand rank pursuant to the provisions of this section, as applicable, or which contain none of the poker hands authorized for that game, the hand which contains the highest ranking card, 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 tied and the pot shall be equally divided among the players with the tied hands.
- 6. In all games of poker, a hand shall be ranked according to the cards actually contained therein and not by the player's opinion or statement of its value.

D. Opening the Table for Gaming.

- 1. Each gaming day, decks of cards shall be distributed among all open poker tables in a manner determined by the poker shift supervisor or supervisor thereof.

2. After receiving the decks of cards at the table, the dealer shall sort and inspect the cards and the floorperson or supervisor thereof shall verify the inspection.
3. Following the inspection of the cards by the dealer and the verification by the floorperson or supervisor thereof, the cards shall be spread out face up on the table for visual inspection by the first two players to be seated at the table. The cards shall be spread out according to suit and in sequence.
4. Immediately prior to the commencement of play and not before a minimum of two players are afforded an opportunity to visually inspect the cards from each deck at the table, each deck shall be separately turned face down on the table, mixed thoroughly by a “washing” or “chemmy shuffle” of the cards and stacked. Each deck of cards shall be shuffled in accordance with Section E (Shuffle and Cut of the Cards).
 - a. If an automated shuffling device is not being used, one of the decks shall be cut in accordance with Section E (Shuffle and Cut of the Cards) and the other deck shall be stored in a designated area.
 - b. If an automated shuffling device is being used, one of the decks shall be cut in accordance with Section E (Shuffle and Cut of the Cards) and the other deck shall be placed or left in the automated shuffler for the next round of play.

E. Shuffle and Cut of the Cards.

1. Immediately prior to commencement of play and after the completion of each round of play, the dealer shall shuffle the entire deck of cards, either manually or by use of an automated card shuffling device, so that they are randomly intermixed. Upon completion of the shuffle, the dealer or device shall place the deck of cards in a single stack.
2. After the cards have been shuffled, stacked, and placed on the table in front of the dealer, the dealer shall, using one hand, cut the deck by:
 - a. Placing the cover card on the table in front of the deck of cards;
 - b. Taking a stack of at least 10 cards from either end of the deck and placing them on top of the cover card; and
 - c. Then 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 (2)(b) above.

3. 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.
4. When there is no gaming activity at a poker table, each deck of cards at the table 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 at least two players have arrived at the table. After the first two players are afforded an opportunity to visually inspect the decks of cards, the procedures outlined in Subsection (D)(3) shall be followed.

F. Poker Overview and General Dealing Procedures for All Types of Poker.

1. Poker shall be conducted in a separate and distinct area of the casino floor.
2. Poker shall be played by a minimum of two players and a maximum of 11 players. Poker shall be dealt by a dealer at a poker table. For all types of poker set forth in Section H (Types of Permissible Poker Games), the dealer shall not participate in the playing or outcome of the game in any way except as otherwise authorized in these rules.
3. A player shall bet on the cards that the player holds in his or her hand. All bets by a player shall be placed by the dealer in the designated area of the table known as the pot. A player may be required to ante or place a blind bet prior to the receipt of any cards. After each round of cards is dealt, a betting round shall be conducted. Each player shall decide whether to continue contending for the pot by checking, calling or raising the bet of the other players.
4. The object of the game shall be for a player to win the pot either by making a bet that no other player elects to call, or by having the hand of highest rank at the showdown in accordance with the provisions of Section C (Poker Rankings). If two or more players are still in contention for a pot after all cards have been dealt and the final betting round has been completed, there shall be a showdown among the players still in contention to determine which player has the hand of highest rank. Based on the type of poker being played, the winning player may be the player who holds the highest ranking high poker hand, the highest ranking low poker hand or both the highest ranking high and low poker hands.
5. The following procedures shall be utilized by the dealer when dealing the game of poker:

- a. The dealer shall choose the hand in which he or she will hold the cards. Once the dealer has chosen a hand, the dealer must use that hand whenever holding the cards. The cards held by the dealer shall, at all times, be held in front of the dealer, as level as possible and over the poker table. If during a round of play, the deck must be set down to handle a transaction, the dealer shall place a marker button on top of the deck until the transaction has been completed.
- b. The dealer shall verbalize or physically indicate the action which is occurring at the poker table with regard to the conduct of the game and instruct each player as to his or her various turns to act and options.
- c. All burn cards shall be kept separate from the pile of discarded cards.
- d. Unless an automatic card shuffler is used, the stub or deck must be counted at least once every hour in order to determine that the correct number of cards are present. If this count reveals an incorrect number of cards, the deck shall be removed from the table.
- e. At the completion of a round of play, the dealer shall award the pot to the winning player or players after a showdown or to the last remaining player if all other players have folded. Prior to pushing the pot to the winner and collecting the winning hand, the dealer shall first collect the cards from all losing players.
- f. The dealer shall collect the rake in accordance with Section N (Poker Revenue).

G. Bets.

1. All bets at Poker shall be made by placing gaming chips in the pot.
2. Depending upon the particular type of poker game being dealt, a player may be required to:
 - a. Place an ante prior to receiving any cards;
 - b. Place a predetermined blind bet prior to receiving any cards; or
 - c. Place a forced bet to initiate a betting round based on that player's up-card.

3. A player may only participate in the betting during a round of play with the gaming chips, or currency which were already on the poker table in front of the player when the round of play commenced.
 - a. A player may only add to his or her gaming chips or currency between rounds of play and may not remove any of his or her gaming chips or currency from the poker table at any time during ongoing play.
 - b. Currency which is available for use by a player pursuant to the requirements of this Section may be utilized to initiate, call or raise a bet if such currency is expeditiously converted into gaming chips by the dealer.
 - c. In order to participate in a round of play, a player shall be required to have an amount of gaming chips or currency available on the poker table prior to the start of the round of play which is sufficient to make any bet required by Subsection (3) above and at least one bet at the posted table minimum.
 - d. A player who satisfies the requirements of Subsection (3)(c) above but who depletes his or her funds on the poker table prior to the completion of a round of play shall be deemed to be “all-in.”
 - i. An “all-in” player shall retain financial interest in the outcome of the round of play, but shall only be eligible to win the amount of the pot to which he or she contributed; and
 - ii. An “all-in” player shall continue to receive any cards to which he or she would normally be entitled; and
 - iii. Betting shall continue unimpeded among the other players by generating a separate secondary pot which only those players shall be eligible to win (“side pot”).
4. A verbal statement of “fold,” “check,” “call,” “raise,” or an announcement of a specific size bet by a player, assuming it is within the rules of the poker game being played and the posted table betting limits, shall be binding on the player if it is that player's turn to act.
5. A player who announces a bet or raise of a certain amount but places a different amount of gaming chips in the pot shall be required to correct his

or her bet or raise to the announced amount in accordance with the instructions of the dealer.

6. A player shall be considered to have placed a bet if the player:
 - a. Pushes gaming chips or currency forward to indicate the intent of placing a bet; or
 - b. Releases gaming chips or currency into the pot; or
 - c. Releases gaming chips or currency at a sufficient distance from the player and towards the pot to make it obvious that it is intended as a bet.
7. A player shall not be permitted to make a bet and thereafter attempt to increase the amount of that bet, subject to the following:
 - a. If the player wishes to add an additional amount to the bet, the player must indicate at the time the bet is being made that the bet is not yet complete.
 - b. A player who puts the proper amount of gaming chips into the pot to call a bet, without indicating his or her intention to raise, may not thereafter raise the previous bet.
 - c. Subject to the posted table betting limits, a player who announces “raise” may continue to bet until both of his or her hands come to rest in front of the pot.
8. It shall be the dealer's responsibility to ensure that no player touches any of the gaming chips once placed into the pot.
9. Unless a raise has been verbally announced by that player, a player who puts into the pot a single gaming chip that is larger than required is assumed to have only called the preceding bet and to be awaiting change from the dealer.
10. Unless specifically posted to the contrary, a player shall be permitted to raise after he or she has previously checked in a betting round.
11. The casino may limit the number of raises permitted in a betting round depending on the number of players participating in a the game.

H. Types of Permissible Poker Games. A casino may offer the following types of poker games:

1. Seven-card stud (high, high-low split and high-low split eight or better);
2. Hold 'Em (high);
3. Omaha (high, high-low split eight or better);
4. Five-card draw (high and low); and
5. Five-card stud (high).

I. Seven-Card Stud Poker.

1. Each casino shall be required to observe the procedures set forth in this section for each game of seven-card stud high, seven-card stud high-low split or seven-card stud high-low split eight or better poker offered in its casino room or casino simulcasting facility.
2. Each seven-card stud poker table shall be restricted to a maximum of eight players as determined by the casino. Each player who elects to participate in a round of play may be required to place an ante. The rule governing the placement of a forced bet and the amount of the forced bet, if any, shall be posted on a sign at each poker table.
3. Starting with the first player to the left of the dealer and continuing in a clockwise rotation around the poker table, the dealer shall deal two rounds of cards face down and one round of cards face up to each player.
4. Once each player has received three cards in accordance with (3) above, the first betting round shall commence by comparing the up-card of each player. An ace shall be considered the highest ranking card in determining the forced bet. For the purposes of this subsection only, in the event that two or more up-cards are of the same rank, the up-cards shall then be ranked by suit, with the highest to lowest ranked suits in order as follows: spades, hearts, diamonds, clubs. A forced bet shall be placed by:
 - a. For high poker, the player with the lowest ranked up-card;
 - b. For high-low split poker, the player with the highest ranked up-card. For this purpose, an ace shall be considered ranked below a two; and

- c. For high-low split eight or better poker, the player with the lowest ranked up-card. For this purpose, an ace shall be considered the highest ranking card.
5. Following the placement of the forced bet required by (4) above, each subsequent player may, proceeding in a clockwise rotation from the player who placed the forced bet, fold, call or raise the bet. After the last player has responded to the most recent bet, the betting round shall be considered complete.
6. Upon completion of the first betting round, the dealer shall burn the top card of the deck and then, starting with the first remaining player to his or her left, deal a fourth card face up to each player who has not folded. The next betting round shall commence as follows:
 - a. The player with the highest ranking poker hand showing shall be required to bet or check; or
 - b. If the highest ranking poker hand showing is held by two or more players, the player closest to the left of the dealer shall be required to bet or check.
7. Following the initial bet or check required by (6) above, each subsequent player, proceeding in a clockwise rotation, may fold, call, raise or, if the preceding players have not made a bet, check. Each player may check until a bet has been made. Once a bet has been made, the next player in a clockwise rotation may fold, call or raise. After the last player has responded to the most recent bet, the betting round shall be considered complete.
8. The dealer shall then deal two additional rounds of cards face up and one round of cards face down to each player who has not folded, with each such round followed by a betting round conducted in accordance with the provisions of (6) and (7) above. Prior to each round of cards being dealt, the dealer shall burn the top card of the deck. If insufficient cards remain in the deck to give each remaining player a seventh and final card, the top card of the deck shall be burned and a common card shall be dealt face up in the center of the table. If there is one or less cards remaining in the deck, the dealer shall shuffle the burn cards, burn a card and then deal the common card.
9. If more than one player remains in the round of play after the final betting round has been completed, a showdown shall be used to determine the winner of the pot. Each player remaining in the game shall form a five

card poker hand from the seven cards which he or she was dealt. This five card hand shall constitute the poker hand of that player at the showdown. The winner of the pot shall be:

- a. In high poker, the player with the highest ranking five card high hand;
 - b. In high-low split poker or high-low split eight or better poker, the pot will be divided equally between the player with the highest ranking five card high hand and the player with the highest ranking five card low poker hand, subject to the provisions below.
 - i. If a pot cannot be divided equally, the excess amount, which shall not exceed \$1.00, shall be given to the player with the highest ranking high hand.
 - ii. If a tie exists between two or more players for the highest ranking high hand, the high hand share of the pot shall be divided equally among the tied players. If the high hand share of the pot cannot be divided equally among the tied players, the excess, which shall not exceed \$1.00, shall be given to the player with the highest ranking high poker card by suit.
 - iii. If a tie exists between two or more players for the highest ranking low hand, the low hand share of the pot shall be divided equally among the tied players. If the low hand share of the pot cannot be divided equally among the tied players, the excess, which shall not exceed \$1.00, shall be given to the player with the lowest ranking low poker card by suit.
 - iv. For purposes of this Subsections (ii) and (iii) above, the cards shall be ranked by suit with the highest to lowest ranked suit in order as follows: spades, hearts, diamonds and clubs.
10. In seven-card stud high-low split eight or better poker, a winning low hand may not contain any pairs or a nine, 10, jack, queen or king. This defines the qualifying clause known as “eight or better.” In the event that none of the hands of the remaining players satisfies this requirement, the entire pot shall be awarded to the player with the highest ranking high hand.

11. In seven-card stud high-low split poker and seven card stud high-low split eight or better poker, the player may form two different hands of five cards each out of the player's seven available cards, enabling that player to contend for both the high hand and low hand share of the pot. A player may use the same five card grouping to make a high poker hand and a low poker hand. For example:
 - a. A hand consisting of a two, three, four, five and six would qualify as a straight for purposes of the high hand and as a high ranking low hand; or
 - b. A hand consisting of five cards of the same suit, none higher than an eight, would qualify as a flush for purposes of the high hand and as a high ranking low hand.
12. In seven-card stud high-low split poker and seven-card stud high-low split eight or better poker, an ace may be used concurrently as a low card to satisfy a low hand and as a high card to satisfy a high hand.

J. Hold 'em Poker.

1. Each casino shall be required to observe the procedures set forth in this section for each game of hold 'em high poker. Hold 'em poker shall be played to determine a winning high hand only.
2. Each hold 'em poker table shall be restricted to a maximum of eleven players. Each player who elects to participate in a round of play may be required to place an ante. The rule governing the placement of an ante and the amount of the ante, if any, shall be posted on a sign at each poker table.
3. The order in which the cards shall be dealt and the order in which players shall be required or have the option to bet shall be determined as follows:
 - a. A flat disk called the "button" shall be used to indicate an imaginary dealer;
 - b. At the commencement of play, the button shall be placed in front of the first player to the right of the dealer; and
 - c. Thereafter, the button shall rotate around the table in a clockwise manner after each round of play.
4. The player to the immediate left of the button shall be required to initiate the first betting round by placing a blind bet in accordance with the posted

table requirements. A casino may require additional blind bets to be made immediately subsequent to the initial blind bet. The amount and number of all blind bets required by the casino shall be posted on a sign at each poker table.

5. Starting with the player to the immediate left of the button and continuing in a clockwise rotation around the poker table, the dealer shall deal two rounds of cards face down to each player, with the player with the button being the last player to receive a card each time.
6. Following the placement of the blind bet(s), each player shall in turn, in a clockwise rotation around the poker table, either fold, call or raise the bet. The option to raise shall also apply to the player who made the blind bet(s). After the last player has responded to the most recent bet, the betting round shall be considered complete.
7. The dealer shall then burn the top card of the deck and proceed to deal three community cards face up in the center of the table. The next betting round shall commence with the option to bet or check belonging to the first player to the left of the button who has not folded. Each subsequent player may, in clockwise rotation, fold, call, raise the bet or, if preceding players have not made a bet, make an opening bet or check. The betting round shall be considered complete when each player has either folded or called in response to the most recent bet.
8. Upon completion of the betting round required by (7) above, the dealer shall again burn the top card of the deck and then deal a fourth community card face up in the center of the table. The next betting round shall be commenced and completed in accordance with the requirements of (7) above.
9. Upon completion of the betting round required by (8) above, the dealer shall again burn the top card of the deck and then deal a fifth and final community card face up in the center of the table. The final betting round shall be commenced and completed in accordance with the requirements of (7) above.
10. If more than one player remains in the round of play after the final betting round has been completed, a showdown shall be used to determine the winner of the pot. Each player remaining in the game shall form his or her highest ranking five card high poker hand by using, in any combination, his or her own two cards and the five community cards available on the table. The winner of the pot shall be the player with the highest ranking five card high poker hand. If the highest ranking five card high poker

hand that each of the remaining players can form is comprised of the five community cards, all players remaining in the round of play shall share equally in the pot.

11. In hold ‘em poker, an optional kill or half- kill may be offered. The optional kill or half-kill goes into effect when one player wins the pot for two consecutive rounds of play.
 - a. In “Half-kill,” the betting limits are increased by one-half the posted table betting limits for the next hand and remain in effect until a pot is won by another player.
 - b. In “Kill,” the betting limits are twice the posted table betting limits for the next hand and remain in effect until a pot is won by another player.

A kill button, indicating the kill or half-kill is in effect, shall be placed in front of the player who wins the two pots in a row, provided that the amount of the pot is an established dollar amount or multiple of the minimum permissible bet for the hand, as determined by the casino. In the succeeding hand, the player shall be required to place no more than one blind bet in the amount of the increased permissible minimum bet for the hand, notwithstanding that the player may be required to place a blind bet to initiate the first round of betting. The kill or half-kill shall remain in effect until a pot is won by another player. Once a pot is won by another player, the dealer shall collect the kill button.

K. Omaha Poker.

1. Each casino shall be required to observe the procedures set forth in this section for each game of omaha high and omaha high-low split eight or better poker.
2. Each omaha poker table shall be restricted to a maximum of 10 players. Each player who elects to participate in a round of play may be required to place an ante. The rule governing the placement of an ante and the amount of the ante, if any, and the kill or half-kill option, if offered, shall be posted on a sign at each poker table.
3. The order in which the cards shall be dealt and the order in which players shall be required or have the option to bet shall be determined as follows:
 - a. A flat disk called the “button” shall be used to indicate an imaginary dealer;

- b. At the commencement of play, the button shall be placed in front of the first player to the right of the dealer; and
 - c. Thereafter, the button shall rotate around the table in a clockwise manner after each round of play.
4. Starting with the player to the immediate left of the button and continuing in a clockwise rotation around the poker table, the dealer shall deal four rounds of cards face down to each player with the player with the button being the last player to receive a card each round.
 5. After each player is dealt four cards face down, the player to the immediate left of the button shall be required to initiate the first betting round by placing a blind bet in accordance with the posted table requirements. A casino may require additional blind bets to be made immediately subsequent to the initial blind bet. The amount and number of all blind bets required by the casino shall be posted on a sign at each poker table.
 6. Following the placement of the blind bet(s), each player shall in turn, in a clockwise rotation around the poker table, either fold, call or raise the bet. The option to raise shall also apply to the player who made the blind bet(s). After the last player has responded to the most recent bet, the betting round shall be considered complete.
 7. The dealer shall then burn the top card of the deck and proceed to deal three community cards face up in the center of the table. The next betting round shall commence with the option to bet or check belonging to the first player to the left of the button who has not folded. Each subsequent player may, in clockwise rotation, fold, call, raise the bet or, if preceding players have not made a bet, make an opening bet or check. The betting round shall be considered complete when each player has either folded or called in response to the most recent bet.
 8. Upon completion of the betting round required by (7) above, the dealer shall again burn the top card of the deck and then deal a fourth community card face up in the center of the table. The next betting round shall be commenced and completed in accordance with the requirements of (7) above.
 9. Upon completion of the betting round required by (8) above, the dealer shall again burn the top card of the deck and then deal a fifth and final community card face up in the center of the table. The final betting round shall commence with the option to bet or check belonging to the first

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

10. If more than one player remains in the round of play after the final betting round has been completed, a showdown shall be used to determine the winner of the pot. Each player remaining in the game shall form a five card poker hand by using two of the four cards dealt to the player and three of the five community cards. This five card hand shall constitute the poker hand of the player at the showdown. The winner of the pot shall be:
 - a. In omaha high poker, the player with the highest ranking five card high poker hand; or
 - b. In omaha high-low split eight or better poker, the pot will be divided equally between the player with the highest ranking five card high poker hand and the player with the highest ranking five card low poker hand, subject to the provisions below.
 - i. If a pot cannot be divided equally, the excess amount, which shall not exceed \$1.00, shall be given to the player with the highest ranking high hand.
 - ii. If a tie exists between two or more players for the highest ranking high hand, the high hand share of the pot shall be divided equally among the tied players. If the high hand share of the pot cannot be divided equally among the tied players, the excess, which shall not exceed \$1.00, shall be given to the player with the highest ranking high poker card by suit.
 - iii. If a tie exists between two or more players for the highest ranking low hand, the low hand share of the pot shall be divided equally among the tied players. If the low hand share of the pot cannot be divided equally among the tied players, the excess, which shall not exceed \$1.00, shall be given to the player with the lowest ranking low poker card by suit.
 - iv. For purposes of this subsection, the cards shall be ranked by suit with the highest to lowest rank suit in order as follows: spades, hearts, diamonds and clubs.

- v. Straights and flushes shall not be considered for purposes of determining a winning hand at low poker.
11. In omaha high-low split eight or better poker, a winning low hand may not contain any pairs or a nine, 10, jack, queen or king. This defines the qualifying clause known as “eight or better.” In the event that none of the hands of the remaining players satisfies this requirement, the entire pot shall be awarded to the player with the highest ranking high hand.
 12. The following rules shall only apply in omaha high-low split eight or better poker:
 - a. A player may form two different hands of five cards each, enabling that player to contend for both the high hand and low hand share of the pot; provided, however, that the distribution of cards contained in each hand shall comply with (6) above.
 - b. A player may use the same five card grouping to make a high hand and a low hand.
 - c. An ace may be used concurrently as a low card to satisfy a low hand and as a high card to satisfy a high hand.
 13. In omaha high-low split eight or better poker, an optional kill or half-kill may be offered. The optional kill or half-kill goes into effect when one player wins an entire qualifying pot (both the winning high hand and the winning low hand) for a round of play.
 - a. In Half-kill,” the betting limits are increased by one-half the posted table betting limits for the next hand and remain in effect until a pot is split between one player winning the high hand and another player winning the low hand or until a pot does not qualify in amount.
 - b. In “Kill,” the betting limits are twice the posted table betting limits for the next hand and remain in effect until a pot is split between one player winning the high hand and another player winning the low hand or until a pot does not qualify in amount.

A kill button, indicating the kill or half-kill is in effect, shall be placed in front of the player who wins the entire pot in the hand, provided that the amount of the pot is an established dollar amount or multiple of the minimum permissible bet for the hand, as determined by the casino. In the succeeding hand, the player shall be required to place no more than one

blind bet in the amount of the increased permissible minimum bet for the hand, notwithstanding that the player may be required to place a blind bet to initiate the first round of betting. If, in the succeeding hand, a qualifying pot is not split between one player winning the high hand and another player winning the low hand, the kill button shall be moved in front of the player who wins the entire pot for that hand. The kill or half-kill shall remain in effect until a pot does not qualify in amount or a pot is split between a player winning the high hand and a player winning the low hand. Once a pot does not qualify in amount or is split between two players, the dealer shall collect the kill button.

L. Five-card Draw Poker.

1. Each casino shall be required to observe the procedures set forth in this section for each game of five-card draw high and five-card draw low poker offered in its casino room or casino simulcasting facility.
2. Each five-card draw poker table shall be restricted to a maximum of eight players. Each player who elects to participate in a round of play may be required to place an ante. The rule governing the placement of an ante and the amount of the ante, if any, shall be posted on a sign at each poker table.
3. The order in which the cards shall be dealt and the order in which players shall be required or have the option to bet shall be determined as follows:
 - a. A flat disk called the “button” shall be used to indicate an imaginary dealer;
 - b. At the commencement of play, the button shall be placed in front of the first player to the right of the dealer; and
 - c. Thereafter, the button shall rotate around the table in a clockwise manner after each round of play.
4. Starting with the player to the immediate left of the button and continuing in a clockwise rotation around the poker table, the dealer shall deal five rounds of cards face down to each player with the player with the button being the last player to receive a card each time.
5. After each player has been dealt five cards face down, the player to the immediate left of the button shall be required to initiate the first betting round by placing a blind bet in accordance with the posted table requirements. A casino may require additional blind bets to be made immediately subsequent to the initial blind bet. The amount and number

of all blind bets required by the casino shall be posted on a sign at each poker table.

6. Following the placement of the blind bet(s), each player shall in turn, in a clockwise rotation around the poker table, either fold, call or raise the bet. The option to raise shall also apply to the player who made the blind bet(s). After the last player has responded to the most recent bet, the betting round shall be considered complete.
7. After completion of the initial betting round, each player remaining in the round of play, starting with the player to the immediate left of the button and continuing in a clockwise rotation around the poker table, shall have an opportunity to draw new cards. This process shall be accomplished one player at a time. Each player may keep his or her original hand or discard as many cards as he or she chooses. Each discarded card shall be replaced by the dealer with a new card dealt from the deck as follows:
 - a. Prior to the first player receiving any new cards, the dealer shall burn the top card of the deck; and
 - b. If insufficient cards remain in the deck for each player remaining in the round of play to draw new cards, the discard pile shall be reshuffled and used for this purpose; provided, however, that the cards to be discarded by a player who has not yet requested new cards shall not be included as part of the reshuffled cards.
8. The final betting round shall commence with the option to bet or check belonging to the first player to the left of the button who has not folded. Each subsequent player may, in clockwise rotation, fold, call, raise the bet or, if preceding players have not made a bet, make an opening bet or check. The final betting round shall be considered complete when the last player has responded to the most recent bet.
9. If more than one player remains in the round of play after the final betting round has been completed, a showdown shall be used to determine the winner of the pot. The winner of the pot shall be:
 - a. In high poker, the player with the highest ranking five card high hand; or
 - b. In low poker, the player with the highest ranking five card low hand.

M. Five-card Stud Poker.

1. Each casino shall be required to observe the procedures set forth in this section for each game of five-card stud high poker. Five-card stud shall be played to determine a winning high hand only.
2. Each five-card stud poker table shall be restricted to a maximum of eight players. Each player who elects to participate in a round of play may be required to place an ante. The rule governing the placement of an ante and the amount of the ante, if any, shall be posted on a sign at each poker table.
3. Starting with the first player to the left of the dealer and continuing in a clockwise rotation around the poker table, the dealer shall deal one round of cards face down and one round of cards face up to each player.
4. Once each player has received two cards in accordance with (3) above, the first betting round shall commence by comparing the up-card of each player. An ace shall be considered the highest ranking card in determining the forced bet. For the purposes of this subsection only, in the event that two or more up-cards are of the same rank, the up-cards shall then be ranked by suit, with the highest to lowest ranked suits in order as follows: spades, hearts, diamonds, clubs. A forced bet shall be placed by the player with the lowest ranked up-card.
5. Following the forced bet, each subsequent player may, proceeding in a clockwise rotation from the player who placed the forced bet, fold, call or raise the bet. After the last player has responded to the most recent bet, the betting round shall be considered complete.
6. Upon completion of the first betting round, the dealer shall burn the top card of the deck and then deal another round of cards face up to each player who has not folded. The next betting round shall be commenced by the player with the highest ranking high poker hand showing. If two or more hands are of equal rank, the player closest to the left of the dealer shall be required to bet. The betting round shall be completed in accordance with the procedures in (5) above.
7. The dealer shall then deal two additional rounds of cards face up to each player who has not folded, with each such round followed by a betting round conducted in accordance with the provisions of (6) above. Prior to each round of cards being dealt, the dealer shall burn the top card of the deck.

8. If more than one player remains in the round of play after the final betting round has been completed, a showdown shall be used to determine the winner of the pot. The winner of the pot shall be the player with the highest ranking five card high poker hand.

N. Poker Revenue.

1. The casino shall derive its poker revenue at all poker tables by extracting a commission known as the “rake.”
2. The casino shall use one or more of the following procedures in determining and extracting the rake:
 - a. A straight percentage rake, pursuant to which:
 - i. An amount, not to exceed 25 percent of all sums bet in the betting round, shall be extracted from a pot and any side pots;
 - ii. The amount to be raked shall be calculated and extracted from the pot and any side pots and placed into the designated rake area as play progresses; and
 - iii. Upon completion of a round of play, the rake shall be immediately placed by the dealer into the drop box.
 - b. A rake which shall be taken in incremental amounts, pursuant to which:
 - i. Estimates of predetermined amounts shall be extracted from the pot and any side pots as certain predetermined dollar levels have been achieved;
 - ii. Upon collection, the amount to be raked shall be placed into the designated rake area; and
 - iii. Upon completion of a round of play, the rake shall be immediately placed by the dealer into the drop box.
3. A sign describing the type and amount of rake to be collected pursuant to (2) above shall be posted at each poker table.

4. An uncalled final bet shall not be considered part of the pot for purposes of calculating the amount of rake pursuant to methods Subsections (2)(a) and (b) above.
5. Once the dealer has extracted the rake and the pot and any side pots have been collected by the winning player or players, no additional rake shall be taken by the casino.
6. The casino may, in its discretion, reduce the amount of rake if there are 6 players or less at a table and a player makes a request to reduce the rake amount.

O. Jackpot Fund.

1. The casino may set aside a predetermined amount from the pot of each round of play in order to create a Jackpot Fund.
2. If the casino elects to create a Jackpot Fund at a poker table, the casino shall be required to:
 - a. Extract the jackpot fund amount in a set fee manner.
 - b. Post a sign describing the amount of Jackpot Fund to be collected during each round of play.
3. Upon collection of the Jackpot Fund amount for a round of play, the amount shall be placed in the designated Jackpot Fund area.
4. Upon completion of the round of play, the Jackpot Fund amount shall be immediately placed by the dealer into the Jackpot Fund container.
5. The casino shall establish a set of standards to determine which hands trigger the payment of a jackpot from the Jackpot Fund. All payments of jackpots shall be based on those standards.

P. General Operating Rules for All Types of Poker and Handling of Irregularities.

1. It shall be the responsibility of each player to ensure that his or her hand has lost to the other hands at the table before discarding the hand.
2. In all disputes in which a ruling, interpretation, clarification or intervention is required, the decision of the poker shift supervisor shall be final.

3. Each player shall be required to keep all cards dealt to the player in full view of the dealer at all times. The dealer shall ensure compliance with this requirement.
4. At the showdown, a winning hand must be clearly displayed in its entirety and properly identified. The player initiating the final bet shall be the first player to show his or her hand at the showdown; all other players who have not folded shall then reveal their hands in a clockwise rotation. Any player holding a losing hand may concede his or her rights to the pot and discard the hand; provided, however, that the casino may require the disclosure of any discarded hands.
5. If any player folds after making a forced bet or blind bet or on a round of checking, that player's position shall continue to receive a card until there is a subsequent bet at the table.
6. Misdeals shall cause all the cards to be returned to the dealer for a reshuffle. The following errors shall be cause for a misdeal:
 - a. Failure to shuffle and cut the cards in accordance with Section (E) (Shuffle and Cut of the Cards);
 - b. Dealing to an incorrect starting position if the error has been detected prior to two players voluntarily placing bets into the pot;
 - c. If more than one card is found face-up in the deck; and
 - d. Failure to deal to an eligible seated player, if the error has been detected prior to two or more players voluntarily placing bets into the pot.
7. If one or more cards are mistakenly dealt to an ineligible player, the round of play shall be called dead, and all gaming chips and currency in the pot shall be returned to the appropriate player.
8. If at any time during a round of play, missing cards are discovered or additional cards are found, the round of play shall be called dead, all gaming chips in the pot shall be returned to the appropriate player and the deck shall be removed from the table.
9. A card found face upwards in the deck shall not be used in the game and shall be placed with the pile of discarded cards.

10. A player who fails to take reasonable means to protect his or her hand shall have no redress if his or her hand becomes a fouled hand or the dealer accidentally collects the hand.
 - a. Hole cards in a game of stud poker shall be considered protected for purposes of fouling a hand.
 - b. If a protected hand comes into contact with discarded cards, every effort shall be made to reconstruct the hand and complete the round of play.
 - c. A player who has a protected hand collected by the dealer or fouled by discarded cards shall be entitled to a refund from the pot of all monies that he or she put in the pot if the player has been a victim of and not a contributor to the error.
 - d. A player who leaves the vicinity of the table shall be assumed to have no interest in the pot, and his or her cards shall be collected and discarded.
11. Verbal statements which are clearly audible by and directed to the dealer shall always have precedence over actions and gestures and are considered binding on the player whose turn it is to act.
 - a. A player shall be deemed to have folded if, when faced with making or calling a bet, he or she:
 - i. Discards his or her hand face-down towards the pile of discarded cards or the pot; or
 - ii. Turns face-down his or her up-cards in a game of stud poker.
 - b. If a player is obligated to place a bet by virtue of a verbal statement or forced betting situation, folding or attempting to fold does not relieve the player of that obligation.
12. If a player's first or second hole card in seven-card stud is accidentally turned face-up in the dealing process, the third card shall be dealt face-down. If both hole cards are accidentally turned face-up, the dealer shall collect the two cards, call the player's hand dead and return the player's ante, if applicable.

13. If a card is accidentally dealt off the table, it shall not be used in that round of play and shall be placed with the pile of discarded cards after a thorough examination by the dealer.
14. If any of the face-down cards in the games of Hold 'em or omaha are accidentally turned face-up in the dealing process, the dealer shall exchange the exposed card with a card from the top of the deck and place the exposed card with the pile of discarded cards.
15. 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 these rules of play.
16. Nothing herein shall preclude a casino from clarifying and supplementing the above irregularities through its internal control procedures.

Q. Conduct of Players.

1. Each player in a poker game shall play the game solely to improve his or her chance of winning and shall take no action to improve another player's chance of winning. No player may communicate any information to another player which could assist the other player in any manner respecting the outcome of a poker game.
2. The casino reserves the right to deny any person the opportunity to play poker at its facilities, for any reason, including reasonable cause to believe that a player has acted or is acting in violation of (1) above, and at its sole discretion. A casino which has reasonable cause to believe that a player has acted or is acting in violation of (1) above.

R. Minimum and Maximum Bets. The Oneida Tribe of Indians of Wisconsin shall determine the minimum and maximum bets. The amounts of the minimum and maximum bets shall be conspicuously posted on a sign at each table.

S. Waiting List. A casino may maintain a list of players who have requested to be seated at a particular type of poker table. All vacant seats shall be filled on a first come first served basis. The casino shall be permitted to announce only those seating vacancies for which an individual has been placed on a waiting list.

*Adopted by Business Committee Resolution #05-05-04-B
Amended by Business Committee Resolution #08-30-06-N*

IX. BLACKJACK.

The following Rules of Play for Blackjack supercede Sections XVI(A), (C), and (D) of the Compact.

A. Definitions.

1. “Blackjack” means the combination of an Ace and any card having a point value of ten dealt as the initial two cards to a player or a dealer, except that a Blackjack is not the combination of an Ace and a ten value card drawn after splitting a pair of Aces or tens.
2. “Double Down” means a wager made by a player who doubles the amount of his or her original wager after the first two cards of the player's hand have been dealt or who places such an additional wager on any first two cards of any split pair; provided however, that a player making such a wager may only draw one card.
3. “Hard Total” means the total point count of a hand which contains no aces or which contains aces that are each counted as one point in value.
4. “Insurance” means the election of a player to wager that the dealer does have a Blackjack when the dealer has one card down and one card showing which is an ace.
5. “Push” or “Standoff” (hereafter “push”) means the circumstance in which a player and dealer have the same point total of twenty-one or less, resulting in a tie and cancellation of the player's wager; except that a push is not the circumstance in which both a player and the dealer have 21 points but only one of these opponents has a Blackjack.
6. “Split” means the election of a player who has been dealt two cards identical in value to split the single hand into two separate hands and concomitantly make a wager on the separately formed second hand which is equal in value to the original wager.
7. “Surrender” means the election of a player to discontinue play on that player's hand for that round by giving over to the casino one half of player's wager after the first two cards are dealt to the player and the player's point total is announced; except that where the dealer has Blackjack with an Ace showing, no surrender is permitted.

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

B. Equipment.

1. Blackjack shall be played on a table having up to seven places on one side for the players, and a place for the dealer on the opposite side.
2. The cloth covering a Blackjack table (the layout) shall have betting areas for the players, and sufficient space for the hands of the players to be dealt. The cloth covering may have space for optional or multiple action wagers, as addressed in these Rules.
3. Each Blackjack table shall have a table inventory container on or attached to the table.
4. Blackjack shall be played with one or more decks of cards with backs of the same color and design. The cut card shall be opaque and in solid color readily distinguishable from the color of the backs and edges of the playing cards.

C. Object of the Game.

Each player opposes the dealer and the dealer opposes each player on behalf of the casino; it is played with a single deck or multiple decks of cards from which each player and a dealer are dealt two cards and may draw additional cards; wherein the object is to accumulate a total of twenty-one points or a total closer to twenty-one points than that of the opposing hand, without exceeding twenty-one points.

D. Opening the Table for Gaming.

1. After receiving a deck of cards at the table, 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).

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 Subsection H (Procedures for Dealing from a Manual Shoe) or Subsection I (Pitch Variant: Procedures for Dealing the Cards from the Hand) .
 - 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 offer the stack of cards, with backs facing away from him, to the players to be cut by placing the cutting card in the stack at least ten (10) cards from either end. The player to cut the cards shall be:
 - a. The first player to the table if the game is just beginning;
 - b. The player on whose circle the cutting card appeared during the last round of play;
 - c. The player at the farthest point to the right of the dealer if the cutting card appeared on the dealer's hand during the last round of play.
 - d. If the player designated above refuses the cut, the cards shall be offered to each other player moving clockwise around the table until a player accepts the cut.

4. If no player accepts the cut, the dealer shall cut the deck, using one hand, at least ten cards from either end of the deck.
5. Notwithstanding (3) and (4) 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.
6. Whenever there is no gaming activity at a Blackjack 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. Dealing will then commence in conformance with the procedures outlined in Subsection H (Procedures for Dealing from a Manual Shoe) or Subsection I (Pitch Variant: Procedures for Dealing the Cards from the Hand).

F. Blackjack Card Values.

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

1. Any card from the 2 to the 10 shall have its face value.
2. Any Jack, Queen or King shall have a value of ten.
3. An Ace shall have a value of eleven unless that would give a player or the dealer a score in excess of twenty-one, in which case, it shall have a value of one.

G. Wagers.

1. All bets at Blackjack shall be made by placing gaming chips, tokens, cash, or other currency accepted by the casino and, if applicable, a match play coupon on the appropriate betting areas of the table layout.
2. All wagers at Blackjack will be accepted in accordance with the dealing procedures set forth in Subsection H (Procedures for Dealing from a Manual Shoe) or Subsection I (Pitch Variant: Procedures for Dealing the Cards from the Hand). Except as otherwise provided in these Rules, no wager shall be made, increased, or withdrawn after the dealer has dealt the first card.

3. At the beginning of each round of play, each player shall be required to place a wager.
4. A casino may permit a player to place wagers at two or more betting positions during a round of play provided that the betting positions are adjacent to each other. 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. 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 industry standards for dealing shoes and shall be located on the table during game play.
2. Once the procedures required by Subsection E (Shuffle and Cut of the Cards) have been completed, the stacked deck(s) of cards shall be placed in the dealing shoe either by the dealer or by an automated card shuffling device.
3. After the deck(s) of cards are placed in the shoe, the dealer shall remove at least one card from the top of the shoe and place the card(s) face downwards on the discard rack which shall be located on the table immediately to the right of the dealer. The card(s) which have been placed face down in the discard rack, otherwise known as the “burn card(s),” shall be disclosed if requested by a player.
4. 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 up to each player who has placed a wager in accordance with Subsection G (Wagers);
 - b. One card face down to the area designated for the placement of the dealer’s hand;
 - c. A second card face up to each player who has placed a wager in accordance with Subsection G (Wagers);

- d. A second card face down to the area designated for the placement of the dealer's hand; the dealer's second card is then turned face up.
5. After two cards have been dealt to each player and the dealer, the dealer shall, beginning on the dealer's left, indicate each player's turn to act. Such player shall indicate to the dealer whether he wishes to stand, draw, or make any other election as permitted by these rules.
6. As each player makes an election, the dealer shall deal face upwards whatever additional cards are necessary to effectuate such election consistent with these rules.
7. Drawing of Additional Cards by Players. A player may elect to draw additional cards whenever that player's point count total is less than 21 except that:
 - a. A player having a Blackjack or a hard total of 21 may not draw additional cards;
 - b. A player electing to double down may draw only one additional card; and
 - c. A player splitting Aces shall only have one card dealt to each Ace and may not elect to receive additional cards on an Ace that has been split. The Casino may allow players to split Aces up to 3 times in each hand.
8. Drawing of Additional Cards by Dealer. After the decisions of each player have been implemented and all additional cards have been dealt to the players, the dealer shall turn his or her second card face upward. Any additional cards dealt to the hand of the dealer shall be dealt face upwards in accordance with the following:
 - a. Except as provided in (b) below, a dealer shall draw additional cards to his hand until he has a hard 17 or hard or soft total of 18, 19, 20 or 21 at which point no additional cards shall be drawn. Notwithstanding the foregoing, at the option of the casino, dealer may stand on a soft 17.
 - b. A dealer shall draw no additional cards to his hand, regardless of the point count, if decisions have been made on all players' hands and the point count of the dealer's hand will have no effect on the outcome of the round of play.

9. At the conclusion of a round of play, all cards still remaining on the layout shall be picked up by the dealer in order and in such a way that they can be readily arranged to indicate each player's hand in case of questions or dispute. The dealer shall pick up the cards beginning with those of the player to the far right of the dealer and moving counter-clockwise around the table. After all the players cards have been collected, the dealer shall pick up his cards and place them in the discard rack on top of the players' cards.
10. Player conduct.
 - a. At no time shall a player or non-player be allowed to handle, alter or remove any cards used to game at Blackjack except as explicitly permitted in these Rules.
 - b. Each player at the table shall be responsible for correctly computing the total of his/her hand, and no player shall rely on any totals announced by the dealer.

I. Pitch Variant: Procedures for Dealing the Cards from the Hand .

1. Pitch Variant Blackjack may be dealt from the hand. Tables at which this variant is played shall be conspicuously posted single or double deck pitch variant.
2. Pitch Variant Blackjack shall be played using one, but not more than two, complete decks of cards.
3. Once the procedures required by Subsection E (Shuffle and Cut of Cards) have been completed, the dealer shall place the stacked deck(s) of cards in either hand.
4. The dealer shall remove at least one card from the top of the deck(s) and place the card(s) face downwards on the discard rack which shall be located on the table immediately to the right of the dealer. The card(s) which have been placed face down in the discard rack are known as the "burn card(s)."
5. 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. The dealer shall use the hand in which he or she is not holding the cards to deal the cards. At the option of the casino, the cards will be dealt face up or face down. 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 to each player who has placed a wager in accordance with Subsection G (Wagers);
 - b. One card to the area designated for the placement of the dealer's hand;
 - c. A second card to each player who has placed a wager in accordance with Subsection G (Wagers);
 - d. A second card to the area designated for the placement of the dealer's hand;
6. After two cards have been dealt to each player and the dealer, the dealer shall, beginning on the dealer's left, indicate each player's turn to act. Such player shall indicate to the dealer whether he wishes to stand, draw, or make any other election as permitted by these regulations.
7. As each player makes an election, the dealer shall deal face upwards whatever additional cards are necessary to effectuate such election consistent with these rules. A double down card may be dealt face down at the player's request
8. Drawing of Additional Cards by Players. A player may elect to draw additional cards whenever that player's point count total is less than 21 except that:
- a. A player having a Blackjack or a hard total of 21 may not draw additional cards;
 - b. A player electing to double down may draw only one additional card; and
 - c. A player splitting Aces shall only have one card dealt to each Ace and may not elect to receive additional cards on an Ace that has been split. The Casino may allow players to split Aces up to 3 times in each hand.
9. Drawing of Additional Cards by Dealer. After the decisions of each player have been implemented and all additional cards have been dealt to the players, additional cards dealt to the hand of the dealer shall be dealt in accordance with the following:

- a. Except as provided in (b) below, a dealer shall draw additional cards to his hand until he has a hard 17 or hard or soft total of 18, 19, 20 or 21 at which point no additional cards shall be drawn. Notwithstanding the foregoing, at the option of the casino, dealer may stand on a soft 17.
 - b. A dealer shall draw no additional cards to his hand, regardless of the point count, if decisions have been made on all players' hands and the point count of the dealer's hand will have no effect on the outcome of the round of play.
10. At the conclusion of a round of play, all cards still remaining on the layout shall be picked up by the dealer in order and in such a way that they can be readily arranged to indicate each player's hand in case of questions or dispute. The dealer shall pick up the cards beginning with those of the player to the far right of the dealer and moving counter-clockwise around the table. After all the players cards have been collected, the dealer shall pick up his cards and place them in the discard rack on top of the players' cards.
11. Player Conduct.
- a. At the election of the casino, a player may be permitted to hold cards dealt to that player at a Pitch Variant table.
 - b. Each player at the table shall be responsible for correctly computing the total of his/her hand, and no player shall rely on any totals announced by the dealer.

J. The Play.

1. Winning Wagers. A player's wager shall win if:
 - a. The score of the player is 21 or less and the score of the dealer is in excess of 21;
 - b. The score of the player exceeds that of the dealer without either opponent exceeding 21; or
 - c. Both the player and dealer have achieved a score of 21; however, the player has a Blackjack and the dealer does not.
2. Losing Wagers. A player's wager shall lose if:

- a. No matter what the score of the dealer, the score of the player is in excess of 21;
 - b. The score of the dealer exceeds that of the player without either opponent exceeding 21; or
 - c. Both the dealer and player have achieved a score of 21; however, the dealer has a Blackjack and the player does not;
3. Push. A player's wager shall be canceled in the event of a push. Other provisions of this section notwithstanding, the Casino may deem to be a push the circumstance in which the player has a simple 21 and the dealer a Blackjack. The game rule regarding a push shall be conspicuously posted or available for review at the location where Blackjack is played.
4. Payment of a Blackjack.
- a. If the first face up card dealt to the dealer is 2, 3, 4, 5, 6, 7, 8, or 9 and a player has Blackjack, the dealer shall announce and pay the winner at odds in play at that table, either immediately or at the hand's conclusion.
 - b. If the first face up card dealt to the dealer is an Ace, King, Queen, Jack or Ten and a player has a Blackjack, the dealer shall announce the Blackjack but shall make no payment nor remove any cards until all other cards are dealt to the players and the dealer receives a second card. If, in such circumstances, the dealer's second card does not give the dealer a Blackjack, the player having a Blackjack shall be paid at odds in play at that table. If, however, the dealer's second card gives him a Blackjack, the wager of the player having a Blackjack shall constitute a tie or a push. The Casino may pay a player on a Blackjack if the Casino uses a "no-peek" or similar device.
5. Surrender. The Casino may allow all players to surrender or may prohibit them from surrendering. The game rule regarding surrender shall be conspicuously posted or available for review at the location where Blackjack is played. If a casino offers Multiple Action Blackjack pursuant to Subsection L, the surrender option shall not be available.
6. Insurance. The Casino may allow all players to make insurance wagers, or may prohibit them from so wagering. The game rule regarding insurance shall be conspicuously posted or available for review at the location where Blackjack is played.

7. Doubling Down. The Casino may allow all players to double down, or may prohibit them from doubling down. The game rule regarding doubling down shall be conspicuously posted or available for review at the location where Blackjack is played.
8. Splitting Pairs. The Casino may allow all players to split, or may prohibit them from splitting. The game rule regarding splitting pairs shall be conspicuously posted or available for review at the location where Blackjack is being played. The casino shall not allow the splitting of pairs more than once in games of Multiple Action Blackjack.

K. Optional Wagers.

1. A casino may offer to all players at a Blackjack table the following optional wagers:
 - a. One of the following “Initial Suit Wagers:”:
 - i. A wager that the player's first two cards shall be of the same suit; or
 - ii. A wager that the player's first two cards shall be a king and queen of the same suit; and
 - b. “Hit Wager(s)” that the hit card(s) will be of the same suit as the other cards dealt to the player.
2. Placing an Optional Wager.
 - a. An optional wager is made by placing gaming chips or, if applicable, a match play coupon be placed within the appropriate betting circle at the same time as the player places his or her Blackjack wager. The optional wager must accompany a Blackjack wager placed in conformance with Subsection G (Wagers).
 - b. The casino shall post the maximum limit of the optional wager. The optional wager shall have no bearing on any other wager made by the player at the game of Blackjack. Players can place one optional wager for each Blackjack hand they are playing, in conformance with these Rules. Players may not make the optional wager on another player's hand.

- c. If the Blackjack game is played with a single deck, the optional wager must not exceed the Blackjack wager. If the Blackjack game is played with multiple decks, the optional wager may be larger than the Blackjack wager.
3. Procedure for Settling Optional Wagers When Dealer Uses a Manual Shoe.
 - a. If a player has made an optional wager on a hand, such wagers will be settled following the completion of the procedures in Subsection (H)(4).
 - b. Optional wagers are either picked up by the dealer or paid out in a direction from left to right.
 - c. Optional wagers are settled prior to insurance bets.
4. Procedure for Settling Optional Wagers During Pitch Variant Blackjack.
 - a. If a player has made an optional wager on a hand, such wagers will be settled following the completion of the procedures in Subsection (I)(5).
 - b. Optional wagers are either picked up by the dealer or paid out in a direction from left to right.
 - c. Optional wagers are settled prior to insurance bets.
5. Payment of an Initial Suit Wagers.
 - a. If the player placed a wager pursuant to (1)(a) above, and the first two cards dealt to a player are of the same suit, the wager will pay out at maximum odds of 3 to 1.
 - b. If the player placed a wager pursuant to (1)(b) above, and the first two cards dealt to a player are a king and queen of the same suit, the wager will pay out at maximum odds of 10 to 1 or 50 to 1 on double deck games, and the dealer shall notify the floorperson.
6. Wagering on Hit Cards.
 - a. If the player's first cards are in suit, the player may elect to make a Hit Wager even if the player did not place an Initial Suit Wager.

- b. If the hit card(s) are of the same suit, the Hit Wager will pay out at odds of maximum 3 to 1.
- c. Hit Wagers will be settled immediately after the hit card that is the subject of the wager has been dealt.
- d. The player may continue making the Hit Wager until the player busts or the player receives a card not of the same suit.
- e. In the event that a player splits their hand in conformance with Subsection J(8) above, at the option of the casino the player may wager that his or her "hit" card(s) for each of the split cards will be in the same suit. The player may only choose this option if the cards that are split are of the same suit. All such Hit Wagers shall be in conformance with this Subsection.
- f. A Hit Wager may be placed on a Double Pitch hand. If the hit card(s) are of the same suit, the Hit Wager will pay out at odds of maximum 3 to 1. Hit Wagers will be settled immediately after the hit card that is the subject of the wager has been dealt. The player will immediately notify the dealer if the Hit Wager is to be paid and reveal all cards to the dealer at that time. If the hit card(s) are not of the same suit, the Hit Wager will be immediately paid to the dealer, but the player need not reveal his or her hand at that time.

L. Multiple Action Blackjack Rule.

- 1. A casino may offer Multiple Action Blackjack, which is a variation of Blackjack in which a player may play a single hand against two or three hands of the dealer. The player may make either two or three separate wagers on the outcome of his or her hand against either two or three separate hands of the dealer. Each hand of the dealer shall be formed utilizing the dealer's initial face up card. This variation may not be offered at any Blackjack table which offers a progressive Blackjack wager, a bonus Blackjack wager, or a streak wager.
- 2. Prior to the first card being dealt for the first of the two or three rounds of play, each player shall be required to make two or three wagers against the dealer by placing the wagers in the designated betting areas on the layout as required by Subsection G (Wagers). A casino may require every player to place a wager against all three of the dealer's hands.
- 3. After all wagers have been placed, the dealer shall deal the cards in accordance with Subsection H (Procedures for Dealing from a Manual

Shoe). As each player's point total is announced, the player shall indicate whether he wishes to double down, split pairs, stand or draw as provided for in Subsection J (The Play), except that a decision to double down or split pairs shall require an additional wager for each wager placed by the player in accordance with (2) above.

4. Any player may elect to make an insurance wager pursuant to Subsection (J)(6) on his or her wagers made in accordance with (2) above. Such wager or wagers shall be decided individually based on the second card dealt to each of the dealer's hands.
5. After the decisions of all players have been implemented and all additional cards have been dealt, the dealer shall deal a second card to his or her original face up card and any additional cards in accordance with Subsection H(8).
6. Once all wagers on the dealer's first hand have been decided, the dealer shall collect all losing wagers and pay off all winning wagers based on wagers placed in the first spot of each player's betting area, except that all of a player's wagers shall be collected along with his or her cards when that player's hand exceeds a hard total of 21. The dealer shall collect all of his or her cards and place them face down in the discard rack in accordance with one of the following:
 - a. If the hand of each player at the table has exceeded a hard total of 21, the dealer shall draw no additional cards pursuant to Subsection (H)(8) and the dealer shall collect all of his or her cards including his or her original face up card; or
 - b. If a wager remains on the second or third spot of a player's betting area, the dealer shall then collect all of his or her cards except his or her original face up card.
7. If the dealer's cards have been collected and discarded in accordance with (6) above, the dealer shall move his or her original face up card to the area of the layout designated for the dealer's second hand and shall deal a second card to his or her original face up card and any additional cards in accordance with Subsection (H)(8).
8. Once all wagers on the dealer's second hand have been decided, the dealer shall collect all losing wagers and pay off all winning wagers based on wagers placed in the second spot of each player's betting area. The dealer shall then collect all of his or her cards except his or her original face up card and place them face down in the discard rack. The dealer shall then

move his or her original face up card to the area of the layout designated for the dealer's third hand and shall deal a second card to his or her original face up card and any additional cards in accordance with Subsection (H)(8), except that if no player has made a third wager the round shall be concluded in accordance with (10) below.

9. Once all wagers on the dealer's third hand have been decided, the dealer shall collect all losing wagers and pay off all winning wagers based on wagers placed in the third spot of each player's betting area.
10. At the conclusion of the third hand, all cards still remaining on the layout shall be picked up in accordance with Subsection (H)(9).

M. 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.
3. 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 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 the dealer inadvertently picks up his or her original face up card and places it in the discard rack prior to the completion of the second or third hand of multiple action Blackjack, the dealer shall immediately notify a casino supervisor assigned to that table. The casino supervisor shall remove the appropriate cards from the discard rack and reconstruct the last hand of play so as to determine the dealer's original face up card. The original face up card shall be placed in the appropriate area on the layout, and the remaining cards shall be returned to the discard rack. Play shall resume in accordance with the rules of this Section.

N. Staffing Requirements.

At all times during the conduct of Blackjack games the following staff must be present:

1. At least one cashier;
2. One dealer per table; and
3. At least one pit boss or floor person for each six tables or fraction thereof.

O. Blackjack Tournaments.

The Casino may allow the play of Blackjack tournaments where, in addition to the wager, players may win other prizes as provided for in the rules of that particular tournament. Any such Blackjack tournament must otherwise be played as provided in these rules.

P. 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.

*Adopted by Business Committee Resolution #04-21-04-B
Amended by Business Committee Resolution #08-30-06-N*