

APPENDIX F(6)

Definitions, Operational Standards, Specifications,
and Regulations Governing Craps

Arizona Tribal-State Gaming Compact

The game of craps, authorized pursuant to the Compact, including all approved variations thereof, shall be permitted and conducted, at a minimum, according to the provisions set forth in the Compact and its appendices. For purposes of the Tribe's internal control standards, craps is a Table Game and shall be one of the "major gaming areas of the gaming operation" requiring an annual audit by internal audit personnel.

I. DEFINITIONS.

In addition to definitions set forth in the Compact and its appendices, the following definitions shall apply to the rules of craps, including all approved variations, conducted by the Gaming Facility Operator:

- (1) "Boxperson" means the employee designated to directly supervise and participate in the operation and conduct of a single craps table.
- (2) "Craps" means a game in which players make wagers on the outcome of a roll, or series of rolls, of a pair of dice.
- (3) "Dealer" means the employee who operates the game, administering house rules and making payoffs.
- (4) "Layout" or "table layout" means the felt, cloth, or other material covering the playing surface of a craps table.
- (5) "Shooter" means the player designated to roll the dice.
- (6) "Stickperson" means the employee designated to control the dice in between rolls and deliver the dice with a stick to the person rolling the dice at a single craps table. The stickperson is also responsible for announcing the results of each roll, placing bets, or instructing a dealer to place bets in the center of the table.
- (7) "Supervisor or management employee" means, for the purpose of this Appendix, any employee assigned duties and responsibilities that include:
 - (a) Directing table game employees in the performance of their duties;
 - (b) Supervising game activity, dealing procedures, and compliance with internal controls;
 - (c) Initially resolving player disputes arising from game play; and
 - (d) Making decisions regarding work scheduling of table game employees.

II. GENERAL REQUIREMENTS

A. Types of Craps Games.

- (1) The Gaming Facility Operator shall only conduct craps under the rules approved and authorized by the Tribal Gaming Office and the State Gaming Agency. As used in this Appendix, craps shall be inclusive of

the game of craps and variations thereof. Authorized craps games shall not exceed the wager limitations established in this Appendix.

- (2) Any electronic or electromechanical components or hardware, including electronic layouts, program software, and progressive components, utilized in an approved craps game shall be evaluated by an independent testing laboratory prior to use for play.

B. Number of Craps Tables. The number of craps tables in play shall not exceed the limits established in the Compact. Craps tables used in authorized tournament play shall be included when determining the total number of craps tables in play in a Gaming Facility. No craps games shall be operated outside of a Gaming Facility.

C. Licensing and Certification of Employees. All table game employees shall be licensed by the Tribal Gaming Office and certified by the State Gaming Agency in accordance with the provisions of the Compact.

D. Equipment Control. All dice, craps tables, gaming chips, and associated equipment, as applicable, shall be purchased, leased, or acquired only from manufacturers or distributors licensed by the Tribal Gaming Office and certified by the State Gaming Agency in accordance with the Compact.

E. Access to Records and Reports. The State Gaming Agency shall have access to all records of craps activity, pursuant to the provisions of the Compact, including, but not limited to:

- (1) Daily activity and accounting records;
- (2) Security reports;
- (3) Surveillance activities and reports; and
- (4) Investigative reports.

F. Inspection of Craps Tables, Dice, and Play. The State Gaming Agency shall be authorized to inspect any craps table, dice, dice testing equipment (micrometer, balancing caliper, steel set square, magnet, etc.), and/or observe any gaming activity pursuant to the provisions of the Compact.

G. Adoption of Rules.

- (1) Prior to conducting a game of craps, the Gaming Facility Operator shall submit to the Tribal Gaming Office, and the Tribal Gaming Office shall have approved, rules and procedures for play to govern the conduct of craps games operated in each Gaming Facility. In determining whether to approve such rules and procedures, the Tribal Gaming Office shall consider whether the proposed rules and procedures are appropriate to ensure the integrity, fairness, and security of play. After making its determination and prior to implementation, the Tribal Gaming Office shall issue a written approval or disapproval of the rules and procedures for each game to be played in the Gaming Facility.
- (2) Game rules and procedures approved by the Tribal Gaming Office shall include, in addition to the rules of play:

- (a) Specifications provided by the equipment manufacturer or distributor applicable to gaming equipment;
 - (b) Physical characteristics of gaming chips;
 - (c) Physical characteristics of such other gaming equipment as may be required for use in authorized craps games, including, but not limited to:
 - (i) Dice (including procedures for receipt and storage);
 - (ii) Craps tables;
 - (iii) Table layouts; and
 - (iv) Testing equipment (including testing procedures);
 - (d) Rules for each authorized craps game, including, but not limited to:
 - (i) Minimum and maximum permissible wagers;
 - (ii) Payout odds on each form of wager;
 - (iii) Procedures of play;
 - (iv) Procedures to be followed on the occurrence of irregularities;
 - (v) Progressive specifications (if applicable);
 - (vi) Prohibitions on side betting between and against players; and
 - (vii) Prohibition on call bets.
- (3) Copies of game rules and procedures shall be provided to the State Gaming Agency prior to implementation for review and approval. Within seven (7) days of receipt, the State Gaming Agency shall submit to the Tribal Gaming Office written comments and objections to the proposed rules and procedures. If the State Gaming Agency does not object within seven (7) days, then the rules and procedures are deemed approved. If the State Gaming Agency does object, the Tribal Gaming Office and the State Gaming Agency shall meet and confer within fourteen (14) days in a good faith effort to resolve the objections. Unresolved objections to any proposed rules or procedures shall be resolved expeditiously pursuant to the provisions of the Compact prior to implementation.
- (4) Summaries of the rules of each game relevant to the method of play and, if applicable, odds paid to winning wagers, shall be readily available to patrons in the Gaming Facility and wagering limits applicable to any craps table shall be displayed at such craps table.

H. Currency Transaction Reporting. The Tribal Gaming Office, or the Gaming Facility Operator as approved by the Tribal Gaming Office, shall establish, and the Gaming Facility Operator shall comply with, procedures and controls necessary to comply with the provisions of the Federal Bank Secrecy Act and the Federal USA Patriot Act. Copies of the procedures and controls established to comply with the Acts shall be provided to the Tribal Gaming Office and available to the State Gaming Agency upon request.

I. Craps Training.

- (1) Prior to any new craps game being implemented at the Gaming Facility, the Tribal Gaming Office shall require the Gaming Facility Operator to provide appropriate training for all employees involved in the conduct or regulation of craps, such that those employees have the knowledge and skills required under typical industry standards for the job function that employee performs, including, but not limited to, player money management and wagering, and detection of cheating methods. Tribal Gaming Office employees responsible for craps shall receive appropriate training in any new craps game.
- (2) The Tribal Gaming Office and/or the Gaming Facility Operator as designated by the Tribal Gaming Office, shall notify the State Gaming Agency prior to the beginning of the any training programs and shall provide the State Gaming Agency an opportunity to participate.

J. Notice of Installation.

- (1) The Gaming Facility Operator shall provide the Tribal Gaming Office advance written notice that it intends to install or re-install, or modify any craps table, including any newly purchased, leased, or previously approved craps table, for use for play, prior to placing such craps table into play at any Gaming Facility. Such notification shall be provided in time to allow the Tribal Gaming Office to schedule employees to inspect and test, as applicable, such craps tables, prior to use for play.
- (2) Upon notification from the Gaming Facility Operator, the Tribal Gaming Office shall provide to the State Gaming Agency all the information the Gaming Facility Operator is required to provide, to allow the State Gaming Agency to coordinate inspection and testing, as applicable.
- (3) All installation, reinstallation, and modifications of craps tables shall be approved by the Tribal Gaming Office prior to use for play in a Gaming Facility. All craps tables shall have affixed an identifying approval seal or equivalent from the Tribal Gaming Office, while in use for play in a Gaming Facility. If the State Gaming Agency is not present at the time of installation, reinstallation, or modification, the Gaming Facility Operator may put the craps table in use for play, if approved by the Tribal Gaming Office.
- (4) When the State Gaming Agency approves a craps table for either use for play or continued use, it shall affix an identifying approval seal or equivalent to the craps table. If the State Gaming Agency denies approval for use for play or continued use, the State Gaming Agency shall, at the conclusion of inspection and testing, as applicable, orally explain to the Gaming Facility Operator and the Tribal Gaming Office why the State Gaming Agency is denying approval. The State Gaming Agency shall promptly issue a written statement to the Tribal Gaming Office setting forth the grounds for denial of approval.

- (5) A craps table shall not be placed into play without having an identifying approval seal or equivalent from both the Tribal Gaming Office and the State Gaming Agency, unless authorized by Section II.J.3 of this Appendix.
- (6) The Tribal Gaming Office and the State Gaming Agency shall ensure that all craps tables and craps gaming activity are properly covered by surveillance, pursuant to the Tribe's internal control standards.

K. Notice of Removal.

- (1) The Gaming Facility Operator shall provide the Tribal Gaming Office five (5) business days advance written notice if it intends to remove any craps table from the Gaming Facility or to allow such tables to be removed. The notice shall identify which craps tables will be removed from the Gaming Facility and give details regarding when the tables will be removed, the location to which the tables will be taken, and to whom the tables will be transferred. The Tribal Gaming Office shall immediately remove and discard all affixed approval seals from any craps tables removed from the Gaming Facility and shall provide the State Gaming Agency written verification of having discarded the seals.
- (2) If craps tables are moved to storage, the Gaming Facility Operator shall provide the Tribal Gaming Office twenty-four (24) hours advance written notice of the tables to be moved and seals need not be removed. The Tribal Gaming Office shall provide written notice to the State Gaming Agency within forty-eight (48) hours of such movement.

L. Dice Specifications and Controls.

- (1) Dice shall have imprinted on them the name and/or logo of the gaming establishment along with a unique serial number. The dice shall be formed in the shape of a perfect cube of a size no smaller than 0.750 of an inch on each side and no larger than 0.775 of an inch on each side. The dice shall have six sides bearing white circular spots, from one to six respectively, with the diameter of each spot equal to the diameter of every other spot on the die. The dice spots shall be arranged so that the side containing one spot is directly opposite the side containing six spots, the side containing two spots is directly opposite the side containing five spots, and the side containing three spots is directly opposite the side containing four spots. Each spot shall be placed on the die by drilling into the surface of the cube and filling the drilled out portion with a compound which is equal in weight to the weight of the cellulose drilled out and which forms a permanent bond with the cellulose cube, and shall extend into the cube exactly the same distance as every other spot extends into the cube. The surface of each of the dice sides shall be perfectly flat and the spots contained in each side perfectly flush with the area surrounding them. All edges and corners of the dice shall be perfectly square and forming perfect 90-degree angles. The texture and finish of each side of the dice shall be exactly identical to the texture and finish of all other sides. The weight of the dice shall be equally

distributed throughout the cube with no side of the cube heavier or lighter than any other side of the cube.

- (2) The Tribal Gaming Office, or the Gaming Facility Operator as approved by the Tribal Gaming Office, shall establish appropriate procedures and controls for purposes of security and integrity, to ensure all dice are properly accounted for from the time of receipt to the time of destruction or disposition.
- (3) A secured location for storing unissued dice shall be maintained. The secured location shall be under constant monitoring by surveillance cameras. The exit and entrance to this area shall be viewed by at least one (1) fixed camera. A sign-in and sign-out log shall be completed by individuals entering the area. Surveillance shall be notified when persons request entry into this area. At no time shall a single individual be allowed to enter this area alone.
- (4) The Gaming Facility Operator shall maintain an ongoing perpetual inventory of dice that allows for the immediate verification of balances. Not less than monthly, someone independent of the table game department shall verify the dice inventory and perpetual inventory records. Any discrepancies shall be immediately investigated and reported to the Tribal Gaming Office and the State Gaming Agency.
- (5) Dice maintained in the table game area shall be stored in a locked cabinet only accessible to authorized personnel.

M. Staffing and Supervision.

- (1) A designated supervisor shall be responsible for the supervision of craps activity, including observing dealers and players, initiating and authorizing table fills and credits, counting and verifying beginning and ending table inventories, viewing drop box removal at established times, initially resolving player disputes arising from table play, and other duties as required. At least one (1) supervisor shall be in each designated table game area at all times when craps tables are open for play.
- (2) A craps game shall be conducted by a boxperson, stickperson, and two (2) dealers, unless otherwise approved by the Tribal Gaming Office and State Gaming Agency.
- (3) No gaming employee shall make a wager in any craps game operated by the Gaming Facility Operator. This shall not preclude a player from placing a tip, in the form of a wager, on behalf of a boxperson, stickperson, or dealer.
- (4) All table game supervisors and management employees shall be knowledgeable in the play of all authorized craps games and the regulatory requirements of craps games.

N. Prohibited Acts.

- (1) No Gaming Facility Operator or other person shall remove, add, switch, or alter any dice, nor permit such activity, except as provided by this Appendix.
- (2) A player shall not use any person, device, object, process, or procedures that are designed or intended to analyze, project, or predict the outcome of the game, unless otherwise approved by the Tribal Gaming Office and the State Gaming Agency.
- (3) No craps dealer, boxperson, stickperson, or supervisor shall advise a player about game strategy while the player has a wager still pending on the outcome of the game.
- (4) No person may introduce dice into any craps game that were not obtained through the current game, or any chip other than those obtained from the Gaming Facility where the craps game is being played.

O. Dice - Inspection and Testing.

- (1) Immediately prior to being placed into play, a supervisor or management employee shall inspect and test the dice on a flat surface by using either a micrometer, balancing caliper, a steel set square, or a magnet, in the presence of a dealer. The supervisor or management employee shall ensure that the dice meet the requirements outlined in II.L.1 of this Appendix, and that no dice are obviously flawed, unbalanced, or altered in any way. A boxperson, supervisor, management employee shall verify the inspection. The surveillance system shall record this process.
- (2) If personnel involved in the inspection and testing find that any dice are damaged or improper, substitute dice, as applicable, shall be brought from the storage area.
- (3) Upon completion of the inspection and testing, the dice shall be placed in a cup on the table for use. While the dice are at the table, they shall never be left unattended.
- (4) The Tribal Gaming Office and the State Gaming Agency shall be authorized to inspect and test dice at any time using either the Gaming Facility Operator's dice testing equipment or its own dice testing equipment in accordance with the provisions of the Compact.

P. Dice - Removal from Use.

- (1) The Gaming Facility Operator shall remove dice at any time if there is any indication of tampering or other defects that might affect the integrity or fairness of the game or at the request of an authorized representative of the Tribal Gaming Office or the State Gaming Agency. Any dice that indicate purposeful tampering shall be placed in a sealed envelope or

container, identified by table number, date and time, and shall be signed or initialed by the dealer and a supervisor.

- (2) All envelopes and containers containing dice that indicate purposeful tampering shall be turned over to the Tribal Gaming Office which shall inspect them for tampering or anything that might indicate unfair play. The Tribal Gaming Office shall promptly notify the State Gaming Agency of any dice that indicate purposeful tampering and shall allow the State Gaming Agency to inspect such dice upon request.

Q. Dealer Tips.

- (1) The Tribal Gaming Office, or the Gaming Facility Operator as approved by the Tribal Gaming Office, shall establish the criteria and procedures for the acceptance and, as applicable, distribution of tips. The procedures shall provide criteria to ensure that tips received are reported as income for tax purposes for the individuals receiving them, pursuant to applicable tax laws. At a minimum, such procedures shall require that all tips be placed in a tip box.
- (2) No Gaming Facility Operator employee directly concerned with management, accounting, or surveillance shall solicit or accept any tip or gratuity. At no time shall any table game employee who serves in a supervisory position directly or indirectly solicit or accept any tip or gratuity from an employee under their supervision, or any other employee, at the Gaming Facility where they are employed. Notwithstanding the foregoing, supervisory and management employees may participate in the distribution of gratuities or tips, if a pooling and distribution process is approved by the Tribal Gaming Office.
- (3) The Gaming Facility Operator shall establish procedures consistent with applicable laws for accounting for all tips and gratuities received by gaming employees.

R. Chips and Tokens.

- (1) General:
 - (a) A Gaming Facility Operator may not issue chips or tokens for use in its Gaming Facility(s), or sell or redeem chips or tokens, unless the specifications of the chips or tokens have been approved in writing by the Tribal Gaming Office. Chips and tokens shall not deceptively resemble any current or past coinage or currency of the United States or any other nation.
 - (b) The Tribal Gaming Office, or the Gaming Facility Operator as approved by the Tribal Gaming Office, shall establish, and the Gaming Facility Operator shall comply with, appropriate procedures and controls, for purposes of security and integrity, to ensure that all chips and tokens are properly accounted for from the time of receipt to the time of destruction or disposition.

- (c) Unused and/or reserve chip inventory(ies) shall be maintained in a secure location to prevent unauthorized access. The secure location shall be continuously recorded by a dedicated surveillance camera with sufficient clarity to identify employees. Not less than monthly, accounting personnel shall reconcile unused and/or reserve chip inventory(ies) to accountability records.
- (2) Specifications for gaming chips and tokens:
 - (a) Gaming chips and tokens shall be designed, manufactured, and constructed in compliance with all applicable statutes.
 - (b) In addition to other specifications that the Tribal Gaming Office may approve, the following shall appear on the gaming chip or token:
 - (i) The name of the issuing Tribe and/or Gaming Facility shall be inscribed on at least one (1) side of a gaming chip or token;
 - (ii) The value shall be inscribed on both sides of a gaming chip or token; and
 - (iii) A gaming chip shall be designed so that when stacked with gaming chips and tokens of other denominations and viewed on surveillance monitors, the denomination of the gaming chip may be distinguished from that of the other gaming chips and tokens in the stack.
 - (3) Denominations of gaming chips shall be denoted by the following colors:
 - (a) A one-dollar gaming chip shall be predominantly white;
 - (b) A five-dollar gaming chip shall be predominantly red;
 - (c) A twenty-five-dollar gaming chip shall be predominantly green;
 - (d) A one-hundred dollar gaming chip shall be predominately black;
 - (e) A five-hundred dollar gaming chip shall be predominately purple;
 - (f) Other gaming chip denominations may be used with approval of the Tribal Gaming Office and the State Gaming Agency; and
 - (g) Tournament and promotional chips may be of any color.

III. CRAPS REQUIREMENTS

A. Availability of Rules.

- (1) Basic craps and house rules shall include an explanation of each wager and the corresponding payout odds.
- (2) Basic craps rules and house rules governing the play of craps shall be clear, legible, and available to all players in the table game area.

B. Craps Table—Physical Characteristics.

- (1) Craps shall be played on an oblong table with rounded corners and high walled sides.

- (2) Each craps table, while in play, shall have a drop slot and drop box with a clear plastic money paddle, and a tip box, except that no tip box shall be required if tips are not accepted at the table. Each table may also be equipped with other such devices as specified in the rules.
- (3) The layout shall have imprinted on it the name and/or logo of the establishment, specific areas marked in which to place wagers, and the payout odds, unless otherwise approved by the Tribal Gaming Office and State Gaming Agency. The layout may have additional markings which identify the game, the holder of intellectual property rights to the game, the distributor of the game, any special markings needed for the play of the game, and any other markings approved by the Tribal Gaming Office and the State Gaming Agency.

C. Drop Boxes.

- (1) Each craps table in the Gaming Facility shall have attached to it a metal container known as a drop box, in which shall be deposited all cash, tickets, documents evidencing fills and credits, requests for fills and credits, and game inventory forms.
- (2) Each drop box shall have:
 - (a) One (1) separate lock securing the contents placed into the drop box, the key to which shall be different from any other key;
 - (b) A separate lock securing the drop box to the gaming tables, the key to which shall be different from the key to the lock securing the contents of the drop box;
 - (c) An opening through which currency, tickets, coins, tokens, forms, records, and documents can be inserted into the drop box; and
 - (d) Permanently imprinted or impressed thereon, and clearly visible, a number corresponding to a permanent number on the gaming table to which it is attached, and a marking to indicate game type, table number, and shift (if there are multiple shifts), except that emergency drop boxes may be maintained without such number or marking, provided the word "emergency" is permanently imprinted or impressed thereon and, when put into use, are temporarily marked with the number of the gaming table and identification of the game and shift.

D. Wagers.

- (1) The Gaming Facility Operator shall establish minimum and maximum wagers permitted at each craps table in the Gaming Facility, provided that the maximum wager shall not exceed \$100,000. The maximum wager limit shall apply to any single wager that a player can make based on the approved game rules.
- (2) The minimum and maximum wagers shall be conspicuously posted at each table.

- (3) The Gaming Facility Operator, at its discretion, may change the minimum and/or maximum wagers at any table, with appropriate notice to all players.
- (4) All paper currency and coin (only US currency) shall be exchanged for gaming chips or tokens by the dealer, prior to a wager being made.

E. Wagering Rules.

- (1) No more than eighteen (18) players shall be allowed to make wagers at any single craps table on any given roll.
- (2) All wagers shall be made by placing chips on the appropriate areas of the layout.
- (3) Each player shall be responsible for the correct positioning of his wager on the layout, regardless of whether he is assisted by the dealer. The player shall be responsible for ensuring that the instructions he gives to the dealer regarding the placement of a wager are correctly carried out.
- (4) Wagers shall be made before the dice are thrown. However, a wager may be made between the time the dice leave the shooter's hand and the time the dice come to rest, provided that the wager(s) were verbally confirmed by a dealer and boxperson.
- (5) 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 with the following exceptions:
 - (a) A Pass Bet or Come Bet shall not be removed or reduced after a come out point is established with respect to such bet; or
 - (b) If a Don't Come Bet or a Don't Pass Bet is removed or reduced, it shall not be replaced or increased after the removal or reduction.
- (6) All buy and place to win bets, come odds, and hardways shall be inactive on any come out roll unless called "on" by the player and confirmed by the dealer through placement on an "on" marker button on the top of each player's wager. All other wagers shall be considered "on."

F. Payment of Wagers. Unless otherwise approved and authorized in the game rules, winning wagers shall be paid at odds listed in this Appendix. If a Gaming Facility Operator intends to pay the winning wagers detailed in Sections III.F, III.G, and/or III.H at odds other than those listed, such payments shall appear on the table layout or shall be posted on table signage.

- (1) "Pass Bet" is a wager placed on the Pass Line of the layout immediately prior to the come out roll.
 - (a) The Pass Bet shall win 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.
 - (b) 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.
 - (a) 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.
 - (b) 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.
 - (c) The Don't Pass Bet shall be barred 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.
 - (a) The Come Bet shall win if, on the roll immediately following placement of such bet:
 - (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.
 - (b) 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.
 - (a) The Don't Come Bet shall win if, on the roll immediately following placement of such bet:
 - (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.
 - (b) The Don't Come Bet shall lose if, on the roll immediately following placement of such bet:
 - (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.
 - (c) 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 dealer through placement of an "on" marker button on top of such player's wager.
- (6) A "Place Bet to Lose" is a wager that may be made at any time against any of the numbers 4, 5, 6, 8, 9 or 10 which shall win if a 7 is thrown before the particular number against which the wager is placed and shall lose if the particular number against which the wager is placed is thrown before a 7 appears.
- (7) "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.
- (8) "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.
- (9) "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.
- (10) "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.
- (11) "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.
- (12) "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.
- (13) "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.
- (14) "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.
- (15) "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.

- (16) "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.
- (17) "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.
- (18) "Craps-Eleven or C and E" is a one roll wager that may be made at any time which shall win if either a craps (2, 3 or 12) or 11 is rolled immediately following placement of such bet and shall lose if any other total is thrown. 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.
- (19) "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. A Horn Bet shall be paid as if there were four separate wagers on 2, 3, 11 and 12.
- (20) "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 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 Gaming Facility Operator does not have a designated area on the layout for the acceptance of a Horn High Bet, it shall be broken down into two separate wagers on the "Horn" and one of the totals 2, 3, 11 or 12. A Horn High Bet shall be paid as if there were four separate wagers on 2, 3, 11 and 12.
- (21) "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 Gaming Facility Operator shall break down a Whirl wager into two separate wagers on the Horn Bet and the Any Seven wager.
- (22) "Four The Hardway on the Hop" is a one roll wager that may be made at any time, which shall win if a total of 4 is thrown the hardway (that is, with 2 appearing on each die) on the roll immediately following placement of such bet and shall lose if any other combination is thrown.
- (23) "Six The Hardway on the Hop" is a one roll wager that may be made at any time, which shall win if a total of 6 is thrown the hardway (that is, with 3 appearing on each die) on the roll immediately following placement of such bet and shall lose if any other combination is thrown.

- (24) "Eight The Hardway on the Hop" is a one roll wager that may be made at any time, which shall win if a total of 8 is thrown the hardway (that is, with 4 appearing on each die) on the roll immediately following placement of such bet and shall lose if any other combination is thrown.
- (25) "Ten The Hardway on the Hop" is a one roll wager that may be made at any time, which shall win if a total of 10 is thrown the hardway (that is, with 5 appearing on each die) on the roll immediately following placement of such bet and shall lose if any other combination is thrown.
- (26) "One-Three 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 appearing on one die and a 3 appearing on the other die on the roll immediately following placement of such bet and shall lose if any other combination is thrown.
- (27) "One-Four 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 appearing on one die and a 4 appearing on the other die on the roll immediately following placement of such bet and shall lose if any other combination is thrown.
- (28) "Two-Three 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 appearing on one die and a 3 appearing on the other die on the roll immediately following placement of such bet and shall lose if any other combination is thrown.
- (29) "One-Five 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 appearing on one die and a 5 appearing on the other die on the roll immediately following placement of such bet and shall lose if any other combination is thrown.
- (30) "Two-Four 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 appearing on one die and a 4 appearing on the other die on the roll immediately following placement of such bet and shall lose if any other combination is thrown.
- (31) "One-Six 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 appearing on one die and a 6 appearing on the other die on the roll immediately following placement of such bet and shall lose if any other combination is thrown.
- (32) "Two-Five 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 appearing on one die and a 5 appearing on the other die on the roll immediately following placement of such bet and shall lose if any other combination is thrown.
- (33) "Three-Four 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 appearing on one die and a 4 appearing on the other die on the roll immediately following placement of such bet and shall lose if any other combination is thrown.

- (34) "Two-Six 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 appearing on one die and a 6 appearing on the other die on the roll immediately following placement of such bet and shall lose if any other combination is thrown.
- (35) "Three-Five 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 appearing on one die and a 5 appearing on the other die on the roll immediately following placement of such bet and shall lose if any other combination is thrown.
- (36) "Three-Six 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 appearing on one die and a 6 appearing on the other die on the roll immediately following placement of such bet and shall lose if any other combination is thrown.
- (37) "Four-Five on the Hop" is a one roll wager that may be made at any time, which shall win if a total of 9 is thrown with a 4 appearing on one die and a 5 appearing on the other die on the roll immediately following placement of such bet and shall lose if any other combination is thrown.
- (38) "Four-Six on the Hop" is a one roll wager that may be made at any time, which shall win if a total of 10 is thrown with a 4 appearing on one die and a 6 appearing on the other die on the roll immediately following placement of such bet and shall lose if any other combination is thrown.

Wager	Payout Odds
Pass Bet	1 to 1
Don't Pass Bet	1 to 1
Come Bet	1 to 1
Don't Come Bet	1 to 1
Place Bet 4 to Win	9 to 5
Place Bet 5 to Win	7 to 5
Place Bet 6 to Win	7 to 6
Place Bet 8 to Win	7 to 6
Place Bet 9 to Win	7 to 5
Place Bet 10 to Win	9 to 5
Place Bet 4 to Lose	5 to 11
Place Bet 5 to Lose	5 to 8
Place Bet 6 to Lose	4 to 5
Place Bet 8 to Lose	4 to 5
Place Bet 9 to Lose	5 to 8
Place Bet 10 to Lose	5 to 11
Four the Hardway	7 to 1
Six the Hardway	9 to 1
Eight the Hardway	9 to 1
Ten the Hardway	7 to 1
Field Bet	1 to 1 on 3, 4, 9, 10, 11
	2 to 1 on 2, 12
Any Seven	4 to 1
Any Craps	7 to 1
Craps 2	30 to 1
Craps 3	15 to 1
Craps 12	30 to 1

11 in one roll	15 to 1
Four the Hardway on the Hop	30 to 1
Six the Hardway on the Hop	30 to 1
Eight the Hardway on the Hop	30 to 1
Ten the Hardway on the Hop	30 to 1
One-Three on the Hop	15 to 1
One-Four on the Hop	15 to 1
One-Five on the Hop	15 to 1
One-Six on the Hop	15 to 1
Two-Three on the Hop	15 to 1
Two-Four on the Hop	15 to 1
Two-Five on the Hop	15 to 1
Two-Six on the Hop	15 to 1
Three-Four on the Hop	15 to 1
Three-Five on the Hop	15 to 1
Three-Six on the Hop	15 to 1
Four-Five on the Hop	15 to 1
Four-Six on the Hop	15 to 1

G. Buy Bets. In addition to the payout odds set forth in Section H, for place bets to win on 4, 5, 6, 8, 9 and 10, the Gaming Facility Operator may offer a player the option of receiving true odds on these bets in return for the player paying to the Gaming Facility Operator, at the time of making the bet, a percentage of the amount wagered which in no event shall exceed five percent of such wager. Notwithstanding the foregoing, the Gaming Facility Operator, for one or more pre-specified place bets at a designated table, shall collect the percentage of the amount wagered only on winning bets. If the Gaming Facility Operator offers a player the option of receiving true odds on any of these place bets, the approved game rules shall indicate for each bet if a percentage is collected when the wager is made or when the wager is won.

Bet	Odds
4 to Win	2 to 1
5 to Win	3 to 2
6 to Win	6 to 5
8 to Win	6 to 5
9 to Win	3 to 2
10 to Win	2 to 1

H. Lay Bets. In addition to the payout odds set forth in Sections H & I, for place bets to lose on 4, 5, 6, 8, 9 and 10, the Gaming Facility Operator may offer a player true odds on these bets in return for the player paying to the Gaming Facility Operator, at the time of making the bet, a percentage of the amount wagered which in no event shall exceed five percent of such wager. Notwithstanding the foregoing, the Gaming Facility Operator may collect the percentage of the amount wagered only on winning bets.

Bet	Odds
4 to Lose	1 to 2
5 to Lose	2 to 3
6 to Lose	5 to 6
8 to Lose	5 to 6

9 to Lose	2 to 3
10 to Lose	1 to 2

I. **Wager Fees.** Except as provided for in Section G and H, the Gaming Facility Operator shall not charge a percentage, fee, or vigorish to a player in making any wager in the game of craps.

J. **Supplemental Wagers.**

- (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 Gaming Facility Operator 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 Gaming Facility Operator 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 Gaming Facility Operator 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 Gaming Facility Operator 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) The Gaming Facility Operator may allow a supplemental wager in support of a Pass or Come Bet in an amount not to exceed the wager limits of the Compact. The Gaming Facility Operator may allow a supplemental wager in support of a Don't Pass or Don't Come Bet in an amount not to exceed the wager limits of the Compact. The original Pass, Don't Pass, Come or Don't Come Bet and any supplemental wager shall be paid at the same odds as the original and supplemental wagers are paid.

K. Progressive Standards.

- (1) Physical and logical access to the progressive server, including the method by which system jackpot parameter values are entered or updated, shall be secure and monitored by the Tribal Gaming Office.
- (2) A meter that shows the amount of the progressive jackpot shall be conspicuously displayed at or near the table to which the jackpot applies.
- (3) At least once each day, the Gaming Facility Operator shall record the amount shown on each progressive jackpot meter.
- (4) Explanations for meter reading decreases shall be maintained with the progressive meter reading sheets.
- (5) The base amount of each progressive jackpot offered at the Gaming Facility shall be documented and maintained by the Gaming Facility Operator and the Tribal Gaming Office.
- (6) The Tribal Gaming Office shall approve procedures specific to the transfer of progressive amounts. Such procedures may include alternate methods of distribution that accrue to the benefit of the gaming public via an award or prize.
- (7) Upon presentation of circumstances to the State Gaming Agency, and by mutual agreement with the Tribal Gaming Office, the Gaming Facility may reduce, eliminate, transfer or distribute progressive amounts in excess of the base amount.

L. Game Drop and Count Standards.

- (1) A table game drop shall be performed at the end of each shift. Times for the drop and count shall be submitted to the Tribal Gaming Office for approval, and the Tribal Gaming Office shall provide a copy to the State Gaming Agency. Drop and count shall be conducted only at the scheduled times, except for emergency drops.
- (2) The Tribal Gaming Office shall be notified prior to performing any emergency drop. A written record shall be maintained of all emergency drops indicating the reason, persons involved, date, and time.

- (3) Any permanent change to the drop and/or count times shall be submitted to the Tribal Gaming Office for approval prior to any change being implemented by the Gaming Facility Operator. The Tribal Gaming Office shall immediately notify the State Gaming Agency of any approved changes.

M. Craps Tournaments.

- (1) The Gaming Facility Operator may conduct craps tournaments. At such tournaments only craps games approved and authorized by the Tribal Gaming Office and the State Gaming Agency may be played.
- (2) The Gaming Facility Operator shall submit for approval to the Tribal Gaming Office operational standards, rules and procedures to govern the conduct and play of any craps tournament. The Tribal Gaming Office shall review and issue a written approval or disapproval of the operational standards, rules, and procedures prior to the beginning of tournament play.
- (3) Copies of tournament standards, rules and procedures shall be provided to the State Gaming Agency prior to tournament play for review and approval. Within seven (7) days of receipt, the State Gaming Agency shall submit to the Tribal Gaming Office written comments and objections to the proposed standards, rules and procedures. If the State Gaming Agency does object, the Tribal Gaming Office and the State Gaming Agency shall meet and confer within fourteen (14) days in a good faith effort to resolve the objections. Unresolved objections to any proposed standards, rules and procedures shall be resolved expeditiously pursuant to the provisions of the Compact prior to implementation.
- (4) The operational standards, rules and procedures for the conduct of tournament play shall be:
 - (a) Available to all tournament players prior to the beginning of the tournament.
 - (b) Posted in a conspicuous location.
- (5) The operational standards, rules and procedures shall include but are not limited to:
 - (a) Qualification or selection criteria which limit the eligibility of tournament players;
 - (b) Regulations of the tournament (e.g., beginning and ending times, number of rounds, lapse of rounds, entry fee, elimination factors, cash handling procedures, etc.); and
 - (c) Prizes to be awarded.

N. **Entry Fee and Player Buy-In.** Craps tournament entry fees and buy-ins shall be documented on a tournament entry fee and buy-in log. The following information, at a minimum, shall be recorded on the log at the time the entry fee or buy-in is conducted: name of patron and amount of the entry fee or buy-in.

