

Downstream Authority of the Quapaw Tribe of Oklahoma Regular Meeting
September 7, 2010

Meeting Called to Order: 2:33 pm

ROLL CALL:	John Berrey, Chairman	Present
	Larry Ramsey, Secretary	Present
	Ranny McWatters, Treasurer	Present
	Marilyn Rogers, Member	Present
	Tamara Smiley, Member	Present

DECLARATION OF QUORUM: announced by Larry Ramsey
Steve/Tim

Commercial Script

- Updated version of “Hustled” presented for review
- See attached

Consensus of the DDA to use new version.

Policies

- See attached
- 1105.03.02 - Poker

Motion by DDA Secretary Larry Ramsey to approve policy. Seconded by DDA Member Marilyn Rogers. Vote: JB: yes; LR: Yes; RM: yes; MR: yes; TS: yes (5 yes, 0 no, 0 abstaining, 0 absent) Motion Carries.

- 1100.18.01 – Internal Controls for Bad Beat Progressive Jackpot and Royal Flush Progressive Jackpot promotions

Motion by DDA Member Marilyn Rogers to approve policy. Seconded by DDA Secretary Larry Ramsey. Vote: JB: yes; LR: Yes; RM: yes; MR: yes; TS: yes (5 yes, 0 no, 0 abstaining, 0 absent) Motion Carries.

- 6200.03.01 – Existing account retrieval

Motion by DDA Secretary Larry Ramsey to approve policy. Seconded by DDA Member Marilyn Rogers. . Vote: JB: yes; LR: Yes; RM: yes; MR: yes; TS: yes (5 yes, 0 no, 0 abstaining, 0 absent) Motion Carries.

- 6200.05.01 – Locating a Patron

Motion by DDA Member Tamara Smiley to approve policy. Seconded by DDA Member Marilyn Rogers. Vote: JB: yes; LR: Yes; RM: yes; MR: yes; TS: yes (5 yes, 0 no, 0 abstaining, 0 absent) Motion Carries.

- 6200.06.01 - Mail Qualification Look-Up

Motion by DDA Treasurer Ranny McWatters to approve policy. Seconded by DDA Member Marilyn Rogers. Vote: JB: yes; LR: Yes; RM: yes; MR: yes; TS: yes (5 yes, 0 no, 0 abstaining, 0 absent) Motion Carries.

- 6200.13.01 – Upgrade Items

Motion by DDA Member Marilyn Rogers to approve policy. Seconded by DDA Secretary Larry Ramsey. Vote: JB: yes; LR: Yes; RM: yes; MR: yes; TS: yes (5 yes, 0 no, 0 abstaining, 0 absent) Motion Carries.

Self exclusion (ban) Policy

- What to be done with funds that are won by self banned individuals
- Discussion of three options
 - Donate to organization that assists with gambling addictions
 - Back to the casino
 - Donate to the Team member relief fund

Motion made by DDA member Tamara Smiley to donate any funds won by self banned patrons to the Team Member relief Fund. Motion seconded by DDA Member Marilyn Rogers. Vote: JB: yes; LR: Yes; RM: yes; MR: yes; TS: yes (5 yes, 0 no, 0 abstaining, 0 absent) Motion Carries.

Org Chart Updates

- Sales/Banquets
- See attached

Motion made by DDA Member Marilyn Rogers to approve Org Chart as presented. Motion seconded by DDA Tamara Smiley. Vote: JB: yes; LR: Yes; RM: yes; MR: yes; TS: yes (5 yes, 0 no, 0 abstaining, 0 absent) Motion Carries.

Property and Casualty Insurance

- See attached final quotes
 - AJ Gallagher (current)
 - Wilcox & McGrath
 - RWI
- Have asked Gallagher about extending to a two year policy.

Motion made by DDA Member Tamara Smiley to go with AJ Gallagher for the Property and Causality policies.

Motion seconded by DDA Member Marilyn Rogers. Vote: JB: yes; LR: Yes; RM: yes; MR: yes; TS: yes (5 yes, 0 no, 0 abstaining, 0 absent) Motion Carries.

Uniform Review

- Slot Tech
 - Presented a new option for shirt – similar to what is currently used, but it is a stock item
 - Presented a cargo pant – same as what is currently being used by the EMT

Motion made by DDA Member Tamara Smiley to go with presented options on the Slot Tech Uniforms. Motion seconded by DDA Secretary Larry Ramsey. Vote: JB: yes; LR: Yes; RM: yes; MR: yes; TS: yes (5 yes, 0 no, 0 abstaining, 0 absent) Motion Carries.

Coffee Cup for Coffee Shop

- Option presented – will have Downstream Logo, 12 oz

Consensus of the DDA to use the cup presented.

Team Member Jackets

- Three options presented
- \$24.50 each

Consensus of the DDA to go with the second option presented

Pool Cabana Furniture

- Re upholster
- 6058 Brass, #721795, Tri Vintage

Consensus of the DDA to use presented option.

Adjourn 3:23 pm

INTERNAL CONTROLS FOR THE BAD BEAT PROGRESSIVE JACKPOT PROMOTION AND THE ROYAL FLUSH PROGRESSIVE JACKPOT PROMOTION	Policy No: 1100.18.01	Issue Date: 9/1/2010 Revised Date: 8/4/2010
PURPOSE: To establish procedures for the Bad Beat Progressive Jackpot and Royal Flush Progressive Jackpot promotions.		

DCR Compliance – ITEM Tracking	Date
Issue Date	9/4/2009
QTGA Submission	9/11/2009
Compliance Review	11/18/2009
QTGA Submission	11/25/2009
QTGA Return	12/21/2009
Compliance Review	3/15/2010
QTGA Submission	4/1/2010
QTGA Return	4/15/2010
Compliance Review	5/27/2010
QTGA Submission	5/27/2010
QTGA Return	6/3/2010
Compliance Review	6/11/2010
QTGA Submission	6/17/2010
QTGA Return	7/1/2010
Compliance Review	7/2/2010
QTGA Submission	7/8/2010
QTGA Return	7/21/2010
Compliance Review	7/26/2010
QTGA Submission	7/29/2010
QTGA Return	8/4/2010
Compliance Review	8/4/2010
QTGA Submission	8/5/2010
GM Approval	8/9/2010
QTGA Final Approval	9/1/2010
DDA Final Approval	9/7/2010

POLICY

1. All funds contributed by the players into the bad beat progressive pool shall be returned when won in accordance with the posted rules and with no commission or administrative fee withheld.

2. Rules governing the Bad Beat Progressive Jackpot, the Royal Flush Progressive Jackpot, and any other jackpot promotions will be conspicuously posted and brochures explaining the rules will be available to any player, which will include the rules below.

BAD BEAT PROGRESSIVE JACKPOT RULES

1. Jackpot totals will be updated and posted daily.
2. Any Texas Hold'em games from which a jackpot donation is taken will be eligible for the Bad Beat Progressive Jackpot.
3. A jackpot fee of \$1.00 will be taken when the pot reaches \$30.00.
 - a. The jackpot fee shall not be placed in or near the rake circle, in the drop box, or commingled with gaming revenue from card games or any other game. It shall be placed in the Jackpot Drop Box. A rake is the amount of gaming chips collected by the dealer as poker revenue.
 - b. The jackpot fee must be taken for that hand to be eligible for the jackpot; therefore the pot must be at least \$30.
 - c. The total pot shall include the rake and jackpot fee.
4. At least four players must be dealt in for that table to be eligible for the jackpot.
5. All winners must be 18 years old and have valid identification, which can be one of the following:
 - a. Valid U.S. State drivers license
 - b. U.S. State-issued identity card
 - c. U.S. Military identity card
 - d. U.S. Government-issued identity card
 - e. Valid U.S. Passport

See Universal ID Acceptance Policy #6320.15.01 for additional information on acceptable identity cards.

6. Distribution of jackpot funds will be as follows:
 - a. 65% to the main jackpot

- b. 25% to the primary backup jackpot
 - c. 10% to the secondary backup jackpot
 - d. 35% of jackpot funds will be allocated to a Player Promotional Fund
 - e. 100% of promotional funds will be returned to players through various forms of cash awards, such as cash drawings and free roll tournaments.
7. A Bad Beat Jackpot is a payout that occurs when four deuces (2's) or a better hand loses to a higher hand. To be eligible:
 - a. The winning and losing hands must use both hole (down) cards (refer to page 2 of Poker manual for definition.
 - b. Any four-of-a-kind must be made from a pocket pair.
8. All qualifying hands are eligible to share in the jackpot, even if two or three losing hands would qualify for the bad beat jackpot (e.g., if the final board reads 7h 8h 9h 8s 9s and J-10h, 5-6h, 8c-8d, and 9c-9d were shown at the end of the hand, all hands would qualify).
9. Management reserves the right to change the eligible jackpot hand.
 - a. Notice will be provided to the Quapaw Tribal Gaming Agency (QTGA) in writing 10 days before and posted conspicuously in the Poker Room.
10. Players must play their hands independently. Any discussion of the jackpot during the play of the hand may void qualification for the prize. If any player, whether directly or indirectly involved in the hand, passes information or instructs another player on how to act or reveals his/her hand to other players, the Bad Beat will be disqualified.
11. Management reserves the right to verify eligibility of all qualifying hands. There will be no recourse if the cards are mucked before surveillance is able to verify the hands and the community cards. Poker Management will not be permitted to reconstruct the hands in any way.
12. Payouts are as follows:
 - a. When one losing hand is eligible:
 - i. Losing hand 40%
 - ii. Winning hand 20%

- iii. All players in the room 40%, divided equally among them
 - b. When two losing hands are eligible:
 - i. Best losing hand 33%
 - ii. 2nd best losing hand 20%
 - iii. Winning hand 17%
 - iv. All players in the room 30%, divided equally among them
 - c. When three losing hands are eligible:
 - i. Best losing hand 25%
 - ii. 2nd best losing hand 20%
 - iii. 3rd best losing hand 15%
 - iv. Winning hand 15%
 - v. All players in the room 25%, divided equally among them
- 13. For players at other tables to be eligible for their portion of the jackpot, those players must have taken a hand within the five minutes prior to the jackpot being announced and must still be in action, meaning that the player's chips must still be on the table. Also, any player that has a missed blind button and owes the blinds will not be eligible for any share of the bad beat jackpot.

ROYAL FLUSH PROGRESSIVE JACKPOT RULES

1. Any Texas Hold'em games from which a jackpot donation is taken will be eligible for the Royal Flush Progressive Jackpot Promotion.
2. All rules that have to do with table eligibility and player eligibility for the Bad Beat Progressive Jackpot apply to the Royal Flush Progressive Jackpot as well.
 - a. A jackpot fee of \$1 will be taken when the pot reaches \$30. The pot must be at least \$30 for that hand to be eligible.
 - b. At least four players must be dealt in for that table to be eligible for the jackpot.

3. All winners must be at least 18 years old and have valid identification, which can be one of the following:
 - a. Valid U.S. State drivers license
 - a. U.S. State-issued identity card
 - b. U.S. Military identity card
 - c. U.S. Government-issued identity card
 - d. Valid U. S. Passport

See Universal ID Acceptance Policy #6320.15.01 for additional information on acceptable identity cards.

4. A Royal Flush Jackpot is a payout that occurs when a player makes the highest possible hand, a Royal Flush, which is made up of the 10, J, Q, K, and A of one suit. To be eligible, the hand must be made using both hole cards. For example, if the final board reads Jd Qd Ad 7c 8h, and a player held the Kd 10d, this hand would be eligible to win the Royal Flush Progressive jackpot. If the final board reads 10s Js Qs Ks 4c, and a player holds the As Jc, this hand would not be eligible for the Royal Flush Progressive Jackpot Promotion.
5. Distribution of the jackpot to the player making a Royal Flush will be as follows:
 - a. Royal Flush in spades: 4% of the Main Jackpot amount of the Bad Beat Jackpot
 - b. Royal Flush in any of the other three suits (clubs, diamonds or hearts): 2% of the Main Jackpot amount of the Bad Beat Jackpot
6. If a Royal Flush is made in a hand that also is a hand in which the Bad Beat Progressive Jackpot occurs, that hand is only eligible for the Bad Beat Progressive Jackpot and not the Royal Flush Jackpot.
7. Players must play their hands independently. Any discussion of the jackpot during the play of the hand may void qualification for the prize. If any player, whether directly or indirectly involved in the hand, passes information or instructs another player on how to act or reveals his/her hand to other players, the Royal Flush will be disqualified. Poker and Casino Management reserve the right to make this determination.
8. Management reserves the right to verify eligibility of any qualifying hand. However, players will have no recourse if the cards are mucked (discarded) before surveillance is able to verify the hand and the community cards. Poker Management will not be permitted to reconstruct the hand in any way.

JACKPOT PROCEDURES

1. Progressive jackpot collection will be dropped and accounted for separately from the house rake according to DCR Accounting, Main Cage, Auditing, and QTGA Internal Control standards.
2. The dealer shall deposit the jackpot fee into the jackpot drop box located at each participating table.
3. The jackpot drop boxes will be collected and counted daily.
4. The Count team will record the counts and the payouts on the daily jackpot amounts on a Bad Beat count sheet, a copy of which shall be provided to the Poker Department daily and to the QTGA upon request.
5. Jackpot totals shall be posted conspicuously in the poker room on a 24 hour basis and must be in full view of a surveillance camera dedicated to viewing of the posted jackpot totals.
6. Jackpot totals must be posted in the poker room after a jackpot has been hit and on a daily basis in accordance with the posted rules.
7. When a Bad Beat Progressive Jackpot occurs and is paid out, the primary backup jackpot amount will become the new and current main jackpot amount, the secondary backup jackpot amount will become the primary backup jackpot amount, and the secondary jackpot amount will be reset.
8. When a Royal Flush progressive Jackpot occurs and is paid out, the corresponding amount of the jackpot, either 4% or 2%, shall be deducted from the main jackpot of the Bad Beat Progressive Jackpot. A new main jackpot amount shall immediately be posted that reflects the deduction of the Royal Flush Progressive Jackpot from the main amount of the Bad Beat Progressive Jackpot.
9. The reset figures for the respective jackpots will be as follows:
 - a. The Bad Beat Progressive reset will be \$10,000. When monies accrued in the main jackpot fund or either of the backup funds exceeds this figure, then those jackpot funds will be eligible to be increased.
 - b. The Royal Flush Progressive Jackpot, being totally dependent upon the amount of the Bad Beat Progressive Jackpot, will always reset to 4% or 2% of the main jackpot of the Bad Beat Progressive Jackpot.
10. Any interest earned on a progressive jackpot balance shall be credited and posted to the Bad Beat Progressive Jackpot Fund.

- a. The following rules will govern the Jackpot Fund Log (pg. 11):
 - i. A jackpot fund log shall be maintained by the Finance Department. A representative of the Finance Department shall record the amount of each jackpot fund liability sign or meter on a daily basis.
 - ii. The jackpot fund log shall be forwarded to the QTGA at the end of each month, and whenever a bad beat jackpot is awarded. When this log is forwarded, accounting shall reconcile the bad beat jackpot liability to the amount shown on the jackpot fund log and the amount displayed on the jackpot signs or meters in the poker room.
 - iii. The total of the bad beat jackpot amounts awarded per the payout forms for each player must agree to the jackpot liability as recorded on the Jackpot Fund Log. Any variance must be investigated by the Finance Department and the outcome documented with a notation on the Jackpot Fund Log initialed including badge number, by a representative of the Finance Department.

11. The following rules will govern unclaimed jackpots:

- a. In the event that a player does not or cannot claim a jackpot when it is hit, the money will remain in the Main Cage until it is claimed by the player.
- b. Players will be informed that the money will be held up to 1 month from the time of the jackpot.
- c. If the player does not claim the jackpot within 1 month of the occurrence, the money will be returned to the Bad Beat Progressive Jackpot Fund.

12. All jackpots are to be paid out in DCR cash value casino chips with the intention of enhancing action in all areas of the casino and extending play in the poker games.

13. Regarding the presence of DCR Team Members or other persons ineligible for the Bad Beat Progressive Jackpot; If any ineligible player has a hand that results in the occurrence of Bad Beat Progressive Jackpot, the monies that would have been paid out if the player was eligible will be added to the Primary Backup Jackpot and will not be paid out in any way to the winners of the Main Jackpot.

- a. If a non-eligible player makes a Royal Flush, the amount that would have been awarded, had the player been eligible, shall not be deducted from the main jackpot of the Bad Beat Progressive Jackpot.

14. The following procedures will be used for the payout of the Bad Beat Progressive Jackpot and the Royal Flush Progressive Jackpot in the poker room:

- a. The Poker Manager, Poker Shift Manager, or DCR Manager on Duty, Surveillance and the QTGA will immediately be notified of a qualifying Bad Beat occurrence.
- b. Any hand of poker that triggers a poker jackpot must conform to the posted Bad Beat Progressive Jackpot Rules in order for a win to be declared.
- c. The Poker Manager, Poker Shift Manager, or DCR Manager on Duty and the Poker Dealer must physically verify the validity of the jackpot, checking the composition of the deck and the dollar amount of the jackpot.
- d. The Poker Manager, Poker Shift Manager, or DCR Manager on Duty must call surveillance to request photo stills of the table the jackpot occurred at, the board cards and qualifying hands, as well as stills of all active tables and the amounts on the Bad Beat Progressive Jackpot sign.
- e. Copies of all relevant photo stills shall be furnished to QTGA upon request and to the Poker Department.
- f. The Poker Manager, Poker Shift Manager, or the DCR Manager on Duty, and a representative of QTGA will then proceed to surveillance to review the qualifying hand. This review will occur prior to any payout of the jackpot.
- g. Surveillance shall store for three years the video playback of the qualifying hand.
- h. Upon consensus that the qualifying hand is a legitimate Bad Beat, the cards are verified at the table and removed from the game and provided to QTGA for inspection. The Poker Manager, Poker Shift Manager, or DCR Manager on Duty shall also inspect the cards to ensure tampering did not occur, thus payment of the prize to the eligible patron shall be made without waiting for the results of QTGA's inspection. Proper ID must be obtained from all players eligible for payouts from the Bad Beat Progressive Jackpot before payment of the prize.
- i. Poker Cage will prepare the Poker Room Tournament Paid Out Form (pg. 10) for each player receiving a payout from the Bad Beat Progressive Jackpot, and will as applicable complete and issue form 1099 or W2-G to winning players; update the W2-G logs; complete Multiple Transaction Logs and Currency Transaction Report by Casinos Form if appropriate; and prepare any other documentation as may be required to meet cage accountability standards. All players receiving awards from the Bad Beat Progressive Jackpot will complete and sign a W-9.

- j. The Poker Manager, Poker Shift Manager, or DCR Manager on Duty, a Poker Cage Supervisor, a Security officer, and a member of QTGA shall witness the jackpot payment. All winning players must sign the jackpot payout form to evidence receipt of the payout at the time of payment. The Poker Cage Cashier or above that pays out the jackpot payment shall sign, including badge number, the Poker Room Tournament Paid Out Form verifying payment was made.

DOWNSTREAM
CASINO RESORT

1532

**Poker Room Tournament
PAID OUT**

Date: _____ Time: _____

Amount \$ _____ Type: ☐ Cash ☐ Chips

Patron Name: _____
(Please print name)

Q Card # _____

Patron Sig. _____

Cashier Sig./ID# _____

White - Poker Room

Yellow - Patron

Pink - Book

SP 20152

[illegible]

Existing Account Retrieval	Policy No: 6200.03.01	Issue Date: 9/1/2010 Revised Date: 9/1/2010
PURPOSE: To look up account information or to verify patron is not in the Downstream Casino Resort database.		

DCR Compliance – ITEM Tracking	Date
Issue Date	8/15/2009
Compliance Review	8/11/2010
QTGA Submission	8/12/2010
GM Approval	8/16/2010
QTGA Final Approval	9/1/2010
DDA Final Approval	9/7/2010

PROCEDURE

1. If the patron has a Q-Club card in their possession, ask for valid photo ID. See Universal ID Policy #6320.15.01 for details on acceptable ID's.
 - a. Swipe the Q-Club card into the Patron Management System or F3 and type in their Q-Club card number.
 - b. Verify that the information on their ID and on their account matches. If any information is incorrect, make corrections as needed.
2. If patron does not have their Q-Club card with them:
 - a. Ask patron for their valid photo ID.
 - b. Select "Find Player" or F3.
 - c. Enter the patron's name as it appears on their ID. If more than one name is listed, enter date of birth to verify correct patron. See Universal ID Policy #6320.15.01 for details on acceptable ID's.

ELIGIBILITY CRITERIA

1. Must present a valid photo ID. (see above)
2. Must be an existing Q-Club member.

Locating a Patron	Policy No: 6200.05.01	Issue Date: 9/1/2010 Revised Date: 9/1/2010
PURPOSE: To find a patron for a spouse or for emergency purposes.		

DCR Compliance – ITEM Tracking	Date
Issue Date	8/15/2009
Compliance Review	8/13/2010
QTGA Submission	8/16/2010
GM Approval	8/16/2010
QTGA Final Approval	9/1/2010
DDA Final Approval	9/7/2010

PROCEDURE

1. If a patron comes to the Q-Club desk wanting to find their spouse, call Security. Security, at that time, will make the decision as to whether the Patron will be located or not.
2. Look the patron up in the Patron Management System for Security **only**.
3. The missing patron must be playing with a Q-Club card to identify which Electronic Gaming Machine (EGM) the patron is playing on.
4. If the patron is playing with a patron's Q-Club card give Security the EGM number so they can contact the patron.

Mail Qualification Look-Up	Policy No: 6200.06.01	Issue Date: 9/1/2010 Revised Date: 9/1/2010
PURPOSE: To establish policy and procedure to determine why a patron did not get a mailer.		

DCR Compliance – ITEM Tracking	Date
Issue Date	8/15/2009
Compliance Review	8/9/2010
QTGA Submission	8/16/2010
GM Approval	8/16/2010
QTGA Final Approval	9/1/2010
DDA Final Approval	9/7/2010

PROCEDURE

1. Patron must be a Q-Club member and have a valid photo ID. See Universal ID Policy #6320.15.01 for details on acceptable forms of ID.
2. Swipe the Q-Club card into Patron Management System or F3 and type in their Q-Club card number.
3. Check to see if an offer shows up in the Promotions box on the Patron Management System composite screen in the lower right corner.
4. Click on options on the Patron Management System composite screen and go to audit trail to see if an offer shows up.
5. Click on the coupon screen to see if an offer shows up.
6. Click on the bonus screen – Q-Play – History to see if an offer shows up.
7. If the patron does not have promotions history, complete the following:
 - a. Click on the evaluation screen
 - b. Custom
 - c. Put the date range for that months mailer
 - d. Check the Day Average button

- e. If their Day Average is lower than our qualifying amount, they will not receive a mailer.
- f. If their Day Average is higher than our qualifying amount, send information to the Q-Club Manager so the Q-Club Manager can verify and correct the error by contacting the Information Technology Department.

Downstream Casino Resort
P&C Bid Recap
October 1, 2010 through September 30, 2011

	Al Gallagher		Wilcox & McGrath		RWI	
	Option 1 Travelers	Option 2 Affiliated FM	Option 1 Tribal First		Option 1 On Point	
Premium	\$ 129,682.00	\$ 138,661.00	\$ 170,178.12		\$ 406,682.79	
Engineering fee	-	6,250.00				
Commission	22,886.00	15% 23,469.00				10%
Sub total	\$ 152,568.00	\$ 168,380.00	\$ 170,178.12		27,411.00	
Total Insured Values	\$ 279,392,451.00	\$ 279,392,451.00	\$ 279,392,451.00		\$ 434,093.79	
Business Interruption	\$ 67,851,900.00	\$ 67,851,900.00	\$ 98,454,803.00		\$ 279,392,451.00	
Monthly Limit on BI policy	NO	NO	UNKNOWN		\$ 87,500,000.00	
Rate per \$100	0.054607	0.060266	0.060910		UNKNOWN Karen Weaver did not know	
Quarterly Billing Option	YES	NO	UNKNOWN		0.145560	
					YES	
Casualty Coverage						
	Option 1 On Point	N/A	Option 1 Tribal First		Option 1 Various	
Premium	\$ 100,738.00		\$ 109,341.00		\$ 183,861.00	
Commission	15,111.00	15%			20,429.00	10%
Sub total	\$ 115,849.00		\$ 109,341.00		\$ 204,290.00	
Total Premium	\$ 268,417.00	\$ 284,929.00	\$ 279,519.12		\$ 638,383.79	

Poker	Policy No: 1105.03.02	Issue Date: 8/13/2010 Revised Date: 8/13/2010
PURPOSE: Establish policy and procedures for the conduct of Poker.		

DCR Compliance – ITEM Tracking	Date
Issue Date	6/1/2008
Compliance Review	6/28/2010
QTGA Submission	7/1/2010
QTGA Return	7/26/2010
Compliance Review	7/26/2010
QTGA Submission	7/29/2010
QTGA Return	8/4/2010
Compliance Review	8/4/2010
QTGA Submission	8/5/2010
GM Approval	8/9/2010
QTGA Final Approval	8/13/2010
DDA Final Approval	9/7/2010

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DEFINITIONS

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

1. "Add-on" Means the option to purchase an additional specified amount of chips at a specific time partway through a tournament. Unlike a re-buy, this option is granted to all remaining players regardless of stack size.
2. "All-in" Means a player who has no funds remaining on the poker table to continue betting in a round of play but who still retains the right to contend for that portion of the pot in which the player has already placed a bet.
3. "Ante" Means a predetermined wager which each player is required to make in some poker games prior to any cards being dealt in order to participate in the round of play.
4. "Bad Beat" Means one or more pre-designated high value poker hands which, when held by a player as a losing hand in a round of play, shall result in a Bad Beat payout if the casino has elected to offer a Bad Beat payout at that poker table.
5. "Bad Beat Payout" Means one or more awards that are payable to a player upon the occurrence of a bad beat.
6. "Bet" Means an action by which a player places gaming chips into the pot on any betting round.
7. "Betting Round" Means a complete wagering cycle in a hand of poker after all players have called, folded, or gone all-in.
8. "Blind Bet" Means a mandatory wager in some poker games which only players sitting in specific betting positions at the poker table shall be required to place prior to looking at any cards.
9. "Burn Card" Means a card taken from the top of a deck which is set aside face down, not in play, and the identity of which remains unknown.
10. "Button" Means a disc which is moved clockwise around the table to denote an imaginary dealer and thereby determine the betting and dealing sequence. Also, refers to the player who is in possession of the disc at that moment.
11. "Call" Means a wager made in an amount equal to the immediately preceding wager.
12. "Check" Means that a player waives the right to initiate the betting in a betting round but retains the right to act if another player initiates the betting.

13. "Chips" Means casino cheques (chips) used in lieu of currency in Casinos, representing actual cash that a player is risking and may cash out, as opposed to tournament chips.
14. "Common Card" Means, in any game of stud poker, a card which is dealt face upwards if there are insufficient cards left in the deck to deal each player a card individually and which can be used by all players at the showdown.
15. "Community Card" Means any card which is dealt face upward and which can be used by all players to form their best hand.
16. "Cut Card," also "Cover Card" Means a plastic card used after the cutting of the cards to conceal the bottom card of the deck.
17. "Draw" Means, in any game of draw poker, an exchange by a player of cards held in his or her hand, after the initial betting round, for an equal number of new cards from the deck.
18. "Fold" Means the withdrawal of a player from a round of play by discarding his or her hand of cards during a betting round and refusing to equal a wager.
19. "Forced Bet" Means a wager which is required to start the wagering on the first betting round.
20. "Fouled Hand" Means a hand that either has an improper number of cards or has come into contact with other cards in such a way as to render it impossible to determine accurately which cards are contained in the hand.
21. "Freeze-out" Means a tournament format in which the loss of all of one's chips permanently eliminates a player from the tournament; a tournament format that does not offer players the opportunity to re-enter once eliminated. Generally, all poker tournaments end in freeze-out fashion, whether or not they start that way.
22. "Half-Kill" Means when one player wins an entire qualifying pot, the betting limits are increased by one-half the posted table wagering limits for the next hand and remains in effect until a pot is won by a different player or until a pot does not qualify in amount.
23. "High" Means a game of Poker in which the highest ranking hand wins the pot.
24. "High-Low Split" Means a form of Poker in which there is a winner for both the highest and lowest ranking hands.
25. "Hole Card" Means any card dealt to a player face down.
26. "Kill" Means when one player wins an entire pot qualifying pot, the betting limits are twice the posted table wagering limits for the next hand and remain in effect until a pot is won by another player or until a pot does not qualify in amount.

27. "Low" Means a game of Poker in which the highest ranking low hand wins the pot.
28. "Opening Bet" Means the first bet in any round of play.
29. "Pot" Means the amount which is awarded to the winning player or players at the conclusion of a round of play and is equal to the total amount anted or bet by the players during a round of play, less any rake extracted and any amount contributed to the Bad Beat Jackpot.
30. "Protected Hand" Means a hand of cards which the player is physically holding or has placed one or more gaming chips on top of the cards.
31. "Raise" Means a bet in an amount greater than the immediately preceding bet in the betting round.
32. "Rake" Means the amount of gaming chips collected by the dealer as poker revenue.
33. "Re-buy" Means in a tournament, to pay an additional entry fee and begin again or to purchase additional chips after falling below a certain amount of chips; to utilize a tournament's re-buy option.
34. "Round of Play" Means, for any game of Poker, the process by which cards are dealt, bets are placed and the winner of the pot is determined and paid in accordance with the rules.
35. "Showdown" Means the action of revealing the hands of each player in order to determine who shall win the pot.
36. "Side Pot" Means a separate pot formed when one or more players are all-in.
37. "Stub" Means the remaining portion of the deck after all cards in a round of play have been dealt.
38. "Suit" Means one of the four categories of cards, that is, diamond, spade, club, or heart.
39. "Table stakes" Means the currency, gaming chips on the table is in play and a player may not subtract from his or her currency, gaming chips at anytime during ongoing play.
40. "Tournament" Means a series of games in which a fixed number of players attempt to eliminate one another by gaining all of their opponents' chips, and in which the order of elimination determines rankings that are the basis for awarding a prize or a number of prizes; as opposed to a ring game.
41. ADDITIONAL INFORMATION: The number of chips used in a tournament is not dependent upon the entrance fee because the chips have no cash value and are only used to determine elimination and rankings. Typically, the ante or blind required in each hand of a tournament shall

increase over a period of time in order to account for increased stack sizes as players are eliminated.

42. "Tournament Chips" Means chips with no cash value used to keep score in a tournament.

43. "Up-Card" Means, in a game of stud, any card dealt to a player face up.

CARDS: NUMBER OF DECKS

1. Poker shall be played with one deck of cards with backs of the same color and design and one additional cut card. The cut card shall be opaque and in a solid color, readily distinguishable from the color of the backs and edges of the playing cards. Two decks of cards shall be maintained for use at each poker table at all times. Each deck maintained at the poker table shall be visually distinguishable in some manner from the other deck. While one deck is in use, the other deck shall be stored in designated area, unless an automated card shuffling device is being used.
2. Each deck of cards maintained at the poker table may be rotated in and out of play; provided, however, that no deck of cards shall be used at the table for more than twenty-four hours.
3. If an automated card shuffling device is being used, a dealer shall use both decks of cards, and:
 - a. The backs of the cards of the two decks shall be different colors;
 - b. One deck shall be shuffled by the automated card shuffling device while the other deck is being dealt or used to play the game; and
 - c. Both decks shall be continuously alternated in and out of play, with each deck being used for every other round of play.

POKER RANKINGS

1. The rank of the cards used in all types of poker other than low poker, for the determination of winning hands, in order of highest to lowest rank, shall be; Ace, King, Queen, Jack, Ten, Nine, Eight, Seven, Six, Five, Four, Three, and Deuce. 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, as applicable, a deuce, three, four, and five.
2. The permissible high poker hands in poker games that result in a five card hand, in order of the highest to lowest rank, shall be:
 - a. "Royal Flush" is a hand consisting of an Ace, King, Queen, Jack, and Ten of the same suit.

- b. "Straight Flush" is a hand consisting of five cards of the same suit in consecutive ranking, with King, Queen, Jack, Ten, and Nine being the highest ranking straight flush and Ace, Deuce, Three, Four, and Five being the lowest ranking straight flush.
 - c. "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 Deuces being the lowest ranking four-of-a-kind.
 - d. "Full House" is a hand consisting of "Three-of-a-kind" and a "Pair", with three Aces and two Kings being the highest ranking full house and three Deuces and two Threes being the lowest ranking full house.
 - e. "Flush" is a hand consisting of five cards, of non-consecutive rank, of the same suit.
 - f. "Straight" is a hand consisting of five cards of consecutive rank, of two or more suits, with an Ace, King, Queen, Jack, and Ten being the highest ranking straight and an Ace, Deuce, Three, Four, and Five being the lowest ranking straight; provided, however, that an Ace may not be combined with any other sequence of cards for purposes of determining a winning hand (e.g., Queen, King, Ace, Deuce, and Three).
 - g. "Three-of-a-kind" is a hand consisting of three cards of the same rank regardless of suit, with three Aces being the highest ranking three-of-a-kind and three Deuces being the lowest ranking three-of-a-kind.
 - h. "Two Pair" is a hand consisting of two "Pairs", with two Aces and two Kings being the highest ranking two pair and two Threes and two Deuces being the lowest ranking two pair.
 - i. "One Pair" is a hand consisting of two cards of the same rank regardless of suit, with two Aces being the highest ranking pair and two Deuces being the lowest ranking pair.
3. When comparing two hands which are of identical poker hand rank pursuant to the provisions of (2) above, as applicable, or which contain none or the poker hands authorized for that game, the hand which contains the highest ranking card provided in (1) above or (4) below, whichever is applicable, 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 subsection, the hands shall be considered tied and the pot shall be equally divided among the players with the tied hands.
 4. The rank of the cards used in low poker, for the determination of winning hands, in order of the highest to lowest rank shall be: Ace, Deuce, Three, Four, Five, Six, Seven, Eight, Nine, Ten, Jack, Queen, and King. All suits shall be considered equal in rank.
 5. The ranking of a low poker hand as determined by the holding of a five or three card hand shall be the inverse or the rankings for a high poker hand set forth in (2) and (3) above; provided,

however, that straights and flushes shall not be considered for purpose of determining a winning hand at low poker.

6. In all games of poker, a hand shall be ranked according to the cards actually contained therein and not by the player's opinion or statement of its value.

OPENING THE TABLE

1. After the Dealer arrives to open the game, the Poker Floor Supervisor shall unlock the rack lid.
2. The Poker Floor Supervisor shall instruct the Dealer to pull the lid up from the chip rack and place it on the table. The lid shall be stored at or behind the poker podium.
3. The Poker Floor Supervisor shall take the Table Chip Inventory slip from the tray and along with the Dealer verify that the number of chips in the rack matches what is on the inventory slip.
4. When both the Poker Floor Supervisor and Dealer are satisfied that the counts match, they shall both sign the inventory slip with their name and badge number and the dealer shall drop the slip into the drop box. If the inventory slip does not match the table rack the Poker Floor Supervisor shall fill out an Error Notification Slip along with a corrected Table Chip Inventory slip. The proper copies of each shall be placed in the drop box by the dealer.
5. Upon receiving the cards from the Poker Floor Supervisor, the cards shall then be spread face up on the table in suit and in sequence for inspection by the Dealer and Poker Floor Supervisor. Once the faces of the cards have been inspected they shall be turned face down and the backs shall be inspected for any irregularities.

TABLE FILLS

1. Exchanges between table banks and the main card room bank (or cage, if a main card room bank is not used) in excess of \$100.00 shall be authorized by a supervisor. All exchanges shall be evidenced by the use of a lammer unless the exchange of chips, tokens, and/or cash takes place at the table. The employee performing the table fill shall retrieve the Supervisor lammer from the supervisor and place this with the other lammers when performing the table fill. Retrieval and placement of the Supervisor lammer shall be construed as authorization of performing a fill in excess of \$100.00.
2. Exchanges from the main card room bank (or cage, if a main card room bank is not used) to the table banks shall be verified by the card room dealer and the runner.

CLOSING THE TABLE

1. After it is apparent that a game is no longer viable, the Poker Floor Supervisor shall inform the dealer to “close the game.” The Poker Floor Supervisor shall retrieve the lid from the podium and place it in the middle of the table. The dealer shall drop in the drop box any rake collected that has not been dropped.
2. The dealer shall reorganize the cards in suit and in sequence for inspection by the Poker Floor Supervisor. The verified cards shall then be stored in the poker podium.
3. The Poker Floor Supervisor and dealer shall prepare a Table Chip Inventory slip by counting all of the chips in the table bank. The Poker Floor Supervisor shall mark on the inventory slip the value amount of each denomination of chips. The Poker Floor Supervisor and the dealer then shall sign the inventory slip with name and badge number.
4. The dealer shall drop one copy of the inventory slip into the drop box and a second copy shall be placed into the chip tray.
5. The Poker Floor Supervisor shall then lock the lid over the bank, thereby closing the table.

SHUFFLE AND THE CUT OF THE CARDS

1. Immediately prior to commencement of play and after the completion of each round of play, the dealer shall wash the entire deck of cards then shuffle the entire deck of cards, either manually or by use of an automated card shuffling device, so that they are randomly intermixed. Upon completion of the shuffle, the dealer or device shall place the deck of cards in a single stack.
2. The shuffle is as follows:
 - a. The deck shall be shuffled twice.
 - b. The deck shall be boxed once (3 strips).
 - c. The cards shall be shuffled once more.
3. After the cards have been shuffled, stacked, and placed on the table in front of the dealer, the dealer shall, using one hand, cut the deck by:
4. Placing the cut card on the table in front of the deck of cards;
 - a. Taking a stack of at least 10 cards from the top of the deck and placing them on top of the cut card; and

- b. Then placing the cards remaining in the deck on top of the stack of cards that were cut and placed on the cut card previously.
5. After the cards have been cut and before any cards have been dealt, a Poker Floor Supervisor may require the cards to be reshuffled and/or re-cut if he or she determines that the cut was preformed improperly or in a way that might affect the integrity or fairness of the game.

POKER OVERVIEW; GENERAL DEALING PROCEDURES

1. Poker shall be played by a minimum of two players and a maximum of eleven players. Poker shall be dealt by a dealer at a poker table. For all Poker games the dealer shall not participate in the playing or outcome of the game in any way except as otherwise authorized in the procedures.
2. A player shall wager on the cards that the player holds in his or her hand. All bets by a player shall be placed by the dealer in the designated area known as the pot. A player may be required to ante or place a blind bet prior to the receipt of any cards. After each round of cards is dealt, a betting round shall be conducted. Each player shall decide whether to continue contending for the pot by calling or raising the bet of the other players.
3. The object of the game shall be for a player to win the pot either by making a bet that no other player elects to call, or by having the hand of the highest rank at the showdown. If two or more players are still in contention for a pot after all cards have been dealt and the final betting round has been completed, there shall be a showdown among the players still in contention to determine which player has the hand of highest rank. Based on the type of poker being played, the winning player may be the player who holds the highest ranking high poker hand, the highest ranking low hand or both the highest ranking high and low poker hands.
4. The following procedures shall be utilized by the dealer when dealing the game of poker:
 - a. The dealer shall choose the hand in which he or she shall hold the cards. Once the dealer has chosen a hand, the dealer must use that hand whenever holding the cards. The cards held by the dealer shall, at all times, be held in front of the dealer, as level as possible and over the poker table.
 - b. As needed, the dealer shall verbalize or physically indicate the action which is occurring at the poker table with regard to the conduct of the game and instruct each player as to his or her various turns to act and options.
 - c. All burn cards shall be kept separate from the pile of discarded cards.
 - d. The dealer shall be required to count the stub once every three to five hands, in order to determine that the correct number of cards is present. When dealing at a table with

an automatic shuffling machine, the counting procedure shall be handled by the shuffle machine. If this count reveals an incorrect number of cards, the deck shall be removed from the table.

- e. At the completion of a round of play, the dealer shall award the pot to the winning player or players after a showdown or to the last remaining player if all other players have folded. Prior to pushing the pot to the winner and collecting the winning hand, the dealer shall first collect the cards from all losing players. Winning players shall be expected to maintain possession of their cards, as a receipt for the pot, until the dealer awards the pot.
- f. All side pots shall be awarded before the dealer awards the main pot.
- g. All discarded hands should be verified, if possible, by the dealer to determine that the proper number of cards has been returned.
- h. The dealer shall collect the rake in a timely manner and not wait until the end of the hand. All time charge collections shall be verified by the Supervisor before being dropped into the rake box.
- i. The dealer shall collect, if applicable, any amount required to be contributed to any jackpot.

TIP PROCEDURES

1. All Poker Dealers shall be allowed to receive tips.
2. All tips received by Poker Dealers shall be placed into a locking token box. All token box keys shall be controlled by the Cashier Cage.
3. Poker Dealers shall proceed to the Cashier Cage at the end of their respective shifts.
4. Each Poker Dealer shall hand his or her token box to the Cage Cashier to be opened and emptied by the Cashier.
5. All monies shall be verified by both the Poker Dealer and the Cage Cashier and the amount shall then be entered onto the Tip Worksheet.
6. After verification of monies, the Poker Dealer and the Cage Cashier shall sign the Tip Worksheet.
7. The Poker Dealer shall retain the pink copy of the Tip Worksheet for his or her records. The white copy shall be forwarded to Accounting and the yellow copy shall be forwarded to Poker via Accounting so that all Poker Dealers may have their tips credited to their paychecks.

8. At no time shall any Poker Dealer retain any part of his or her tips as a form of take home pay.

WAGERS

1. Only players who are seated at the poker table may be permitted to receive cards and participate in each betting round.
2. Depending upon the particular type of poker game being dealt, a player may be required to:
 - a. Place an ante prior to receiving any cards;
 - b. Place a predetermined blind bet prior to receiving any cards; or
 - c. Place a forced bet to initiate a betting round based on that player's up-card.
3. Table stakes applies. Meaning that a player may only participate in the wagering during a round of play with the gaming chips which were already on the poker table and in front of the player when the round of play commenced.
4. A player may only add to his or her gaming chips between rounds of play and, except as provided in 5 below, may not remove any of his or her gaming chips from the poker table at any time during ongoing play pursuant to the definition of table stakes.
 - a. Cash does not play in any way, shape, or form except when coins are necessary for any particular game.
 - b. In order to participate in a round of play, a player shall be required to have an amount of gaming chips available on the poker table prior to the start of the round of play which is sufficient to make any bet required by 2 above and at least one bet at the posted table minimum.
 - c. A player who satisfies the requirements of b. above but who depletes his or her funds on the poker table prior to the completion of a round of play shall be deemed to be "all-in."
5. An "all-in" player shall retain financial interest in the outcome of the round of play, but shall only be eligible to win the amount of the pot to which he or she contributed.
 - a. An "all-in" player shall continue to receive any cards to which he or she would normally be entitled.
 - b. Betting shall continue unimpeded among the other players by generating a separate secondary pot which only those players shall be eligible to win.

- c. Whenever a player indicates intent to temporarily leave a poker table without relinquishing his or her seat at the table, the Poker Floor Person shall account for the amount of the player's table stake prior to the player's departure if that player insists on removing his stake from the table.
- 6. A verbal statement of "fold," "check," "call," "raise," or an announcement of a specific size wager by a player, assuming it is within the rules of the poker game being played and the minimum and maximum wager limits for the poker table, shall be binding on the player if it is that player's turn to act.
- 7. A player who announces a bet or raise of a certain amount but places a different amount of gaming chips in the pot shall be required to correct his or her bet or raise to the announced amount in accordance with the instructions of the dealer.
- 8. A player shall be considered to have placed a bet if the player releases the chips into the pot. Any chips moved forward of the acting player's cards and released shall be construed as a wager.
- 9. A player shall not be permitted to make a bet and thereafter attempt to increase the amount of that bet.
 - a. If the player wishes to add additional gaming chips to the bet, the player must indicate at the time the bet is being made that the bet is not yet complete.
 - b. A player who puts the proper amount of gaming chips into the pot to call a bet, without indicating his or her intention to raise, may not thereafter raise the previous bet.
 - c. Subject to the posted table wagering limits, a player who announces "raise" may continue to bet gaming chips until his or her hands come to rest while in the betting area. This does not mean that a player can go back and forth at will between his or her chips and the betting area.
- 10. It shall be the dealer's responsibility to ensure that no player touches any of the gaming chips once placed into the pot.
- 11. Unless a raise has been verbally announced by that player, a player who puts into the pot a single gaming chip that is larger than required is assumed to have only called the preceding bet, or have made a wager of that size if initiating the action.
- 12. Unless specifically posted to the contrary, a player shall be permitted to raise after he or she has previously checked in a betting round.

BUTTON AND BLIND USE

In button games, a non-playing dealer normally does the actual dealing. A round disc called the button is used to indicate which player has the dealer position. The player with the button is last to receive cards on the initial deal and has last action after the first betting round. The button moves clockwise after a deal ends to rotate the advantage of last action. One or more blind bets are usually used to stimulate action and initiate play. Blinds are posted before players look at their cards. Blinds are part of a player's bet, unless the structure of a game or the situation requires part or all of a particular blind to be "dead." Dead chips are not part of a player's bet. With two blinds, the small blind is posted by the player immediately clockwise from the button, and the big blind is posted by the player two positions clockwise from the button. With more than two blinds, the little blind is normally left of the button (not on it). Action is initiated on the first betting round by the first player to the left of the blinds. On all subsequent betting rounds, the action begins with first active player to the left of the button.

RULES FOR USING BLINDS

1. The minimum bring-in and allowable raise sizes for the opener is specified by the poker form used and blind amounts set for a game.
2. Each round every player must get an opportunity for the button, and meet the total blind obligations. Either of the following methods of button and blind placement may be designated to accomplish this.
 - a. Moving button: The button always moves forward to the next player and the blinds adjust accordingly. There may be more than one big blind. This method is used for cash poker.
 - b. Dead button: The big blind is posted by the player due for it, and the small blind and button are positioned accordingly, even if this means the small blind or the button is placed in front of an empty seat, giving the same player the privilege of last action on two or more hands. This method is used for tournament poker.
3. A player posting a blind in the game's regular structure has the option of raising the pot at the first turn to act. Although chips posted by the big blind are considered a bet, this option to raise is retained if someone goes all-in with a wager of less than the minimum raise.
4. In heads-up play with two blinds, the small blind is on the button.
5. A new player entering a game that has mandatory posting requirements has the following options:
 - a. Wait for the big blind.

- b. Post an amount equal to the big blind and immediately be dealt a hand.
 - c. Buy the button.
 - d. Post a straddle (bet) when the big blind is on the new player's right.
- 6. A new player who elects to let the button go by once without posting is not treated as a player who has missed a blind, and must only post the big blind in mandatory post games.
- 7. A person playing over is considered a new player, and must post or wait in mandatory posting games.
- 8. A new player cannot be dealt in between the button and the blinds without buying the button or posting the amount of the big blind and letting the button pass.
- 9. When you post the big blind, it is your opening bet. When it is your turn to act, you have the option to raise.
- 10. A player who misses any or all of the blinds can resume play by either posting all the blinds missed, waiting for the big blind or buying the button. If the player chooses to post the total amount of the blinds or buy the button, an amount up to the size of the opening bet is live. The remainder is taken by the dealer to the center of the pot and is not part of any bets made by the player. When it is this player's turn to act, an option to raise shall be given.
- 11. If a player who owes a blind (as a result of a missed blind) is dealt in without posting, the hand is dead if the player looks at it before putting up the required chips, and has not yet acted. If the player acts on the hand and plays it, putting chips into the pot before the error is discovered, the hand is live, and the player is required to post on the next deal.
- 12. A player who goes all-in and loses is not obligated to make up the blinds if they are missed before a re-buy is made.
- 13. These rules about blinds apply to a newly started game:
 - a. Any player who drew for the button is considered active in the game and is required to make up any missed blinds.
 - b. A new player shall not be required to post a blind in mandatory post games until the button has made one complete revolution around the table, provided a blind has not yet passed that seat.
 - c. A player may change seats without penalty, provided a blind has not yet passed the new seat.

14. In all multiple blind games, a player who changes seats three more or active players away from the big blind must either wait for an amount of hands equal to the number of players jumped or post an amount equal to the big blind. Any player can move closer to the big blind without penalty.
15. A player who "deals-off" (by playing the button and immediately getting up to change seats) can allow the button to pass the new seat one time and reenter the game behind the button without having to post a blind.
16. A live straddle bet is allowed in all games, and only to the left of the big blind. In limit games, the straddle does not count against the three raise limit. In limit games with a kill, a straddle may not be posted on kill hands. In no-limit and pot-limit games, a straddle becomes the de facto big blind, meaning that the minimum bet or raise for the entire hand is the amount of the straddle.

HOLD 'EM PROCEDURES

1. Each poker table shall be restricted to a maximum of ten players. Each player who elects to participate in a round of play may be required to place an ante. The rule governing the placement of an ante and the amount of the ante, if any, shall be posted on a sign at each poker table.
2. The order in which the cards shall be dealt and the order in which players shall be required or have the option to bet shall be determined as documented below.
3. A flat disk called the "button" shall be used to indicate an imaginary dealer.
 - a. At the commencement of play, each player shall vie for possession of the button on the first hand by random draw of the cards.
 - b. Thereafter, the button shall rotate around the table in a clockwise manner after each round of play.
4. The player to the immediate left of the button shall be required to initiate the first betting round by placing a blind bet in accordance with the posted table requirements. A casino licensee may require additional blind bets to be made immediately subsequent to the initial blind bet. The amount and number of all blind bets required by the casino shall be posted on a sign.
5. Starting with the player to the immediate left of the button and continuing in a clockwise rotation around the poker table, the dealer shall deal two rounds of cards face down to each player, with the player with the button being the last player to receive a card each time.
6. Following the placement of the blind bet(s), each player shall in turn, in a clockwise rotation around the poker table, either fold, call or raise the bet. The option to raise shall also apply to the player who made the blind bet(s). After the last player has responded to the most recent bet, the

betting round shall be considered complete.

7. The dealer shall then burn the top card of the deck and proceed to deal three community cards face up in the center of the table. The next betting round shall commence with the option to bet or check belonging to the first player to the left of the button who has not folded. Each subsequent player may, in clockwise rotation, fold, call, raise the bet or, if preceding players have not made a bet, make an opening bet or check. The betting round shall be considered complete when each player has either folded or called in response to the most recent bet.
8. Upon completion of the betting round required by 6 above, the dealer shall again burn the top card of the deck and then deal a fourth community card face up in the center of the table. The next betting round shall be commenced and completed in accordance with the requirements of 6 above.
9. Upon completion of the betting round required by 7 above, the dealer shall again burn the top card of the deck and then deal a fifth and final community card face up in the center of the table. The final betting round shall be commenced and completed in accordance with the requirements of 6 above.
10. If more than one player remains in the round of play after the final betting round has been completed, a showdown shall be used to determine the winner of the pot. Each player remaining in the game shall form his or her highest ranking five card high poker hand by using, in any combination, of his or her own two cards and the five community cards available on the table. The winner of the pot shall be the player with the highest ranking five card high poker hand. If the highest ranking five card high poker hand that each of the remaining players can form is comprised of the five community cards, all players remaining in the round of play shall share equally in the pot.

OMAHA PROCEDURES

1. Each poker table on which Omaha shall be played shall be restricted to a maximum of 10 players. Each player who elects to participate in a round of play may be required to place an ante. The rule governing the placement of an ante and the amount of the ante, if any, and the kill or half-kill option, if offered, shall be posted on a sign at each poker table.
 - a. The order in which the cards shall be dealt and the order in which players shall be required or have the option to bet shall be determined in accordance with the procedures governing the use of a button.
 - b. Starting with the player to the immediate left of the button and continuing in a clockwise rotation around the poker table, the dealer shall deal four rounds of cards face down to each player with the player with the button being the last player to receive a card each time.

- c. After each player is dealt four cards face down, an initial blind bet and all subsequent dealing and betting rounds shall be completed in accordance with 4 and 6 through 9 from above.
- 2. If more than one player remains in the round of play after the final betting round has been completed, a showdown shall be used to determine the winner of the pot. Each player remaining in the game shall form a five card poker hand by using two of the four cards dealt to the player and three of the five community cards. This five card hand shall constitute the poker hand of the player at the showdown. The winner of the pot shall be:
 - a. In high poker, the player with the highest ranking five card high poker hand; or
 - b. In high-low split eight or better poker, the player with the highest ranking five card high poker hand and the player with the highest ranking five card low poker hand, subject to the provisions of 6 below, who shall divide the pot equally.
 - c. If a pot cannot be divided equally, the excess amount, which shall not exceed the minimum betting unit for the game, shall be given to the player with the highest ranking high hand.
 - i. If a tie exists between two or more players for the highest ranking high hand, the high hand share of the pot shall be divided equally among the tied players. If the high hand share of the pot cannot be divided equally among the tied players, the excess, which shall not exceed \$1.00, shall be given to the player with the highest ranking high poker card by suit.
 - ii. If a tie exists between two or more players for the highest ranking low hand, the low hand share of the pot shall be divided equally among the tied players. If the low hand share of the pot cannot be divided equally among the tied players, the excess, which shall not exceed \$1.00, shall be given to the player with the lowest ranking low poker card by suit.
 - iii. For purposes of this subsection, the cards shall be ranked by suit with the highest to lowest rank suit in order as follows: spades, hearts, diamonds and clubs.
- 3. In Omaha high-low split eight or better poker, the eligibility requirements must be satisfied. In the event that none of the hands of the remaining players satisfies this requirement, the entire pot shall be awarded to the player with the highest ranking high poker hand.
- 4. The following rules shall only apply in Omaha high-low split eight or better poker:
 - a. A player may form two different hands of five cards each, enabling that player to contend for both the high hand and low hand share of the pot;

- b. A player may use the same five card grouping to make a high hand and a low hand; and
 - c. An ace may be used concurrently as a low card to satisfy a low hand and as a high card to satisfy a high hand.
- 5. In Omaha high-low split eight or better poker, an optional kill or half-kill may be offered. A kill button, indicating the kill or half-kill is in effect, shall be placed in front of the player who wins the entire pot in the hand, provided that the amount of the pot is an established dollar amount or multiple of the minimum permissible wager for the hand, as determined by the casino licensee. In the succeeding hand, the player shall be required to place no more than one blind bet in the amount of the increased permissible minimum wager for the hand, notwithstanding that the player may be required to place a blind bet to initiate the first round of betting. Any other player required to place a blind bet to initiate the first round of betting shall be required to place a blind bet in accordance with the posted table requirements. If, in the succeeding hand, a qualifying pot is not split between one player winning the high hand and another player winning the low hand, the kill button shall be moved in front the player who wins the entire pot for that hand. The kill or half-kill shall remain in effect until a pot does not qualify in amount or a pot is split between a player winning the high hand and a player winning the low hand. Once a pot does not qualify in amount or is split between two or more players, the dealer shall collect the kill button.

SEVEN STUD PROCEDURES

- 1. Each poker table shall be restricted to a maximum of eight players. Each player who elects to participate in a round of play may be required to place an ante. The rule governing the placement of an ante and the amount of the ante, if any, shall be posted on a sign at each poker table.
- 2. Starting with the first player to the left of the dealer and continuing in a clockwise rotation around the poker table, the dealer shall deal two rounds of cards face down and one round of cards face up to each player.
- 3. Once each player has received three cards in accordance with 2 above, the first betting round shall commence by comparing the up-card of each player. For the purposes of this subsection only, in the event that two or more up-cards are of the same rank, the up-cards shall then be ranked by suit, with the highest to lowest ranked suits in order as follows: spades, hearts, diamonds, and clubs. Betting shall be commenced by:
 - a. For high poker, the player with the lowest ranked up-card;
 - b. For low poker and high-low split poker, the player with the highest ranked up- card. For this purpose, an ace shall be considered ranked below a deuce; and
 - c. For high-low split eight or better poker, the player with the lowest ranked up- card. For

this purpose, an ace shall be considered the highest ranking card.

4. Following the placement of the forced bet required by 3 above, each subsequent player may, proceeding in a clockwise rotation from the player who placed the forced bet, fold, call or raise the bet. After the last player has responded to the most recent bet, the betting round shall be considered complete.
5. Upon completion of the first betting round, the dealer shall burn the top card of the deck and then, starting with the first remaining player to his or her left, deal a fourth card face up to each player who made or called the last wager. The next betting round shall commence as follows:
 - a. The player with the highest ranking poker hand showing shall be required to bet or check; or
 - b. If the highest ranking poker hand showing is held by two or more players, the player closest to the left of the dealer shall be required to bet or check.
6. Following the initial bet or check required by 5 above, each subsequent player, proceeding in a clockwise rotation, may fold, call, raise or, if the preceding players have not made a bet, check. Each player may check until a bet has been made. Once a bet has been made, the next player in a clockwise rotation may fold, call or raise. After the last player has responded to the most recent bet, the betting round shall be considered complete.
7. The dealer shall then deal two additional rounds of cards face up and one round of cards face down to each player who made or called the last wager. Prior to each round of cards being dealt, the dealer shall burn the top card of the deck. Notwithstanding the foregoing, if insufficient cards remain in the deck to give each remaining player either a sixth or seventh card, the top card of the deck shall be burned and a common card shall be dealt face up in the center of the table. If there is either one or no card remaining in the deck when a common card is to be dealt, the dealer shall shuffle the burn cards, burn a card and then deal the common card. The dealing of each round of cards or, if applicable, each common card pursuant to this subsection shall be followed by a betting round conducted in accordance with the provisions of 5 and 6 above.
8. If more than one player remains in the round of play after the final betting round has been completed, a showdown shall be used to determine the winner of the pot. Each player remaining in the game shall form a five card poker hand from the seven cards he or she was dealt. This five card hand shall constitute the poker hand of that player at the showdown. The winner of the pot shall be:
 - a. In high poker, the player with the highest ranking five card high hand.
 - b. In high-low split poker or high-low split eight or better poker, the player with the highest ranking five card high hand and the player with the highest ranking five card low poker hand, subject to the provisions of 9 below, who shall divide the pot equally.

- c. If a pot cannot be divided equally, the excess amount, which shall not exceed the minimum betting unit for that game, shall be given to the player with the highest ranking high hand.
 - i. If a tie exists between two or more players for the highest ranking high hand, the high hand share of the pot shall be divided equally among the tied players. If the high hand share of the pot cannot be divided equally among the tied players, the excess, which shall not exceed \$1.00, shall be given to the player with the highest ranking high poker card by suit.
 - ii. If a tie exists between two or more players for the highest ranking low hand, the low hand share of the pot shall be divided equally among the tied players. If the low hand share of the pot cannot be divided equally among the tied players, the excess, which shall not exceed \$1.00, shall be given to the player with the lowest ranking low poker card by suit.
 - iii. For purposes of this subsection, the cards shall be ranked by suit with the highest to lowest ranked suit in order as follows: spades, hearts, diamonds and clubs.
- 9. In seven-card stud high-low split eight or better poker, a winning low hand may not contain any pairs or a Nine, Ten, Jack, Queen or King. This defines the qualifying clause known as "eight or better." In the event that none of the hands of the remaining players satisfies this requirement, the entire pot shall be awarded to the player with the highest ranking high hand.
- 10. In seven-card stud high-low split poker and seven card stud high-low split eight or better poker, the player may form two different hands of five cards each out of the player's seven available cards, enabling that player to contend for both the high hand and low hand share of the pot. A player may use the same five card grouping to make a high poker hand and a low poker hand. For example:
 - a. A hand consisting of a Deuce, Three, Four, Five and Six would qualify as a straight for purposes of the high hand and as a high ranking low hand; or
 - b. A hand consisting of five cards of the same suit, none higher than an eight, would qualify as a flush for purposes of the high hand and as a high ranking low hand.
- 11. In seven-card stud high-low split poker and seven-card stud high-low split eight or better poker, an Ace may be used as both a low card to satisfy a low hand and as a high card to satisfy a high hand.

FIVE CARD DRAW PROCEDURES

1. Each poker table shall be restricted to a maximum of eight players. Each player who elects to participate in a round of play may be required to place an ante. The rule governing the placement of an ante and the amount of the ante, if any, shall be posted on a sign at each poker table.
2. The order in which the cards shall be dealt and the order in which players shall be required or have the option to bet shall be determined in accordance with the procedures governing the use of a button and blinds as described in the Hold'em section.
3. Starting with the player to the immediate left of the button and continuing in a clockwise rotation around the poker table, the dealer shall deal five rounds of cards face down to each player with the player with the button being the last player to receive a card each time.
4. After each player has been dealt five cards face down, an initial betting round shall be completed.
5. After completion of the initial betting round, each player remaining in the round of play, starting with the player to the immediate left of the button and continuing in a clockwise rotation around the poker table, shall have an opportunity to draw new cards. This process shall be accomplished one player at a time. Each player may keep his or her original hand or discard as many cards as he or she chooses. Each discarded card shall be replaced by the dealer with a new card dealt from the deck as follows:
 - a. Prior to the first player receiving any new cards, the dealer shall burn the top card of the deck.
 - b. If insufficient cards remain in the deck for each player remaining in the round of play to draw new cards, the discard pile shall be reshuffled and used for this purpose; provided, however, that the cards to be discarded by a player who has not yet requested new cards shall not be included as part of the reshuffled cards.
 - c. If a player wants to draw five cards, four cards shall be given, all players remaining shall be given their draw cards, then the dealer shall return to the player drawing five and give him or her their fifth draw card. If the player drawing five cards is the last to receive cards, the dealer shall give four cards, burn a card and then give the player his or her fifth card. Under no circumstances is a player to ever receive five consecutive cards.
6. The final betting round shall commence with the option to bet or check belonging to the first player to the left of the button who has not folded. Each subsequent player may, in clockwise rotation, fold, call, raise the bet or, if preceding players have not made a bet, make an opening bet or check. The final betting round shall be considered complete when the last player has responded to the most recent bet.

7. Draw games may be played triple-draw in addition to single-draw. If triple-draw is being played, the procedures from 4 and 5 above shall be repeated as necessary.
8. If more than one player remains in the round of play after the final betting round has been completed, a showdown shall be used to determine the winner of the pot. The winner of the pot shall be:
 - a. In high poker, the player with the highest ranking five card high hand; and
 - b. In low poker, the player with the highest ranking five card low hand.

FIVE CARD STUD PROCEDURES

1. Each poker table shall be restricted to a maximum of nine players. Each player who elects to participate in a round of play may be required to place an ante. The rule governing the placement of an ante and the amount of the ante, if any, shall be posted on a sign at each poker table.
2. Starting with the first player to the left of the dealer and continuing in a clockwise rotation around the poker table, the dealer shall deal one round of cards face down and one round of cards face up to each player.
3. Once each player has received two cards in accordance with 3 above, the first betting round shall commence by comparing the up-card of each player. The player with the lowest ranked up-card, which shall be determined by suit if two or more players have an up-card of the same rank, shall be required to make a forced bet.
4. Following the forced bet, each subsequent player may, proceeding in a clockwise rotation from the player who placed the forced bet, fold, call, or raise the bet. After the last player has responded to the most recent bet, the betting round shall be considered complete.
5. Upon completion of the first betting round, the dealer shall burn the top card of the deck and then deal another round of cards face up to each player who made or called the last wager. The next betting round shall be commenced by the player with the highest ranking high poker hand showing. If two or more hands are of equal rank, the player closest to the left of the dealer shall be required to bet. The betting round shall be completed in accordance with the procedures in 5 above.
6. The dealer shall then deal two additional rounds of cards face up to each player who made or called the last wager, with each such round followed by a betting round conducted in accordance with the provisions of 6 above. Prior to each round of cards being dealt, the dealer shall burn the top card of the deck.
7. If more than one player remains in the round of play after the final betting round has been

TOURNAMENTS

All previously explained definitions and procedures apply to tournament play with the following additions and exceptions:

1. The player buy-in procedure is as follows:
 - a. Each individual player pays for his or her tournament entry at the Cashier Cage.
 - b. The Cage Cashier then issues the player a cash/coin receipt.
 - c. The player then brings the cash/coin receipt to the Tournament Director/Poker Supervisor and exchanges the receipt for a tournament seat assignment.
2. When the entry period to any tournament is closed, the Tournament Director/Poker Supervisor and the Cage Cashier that accepted player buy-ins shall confirm for each other the following:
 - a. How many players are in that tournament
 - b. How much money should be in the prize pool
 - c. How many tournament chips are in play
3. The Tournament Director/Poker Supervisor shall both sign a brief tournament summary report to confirm and verify these numbers. This summary shall be included in the paperwork turned into Audit by the Cashier Cage after each tournament.
4. After the prize pool numbers are verified, the Tournament Director/Poker Supervisor shall furnish the Cashier Cage with a list of places paid and corresponding prizes for those places. The Cage Cashier shall verify that the individual prizes totaled together exactly match the total prize pool. The Tournament Director/Poker Supervisor shall initial including badge number, this adding machine tape and this tape shall be attached to the summary report. The Tournament Director/Poker Supervisor shall then announce to the tournament entrants the total prize pool and each individual prize.
5. Upon completion of the previous steps, the Cashier Cage shall prepare, in casino cash value chips, the individual prizes that were agreed upon and confirmed. The poker tournament winners list shall then be signed by the Tournament Director/Poker Supervisor, a Cage Cashier, and a Cage Supervisor.

6. Surveillance shall then be notified and the prize amounts (monies) shall be released to the Tournament Director/Poker Supervisor for distribution to the tournament winners at the final tournament table.
7. All tournament winners shall sign the poker tournament winners list before receiving any prizes and the amount received shall be initialed, including badge number by the Tournament Director/Poker Supervisor as confirmation on the tournament winners list.
8. After all prizes have been signed for, initialed, and distributed, the poker tournament winners list shall be returned to the Cashier Cage to be forwarded to Accounting.

HANDLING AND DISTRIBUTION OF TOURNAMENT TIPS

1. The Tournament Director/Poker Supervisor shall turn in to the Cashier Cage all tips from each poker tournament. A locking token box may be used to accumulate and store tips during poker tournaments. All token box keys shall be controlled by the Cashier Cage.
2. The Cage Cashier shall count and total these funds and issue a Paid-In slip to the Tournament Director/Poker Supervisor.
3. All Poker Dealers shall sign, including badge numbers, the Tournament Down Card upon pushing into a tournament table.
4. The Tournament Director/Poker Supervisor shall collect the Tournament Down Card from each tournament table as it breaks. Upon completion of the tournament, the Tournament Director/Poker Supervisor shall tally the shares that each Poker Dealer has earned. The Tournament Director/Poker Supervisor shall have the discretion to credit the Poker Room Chip Runner/Host and the Cage Cashiers with shares, as they are eligible to receive tips and contribute to the tournament process and production.
5. The list of shares shall then be turned in to the Cashier Cage. Dividing the total tournament tip pool by the amount of shares shall yield the value of each share.
6. The shares shall be paid on each Dealer's paycheck and a Tip Worksheet shall be prepared for each dealer. The pink copies of the Tip Worksheet shall then be given, when completed by the Cashier Cage, to the Tournament Director/Poker Supervisor for distribution to the Poker Dealers. The white copies shall be forwarded to Accounting and the yellow copies shall be forwarded to Poker via Accounting so that all Dealers shall have their tournament shares credited to their paychecks.

IRREGULARITIES

1. It shall be the responsibility of each player to ensure that his or her hand has lost to the other hands at the table before discarding their hand face down.
2. In all disputes in which a ruling, interpretation, clarification or intervention is required, the decision of the Poker Floor Supervisor shall be final.
3. Each player shall be required to keep all cards dealt to the player in full view of the dealer at all times. The dealer shall ensure compliance with this requirement.
4. At the showdown, a winning hand must be clearly displayed in its entirety and properly identified. The player initiating the final wager shall be the first player to show his or her hand at the showdown; all other players who have not folded shall then reveal their hands in a clockwise rotation. Any player holding a losing hand may concede his or her rights to the pot and discard the hand; provided, however, that the Poker Floor Supervisor may require the disclosure of any discarded hands.
5. Misdeals shall cause all the cards to be returned to the dealer for a reshuffle. The following errors shall be cause for a misdeal:
 - a. Failure to shuffle and cut the cards;
 - b. Dealing to an incorrect starting position;
 - c. If more than one card is found face-up in the deck; and
 - d. Failure to deal to an eligible seated player.
6. If one or more cards are mistakenly dealt to an ineligible player, only those cards dealt to that player shall be discarded and the round of play shall be continued.
7. If at any time during a round of play, missing cards are discovered or additional cards are found, the round of play shall be called dead, all gaming chips in the pot shall be returned and the deck shall be replaced.
8. A card found face upwards in the deck shall not be used in the game and shall be placed with the pile of discarded cards.
9. A player who fails to take reasonable means to protect his or her hand shall have no redress if his or her hand becomes a fouled hand or the dealer accidentally collects the hand.
10. Up cards in a game of stud poker shall be considered protected for purposes of fouling a hand.

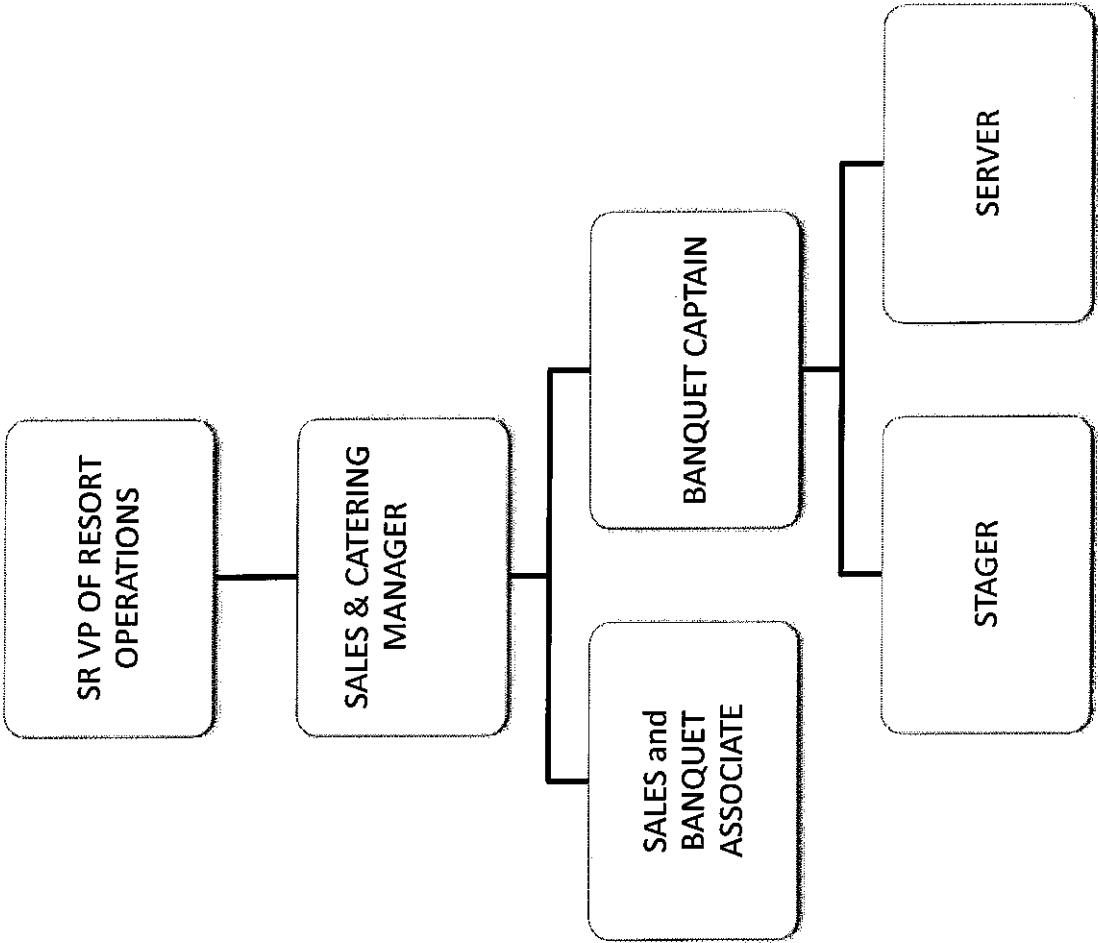
11. If a protected hand comes into contact with discarded cards, every effort shall be made to reconstruct the hand and complete the round of play.
12. A player who has a protected hand collected by the dealer or fouled by discarded cards shall be entitled to a refund from the pot of all monies that he or she put in the pot if the player has been a victim of and not a contributor to the error.
13. A player who leaves the table without comment and has an unprotected hand shall be assumed to have no interest in the pot, and his or her cards shall be collected and discarded.
14. Verbal statements which are clearly audible by and directed to the dealer shall always have precedence over actions and gestures and are considered binding on the player whose turn it is to act.
15. A player shall be deemed to have folded if, when faced with making or calling a wager, he or she:
 - a. Discards his or her hand face-down towards the pile of discarded cards or the pot; or
 - b. Turns face-down his or her up-cards in a game of stud poker.
16. If a player is obligated to place a wager by virtue of a verbal statement or forced betting situation, throwing away his or her cards does not relieve the player of that obligation.
17. In seven-card stud, if a player's first or second hole card is accidentally turned face-up in the dealing process; the third card shall be dealt face-down. If both hole cards are accidentally turned face-up, the dealer shall collect the two cards, call the player's hand dead and return the player's ante, if applicable. If a player's third hole card (last card) is accidentally turned face-up in the dealing process, the player shall be afforded the option to either:
 - a. End his or her obligation to make additional wagers and contend only for that part of the pot formed prior to any additional wagering; or
 - b. Continue to contend for the entire pot.
 - c. If the exposed card is the first card dealt on the last round of cards, all of the remaining cards shall be face-up and the betting would continue as normal.
18. In five-card stud, if a player's hole card is accidentally turned face-up in the dealing process; the second card shall be dealt face-down.
19. In the games of Hold'em and Omaha, if one of the cards normally dealt face down to the players are accidentally dealt face up, the dealer shall finish dealing as normal then exchange the exposed card with the card from the top of the deck, the first burn card, and use the exposed card as an exposed burn card before the flop.

20. If a card is accidentally dealt off the table, it shall be treated as an exposed card for its respective game. All cards dealt off the table shall be retrieved by the supervisor and returned face up to the table.
21. 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 using the previously described manual shuffling procedure.
22. Nothing herein shall preclude a Poker Floor Supervisor from clarifying and supplementing the above irregularities through its internal control procedures, as submitted to the QTGA for review and approval.

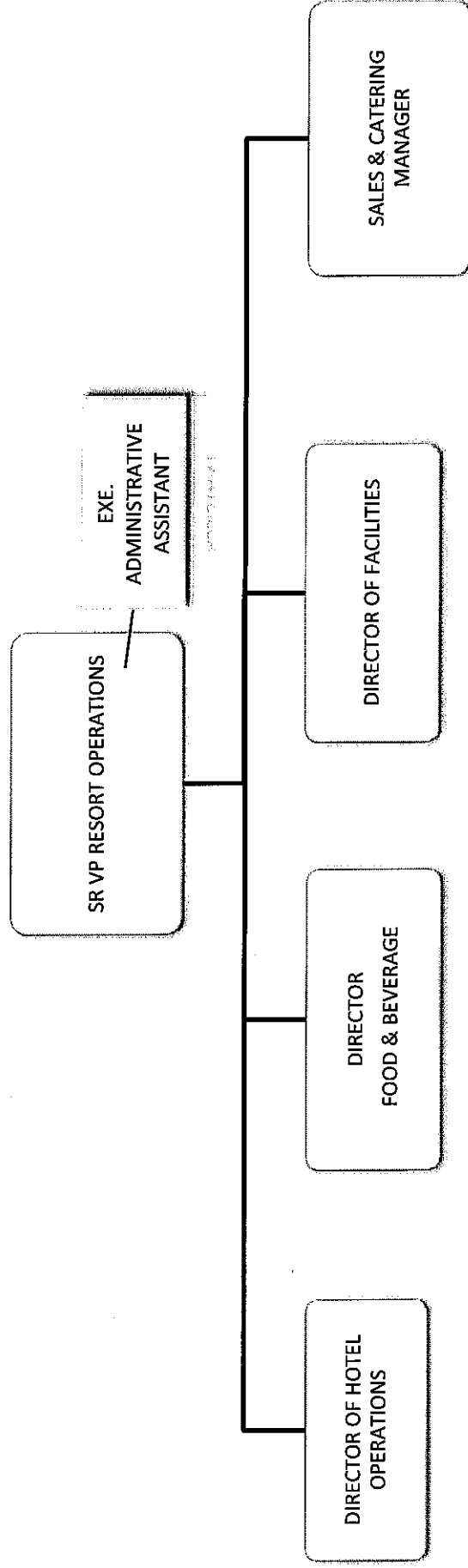
MINIMUM AND MAXIMUM WAGERS

Each table may inform players and personnel of the minimum and maximum wagers in effect at each poker table. Such signage shall also include any restrictions with regard to the maximum number of raises that may be permitted for any round of betting.

SALES & CATERING



RESORT OPERATIONS



Title: “Hustled” Talent: John Daly Production Co.: Videoworkers/RKM Productions		Television Client: Downstream Casino Resort Length: :30 sec. TV Date: Sept. 1, 2010 Version: 1 File: script.hustled.1
Shot	Scene	Narration/Music/SFX
1	Fade up on John Daly and Barry Switzer walking together in the DCR hotel lobby; we see the casino in the background along with the electronic signage, “Downstream Casino”	<u>Barry:</u> “So what’s up Big John?” <u>John:</u> “Aww, got a money game at Eagle Creek with a couple of high rollers.”
2	Cut to CU of Barry as they continue to walk	<u>Barry:</u> “Watch yer wallet.”
3	Cut to CU of John as they separate..	<u>John:</u> “Not even bringin’ it.”
4	Circle wipe to #1 tee box at Eagle Creek; we see John pulling a driver out of his bag on the back of a golf cart; we hear the approaching voice of an old lady say...	<u>Hustler 1:</u> “Tee it high,
5	Cut to an approaching golf cart where we see two old ladies driving up to the tee box; the golf cart is a gaudy, custom job; the ladies are dressed alike (Maybe in Loudmouth) and they have matching pink golf bags with every golf accessory imaginable; they are cackling, cocky, and totally un-intimidated by Daly	and let it fly Johnnie!”
6	Cut to John’s reaction as he mouths...	<u>John:</u> “Gotta be kiddin’ me.”
7	Transition to tee box where John is ready to hit; the ladies don’t bother to get out of their cart as Hustler #2 says...	<u>Hustler #2:</u> “Two dollar skins with carry-overs, and we get 9 a side.”
8	Just before John swings he says to himself...	<u>John:</u> “Whatever.”
9	Cut to two shot of hustlers in the cart as we see John launch a might drive; they watch and then sarcastically say... (they drive off cracking themselves up)	<u>Hustlers:</u> “Wooo, that scaaares me.”
10	We now go into a fast paced montage of John getting hustled; cut to music; all the while the hustlers are needling’ him with things like...	
11	Cut to John missing a 3-footer (to tie the hole); the ladies high five and do a little moon-walk and say...	<u>Hustler #1:</u> “Yer pushin’ yer putts.”
12	Cut to John teeing off and (apparently) hitting it into the woods—he’s irritated and from the cart we hear	<u>Hustler #2:</u> “Let the big dog eat.” (laughter)
13	Cut back to John steamed who mimics...	<u>John:</u> <i>‘Let the big dog eat.’</i>
14	Cut to John in the fairway; as he swings the ladies zoom past in their golf cart (cackling, with a martini glass in hand) causing John to shank the shot; as the camera stays on John, again irritated, we hear...	<u>Hustler #1:</u> “My bad!” (laughter)
15	Finally we reach the 18 th green where Hustler #2 is over a 6-footer; John by now is totally humiliated but the gals aren’t letting up; as she strokes the putt she says... We hear the ball rattle in the bottom of the cup and she finishes him off with...	<u>Hustler #2</u> “Drive for show.... and putt for dough!”

16	Transition to ext. WS of DCR hotel & Casino	<u>Announcer:</u> At the Downstream Casino Resort the odds are favorably set...
17	Cut to 18 th green as the hustler's are again high fiving and John stands bewildered like "What just happened?" We hear chatter from the ladies such as, "Candy from a baby."	But at their Eagle Creek Golf Club-- things aren't always as they appear. (or, We just can't make the same promise.)
18	Cut to WS; as the camera booms up we see John and the two ladies walking away holding hands; Hustler #1 says... Super: Downstream Casino Resort logo Fade to black	<u>Hustler #1:</u> "Don't feel bad Johnnie—you ain't our first."

UPGRADE ITEMS	Policy No: 6200.13.01	Issue Date: 9/1/2010 Revised Date: 9/1/2010
PURPOSE: To keep track of Promotion Upgrade items stored in the Supply Room.		

DCR Compliance – ITEM Tracking	Date
Issue Date	8/15/2009
Compliance Review	8/13/2010
QTGA Submission	8/16/2010
GM Approval	8/16/2010
QTGA Final Approval	9/1/2010
DDA Final Approval	9/7/2010

PURPOSE

The purpose of this policy is to establish procedures to track inventory of promotional items and supplies in the Q-Club Supply room. Q-Club inventory is used to provide patrons with promotional items from Downstream Casino Resort.

PROCEDURE

1. Obtain the Supply Room key from Q-Club Supervisor or above.
2. Retrieve item.
3. Sign out item on the sign out sheet (pg. 2) located on the outside of the supply room door (date, Q Club Team member, badge number, patron's Q-Club Card number, patron's name, number of items and name of item).
4. Go to patron's account and redeem by using the F12 button and then enter coupon number.
5. Give item to patron.

Daily Inventory

1. An inventory of items in the Q-Club Supply Room shall be performed weekly by designated Q-Club Team Members. An Inventory Log (pg. 3) shall be maintained by the Q-Club Manager.

[illegible]

DATE:	DATE:	INVENTORY		DATE:	
<u>STOREROOM INVENTORY</u>	START	IN	OUT	END	
BUNGEES (SILVER)					
BUNGEES (GOLD)					
CARDS: BRONZE					
CARDS: GOLD					
CARDS: PLATINUM					
CARDS: QUAPAW					
CARDS: SILVER					
CARD PRINTER RIBBONS (WHITE)					
CARD PRINTER RIBBONS (BLACK)		BACKUP	USE ONLY		
CARD HOLDERS					
DCR BROCHURES					
DUSTER CANISTERS					
EPSON PRINTER PAPER (3-PLY)					
EPSON PRINTER ROLLS (3"-1 PLY)		BACKUP	USE ONLY		
EPSON P.P. (3 1/8"-1 PLY)					
EPSON INK CART. (BLACK,RED,PURPLE)					
INK PENS RED/BLUE LOGO					
MATCHES					
Q CLUB BROCHURES					
Q-PLAY INSTRUCTION CARDS					
<u>COUPON REDEMPTION ITEMS</u>	START	IN	OUT	END	
B-DAY CHOCOLATES (Redeemed-)					
CHARGING STATIONS (Redeemed-)					
COOLERS (Redeemed-)					
PHOTO FRAMES (Redeemed-)					
PEN SETS (Redeemed-)					
FLAG SETS (FLASHLIGHTS)					
GRILL BRUSHES (HAMMOCKS)					
RAINCOATS (ROAD ATLAS)					
SCRAPERS (THERMOMETERS)					
WK#1 PAN					
<u>BOOTH INVENTORY</u>	START	IN	OUT	END	
BUNGEES (BLACK)					
CARDS: BLANK(WHITE) / BLANK(BRONZE)					
CARDS: BRONZE					
CARDS: GOLD					
CARDS: QUAPAW					
CARDS: SILVER					
CARD PRINTER RIBBONS					
CP60 CARDS (BOOTH & STOCKROOM)					
CP60 ROLLERS (BOOTH & STOCKROOM)					
COPY PAPER (LETTER)					
COPY PAPER (LEGAL)					
EPSON PRINTER ROLLS (3 1/8"-1 PLY)					
TONER (COPIER)					