Table Games
Players Guide

Rules of the Game for:

Blackjack “21”
Craps
Roulette
3-Card Poker
Mississippi Stud
Ultimate Texas Hold’em
Object of game.

The object of the game of “Blackjack” is for a player to beat the dealer’s hand by accepting cards without exceeding the sum of 21 points.

Definitions.

The following definitions, when used in the Southwest Kansas Lottery Gaming Zone, when pertaining to the game of “Blackjack,” shall have the following meanings unless the context clearly indicates otherwise:

(a) “A blackjack” shall mean an ace and any card having a point value of 10 dealt as the initial two cards to a player or a dealer, except that this shall not include an ace and a ten point value card dealt to a player who has split pairs.

(b) “Burned” shall mean to remove a card from play.

(c) “Dealer” shall mean the person responsible for dealing the cards at a Blackjack table.

(e) “Discard rack” shall mean the receptacle into which cards are placed after each round of decisions is rendered in a game.

(f) “Hard total” shall mean the total point count of a hand which contains no aces or which contains one or more aces that are each counted as having one point in value.

(g) “Push” or “tie” shall mean the player does not lose or win the hand played.

(h) “Shoe” shall mean the receptacle into which cards are placed to be held for dealing to the players and dealer.

(i) “Soft total” shall mean the total point count of a hand containing an ace when the ace is counted as having 11 points in value.

Characteristics of the game. Blackjack shall be played with at least two decks of playing cards and all decks of cards shall be identical in appearance. Each deck of playing cards shall consist of 13 value cards (2, 3, 4, 5, 6, 7, 8, 9, 10, jack, queen, and king) in each of four suits (hearts, spades, diamonds, and clubs). The value of the cards contained in each deck shall be as follows:

(a) Any card from 2 to 10 shall have its face value;

(b) Any jack, queen or king shall have a value of 10; and

(c) An ace shall have a value of 11, unless that value would give a player or the dealer a score in excess of 21, in which case it shall have a value of one.

Wagers.

(a) Prior to the first card being dealt for each round of play, each player at the game of blackjack shall make a wager against the dealer which shall win if:

1) The score of the player is 21 or less and the score of the dealer is in excess of 21;
2) The score of the player exceeds that of the dealer without either score exceeding 21; or

3) The player has achieved a score of 21 in two cards and the dealer has achieved a score of 21 in more than two cards.

(b) Except as otherwise provided in these rules a wager made in accordance with this section shall be void when the score of the player is the same as the dealer; provided, however, that a player's wager shall be lost when the dealer has a blackjack and the player has a score of 21 which is not a blackjack.

(c) Except as otherwise provided in these rules, no wager shall be made, increased or withdrawn after the first card of the respective round has been dealt.

(d) All wagers at blackjack shall be made by placing gaming chips on the appropriate areas of the blackjack layout.

(e) After each round of play is complete, the dealer shall collect all losing wagers and pay off all winning wagers. All winning wagers made in accordance with these rules shall be paid at odds of one to one with the exception of a blackjack which shall be paid at odds of three to two.

(f) 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 except as permitted by these rules.

(g) Once a wager on the insurance line, a wager to double down, or a wager to split pairs has been made and confirmed by the dealer, no player shall handle, remove or alter such wagers until a decision has been rendered and implemented with respect to that wager except as permitted by these regulations.

(h) A double down wager shall win if the total of the player's cards exceeds the total of the dealer's cards without exceeding a total of twenty-one (21). A double down wager shall push or tie if the player's hand and the dealer's hand are equal. A double down wager shall lose if the total of the player's cards exceeds twenty-one (21) or is less than the total of the dealer's cards. A double down wager shall be paid at the rate of one to one on both the original wager and the double down portion of the wager. A player may not double down after splitting pairs.

(i) A split bet shall win if the total of the player’s cards exceeds the total of the dealer’s cards without exceeding a total of twenty-one (21). A split bet shall lose if the total of the player’s cards exceeds twenty-one (21) or is less than the total of the dealer’s cards. A split bet shall tie or push if the player's hand and the dealer's hand are equal. A split bet shall be paid at the rate of one to one on both the original wager and the split wager.

Play.

(a) After the cards have been shuffled, the dealer shall offer the stack of cards to a player to be cut. The player may cut the cards by placing a cutting card provided by the dealer at a random place in the stack.

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

1) One card face upwards to each box on the blackjack layout in which a wager is contained;

2) One card face upwards to himself; and,

3) A second card face upwards to each box in which a wager is contained.
(c) After two cards have been dealt to each player and the appropriate number to the dealer, the dealer shall, beginning from his left, announce the point total of each player. As each player’s point total is announced, such player shall indicate whether he wishes to double down, split pairs, stand or draw.

(d) As each player indicates his decision(s), the dealer shall deal face upwards whatever additional cards, if any, which are necessary to effectuate such decision and shall announce the new point total of such player after each additional card is dealt.

(e) After the decision(s) of each player have been implemented and all additional cards have been dealt, the dealer shall deal a second card face upward to himself provided, however, that such card shall not be removed from the dealing shoe until the dealer has first announced “dealer’s card.” Any additional cards authorized to be dealt to the hand of the dealer shall be dealt face upwards after which the dealer shall announce his total point count.

(f) A dealer may, in the alternative, deal himself a card face downward after a second card is dealt to each player and before additional cards are dealt to the players, provided that the dealer not look at the face of his face down card until after all other cards requested by the players pursuant to those rules are dealt to them.

(g) If the dealer has a blackjack, no additional cards shall be dealt and each player’s wager shall be settled.

(h) Payment of blackjack shall be made as follows:

1) If the first face up card dealt to the dealer is a 2, 3, 4, 5, 6, 7, 8, or 9 and a player has a blackjack, the dealer shall immediately announce and pay the blackjack at odds of 3 to 2 and shall remove that player’s cards before any player receives a third card. If the first face up card dealt to the dealer is an ace, king, queen, jack or 10 and a player has a blackjack, the dealer shall announce the blackjack but shall make no payment nor remove any cards until all other cards are dealt to the players and the dealer receives his second card. If, in such circumstances, the dealer’s second card does not give him a blackjack, the player having a blackjack shall immediately be paid at odds of 3 to 2. If the dealer’s second card gives him a blackjack, the wager of the player having a blackjack shall be void and constitute a “push” or a “tie.”

2) Whenever the first card dealt to the dealer is an ace, each player shall have the right to make an insurance bet which, except as otherwise provided herein, shall win if the dealer’s second card is a king, queen, jack or 10 and shall lose if the dealer’s second card is an ace, 2, 3, 4, 5, 6, 7, 8, or 9. An insurance bet may be made by placing on the insurance line of the layout an amount not more than half the amount staked on the player’s initial wager, except that a player may bet an amount in excess of half the initial wager to the next unit that can be wagered in chips, when because of the limitation of the value of chip denominations, half the initial wager cannot be bet. All winning insurance wagers shall be paid at odds of 2 to 1. All insurance wagers shall be collected or paid by the dealer immediately after he draws his second face up card or discloses his face down card, and before he draws any additional cards.

(3) Except for a blackjack, a player may elect to double down, which means to make an additional wager not in excess of the amount of the player’s original wager on the first two cards dealt to him on the condition that one and only one additional card shall be dealt to the hand on which he has elected to double down. If a dealer obtains a blackjack after a player doubles down, the dealer shall only collect the amount of the original wager of such player and shall not collect the additional amount wagered in doubling down. Upon a player’s election to double down, the dealer shall deal the player’s hand one additional card face upwards or sideways on the layout. In the alternative, if the one additional card is dealt face down, such card shall be turned face upward after the dealer has drawn additional cards to his hand and at such time as all players’ wagers are to be settled at the conclusion of the round of play. A double down wager shall win if the total of the player’s cards exceeds the total of the dealer’s cards without exceeding a total of twenty-one (21). A double down wager shall push
or tie if the player's hand and the dealer's hand are equal. A double down wager shall lose if the total of the player's cards exceeds twenty-one (21) or is less than the total of the dealer's cards. A double down wager shall be paid at the rate of 1:1 on both the original wager and the double down portion of the wager.

(i) If the initial two cards dealt to a player are identical in value, the player may elect to split the hand into two separate hands provided that he makes a wager on the second hand so formed in an amount equal to his original wager. When a player splits pairs, the dealer shall deal a card to and complete the player's decisions with respect to the first incomplete hand on the dealer's left before proceeding to deal any cards to any other hand. After a second card is dealt to a split pair, the dealer shall announce the point total of such hand and the player shall indicate his decision to stand or draw with respect thereto except that:

a. A player may split pairs a maximum of three times to make a total of four hands; and

b. A player splitting aces shall only have one card dealt to each ace and may not elect to receive additional cards.

(j) A player may elect to draw one or more additional cards whenever his point count total is less than 21 except that:

1) A player electing to double down shall draw one and only one additional card;

2) A player splitting aces shall only have one card dealt to each ace and may not elect to receive additional cards.

(k) A dealer shall draw additional cards to his or her hand until he or she has:

1) A hard total of 17, 18, 19, 20 or 21, whichever comes first; or

2) A soft total of 18, 19, 20 or 21, whichever comes first. 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. A split bet shall win if the total of the player's cards exceeds the total of the dealer's cards without exceeding a total of twenty-one (21). A split bet shall lose if the total of the player's cards exceeds twenty-one (21) or is less than the total of the dealer's cards. A split bet shall tie or push if the player's hand and the dealer's hand are equal. A split bet shall be paid at the rate of 1:1 on both the original wager and the split wager.

(l) A card found turned face upwards in the shoe shall not be used in the game and shall be placed in the discard rack.

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

(n) If the dealer has a point total of 17 and accidentally draws a card for himself, such card shall be burned.

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

End of Rules of the Game for Blackjack “21.”
Craps

Boot Hill Casino & Resort – Rules of the Game

Object of game.

The object of the “Craps” game is to play with two six-sided cubes (dice) with one (1) to six (6) spots on each face, with the sum of opposite sides of each die equaling (7) seven, giving 36 possible combinations. All odds and probabilities are calculated from this figure. Winning or losing decisions on craps are determined by the sum of the spots shown on the upward facing side of the two dice (“point value” or “total”) that come to rest after being thrown by a player or “shooter.” The shooter places a pass or don’t pass line bet and then selects two of the five dice offered by the dealer (stickperson). The shooter throws the dice so that they bounce off the opposite end of the craps table. On the initial throw, the shooter wins, loses or establishes a point. If a point is established, the shooter continues to throw the dice and on each subsequent roll either wins, loses, or continues as the shooter. Other players at the table may also make wagers without being the shooter.

General Definitions.

The following definitions, when used in the Southwest Kansas Lottery Gaming Zone, when pertaining to the game of “Craps” shall have the following meanings unless the context clearly indicates otherwise:

(a) “Come out point” shall mean a total of 4, 5, 6, 8, 9 or 10 thrown by the shooter on the come out roll.

(b) “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 a don’t pass bet has been effected.

(c) “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.

Characteristics of the game.

(a) Craps is played at a large rectangular shaped table with rounded corners.

(b) A cloth covering the table has areas for all possible bets that can be made.

(c) Two dice as described in K.A.R. 111-302-2 are required to play the game.

(d) The table layout is divided in half and both halves are imprinted the same.

(e) There is a dealer for each half of the table (also known as a “base dealer”) and one employee that is called the “stickperson” that is positioned at the center across from the base dealers.

(f) A floor supervisor sits in between the two base dealers.

(g) The players are able to play on either half of the table along the far side away from the stickperson and the base dealers.

(h) A “stick” is a device used by the stickperson to retrieve dice.

(i) “Pucks” or “marker buttons” are round plastic cylinders that are used to mark the point.
Wagers.

(a) The following shall constitute the permissible wagers at the games of craps:

1) A “pass bet” is a wager placed on the pass line of the layout immediately prior to the come out roll. A pass bet shall win if, on the come out roll:
   a. A total of 7 or 11 is thrown; or
   b. A total of 4, 5, 6, 8, 9, or 10 is thrown and that total is again thrown before a 7 total appears.
   A pass bet shall lose if, on the come out roll:
   c. A total of 2, 3, or 12 is thrown; or
   d. A total of 4, 5, 6, 8, 9, or 10 is thrown and a total of 7 subsequently appears before that total is again thrown.

2) A “don’t pass bet” is a wager placed on the don’t pass line of the layout immediately prior to the come out roll. A don’t pass bet shall win if, on the come out roll:
   a. A total of 2 or 3 is thrown; or
   b. A total of 4, 5, 6, 8, 9, or 10 is thrown and a total of 7 subsequently appears before that total is again thrown.
   A don’t pass bet shall lose if, on the come out roll:
   c. A total of 7 or 11 is thrown; or
   d. A total of 4, 5, 6, 8, 9, or 10 is thrown and that total is again thrown before a total of 7 appears.
   A don’t pass bet shall be void if, on the come out roll, a total of 12 is thrown.

3) A “come bet” is a wager placed on the come line of the layout at any time after the come out roll. A come bet shall win if, on the roll immediately following placement of such bet:
   a. A total of 7 or 11 is thrown; or
   b. A total of 4, 5, 6, 8, 9, or 10 is thrown and that total is again thrown before a total of 7 appears.
   A come bet shall lose if, on the roll immediately following placement of such bet:
   c. A total of 2, 3, or 12 is thrown; or
   d. A total of 4, 5, 6, 8, 9, or 10 is thrown and a total of 7 subsequently appears before that total is again thrown.

4) A “don’t come bet” is a wager placed on the don’t come area of the layout at any time after the come out roll. A don’t come bet shall win if, on the roll immediately following placement of such bet:
   a. A total of 2 or 3 is thrown; or
   b. A total of 4, 5, 6, 8, 9, or 10 is thrown and a total of 7 subsequently appears before that total is again thrown.
   A don’t come bet shall lose if, on the roll immediately following placement of such bet:
   A total of 7 or 11 is thrown; or
d. A total of 4, 5, 6, 8, 9, or 10 is thrown and that total is again thrown before a total of 7 appears.

A don’t come bet shall be void if, on the roll immediately following placement of such bet, a total of 12 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 total of 7 and shall lose if a total of 7 is thrown before such number. All place to win bets, hardway bets and come odds bets shall be inactive on any come out roll unless called “on” by the player and confirmed by the dealer through placement of an “on” marker button on top of such player’s wager.

6) “Four the hardway” is a wager that may be made at any time, which shall win if a total of total of 4 is thrown the hardway (that is, with 2 spots appearing on each die) before a total of 4 is thrown in any other way and before a total of 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 spots appearing on each die) before a total of 6 is thrown in any other way and before a total of 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 spots appearing on each die) before a total of 8 is thrown in any other way and before a total of 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 spots appearing on each die) before a total of 10 is thrown in any other way and before a total of 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 if either a craps (a total of 2, 3 or 12) is rolled or a total of 11 is rolled immediately following placement of such bet and shall lose if any other total is thrown.
18) “Horn bet” is a 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.

19) “Horn high bet” is a 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 wager 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 the craps table layout does not have a designated area for the acceptance of a horn high bet, a dealer shall break down the bet into two separate wagers on the horn and one of the totals 2, 3, 11, or 12.

20) “Whirl bet” or “world bet” is a one roll wager that may be made at any time, which bet shall consist of a horn bet and an 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. A dealer shall break down a whirl bet into two separate wagers on the horn bet and the any seven wager.

21) “Four the hardway on the hop” is a one roll wager that may be made at any time, which shall win if a total of 4 is thrown the hardway (that is, with 2 spots appearing on each die) on the roll immediately following placement of such bet and shall lose if any other combination is thrown.

22) “Six the hardway on the hop” is a one roll wager that may be made at any time, which shall win if a total of 6 is thrown the hardway (that is, with 3 spots appearing on each die) on the roll immediately following placement of such bet and shall lose if any other combination is thrown.

23) “Eight the hardway on the hop” is a one roll wager that may be made at any time, which shall win if a total of 8 is thrown the hardway (that is, with 4 spots appearing on each die) on the roll immediately following placement of such bet and shall lose if any other combination is thrown.

24) “Ten the hardway on the hop” is a one roll wager that may be made at any time, which shall win if a total of 10 is thrown the hardway (that is, with 5 spots appearing on each die) on the roll immediately following placement of such bet and shall lose if any other combination is thrown.

25) “One-three (ace-trey) on the hop” is a one roll wager that may be made at any time, which shall win if a total of 4 is thrown with a 1 spot appearing on one die and a 3 spot appearing on the other die on the roll immediately following placement of such bet and shall lose if any other combination is thrown.

26) “One-four (ace-four) on the hop” is a one roll wager that may be made at any time, which shall win if a total of 5 is thrown with a 1 spot appearing on one die and a 4 spot appearing on the other die on the roll immediately following placement of such bet and shall lose if any other combination is thrown.

27) “Two-three (deuce-trey) on the hop” is a one roll wager that may be made at any time, which shall win if a total of 5 is thrown with a 2 spot appearing on one die and a 3 spot appearing on the other die on the roll immediately following placement of such bet and shall lose if any other combination is thrown.

28) “One-five (ace-five) on the hop” is a one roll wager that may be made at any time, which shall win if a total of 6 is thrown with a 1 spot appearing on one die and a 5 spot appearing on the other die on the roll immediately following placement of such bet and shall lose if any other combination is thrown.

29) “Two-four (deuce-four) on the hop” is a one roll wager that may be made at any time, which shall win if a total of 6 is thrown with a 2 spot appearing on one die and a 4 spot appearing on the other die on the roll immediately following placement of such bet and shall lose if any other combination is thrown.
30) “One-six (ace-six) on the hop” is a one roll wager that may be made at any time, which shall win if a total of 7 is thrown with a 1 spot appearing on one die and a 6 spot appearing on the other die on the roll immediately following placement of such bet and shall lose if any other combination is thrown.

31) “Two-five (deuce-five) on the hop” is a one roll wager that may be made at any time, which shall win if a total of 7 is thrown with a 2 spot appearing on one die and a 5 spot appearing on the other die on the roll immediately following placement of such bet and shall lose if any other combination is thrown.

32) “Three-four (trey-four) on the hop” is a one roll wager that may be made at any time, which shall win if a total of 7 is thrown with a 3 spot appearing on one die and a 4 spot appearing on the other die on the roll immediately following placement of such bet and shall lose if any other combination is thrown.

33) “Two-six (deuce-six) on the hop” is a one roll wager that may be made at any time, which shall win if a total of 8 is thrown with a 2 spot appearing on one die and a 6 spot appearing on the other die on the roll immediately following placement of such bet and shall lose if any other combination is thrown.

34) “Three-five (trey-five) on the hop” is a one roll wager that may be made at any time, which shall win if a total of 8 is thrown with a 3 spot appearing on one die and a 5 spot appearing on the other die on the roll immediately following placement of such bet and shall lose if any other combination is thrown.

35) “Three-six (trey-six) on the hop” is a one roll wager that may be made at any time, which shall win if a total of 9 is thrown with a 3 spot appearing on one die and a 6 spot appearing on the other die on the roll immediately following placement of such bet and shall lose if any other combination is thrown.

36) “Four-five on the hop” is a one roll wager that may be made at any time, which shall win if a total of 9 is thrown with a 4 spot appearing on one die and a 5 spot appearing on the other die on the roll immediately following placement of such bet and shall lose if any other combination is thrown.

37) “Four-six on the hop” is a one roll wager that may be made at any time, which shall win if a total of 10 is thrown with a 4 spot appearing on one die and a 6 spot appearing on the other die on the roll immediately following placement of such bet and shall lose if any other combination is thrown.

38) “Big 6” is a wager that may be made at any time on the big number 6 on the table layout, which shall win if a total of 6 is rolled before a total of 7 is rolled and shall lose if a total of 7 is thrown before a total of 6.

39) “Big 8” is a wager that may be made at any time on the big number 8 on the table layout, which shall win if a total of 8 is rolled before a total of 7 is rolled and shall lose if a total of 7 is thrown before a total of 8.

40) A “put bet” is a wager that may be made at any time on any of the numbers 4, 5, 6, 8, 9, and 10 which wins if the number on which the wager was placed is thrown before a 7 appears and loses if a 7 is thrown before such number.

41) A “high low” bet is a one roll wager that wins if either a high (12) or low (2) is rolled and loses if any other total is thrown. This bet is broken down into separate wagers and placed on the appropriate areas of “12” and “2” on the table layout.

42) “Three way craps” is a one roll wager that wins if either an ace deuce (3) or any craps (2, 3 or 12) is rolled and loses if any other total is thrown. This bet is broken down into separate wagers and placed on the appropriate areas of the “ace-deuce”, “2”, and “12” on the table layout.

(b) Wagers are made before the dice are thrown but they may also be made between the time the dice leave the shooter’s hand and the time the dice come to rest, provided that the wager is confirmed orally by the dealer and a supervisor.
(c) All wagers at craps are made by placing gaming chips on the appropriate area of the table layout.

(d) A wager made on any bet may be removed or reduced at any time prior to a roll that decides the outcome of such wager except that a pass line bet and a come bet may not be removed or reduced after a come out point or come point is established with respect to such bet.

(e) 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 until a new come out roll.

(f) All place to win bets, hardway bets and come odds bets are inactive on any come out roll unless called “on” by the player and confirmed by the dealer through placement of an “on” marker button on the top of each player’s wager. All other wagers are considered “on.”

(g) The minimum and maximum wagers allowed at a table shall be posted at the table.

(h) No call bets are allowed. A “call bet” is a bet made verbally without actually placing gaming chips on the table layout.

(i) Winning payoff wagers at the game of craps are at the odds listed below:

<table>
<thead>
<tr>
<th>Wager</th>
<th>Payout Odds</th>
</tr>
</thead>
<tbody>
<tr>
<td>Pass Bet</td>
<td>1 to 1</td>
</tr>
<tr>
<td>Don’t Pass Bet</td>
<td>1 to 1</td>
</tr>
<tr>
<td>Come Bet</td>
<td>1 to 1</td>
</tr>
<tr>
<td>Don’t Come Bet</td>
<td>1 to 1</td>
</tr>
<tr>
<td>Put Bet</td>
<td>1 to 1</td>
</tr>
<tr>
<td>Points of 4 and 10 put bet</td>
<td>2 to 1</td>
</tr>
<tr>
<td>Points of 5 and 9 put bet</td>
<td>3 to 2</td>
</tr>
<tr>
<td>Points of 6 and 8 put bet</td>
<td>6 to 5</td>
</tr>
<tr>
<td>Place Bet 4 to Win</td>
<td>9 to 5</td>
</tr>
<tr>
<td>Place Bet 5 to Win</td>
<td>7 to 5</td>
</tr>
<tr>
<td>Place Bet 6 to Win</td>
<td>7 to 6</td>
</tr>
<tr>
<td>Place Bet 8 to Win</td>
<td>7 to 6</td>
</tr>
<tr>
<td>Place Bet 9 to Win</td>
<td>7 to 5</td>
</tr>
<tr>
<td>Place Bet 10 to Win</td>
<td>9 to 5</td>
</tr>
<tr>
<td>Four the Hardway</td>
<td>7 to 1</td>
</tr>
<tr>
<td>Six the Hardway</td>
<td>9 to 1</td>
</tr>
<tr>
<td>Eight the Hardway</td>
<td>9 to 1</td>
</tr>
<tr>
<td>Ten the Hardway</td>
<td>7 to 1</td>
</tr>
<tr>
<td>Field Bet</td>
<td>1 to 1 on 3, 4, 9, 10, and 11</td>
</tr>
<tr>
<td></td>
<td>2 to 1 on 2</td>
</tr>
<tr>
<td></td>
<td>2 to 1 on 12</td>
</tr>
<tr>
<td>Any Seven</td>
<td>4 to 1</td>
</tr>
<tr>
<td>Any Craps</td>
<td>7 to 1</td>
</tr>
<tr>
<td>Craps 2</td>
<td>30 to 1</td>
</tr>
<tr>
<td>Craps 3</td>
<td>15 to 1</td>
</tr>
<tr>
<td>Craps 12</td>
<td>30 to 1</td>
</tr>
<tr>
<td>11 in one roll</td>
<td>15 to 1</td>
</tr>
<tr>
<td>Four the Hardway on the Hop</td>
<td>30 to 1</td>
</tr>
</tbody>
</table>
Six the Hardway on the Hop  30 to 1
Eight the Hardway on the Hop  30 to 1
Ten the Hardway on the Hop  30 to 1
One-Three (Ace-Trey) on the Hop  15 to 1
One-Four (Ace-Four) on the Hop  15 to 1
One-Five (Ace-Five) on the Hop  15 to 1
One-Six (Ace-Six) on the Hop  15 to 1
Two-Three (Deuce-Trey) on the Hop  15 to 1
Two-Four (Deuce-Four) on the Hop  15 to 1
Two-Five (Deuce-Five) on the Hop  15 to 1
Two-Six (Deuce-Six) on the Hop  15 to 1
Three-Four (Trey-Four) on the Hop  15 to 1
Three-Five (Trey-Five) on the Hop  15 to 1
Three-Six (Trey-Six) on the Hop  15 to 1
Four-Five on the Hop  15 to 1
Four-Six on the Hop  15 to 1
Big 6  1 to 1
Big 8  1 to 1
Put Bet  1 to 1
Six-Seven-Eight  1 to 1 on 6

(One-Five or Two-Four),
7, 8 (Two-Six or Three-Five)
2 to 1 on 6 (the Hardway) or 8 (the Hardway)

(k) A horn bet and horn high bet shall be paid as if they were four separate wagers on 2, 3, 11, and 12.

(l) 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.

(m) A lottery gaming facility manager (“manager”) may offer true odds on place bets under the following circumstances:

1) In addition to the payout odds set forth in above for place bets to win on 4, 5, 6, 8, 9, and 10, a manager may offer a player the option of receiving true odds on these bets in return for the player paying to manager, at the time of making the bet, a percentage of the amount wagered which in no event shall exceed five percent of such wager;

2) If a true odds place bet to win is made by a player, winning wagers shall be paid as follows:

<table>
<thead>
<tr>
<th>Buy Bet made</th>
<th>True odds paid</th>
</tr>
</thead>
<tbody>
<tr>
<td>4 to Win</td>
<td>2 to 1</td>
</tr>
<tr>
<td>5 to Win</td>
<td>3 to 2</td>
</tr>
<tr>
<td>6 to Win</td>
<td>6 to 5</td>
</tr>
<tr>
<td>8 to Win</td>
<td>6 to 5</td>
</tr>
<tr>
<td>9 to Win</td>
<td>3 to 2</td>
</tr>
<tr>
<td>10 to Win</td>
<td>2 to 1</td>
</tr>
</tbody>
</table>
3) In addition to the payout odds set forth in above for lay bets to lose on 4, 5, 6, 8, 9, and 10, a manager may offer a player the option of receiving true odds on these bets in return for the player paying to manager, at the time of making the bet, a percentage of the amount wagered which in no event shall exceed five percent of such wager;

4) Lay bets: If a true odds place bet to lose is made by a player, winning wagers shall be paid as follows:

<table>
<thead>
<tr>
<th>Lay bet made</th>
<th>True odds paid</th>
</tr>
</thead>
<tbody>
<tr>
<td>4 to Lose</td>
<td>1 to 2</td>
</tr>
<tr>
<td>5 to Lose</td>
<td>2 to 3</td>
</tr>
<tr>
<td>6 to Lose</td>
<td>5 to 6</td>
</tr>
<tr>
<td>8 to Lose</td>
<td>5 to 6</td>
</tr>
<tr>
<td>9 to Lose</td>
<td>2 to 3</td>
</tr>
<tr>
<td>10 to Lose</td>
<td>1 to 2</td>
</tr>
</tbody>
</table>

5) Manager may allow a supplemental wager in support of a pass or come bet in an amount up to 10 (ten) times the amount of the original pass or come bet. Manager may allow a supplemental wager in support of a don't pass or come bet in an amount up to 5 (five) times the amount of the original don't pass or come bet.
don’t come bet in an amount so calculated as to provide a winning player with winnings not in excess of up to 10 (ten) 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) Whenever a player makes a put bet, the player has the right to make an additional wager in support of the bet which may be limited to an amount equal to the table minimum or maximum odds. If, in such circumstances, the bet wins, the original amount of the bet is paid at odds of 1 to 1 and the supplemental amount is paid in multiples 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. A player loses this supplemental bet if the put bet loses.

7) Manager may accept a supplemental wager that exceeds an amount that is otherwise authorized by this section or posted as the maximum wager permitted at the table, provided that the excess amount of the supplemental wager is necessary to facilitate the payouts permitted by this section.

Play.

(a) Control of the dice at a craps table is the responsibility of the stickperson at the table.

(b) At the commencement of play, the craps stickperson shall offer the set of dice to the player immediately to the left of the dealer at the table. If the 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. The first player to accept the dice when offered shall become the shooter who shall select and retain two of the dice offered. Upon selection of the dice, the shooter shall make a pass or don’t pass bet after which he shall throw the two selected dice so that they leave his hand simultaneously and in a manner calculated to cause them to strike the end of the craps table farthest from him. It shall be the option of the shooter, after any roll, either to pass the dice or remain the shooter except that the shooter shall pass the dice upon throwing a losing total of 7 (this does not apply to the come out roll). The craps dealer may order the shooter to pass the dice to another player if the shooter unreasonably delays the game, repeatedly makes invalid rolls or violates applicable rules and regulations pertaining to the game of craps.

(c) 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 craps stickperson shall offer the dice to the player immediately to the left of the previous shooter.

(d) 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.

(e) The dealer or stickperson shall also have the authority to invalidate a roll of the dice by calling “no roll” for any of the following reasons:

1) The dice do not leave the shooter’s hand simultaneously;

2) Either or both of the dice fail to strike an end of the table;

3) Either or both of the dice come to rest on the chips constituting the bank of chips located in front of the dealer;

4) Either or both of the dice come to rest in the dice cup in front of the craps stickperson or on one of the rails surrounding the table;

5) The use of a cheating, crooked or fixed device or technique was used in the roll of the dice; and,

6) For any other reason the craps dealer or stickperson considers the throw to be improper.
(f) The call of “no roll” under any applicable rules of this game shall, whenever possible, be made before both dice come to rest.

(g) 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 bank of chips located in front of the dealer, shall not be a cause for a call of “no roll.”

(h) “No roll” may be called in craps by a dealer or stickperson.

(i) Roll results shall be as follows:

1) 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 or “face up.” 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.

2) In the event of a dispute as to which face is uppermost or “face up,” the dealer shall have discretion to determine which face is uppermost or to order the throw be void and the dice be re-thrown.

End of Rules of the Game for Craps.
Object of game.

Roulette is a game of chance where a ball shall be spun by the dealer in a direction opposite to the rotation of a wheel with various numbered and colored compartments and the players make wagers based upon numbers and colors for the compartment on the wheel in which the ball will come to rest.

Definitions.

The following definitions, when used in the Southwest Kansas Lottery Gaming Zone, when pertaining to the game of “Roulette” shall have the following meanings unless the context clearly indicates otherwise:

(a) “American wheel” shall mean a roulette wheel with 38 compartments containing the numbers one through thirty-six (1-36) and a zero (0) and double zero (00).

(b) “Compartment” or “slots on the roulette wheel” shall mean where the roulette ball will land to decide the outcome of the bet. The numbers of the roulette wheel are numbered from 1 to 36, with background colors alternating between red and black. The background color of the zero and double zero compartments is green.

(c) “Crown” shall mean a point marker used by the dealer to mark the corresponding number on the roulette table layout where the roulette ball has come to rest.

(d) “Croupier” or “dealer” shall mean a person in charge of the roulette game. This person handles the wagers and payouts and spins the roulette wheel and ball.

(e) “Inside bets” shall mean the following types of wagers:
   1) One number (straight bet)
   2) Two numbers (split bet)
   3) Three numbers (street bet)
   4) Four numbers (corner bet)
   5) First five numbers
   6) Six numbers (line bet).

(f) “No more bets” shall mean that a dealer states that no more bets will be accepted on the roulette layout and waves one hand over the layout prior to the roulette ball coming to rest in a compartment on the wheel.

(g) “No spin” shall mean when a dealer states the spin is void because of an irregularity in the spin.

(h) “Non-value chips” shall mean gaming chips of various colors that have no value amount imprinted on them. The value of these chips is established with the dealer by the player before any betting takes place on the roulette layout. Each player receives chips of a different color, thus eliminating possible confusion of which player placed the bet.

(i) “Outside bets” shall mean the following types of wagers:
1) Twelve numbers (column bet)
2) Twelve numbers (dozen bet)
3) Red or black
4) Even or odd
5) Low or high numbers

(j) “Value chips” shall mean gaming chips that have specific dollar denominations imprinted on them, which chips may be redeemed by a player for cash from the lottery gaming facility manager.

Wagers.

(a) All wagers (or “bets”) at roulette shall be made by placing accepted gaming chips on the appropriate areas of the roulette layout. No verbal wagers or cash may be accepted by the dealer to wager on the table. Chips, issued by the lottery gaming facility manager and used on other table games within the lottery gaming facility, may be accepted for one round of play by an individual player only. Value chips must be re-issued for non-value chips by the dealer before the start of a second round of play.

(b) Non-value chips issued by the dealer on a roulette table have no value off the table and may not be taken off the table to be exchanged for value cash chips or cash. Non-value chips may only be redeemed at the table at which they were originally purchased. Each roulette table shall have non-value chips that are of a different design from chips at any other roulette table at the lottery gaming facility. Non-value chips shall only be used and redeemed at the roulette table where issued. The lottery gaming facility manager may limit or prohibit the use of value chips at any roulette table.

(c) No player at a roulette table shall be issued or permitted to game with non-value chips that are identical in color and design to cash value chips or to non-value chips being used by another player at the same table.

(d) Each player shall be responsible for the correct positioning of their wager on the roulette layout regardless of whether the player is assisted by the dealer. Each player shall be responsible for ensuring that instructions given to the dealer regarding the placement of a wager are correctly carried out.

(e) 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.

(f) The permissible wagers in the game of roulette shall be:

1) “Straight bet” (one number) is a wager that the roulette ball will come to rest in the compartment of the roulette wheel that corresponds to a single number selected by the player. The player shall select a number by placing a wager within the box on the roulette layout that contains the selected number.

2) “Split bet” (two numbers) is a wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to either of two numbers selected by the player. The player shall select the numbers by placing a wager on the line between the two boxes on the roulette layout 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” and the “3rd 12” boxes.

3) “Street bet” (three numbers) is a wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to any of three numbers in a single row on the roulette layout 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) “Three numbers” shall also include a wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to any one of the three numbers contained in one of the following groups of numbers: (0,1,2) (0,2,00) or (00,2,3). The player shall select one of the “three numbers” wagers by placing a wager on the common corner of the three boxes containing the selected numbers.

5) “Corner bet” (four numbers) is a wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to any one of four numbers in contiguous boxes on the roulette layout 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” is a wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to any of the numbers “0,” “00,” “1,” “2,” or “3.” The player shall bet the “first” of the boxes on the roulette layout that contains the label “1st 12” and the numbers “0” and “1.”

7) “Line bet” (six numbers) is a wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to any one of six numbers contained in two contiguous rows of numbers on the roulette layout selected by the player. The player shall select the two rows of numbers by placing a wager on the outside common corner of the boxes on the roulette layout that contains the first number in each of the rows being selected.

8) “Column bet” (12 numbers) is a wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to any of 12 numbers contained in a single column on the roulette layout 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.

9) “Dozen bet” (12 numbers) is a wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to any of 12 consecutive numbers from 1 through 12, 13 through 24, or 25 through 36 selected by the player. The player shall select the 12 numbers by placing a wager in the box on the roulette layout labeled “1st 12” (1 through 12) “2nd 12” (13 through 24), or “3rd 12” (25 through 36). (10) “Red” is a wager that the roulette ball will come to rest in any compartment with a red background on the roulette wheel. The player shall bet on “red” by placing a wager within the red box on the roulette layout used for such wagers.

11) “Black” is a wager that the roulette ball will come to rest in any compartment with a black background on the roulette wheel. The player shall bet on “black” by placing a wager within the black box on the roulette layout used for such wagers.

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

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

14) “1 to 18” is a wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to any of 18 consecutive numbers from 1 through 18. The player shall bet on “1 to 18” by placing a wager within the box on the roulette layout that is labeled “1 to 18.” This is also referred to as a “low” bet.

15) “19 to 36” is a wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to any of 18 consecutive numbers from 19 through 36. The player shall bet on “19 to 36” by placing a wager within the box on the roulette layout that is labeled “19 to 36.” This is also referred to as a “high” bet.
The maximum and minimum bets will be set by the Lottery and be posted on the game table at the time the game is operating.

The odds paid for winning wagers for roulette shall be:

<table>
<thead>
<tr>
<th>Bet made</th>
<th>Payout Odds</th>
</tr>
</thead>
<tbody>
<tr>
<td>Straight</td>
<td>35 to 1</td>
</tr>
<tr>
<td>Split</td>
<td>17 to 1</td>
</tr>
<tr>
<td>Street</td>
<td>11 to 1</td>
</tr>
<tr>
<td>Three numbers</td>
<td>11 to 1</td>
</tr>
<tr>
<td>Corner</td>
<td>8 to 1</td>
</tr>
<tr>
<td>First five numbers</td>
<td>6 to 1</td>
</tr>
<tr>
<td>Line</td>
<td>5 to 1</td>
</tr>
<tr>
<td>Column</td>
<td>2 to 1</td>
</tr>
<tr>
<td>Dozen</td>
<td>2 to 1</td>
</tr>
<tr>
<td>Red</td>
<td>1 to 1</td>
</tr>
<tr>
<td>Black</td>
<td>1 to 1</td>
</tr>
<tr>
<td>Odd</td>
<td>1 to 1</td>
</tr>
<tr>
<td>Even</td>
<td>1 to 1</td>
</tr>
<tr>
<td>1 to 18</td>
<td>1 to 1</td>
</tr>
<tr>
<td>19 to 36</td>
<td>1 to 1</td>
</tr>
</tbody>
</table>

Play.

(a) The roulette ball shall be spun by the dealer in a direction opposite to the rotation of the wheel and shall complete at least three (3) revolutions around the track of the wheel to constitute a valid spin.

(b) Prior to the ball coming to rest in a compartment, the dealer shall call “no more bets” and wave a hand over the table layout.

(c) Upon the ball coming to rest in a compartment, the dealer shall announce the number of such compartment and shall place a crown on that number on the roulette table layout.

(d) After placing the crown on the layout, the dealer shall first collect all losing wagers and then pay off all winning wagers.

(e) Irregularities necessitating a call of “no spin” and a subsequent re-spin of the ball shall be as follows:

1) If the ball is spun in the same direction as the wheel, the dealer shall state “no spin” and shall attempt to remove the roulette ball from the wheel prior to its coming to rest in one of the compartments.

2) If the roulette ball does not complete three (3) revolutions around the track of the wheel, the dealer shall announce “no spin” and shall attempt to remove the ball from the wheel prior to its coming to rest in one of the compartments.

3) If a foreign object enters the wheel prior to the ball coming to rest, the dealer shall announce “no spin” and shall attempt to remove the ball from the wheel prior to its coming to rest in one of the compartments.

4) If the ball leaves the wheel prior to the ball coming to rest, the dealer shall announce “no spin.” The ball shall be recovered and inspected by the pit supervisor for any damage or tampering before being placed back into the wheel.

End of Rules of the Game for Roulette.
3-Card Poker
Boot Hill Casino & Resort – Rules of the Game

Play.

(a) All play wagers shall be placed as provided below:

1) Play-dealing. All ante wagers and pair plus wagers shall be placed prior to the first card being dealt.

2) Each player and the dealer are dealt three cards face down.

(b) After the dealing above has 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.

(c) 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 or automatic shuffling machine. The dealer shall then reveal the dealer’s cards and place the cards so as to form the highest possible ranking hand.

(d) The dealer shall then settle the wagers remaining on the table by performing the procedure in (e) immediately below. The dealer’s cards shall be placed in the discard rack or automatic shuffling machine after all players’ cards have been collected.

(e) The dealer shall, for each of the following procedures, start with the player farthest to the dealer’s right and continue counterclockwise around the table until the procedure has been completed as to all players:

1) Reveal the three card hand of each remaining player;

2) Collect all losing wagers;

3) Pay each winning wager in accordance with the payout odds listed below; and

4) Collect all player hands and place them in the discard rack or automatic shuffling machine.

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

(g) There are three payout types, as follows:

1) 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; however, a player’s hand must beat the dealer’s qualifying hand of a queen or higher ranking card to win both wagers. 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 as a “draw.”
2) A player placing a pair plus wager, shall be paid in accordance with a posted pay table at no less than the following odds:

<table>
<thead>
<tr>
<th>Hand</th>
<th>Odds</th>
</tr>
</thead>
<tbody>
<tr>
<td>Pair</td>
<td>1 to 1</td>
</tr>
<tr>
<td>Flush</td>
<td>3 to 1</td>
</tr>
<tr>
<td>Straight</td>
<td>6 to 1</td>
</tr>
<tr>
<td>Three-of-a-kind</td>
<td>30 to 1</td>
</tr>
<tr>
<td>Straight flush</td>
<td>40 to 1</td>
</tr>
</tbody>
</table>

3) A player placing an ante wager and a play wager shall be paid an ante bonus if the player's hand consists of one of the following:

<table>
<thead>
<tr>
<th>Hand</th>
<th>Odds</th>
</tr>
</thead>
<tbody>
<tr>
<td>Straight pays</td>
<td>1 to 1</td>
</tr>
<tr>
<td>Three-of-a-kind pays</td>
<td>4 to 1</td>
</tr>
<tr>
<td>Straight flush pays</td>
<td>5 to 1</td>
</tr>
</tbody>
</table>

If the dealer's hand beats the player's hand, the player loses the ante and the play bets, but the player receives the ante bonus as specified above. The ante bonus is paid even if the player does not wager the pair plus wager.

**Object of game.**

Three Card Poker is a game which the player may play against the dealer and/or play against a posted pay table. The dealer and player each receive three cards.

**Wagers.**

(a) The following wagers may be placed in the game of three card poker:

1) 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 after reviewing his or her cards; or

2) A player may compete solely against a posted payout ledger by placing a pair plus wager in any amount within the posted minimum and maximum wagers; or

3) A player may compete against both the dealer and the posted scale of payouts by placing wagers in accordance with the requirements of (a)1 and 2 above.

(b) All wagers at three card poker shall be made by placing gaming chips or other authorized bet on the appropriate betting areas of the table layout. A verbal wager accompanied by cash is not permitted.

(c) Only players who are seated at a three card poker table may wager at the game. Once a player has placed a wager and received cards, that player must remain seated until the completion of the round of play or they may forfeit their wager.

(d) All ante wagers and pair plus wagers shall be placed prior to dealing any cards. No wager shall be made, increased, or withdrawn after the first card has been dealt.

**End of Rules of the Game for 3-card Poker.**
**Mississippi Stud**

Boot Hill Casino & Resort – Rules of the Game

**Play.**

(a) The starting position for the dealing of cards and the delivery of stacks of cards for the game of Mississippi Stud Poker may be determined in the following manner:

1) The dealer shall deliver the first stack of three cards to the dealer, also known as the community cards, and will then deliver two cards dealt by the shuffler to the player farthest to his/her left, continuing to deal each player two cards face down in a clockwise manner.

2) After all players have looked at their two cards, the players have a choice:
   a. Fold (and surrender their ante wager); or
   b. Make a 3rd Street bet equal to 1x, 2x, or 3x their ante wager.

3) The dealer shall then reveal the first community card.

4) The players have a choice:
   a. Fold (and surrender their ante wager and 3rd Street bet); or
   b. Make a 4th Street bet equal to 1x, 2x, or 3x their ante wager.

5) The dealer shall then reveal the second community card.

6) The players have a choice:
   a. Fold (and surrender their ante wager, 3rd Street bet, and 4th Street bet); or
   b. Make a 5th Street bet equal to 1x, 2x, or 3x their ante wager.

7) The dealer shall then reveal the third community card.
   b. Working from right to left, the dealer reveals each player’s two-card hand and determines their hand combined with the three community cards.
   c. The dealer pays and takes according to the pay table.

**Irregularities.**

(a) A card that is found face up in the shoe or the deck while the cards are being dealt shall void all hands and require a reshuffle. 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.

(b) If any player is dealt an incorrect number of cards, all hands shall be void.

(c) 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 procedures approved by the commission.
(d) If an automated dealing shoe is being used and the device jams, stops dealing cards, or fails to deal all cards during a round of play, the round of play shall be void and the cards shall be removed from the device and reshuffled with any cards already dealt, in accordance with procedures approved by the commission.

(e) Any automated card shuffling device or automated dealing shoe shall be removed from a gaming table before any other method of shuffling or dealing may be utilized at that table.

(f) 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.

(g) 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.

(h) If cards become soiled in the course of play and the dealer finds that a card is unsuitable for use, a table games floor supervisor or higher ranking employee will bring a substitute card from the card reserve in the pit stand and the unsuitable card is placed in a sealed envelope or container. The table games floor supervisor or higher ranking employee will maintain the envelope in a secure place within the pit until collection by security.

Definitions.

The following definitions, when used in the Southwest Kansas Lottery Gaming Zone, when pertaining to the game of “Mississippi Stud Poker” shall have the following meanings unless the context clearly indicates otherwise:

(a) “3rd street wager” means an additional wager made by a player, in an amount equal to one, two or three times the amount of the player’s ante wager, after the player has been dealt his or her initial two cards.

(b) “4th street wager” means an additional wager made by a player, in an amount equal to one, two or three times the amount of the player’s ante wager, after the first community card is revealed by the dealer.

(c) “5th street wager” means an additional wager made by a player, in an amount equal to one, two, or three times the amount of the player’s ante wager, after the second community card is revealed by the dealer.

(d) “Ante wager” shall mean the initial wager placed prior to any cards being dealt in order to participate in the round of play.

(e) “Bet wager” shall mean either a 3rd street wager, a 4th street wager, or a 5th street wager.

(f) “Community card” means any of the three cards that are initially dealt face down in the designated area in front of the dealer and, once revealed, shall be used by each player with his or her two cards to form a five card hand.

(g) “Hand” means the five (5) card hand formed for each player by combining the two (2) cards dealt to the player and the three (3) community cards.

(h) “Fold” means the withdrawal of a player from a round of play by discarding his or her two cards prior to placing a bet wager.

(i) “Push” means a player’s hand resulting in neither payment on nor collection of the player’s wagers.

(j) “Rank or ranking” shall mean the relative position of a card or group of cards.

(k) “Round of play” or “round” means one complete cycle of play during which all players then playing at the table have been dealt a hand, have folded or wagered upon it, and have had their wagers paid or collected.
(j) "Stub" means the remaining portion of the deck after all cards in the round of play have been dealt.

(k) "Suit" shall mean one of the four categories of cards, i.e., diamond, spade, club, or heart.

End of Rules of the Game for Mississippi Stud.
Ultimate Texas Hold’em
Boot Hill Casino & Resort – Rules of the Game

Play.

(a) All wagers at Ultimate Texas Hold’em are made by placing gaming chips on the appropriate betting areas of the layout. Prior to the first card being dealt, each player will make a wager, which is placed in the box marked “Ante,” and an equal bet on the section marked “Blind.” Each player has the option of wagering on the trips bet, which must also be placed before the first card is dealt. Five community cards will be dealt face down directly in front of the dealer, and each patron and the dealer will receive two down cards. Players now have a choice to check and do nothing or make a play bet of three or four times their ante. Once a player bets, they cannot bet again and they cannot change their bet. The dealer then turns over the first three community cards face up on the layout. The players that have not yet made the play bet have another choice to check and do nothing or to make a play bet of two times their ante. The dealer then will turn over the final two community cards face up on the layout. Players again that have not made a play bet have a choice to fold or to bet a play bet equal to their ante. The dealer then reveals his two hole cards and announces the best five-card hand. The dealer needs a pair or higher hand to qualify. When the dealer does not qualify, it is not an automatic win for the players. Only players who are seated at the Ultimate Texas Hold’em table may place a wager at the game. Once a player has placed a wager and received cards, that player must remain seated until the completion of the round of play. Minimum and maximum wagers are posted at each table and are determined by supervisory casino operations personnel.

(b) If a player places a play wager, the wager shall be placed in the designated play betting area.

(c) After the flop has been dealt, the dealer shall, starting with the player farthest to his or her left and proceeding in a clockwise manner around the table, ask each player who has not placed a play wager if he or she wishes to place a play wager prior to the dealing of the final two community cards. The player may either check or place a play wager in an amount equal to two times the amount of the player’s ante wager.

(d) If a player places a play wager, the wager shall be placed in the designated play betting area.

(e) If a player checks, the player shall remain in the game and defer his or her decision to place a play wager to the next betting opportunity.

(f) Once all players have either placed a play wager or checked, the dealer shall then turn over the next two community cards and place them in the designated area for the community cards.

(g) After the final two community cards have been dealt, the dealer shall, starting with the player farthest to his or her left and proceeding in a clockwise manner around the table, ask each player who has not yet placed a play wager whether he or she wishes to fold his or her hand or place a play wager equal in amount to his or her ante wager.

(h) If a player places a play wager, the wager shall be placed in the designated play betting area.

(i) If a player folds, the ante and blind wagers of the player shall be collected by the dealer and placed in the table inventory container.

(j) If the player has also placed a trips wager, the dealer shall place the cards of the player face down underneath the player’s trips wager pending its resolution at the conclusion of the round of play.
If the player has not placed a trips wager, the dealer shall immediately spread the cards of the folded hand face down and place them in a discard rack.

After each player has either folded or placed a play wager, the dealer shall then turn his or her two cards face up, position his or her cards near the three community cards that can be used to from the best possible five-card hand and announce the dealer’s hand to the players.

If the dealer’s best possible five-card hand is lower than a pair, the dealer shall, starting with the player farthest to the dealer’s right who has placed a play wager and proceeding in a counterclockwise manner around the table, return each player’s ante wager and resolve all other wagers in accordance with subsection (q) below.

If the dealer’s best possible five-card hand is a pair or above, the dealer shall, starting with the player farthest to the dealer’s right who has placed a play wager and proceeding in a counterclockwise manner around the table, turn the two cards of each player who has placed a play wager face up and announce the best possible five-card poker hand that can be formed using the player’s two cards and the five community cards. The wagers of each player shall be resolved one player at a time regardless of outcome. After all wagers placed by a player are settled, the player’s cards shall then be immediately collected by the dealer and placed in the discard rack.

If the player’s five-card hand is ranked lower than the dealer’s five-card hand, the player shall lose and the dealer shall immediately collect any ante, blind and play wagers made by the player and place the wagers in the table inventory container.

If the player’s five-card hand is ranked higher than the dealer’s five-card hand, the player shall win and the dealer shall pay any ante, blind and play wagers made by the player in accordance with the payout odds set forth below in the section “payment odds,” provided that the blind wager shall not be paid unless the player’s winning hand has a rank of straight or higher.

If the player’s five-card hand and the dealer’s five-card hand are of equal rank, the player’s hand shall be a push. In such case, the dealer shall not collect or pay the player’s ante, blind, or play wagers.

After settling a player’s ante, blind, and play wagers, the dealer shall settle any trips wager made by the player by determining whether the player’s five-card hand qualifies for a payout in accordance with K.A.R. 111-307-7. A winning trips wager shall be paid without regard to the outcome of any other wager made by the player.

**Ultimate Texas Hold’em hand rankings.**

(a) The rank of the cards used in Ultimate Texas Hold’em, for the determination of winning hands, in order of highest to lowest rank, shall be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, and 2. All suits shall be considered equal in rank. Notwithstanding the foregoing, an ace may be used to complete a “straight flush” or a “straight” formed with a 2, 3, 4, and 5.

(b) The permissible poker hands at the game of Ultimate Texas Hold’em, in order of highest to lowest rank, shall be:

1) “Royal flush” is a hand consisting of an ace, king, queen, jack, and 10 of the same suit;

2) “Straight flush” is a hand consisting of five cards of the same suit in consecutive ranking, with ace, king, queen, jack, and 10 being the highest ranking five-card straight flush and ace, 2, 3, 4, and 5 being the lowest ranking five-card straight flush, provided that an ace may not be combined with any other sequence of cards for purposes of determining a winning hand (for example, queen, king, ace, 2, 3);
3) “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 2s being the lowest ranking four-of-a-kind;

4) “Full house” is a hand consisting of “three-of-a-kind” and a “pair,” with the three aces and two kings being the highest ranking full house and three 2s, two 3s being the lowest ranking full house;

5) “Flush” is a hand consisting of five cards of the same suit, not in consecutive order, with ace, king, queen, jack, and 9 being the highest ranking flush and 2, 3, 4, 5, and 7 being the lowest flush;

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

7) “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 2s being the lowest ranking three-of-a-kind;

8) “Two pairs” is a hand consisting of two “pairs,” with two aces and two kings being the highest ranking two pair and two 3s and two 2s being the lowest ranking two pair; and

9) “One pair” is a hand consisting of two cards of the same rank, with two aces being the highest ranking pair and two 2s being the lowest ranking pair;

(c) When comparing two hands which are of identical poker rank as described herein as “permissible poker hands,” or which contain none of the hands authorized in this section, the hand that contains the highest ranking card as provided in (a) 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 section, the hands shall be considered a push.

Payout odds.

(a) A lottery gaming facility manager shall pay each winning ante and play wager at odds of 1 to 1.

(b) If a player’s five-card hand ranks higher than the dealer’s five-card hand, the lottery gaming facility manager shall pay the player’s blind wager in accordance with the following odds:

<table>
<thead>
<tr>
<th>Player’s Five-Card Hand</th>
<th>Payout Odds</th>
</tr>
</thead>
<tbody>
<tr>
<td>Royal flush</td>
<td>500 to 1*</td>
</tr>
<tr>
<td>Straight flush</td>
<td>50 to 1*</td>
</tr>
<tr>
<td>Four-of-a-kind</td>
<td>10 to 1*</td>
</tr>
<tr>
<td>Full house</td>
<td>3 to 1*</td>
</tr>
<tr>
<td>Flush</td>
<td>3 to 2*</td>
</tr>
<tr>
<td>Straight</td>
<td>1 to 1*</td>
</tr>
<tr>
<td>Less than a straight</td>
<td>Push</td>
</tr>
</tbody>
</table>

*This does not include the return of the player’s original bet.

(c) The lottery gaming facility manager shall pay each winnings trips wager at no less than the odds set forth in the alternative pay table set forth below that is implemented by the lottery gaming facility manager as approved by the executive director of the Kansas lottery:
<table>
<thead>
<tr>
<th>Hand</th>
<th>Paytable A</th>
<th>Paytable B</th>
<th>Paytable C</th>
<th>Paytable D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Royal flush</td>
<td>50 to 1</td>
<td>50 to 1</td>
<td>50 to 1</td>
<td>50 to 1</td>
</tr>
<tr>
<td>Straight flush</td>
<td>40 to 1</td>
<td>40 to 1</td>
<td>40 to 1</td>
<td>40 to 1</td>
</tr>
<tr>
<td>Four-of-a-kind</td>
<td>30 to 1</td>
<td>30 to 1</td>
<td>30 to 1</td>
<td>20 to 1</td>
</tr>
<tr>
<td>Full house</td>
<td>9 to 1</td>
<td>8 to 1</td>
<td>8 to 1</td>
<td>7 to 1</td>
</tr>
<tr>
<td>Flush</td>
<td>7 to 1</td>
<td>6 to 1</td>
<td>7 to 1</td>
<td>6 to 1</td>
</tr>
<tr>
<td>Straight</td>
<td>4 to 1</td>
<td>5 to 1</td>
<td>4 to 1</td>
<td>5 to 1</td>
</tr>
<tr>
<td>Three-of-a-kind</td>
<td>3 to 1</td>
<td>3 to 1</td>
<td>3 to 1</td>
<td>3 to 1</td>
</tr>
</tbody>
</table>

*The payouts listed above do not include the return of the player's original bet. The trips bets are paid as each hand decision is made.

(d) The following irregularities shall apply:

1) If any card dealt to the dealer in Ultimate Texas Hold'em is exposed prior to each player having either folded or placed a play wager, all hands shall be void.

2) If any card is found face up in the shoe or the deck during the dealing of the cards, all hands shall be void and the cards shall be reshuffled.

3) If a player is dealt an incorrect number of cards, all players' hands shall be voided. If the dealer is dealt an incorrect number of cards, all players' hands shall be void.

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 cards during a round of play, the round of play shall be void and the cards shall be removed from the device and reshuffled with any cards already dealt, in accordance with procedures approved by the Kansas lottery commission.

6) Any automated card shuffling device or automated dealing shoe shall be removed from a gaming table before any other method of shuffling or dealing may be utilized at that table.

End of Rules of the Game for Ultimate Texas Hold'em.