EXHIBIT A

Craps

12 010

Game Objective:

The basic objective in Craps is for the shooter to win by tossing the Point again before he tosses a 7. That 7 is called Out 7 to differentiate it from the 7 on the Come Out roll. If the Point is tossed, the shooter and his associate bettors win and the round is over. If the shooter tosses Out 7, they lose and the round is over. If the toss is neither the Point nor Out 7, the round continues and the dice keep rolling.

Games Rules:

Bank craps is a game played by one or more players against a Casino. The casino covers all player bets at a table and sets the odds on its payout. Players take turns rolling two dice. The player rolling the dice is called the "shooter". Other players at the table bet on the shooter's rolls by placing chips on various different areas on the table that pay out according to numbers rolled.

Players are not supposed to handle the dice with more than one hand (such as shaking them in cupped hands before rolling) nor take the dice past the edge of the table. The only way to change hands when throwing dice, if permitted at all, is to set the dice on the table, let go, then take them with the other hand. This reduces or eliminates the possibility of the shooter switching dice by sleight-of-hand.

When throwing the dice, the player is expected to hit the farthest wall at the opposite end of the table. The Lodge at Belmont will allow a roll that does not hit the opposite wall as long as the dice are thrown past the middle of the table, occasionally a short roll will be called a "no roll" due to the more controllable nature of such a roll. The dice may not be slid across the table and must be tossed. Players will be asked not to throw the dice higher than the eye level of the dealers.

Dice are considered "in play" if they land on players' bets on the table, the dealer's working stacks, on the marker puck or with one die resting on top of the other. The roll is invalid if either or both dice land in the boxman's bank, the stickman's bowl (where the extra three dice are kept between rolls), or in the rails around the top of the table where players chips are kept. If a die or both dice leave the table, it is also a "no roll" and the boxman will examine the dice before letting it come back into the game. However, the player may request the same die or dice.

When either of the dice land on or come to rest leaning against chips, markers, or the side of the table, the number that would be on top if the object the die is leaning on were removed, is the number that is used to make the call.

If one or both dice hits a player or dealer and rolls back onto the table, the roll counts as long as the person being hit did not interfere with either of the dice.

Casablanca Casino will allow the shooter to "set" the dice to a particular starting configuration before throwing (such as showing a particular number or combination, stacking the dice, or spacing them to be picked up between different fingers), but if they do, they are often asked to be quick about it so as not to delay the game.

Dealers are not allowed to touch the players or hand chips directly to a player, and vice versa. If "buying in" (paying cash for chips) at the table, players are expected to lay the cash down on the layout, which the dealer will take and then place chips in front of the player.

A call bet is made when a player is allowed to make a bet without first placing the necessary chips in the right spot on the table. This might occur after the dice have left the center of the table (after which time the players must usually remove their hands from the playing surface).

The casino may ask a player to leave the table or the casino for any reason.

It is generally preferable to place chips on the board rather than tossing them. Tossed chips may roll on edge out of the dealer's reach and/or upset other stacks of chips. A center bet, can be made by passing chips to the nearest dealer or in some cases when there is not a stickman, place their own bet as long as a dealer books (says what the bet is) .

At least one player must always be a "shooter" betting on either the pass line or don't pass line for the game to continue.

A bet maybe called a "no bet," after the dice are no longer in the middle of the table.

Food, drinks, cigarettes, and other items should remain off the chip rail and should not be held over the table.

If the shooter leaves the game before a decision is reached on a point number, the dice will be passed to the next player to continue where the shooter left off. Once a decision is reached, the "substitute" shooter can, at the discretion dealer or supervisor to continue to roll the dice for a new "come out" as would have been the case had the previous shooter completed their roll.

When the shooter is ready to roll, players should remove their hands from the table area in order to avoid interfering with the dice. The stickman will often say "hands high, let 'em fly" or "dice are out, hands high".

When making bets in the field or on the Big 6 or Big 8, it is the player's responsibility to track his or her bet. Place bets and Come Line bets will be tracked by the dealer, who will pay the player directly. Hardway and other proposition bets are tracked by the stickman or dealer and will be paid by the dealer to the player directly based on instructions from the stickman or dealer.

Equipment used:

Craps Table – a table that incorporates a table cloth made of felt that displays the various betting possibilities

Bankroll – valued chips in denominations of $25, $4, $2, $1, $.25

Dice – a stick of 5 dice will be used (shooter picks 2)

Dice Bowl – used to store unused dice

Stick – used by the dealer to move the dice

Puck – used to indicate established point

Lammer – a plastic disc used to indicate a hardway hopping bet or used to mark a bet working or not.

Method of Play:

To begin, a player wishing to play as the shooter must bet at least the table minimum on either the "Pass" line or the "Don't Pass" line (pass and don't pass are sometimes called "Win" or "Right" and

"Don't Win" or "Wrong" bets for the outcome of a shooter's round). The game is played in rounds, with the right to roll the dice moving clockwise around the craps table at the end of each round. A player may choose not to roll (but can continue to bet); the dice then pass to the next player willing to become the shooter. The shooter is presented with multiple dice (typically five) by the "stickman", and must choose two to roll with. The remaining dice are returned to the stickman's bowl and are not used.

Each round has two phases: "come-out" and "point". To start a round, the shooter makes one or more "come-out" rolls. A come-out roll of 2, 3 or 12 (called "craps", the shooter is said to "crap out") ends the round with players losing their "pass line" bets. A come-out roll of 7 or 11 (a "natural") results in a win for "pass line" bets. The shooter continues to make come-out rolls until he rolls 4, 5, 6, 8, 9, or 10, which number becomes the "point". The dealers then move an "On" button to the point number signifying the second phase of the round. If the shooter rolls the point number, the result is a win for bets on the pass line. If the shooter rolls a seven (a "seven-out"), the pass line loses and the round ends.

Joining a game:

A player wishing to play craps without being the shooter should approach the craps table and first check to see if the dealer's "On" button is on any of the point numbers. If the point number is "Off" then the table is in the come-out round. If the dealer's button is on, the table is in the point round where you are allowed a pass line bet to be placed. All single or multi roll proposition bets may be placed in either of the two rounds. Between dice rolls there is a period for dealers to make payouts and collect losing bets, after which players can place new bets. The stickman monitors the action at a table and decides when to give the shooter the dice, after which no more betting is allowed.

The craps table:

Players make bets with chips on a specially made craps table with a table cloth made of felt that displays the various betting possibilities. The Lodge's crap table is double sided. The layouts on both ends of the table are identical, with the center bets in the middle. This allows more players to participate. Players can make multiple bets for each turn, round, or roll and should become familiar with the craps layout.

A Craps table is run by up to four casino employees: a boxman who guards the chips, supervises the dealers and handles "coloring out" players (exchanging small chip denominations for larger denominations in order to preserve the chips at a table); two base dealers who stand to either side of the boxman and collect and pay bets; and a stickman who stands directly across the table from the boxman, takes bets in the center of the table (hard ways, yo, craps, horn, etc.), announces the results of each roll, collects the dice with an elongated wooden stick, and directs the base dealers to pay winners from bets in the center of the table. Each employee makes sure the other is paying out winners correctly. Occasionally, during off-peak times, only one base dealer will be attending the table, rendering only half the table open for bettors or one of the two base dealers will assume the role of the stickman. The Lodge at Belmont usually has no boxman; the boxman's duties are shared between the dealers and a roving supervisor who covers many tables.

Rolling:

The dealers will insist that the shooter roll with one hand and that the dice bounce off the far wall surrounding the table. These requirements are meant to keep the game fair (preventing switching the dice or making a "controlled shot"). If a die leaves the table, the shooter will usually be asked to select another die from the remaining three but can request using the same die if it passes the boxman's inspection. This requirement is used to keep the game fair (and reduce the chance of loaded dice).

●Types of wagers:

●Line bets

The shooter is required to make either a Pass Line bet or a Don't Pass bet if he wants to shoot.

Pass line bet: The fundamental bet in craps is the pass line bet, which is a bet for the shooter to win their point number. A pass line bet is won immediately if the come-out roll is a 7 or 11. If the come-out roll is 2, 3 or 12, the bet loses (known as "crapping out"). If the roll is any other value, it establishes a point; if that point is rolled again before a seven, the bet wins. If, with a point established, a seven is rolled before the point is re-rolled, the bet loses ("seven out"). A pass line win pays even money.

Don't pass line bet: A Don't pass line bet is a bet for the shooter to not make their point number (shooter "seven out, line away") and is almost the opposite of the pass line bet. The don't pass bet is opposite in that it loses if the come-out roll is 7 or 11 and wins if the come-out roll is 2 or 3. A 12 will draw. If a point is established and that point is rolled again, the don't pass bet loses. If a 7 is rolled instead of the point being re-rolled, the don't pass bet wins. No odds can be taken.

Pass odds: If a 4, 5, 6, 8, 9, or 10 is thrown on the come-out roll (i.e., if a point is set), pass line bettors are allowed to take odds by placing table minimum to table maximum bet behind the pass line. This additional bet wins if the point is rolled again before a 7 is rolled (the point is made).

Come bet: A come bet is played in two rounds and is played similar to a pass line bet. The main difference is that a player making a come bet will bet on the first point number that "comes" from the shooters next roll, regardless of the table's round. If a 7 or 11 is rolled on the first round, it wins. If a 2, 3 or 12 is rolled, it loses. If instead the roll is 4, 5, 6, 8, 9, 10 then the come bet will be moved by the base dealer onto a box representing the number the shooter threw. This number becomes the come bet point and the player is allowed to add odds to the bet. The dealer will place the odds on top of the come bet, but slightly off center in order to differentiate between the original bet and the odds. The second round wins if the shooter rolls the come bet before a seven. If the seven comes before the number (the come-bet), the bet loses. On a come-out roll for the pass line the come bet is in play, but traditionally the odds are not working unless the player indicates otherwise to the dealer.

Come wagers can be made before a point has been established.

Because of the come bet, if the shooter makes their point, a player can find themselves in the situation where they have a come bet (possibly with odds on it) and the next roll is a come-out roll. In this situation odds bets on the come wagers are presumed to be not working for the come-out roll. That means that if the shooter rolls a 7 on the come-out roll, any players with active come bets waiting for a come-point lose their initial wager but will have their odds money returned to them. If the come-point is rolled the odds do not win but the come bet does and the odds are returned. The player can tell the dealer that they want their odds working, such that if the shooter rolls a number that matches the come point, the odds bet will win along with the come bet, and if a seven is rolled both lose.

Don't come bet: A don't come bet is played in two rounds. If a 2 or 3 is rolled in the first round, it wins. If a 7 or 11 is rolled, it loses. If a 12 is rolled, it is a standoff and the player has the option to revoke their bet. If instead the roll is 4, 5, 6, 8, 9, 10 then the don't come bet will be moved by the base dealer onto a box representing the number the shooter threw. The second round wins if the shooter rolls a seven before the don't come point.

Don't come wagers can be made during the come-out roll when a point has already been established. No Odds can be taken.

●Single roll bets:

Single-roll bets or proposition bets are resolved in one dice roll by the shooter. Most of these are called "Service Bets", and they are located at the center of most craps tables. The bets include:

2 (snake eyes, or Aces): Wins if shooter rolls a 2.

3 (ace-deuce): Wins if the shooter rolls a 3.

Yo: Wins if the shooter rolls 11.

12 (boxcars, midnight, or cornrows): Wins if shooter rolls a 12.

2 or 12 (hi-lo): Wins if shooter rolls a 2 or 12. The stickman places this bet on the line dividing the 2 and 12 bets.

Any Craps (Three-Way): Wins if the shooter rolls 2, 3 or 12.

C & E: A combined bet, a player is betting half their bet on *craps* and the other half on *yo* (11). One of the two bets will always lose, the other may win.

Any seven: Wins if the shooter rolls a 7. This bet is also nicknamed *Big Red,* since the 7 on its betting space on the layout is usually large and red.

The Horn: This is a bet that involves betting on 1 unit each for 2, 3, 11 and 12 at the same time for the next roll. The bet is actually four separate bets, and pays off depending on which number is actually rolled, minus three units for the other three losing bets.

Hardway on the Hop This is a single roll bet on any bet that the shooter will throw a 4, 6, 8 or 10 the "hard way", before he throws a seven or the corresponding "easy way". A hard way is when both dice show identical values, also known as "doubles" or "pairs", so 2-2 is hard way 4.

Easyway on the Hop This is a single roll bet on any bet that the shooter will throw an easy number as opposed to a hard number. An example of a easy six would be 4 and 2. a hard six 3 and 3 would lose in this instance.

Field: This bet is a wager that one of the numbers 2, 3, 4, 9, 10, 11, or 12 will appear on the next roll of the dice. This bet typically pays more (2:1 or 3:1) if 2 or 12 is rolled, and 1:1 if 3, 4, 9, 10 or 11 is rolled. The Field bet is a "Self-Service" Bet. Unlike the other proposition bets which are handled by the dealers or stickman, the field bet is placed directly by the player. Players identify their Field bets by placing them in the Field area directly in front of them or as close to their position as possible. The initial bet and/or any payouts can "ride" through several rolls until they lose, and are assumed to be "riding" by dealers, as long as it does not exceed table maximum. It is thus the player's responsibility to collect their bet and/or winnings immediately upon payout, before the next dice roll, if they do not wish to let it ride.

Multi roll bets:

These are bets that may not be settled on the first roll and may need any number of subsequent rolls before an outcome is determined. Most multi-roll bets may fall into the situation where a point is made by the shooter before the outcome of the multi roll bet is decided. These bets are considered "not working" in the new come-out roll until the next point is established, unless the player calls the bet as "working." If a non-working placed point number becomes the new point as the result of a come-out, the bet is usually refunded, or can be moved to another number for free.

Hard way: A bet that the shooter will throw a 4, 6, 8 or 10 the "hard way", before he throws a seven or

the corresponding "easy way". A hard way is when both dice show identical values, also known as "doubles" or "pairs", so 2-2 is hard way 4.

Big 6 and Big 8: A player can choose either the 6 or 8 being rolled before the shooter throws a seven. These wagers pay even money (1:1) The bets are located in the corners behind the pass line, and bets may be placed directly by players.

Other wagers may also be accepted provided they are within all NH statutory limits.

Wager Amounts:

Pass Line and Don't Pass Line bets are a minimum of $2

Come Line and Don't Come Line bets are a minimum of $2

Pass Line Odds are a minimum of $2

All Place Bets are a minimum of $2

Field Bets are a minimum of $1

All Propositional Bets, Hard ways and Big 6 and 8 are a minimum of $1

All bets have a maximum wager not to exceed NH law.

Pay Tables:

Line and Come bets pay 1 to 1.

Odds on the Line and Come Bets pays following:

Point is 4 or 10 pays 7.75 to 4

Point is 5 or 9 pays 5.75 to 4

Point is 6 or 8 pays 4.5 to 4

Place Bets pay the following:

4 or 10 pays 6.75 to 4

5 or 9 pays 5.25 to 4

6 or 8 pays 4.25 to 4

Proposition Bets pay the following:

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
eleven	15 to 1
hardway hop	30 to 1
easyway hop	15 to 1

Hardways pay the following:

4 or 10 pays	7 to 1
6 or 8 pays	9 to 1

Tis pay table may be adjusted by the House as long as any changes are posted in a public place and that the RCGC is notified.

House Rules:

- Before all tournaments, the Brush will announce the cost of the buy-in and any applicable re-buys/add-ons. Specific amounts are attached to the game schedule.

- Hourly tournaments interrupted by power failure or any other uncontrollable factor are automatically void unless only three players remain, in which case a determination of final position will be made based on each player's chip count.

- Multi-table tournaments will complete the hand if readable and agreeable to all players, otherwise the hand is dead. Remaining prize money will be evenly divided among all remaining players, regardless of chip count.

- Cash games and games of chance will complete the hand is readable and agreeable to all players. Otherwise, the hand is dead.

- Games of chance offer no refund. Chips purchased or won may be redeemed for face value and must be redeemed on the same day.

- Refunds will be given in tournaments prior to dealing the first card. In close call situations, and in fairness to other players, no refunds will be issued.

- As per RSA 287-D: 2-b, XI; each player may spend up to the amount allowed by law per tournament, except (RSA 287-D: 2-b, XII) the charity may offer one tournament per licensed event in which each player may spend up to the amount allowed by law..

- Chips remain the property of NHCG, LLC. and must be redeemed on the date of issue.

- The maximum bet on all games of chance is the amount allowed by RSA 287-D. The maximum bet on live (cash) poker games is the amount allowed by RSA 287-D. The number of raises permitted shall be determined by NHCG, LLC and posted in public view. There is no bet limit on tournament games where chips have no monetary value.

- All Games of Chance and Tournament Gaming areas are Non-Smoking. Smoking is permitted outside.

- A portion of the proceeds as required by RSA 287-D will be used to support the charity that sponsors the events of the day.

- Contact the New Hampshire Racing and Charitable Gaming Commission with any comments, concerns or questions at:

  21 S. Fruit St., Ste 16
  Concord, NH 03301

- All games of chance are conducted in accordance with RSA 287-D Pari 1209, Games of Chance House Rules.