

EXHIBIT A

Craps

12 034

Game Procedures

Definitions

The following words and terms shall have the following meanings unless the context clearly indicates otherwise.

- (i) "Come Out Point" shall mean a total of 4, 5, 6, 8, 9 or 10 thrown by the shooter on the come out roll.
- (ii) "Come Out Roll" shall mean the first roll of the dice at the opening of the game and the first roll of the dice after a decision with respect to a Pass Bet and Don't Pass Bet has been affected.
- (iii) "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.

Permissible Wagers

The following shall constitute the permissible wagers at the game of Craps:

- (i) "Pass Bet" is a wager placed on the Pass Line if the layout immediately prior to the come out roll.
 - (A) The Pass Bet shall win if, on the come out roll:
 - (1) A total of 7 or 11 is thrown; or
 - (2) 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:
 - (1) A total of 2, 3, or 12 is thrown; or

- (2) A total of 4, 5, 6, 8, 9 or 10 is thrown and a 7 subsequently appears before that total is again thrown.
- (ii) "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:
 - (1) A total of 2 or 3 is thrown; or
 - (2) 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 Bell shall lose if, on the come out roll:
 - (1) A total of 7 or 11 is thrown; or
 - (2) 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 void if, on the come out roll, a total of 12 is thrown.
- (iii) "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:
 - (1) A total of 7 or 11 is thrown; or
 - (2) 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:

- (1) A total of 2, 3, or 12 is thrown; or
 - (2) A total of 4, 5, 6, 8, 9 or 10 is thrown and a 7 subsequently appears before that total is again thrown.
- (iv) "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
- (1) A total of 2 or 3 is thrown; or
 - (2) 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:
- (1) A total of 7 or 11 is thrown; or
 - (2) 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.
- (v) "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.
- (vi) "Four the Hard Way" is a wager, that may be made at any time, which shall win if a total of 4 is thrown the Hard Way (that is, with

2 appearing on each die) before 4 is thrown in any other way and before a 7 is thrown.

- (vii) "Six the Hard Way" is a wager, that may be made at any time, which shall win if a total of 6 is thrown the Hard Way (that is, with 3 appearing on each die) before 6 is thrown in any other way and before a 7 is thrown.
- (viii) "Eight the Hard Way" is a wager, that may be made at any time, which shall win if a total of 8 is thrown the Hard Way (that is, with 4 appearing on each die) before 8 is thrown in any other way and before a 7 is thrown.
- (ix) "Ten the Hard Way" is a wager, that may be made at any time, which shall win if a total of 10 is thrown the Hard Way (that is, with 5 appearing on each die) before 10 is thrown in any other way and before a 7 is thrown.
- (x) "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.
- (xi) "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.
- (xii) "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.
- (xiii) "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 (YO bet).
- (xiv) "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.

- (xv) "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.
- (xvi) "Horn High 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 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.
- (xvii) "Whirl Bet" or "World Bet" is a one roll wager that may be made at any time, consisting of a Horn Bet and the Any Seven wager. This 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.

Making and Removal of Wagers

- (1) Wagers should be made before the dice are thrown. However, they may be made between the time the dice leave the shooter's hand and the time the dice come to rest provided that they are confirmed verbally by the dealer and a boxperson.
- (2) All wagers shall be made by placing gaming chips (only for Pass or Don't Pass wagers) on the appropriate area of the layout, except that verbal wagers accompanied by cash may be accepted provided that they are confirmed by the dealer and that such cash is expeditiously converted into gaming chips.
- (3) 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 Bet and a Come Bet shall not be removed or reduced after a come out point or come point is established with respect to such bet.

- (4) A Don't Come Bet and a Don't Pass Bet may be removed or reduced at any time but may not be replaced or increased after such removal or reduction.
- (5) All buy and place to win bets, come odds, and Hard Ways 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 the top of each player's wager. All other wagers shall be considered "On".

Payout Odds

- (1) Odds

<u>Wager</u>	<u>Payout Odds</u>
Pass Bet	1 to 1
Don't Pass Bet	1 to 1
Come Bet	1 to 1
Don't Come Bet	1 to 1
Place Bet 4 to Win	7 to 4
Place Bet 5 to Win	5 to 4
Place Bet 6 to Win	1 to 1
Place Bet 8 to Win	1 to 1
Place Bet 9 to Win	5 to 4
Place Bet 10 to Win	7 to 4
Four the Hard Way	7 to 1
Six the Hard Way	9 to 1
Eight the Hard Way	9 to 1
Ten the Hard Way	7 to 1
Field Bet	1 to 1 (on 3,4,9,10,11) 2 to 1 (on 2) 2 to 1 (on 12)
Any Seven	4 to 1
Any Craps	7 to 1
Craps 2	30 to 1
Craps 3	15 to 1
Craps 12	30 to 1
11 in one roll	15 to 1

- (2) A Horn Bet and Horn High Bet shall be paid as if they were four separate wagers on 2, 3, 11 and 12.
- (3) 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.

Supplemental Wagers Made After the Come Out Roll in Support of Pass, Don't Pass, Come and Don't Come Bets (Taking and Laying Odds)

- (1) Whenever a player makes a Pass Bet and a total of 4, 5, 6, 8, 9 or 10 is thrown on the come out roll, the player shall have the right to make a supplemental wager in support of the Pass Bet which may be limited 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 1 to 1 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 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, 3 to 4 if the come out point was 5 or 9, and 3 to 4 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 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 1 to 1 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 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, 3 to 4 if the come point was 5 or 9, and 3 to 4 if the come point was 6 or 8.

Dice: Retention; Selection

- (1) At the commencement of play the Craps stickperson shall offer the set of dice to the player immediately to the left of the boxperson at the table. If such a player rejects the dice, the stickperson shall offer the dice to each of the other players in turn clockwise around the table until one of the players accepts the dice;
- (2) The first player to accept the dice when offered shall become the shooter who shall select and retain two of the dice offered. The remaining dice of the set shall be returned to the dice cup which shall be placed immediately in front of the Craps stickperson.
- (3) Upon selection of the dice, the shooter shall make a Pass Bet 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 table farthest from him.

Invalid Roll of the Dice

- (1) 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.
- (2) Reasons for the boxperson calling a "No Roll":
 - (i) The dice do not leave the shooter's hand simultaneously;
 - (ii) Either or both of the dice fail to strike an end of the table;

- (iii) Either or both of the dice come to rest on the chips constituting the Craps bank of chips located in front of the boxperson.
 - (iv) Either or both of the dice come to rest in the dice cup in front of the Craps stickperson or on one of the rails surrounding the table;
 - (v) The use of a cheating, crooked or fixed device or technique in the roll of the dice; and
 - (vi) For any other reason the Craps boxperson considers the throw to be improper.
- (3) A throw of the dice which results in the dice coming into contact with any chips on the table, other than the Craps bank of chips located in front of, the boxperson, shall not be a cause for a call of "No Roll".

Point Throw; Settlement of Wagers

- (1) When the dice come to rest from a valid throw, the Craps stickperson shall at once call out the sum of the numbers on the high or uppermost sides of the two dice. Only one face on each die shall be considered skyward.
- (i) In the event either or both of the dice do not land flat on the table (for example, one edge of the die is resting cocked on a stack of chips), the side directly opposite the side that is resting on the chips or other object shall be considered uppermost and skyward. If more than one side of a die is resting on a stack of chips or other object, the roll shall be void and the dice shall be re-thrown.
 - (ii) In the event of a dispute as to which face is uppermost, the boxperson shall have discretion to determine which face is uppermost or to order the throw be void and the dice be re-thrown.
- (2) After calling the throw, the stickperson shall collect the dice and bring dice to the center of the table between stickperson and boxperson. All wagers decided by that throw shall then be settled, following which the stickperson shall pass the dice to the shooter for the next throw. When collecting the dice and passing them to the shooter, the stickperson shall use a stick designed for that purpose.

Continuation of Shooter as Such; Selection of New Shooter

- (1) It shall be the option of the shooter, after any roll either to pass the dice or remain the shooter except that:
 - (i) The shooter shall pass the dice upon throwing a loser; and
 - (ii) The boxperson may order the shooter to pass the dice if the shooter unreasonably delays the game, repeatedly makes invalid rolls or violates the rules of the game.
- (2) If a shooter, after making the Come Out Point, elects not to place a Pass or Don't Pass Bet, and other wagers remain on the table with respect to Come and/or Don't Come numbers, the stickperson shall offer the dice to the player immediately to the left of the previous shooter. If there are no other players at the table, or if no other players at the table elect to make a Pass or Don't Pass Bet in order to shoot the dice and continue the game, the previous shooter shall be allowed to shoot the dice without a Pass or Don't Pass Bet only for the purpose of effecting a decision on the remaining Come and/or Don't Come Wagers. The On/Off marker shall be placed on the Don't Pass Line in the Off position in front of the shooter in order to indicate that the shooter is rolling the dice only to effectuate a decision for those wagers remaining on the layout.
- (3) Whenever a voluntary or compulsory relinquishment of the dice occurs by the shooter, the stickperson shall offer the complete set of five or more dice to the player immediately to the left of the previous shooter and, if he or she does not accept, to each of the other players in turn clockwise around the table.
- (4) The first player to accept the dice when offered shall become the new shooter who shall select and retain two of the dice offered. The remaining dice of the set shall be returned to the dice cup which shall be placed immediately in front of the stickperson.