Exhibit A 12 001

# Money Wheel Gaming Procedures

## Minimum Bets

1.) The Dealer will pay odds on the amount wagered.
2.) To bet, the Player shall place a wager, within the table minimum ($1) and maximum ($4), on one or more of the betting spots, and it shall win the following odds if the clapper comes to rest in a partition having the same number or symbol:

## Payout Schedule

| | Bets | Odds | Maximum Payoff |
|---|---|---|---|
| **ONE** | $1-4 | 1 to 1 | $4 |
| **TWO** | $1-4 | 2 to 1 | $8 |
| **FIVE** | $1-4 | 5 to 1 | $20 |
| **TEN** | $1-4 | 10 to 1 | $40 |
| **TWENTY** | $1-4 | 20 to 1 | $80 |
| **JOKER/LOGO** | $1-4 | 40 to 1 | $160 |

## Taking and Paying

1.) The Dealer must announce the winning number in a loud and clear voice and proceed to sweep/take all losing bets.
2.) The Dealer must PLUCK the layout below the winning number from **front to back and outside in** beginning with the 1 to 1 bets and work their way towards the 40 to 1 bets.
3.) The Dealer must sweep losing wagers above the winning number towards the center of the table into the Dealer's work area. The Dealer must be extremely careful not to sweep away any winning wagers when they clear the layout.
4.) The Dealer will leave all losing wager's in the Dealer's work area in front of the bank rack until all winning wagers are paid out.
5.) The Dealer will determine the amounts on all winning bets and cut payouts for that winning number in the Dealer's work area.
6.) The Dealer will then stack the payoffs and place them next to the winning bets working from the outside in.
7.) The Dealer must receive approval from the Floor Manager for $100 payoffs or higher.

8.) A Player is prohibited from placing new wagers before the Dealer clears losing wagers and pays all winning wagers.

## Spinning the Money Wheel

1.) Before the spin of the wheel, the Dealer shall announce NO MORE BETS.
2.) The Dealer shall spin the wheel, in either direction, such that the wheel completes a valid spin of at least three revolutions. When the wheel has come to a rest, the Dealer shall announce the symbol or number on the partition the clapper is in as the winner.
3.) If the wheel fails to complete three revolutions, the Dealer shall announce NO SPIN and re-spin the wheel.
4.) If the clapper has come to a rest on a peg between partitions, the Dealer will announce NO SPIN and re-spin the wheel.

## Game Protection Notes

1.) The Dealer, at no time while the wheel is in motion, is to take their eyes off the layout. NHCG, LLC dba The River Cardroom reserves the right to use a mirror in this instance so that the Dealer does not need to turn his eyes away from the layout at any time. A second Dealer may be used to eliminate this notion.
2.) The Dealer must receive approval from the Floor Manager whenever payouts over $100.00 are won and Green chips($25) are being paid out.
3.) The Dealer must notify the Supervisor of any unclaimed winning bet left on the layout.