



Oneida Tribe of Indians of Wisconsin

BUSINESS COMMITTEE



Oneidas bringing several hundred bags of corn to Washington's starving army at Valley Forge, after the colonists had consistently refused to aid them.

UGWA DEMOLUM YATEHE
Because of the help of this Oneida Chief in cementing a friendship between the six nations and the colony of Pennsylvania, a new nation, the United States was made possible.

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BC Resolution# 2-11-04-B Resolution Adopting Rules of Play

- WHEREAS,** the Oneida General Tribal Council is the duly recognized governing body of the Oneida Tribe of Indians of the Wisconsin, and
- WHEREAS,** the General Tribal Council has been delegated the authority of the Constitution of the Oneida Tribe of Indians of Wisconsin, and
- WHEREAS,** the Oneida Business Committee may be delegated duties and responsibilities by the Oneida General Tribal Council and is at all times subject to the review powers of the Oneida General Tribal Council, and
- WHEREAS,** the Oneida Tribe has entered into the Second Amendment to the Gaming Compact by which the Tribe is authorized to operate additional Class III gaming, and
- WHEREAS,** the Second Amendment to the Gaming Compact requires the Tribe to establish rules of play "[p]rior to operating any game for which rules of play have not been established under this Compact..." (Article XXXV. B., SECOND AMENDMENT TO GAMING COMPACT OF 1991), and
- WHEREAS,** the Compact provides that the Tribe may operate the games covered by the Rules of Play fourteen (14) days after providing them to the Department of Administration provided that the rules are "substantially similar to rules in effect in another gaming jurisdiction within the United States." (*See id.*)

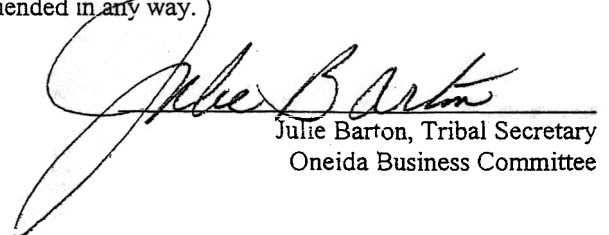
NOW THEREFORE BE IT RESOLVED, that the attached Rules of Play for Mini baccarat and Parimutuel Wagering are hereby adopted.

BE IT FURTHER RESOLVED, that the Gaming General Manager is hereby directed to forward the Rules to the appropriate representatives in the gaming operations.

BE IT FINALLY RESOLVED, that a copy of the Rules of Play shall be forwarded to the State of Wisconsin Department of Administration, Division of Gaming.

CERTIFICATION

I, the undersigned, as Secretary of the Oneida Business Committee, hereby certify that the Oneida Business Committee is composed of 9 members of whom 5 members constitute a quorum. 7 members were present at a meeting duly called, noticed and held on the 11th day of February, 2004; that the foregoing resolution was duly adopted at such meeting by a vote of 6 members for; 0 members against, and 0 members not voting; and that said resolution has not be rescinded or amended in any way.


Julie Barton, Tribal Secretary
Oneida Business Committee

VIII. PARIMUTUEL WAGERING - HORSE, HARNESS, AND GREYHOUND RACING¹

A. Definitions.

1. "Cancelled ticket" means a ticket which represents a wager which has been canceled and withdrawn from the parimutuel pools.
2. "Cashed ticket" means any parimutuel ticket which is presented for payment of a winning wager and is paid.
3. "Facility" shall mean the Oneida Tribe's designated site to receive simulcast signals and accept parimutuel wagers.
4. "Parimutuel" means a wagering system in which all persons who wager on any runner that finishes in any position for which wagers are taken in a race share the total amount wagered on the race minus any deductions from the wagers on that Race.
5. "Race" means a live running of a contest for a purse, stake or reward, including but not limited to:
 - a. Purse Race. A race for money or any other prize to which the owners of the horses engaged do not contribute.
 - b. Stake Race. A race for which owners of Runners contribute to a purse for which money or any other prize may be added, nominations to which close 72 hours or more before starting.
 - c. Claiming Race. A race in which any Runner may be claimed.
 - d. Handicap Race. A race in which the weights to be carried by the Runners are adjusted by a handicapper, board of handicappers or the racing secretary, to equalize their respective chances of winning.
 - e. Overnight Race. A race in which entries close 72 hours or less, excluding Sundays, in advance of the first race of the day on which the race is to be run.
 - f. Walkover. A stake race in which only one Runner starts or in which all the starters are owned by the same interest.
 - g. Invitational Stake Race. An invitational stake race or an invitational handicap race for which owners do not contribute to the purse, but which is advertised in the regular stakes program, shall also be considered a stake race.
 - h. Match Race. A race contested between two Runners under conditions of the contest agreed to by their owners.
6. "Refunded ticket" means a ticket which has been refunded for the value of a wager that is no longer valid.
7. "Runner" is a greyhound or horse that participates in the Race.
8. "Sending Track" means a racetrack which is equipped to conduct simulcasting and the operator of which is lawfully permitted to conduct a horse or greyhound meeting and to provide simulcasting of the meeting to

licensees.

9. "Ticket issuing machine" or "TIM" means a machine which prints hard copies of wagers.

B. Placement of Wagers.

1. All parimutuel wagers shall be made through the purchase of a ticket. A betting ticket shall consist of at least two parts:
 - a. An original, which shall be transacted and issued through a printer and given to the customer; and
 - b. A copy that shall be recorded concurrently with the generation of the original ticket either on paper or other storage media (e.g., tape or diskette).
2. Upon accepting a wager, the betting ticket that is created shall contain the following:
 - a. A unique transaction identifier;
 - b. Facility name (or identification number) and station number;
 - c. Track, race number, horse identification or event identification, as applicable;
 - d. Type of bet(s), each bet amount, total number of bets, and total take; and
 - e. Date and time.
3. All tickets shall be considered final at post time.
4. Acknowledgment of Tickets. The acceptance of a ticket by taking an issued ticket away from the window or terminal from which it is purchased shall constitute an acknowledgment by the purchaser of the correctness of the ticket, and each purchaser of a ticket agrees to be bound by the terms and provisions of this requirement. The Tribe shall not be liable to any person for any ticket which is not a winning ticket in accordance with the provisions of this rule nor shall they be liable to any person for any ticket not delivered for any reason, including but not limited to, mechanical malfunction, electrical failure, machine locking, or other cause.

C. Permissible Bets. The sending track will determine the permissible bets and minimum wagers for its races. Such bets will generally include some or all of the following:

1. "Win" is a wager that the runner selected by the player will finish first.
2. "Place" is a wager that the runner selected by the player will finish first or second.
3. "Show" is a wager that the runner selected by the player will finish first, second, or third.
4. "Across" or "Across the Board" is a making an equal Win, Place, and Show wager on one runner. For example, "\$2 across the board on number six" is the same as saying \$2 to win, \$2 to place and \$2 to show on number

- 6 for a total of \$6.
5. "Daily Double" is a wager that involves picking the winners of two races in a row. The player must select the winners of both races on one ticket. The sending track will determine the races for which Daily Double wagering will be permitted.
 6. "Quinella" is a wager that involves picking the first and second place finishers in the same race. The player must select, on one ticket, the runners that will finish first-second or second-first in the same race.
 7. "Exacta" or "Perfecta" is a wager that involves picking the exact order of official first and second place finishers in the same race. The player must select, on one ticket, the runner that will finish first and the runner that will finish second in the same race.
 8. "Trifecta" is a wager that involves picking the exact order of official first, second, and third place finishers in the same race. The player must select, on one ticket, the runner that will finish first, the runner that will finish second, and the runner that will finish third in the same race.
 9. "Twin Trifecta" is a wager that involves picking two Trifectas on back-to-back races. The player must select, on one ticket, the runner that will finish first, the runner that will finish second, and the runner that will finish third in one race; then, if the player wins the first Trifecta, the player must select, on one ticket, the runner that will finish first, the runner that will finish second, and the runner that will finish third in the following race.
 10. "Superfecta" is a wager that involves picking the exact order of official first, second, third, and fourth place finishers in the same race. The player must select, on one ticket, the runner that will finish first, the runner that will finish second, the runner that will finish third, and the runner that will finish fourth in the same race.
 11. "Pick Three" is a wager that involves placing, on one ticket, a Win wager on three consecutive races.
 12. "Pick Six" is a wager that involves placing, on one ticket, a Win wager on six consecutive races.
 13. "Box" is a wager that includes every combination of first, second, and third that could result from the runners selected. The player collects when any of the runners selected on the box ticket finish first, second, third and sometimes fourth in any order in the same race. Exacta, Perfecta, Quinella, Trifecta, and Superfecta wagers can be "boxed."
 4. "Key Box" is a wager that involves picking the runner that will finish first, and then picking the combination of runners that will finish second, third, and sometimes fourth. The player collects when the runner picked to come in first comes in first, and the other runners selected on the box ticket finish second, third, and sometimes fourth in any order in the same race. Exacta, Perfecta, Quinella, Trifecta, and Superfecta wagers can be

“key boxed.”

15. “Wheel” is a wager of multiple outcomes on all runners in a race on the same ticket. For example, a player could place an Exacta Wheel wager by picking one runner that will be a first or second place finisher, and designating “all” as the second runner that will finish first or second place in the same race. Daily Doubles, Exacta, Perfecta, Quinella, Trifecta, Superfecta, Pick Three, and Pick Six wagers can be “wheeled.”
16. “Partial Wheel” is a wager of multiple outcomes on some, but not all, runners in a race on the same ticket. For example, a player could wager that one of three runners selected finishes first, second, or third, and one of two more runners selected finishes first, second, or third. The player collects if the one of the first three comes in first, second, or third *and* one of the second two comes in first, second, or third. Daily Doubles, Exacta, Perfecta, Quinella, Trifecta, Superfecta, Pick Three, and Pick Six wagers can be “partially wheeled.”

D. Cashing Tickets.

1. Winning tickets can be cashed any time after the race results have been declared official prior to the expiration date of the ticket.
2. Prior to making payment on a ticket, the ticket must be verified by the cashier or TIM for payment authorization.
2. The Tribe will not make payment on a ticket which has been previously paid, a cancelled ticket, a refunded ticket, a losing ticket, or an unissued ticket.
3. The Tribe will pay winning tickets in accordance with official race results as determined by the sending track.
4. The Tribe may use the information received from live audio visual signals to determine the winners of or payoffs on bets in the event the totalizator system is unable to relay that information to the Tribe.
5. Once the official results of a race have been declared by posting of the “official” sign by the Sending Track, no changes may be made to the order of finish for purposes of mutuel payouts. Any ruling of the stewards regarding the award of purse money or order of finish for purposes of grading made after the “official” sign has been posted shall have no bearing on the mutuel payout.
6. If an error is made in posting the payout figures on the display devices, it shall be corrected by the Tribe. Only the correct amounts shall be used by the Tribe in the payout regardless of the error on the display devices. If it is impossible to correct the posted payout because of equipment failure, the Tribe shall cease all cashing of winning tickets and a statement shall be made by the Tribe over the public address system stating the facts and corrections.
7. Lost, mutilated, or altered tickets.

- a. No claims for lost tickets shall be considered.
- b. No mutilated or altered ticket that is not identifiable as being a valid ticket shall be accepted for payment.

E. Cancelling Tickets.

- 1. A ticket may be cancelled if:
 - a. The ticket is not a win bet of \$100 or more; and
 - b. The pool has not been closed for any bet on the ticket; and
 - c. The ticket serial number is within the last four serial numbers issued by that terminal.
- 2. If a customer wants to cancel one wager on a multiple wager ticket, the entire ticket must be cancelled.
- 3. A ticket can be cancelled through the TIM by inserting the ticket, entering the ticket serial number, or keying in the tickets serial number. The cancel validation process stamps the ticket with the word "Cancel" and the issuing terminal's window numbers. If a ticket is cancelled through the reader, it is validated as having been cancelled.
- 4. A ticket can be cancelled manually by inputting the ticket sequence number and immediately writing/stamping a cancellation designation on the original ticket. All manual cancellations are signed by the teller and the supervisor at the time of the cancellation.

F. Refunding Tickets.

- 1. A ticket may be refunded if:
 - a. After wagering has commenced a runner is scratched or declared a non-starter.
 - b. For any reason a race is cancelled or declared no race by the stewards after wagering has commenced on that race.
 - c. An irreparable breakdown of the totalizator occurs during the wagering on a race and the stewards declare no race.
- 2. If the pool is still open at the time the ticket is presented for refund, the ticket will be processed as a cash refund or cancelled transaction.
- 3. If the pool has been closed at the time the ticket is presented for refund, the ticket will be processed as a cash refund.

G. Wagering Explanations. The Tribe shall publish in the daily race program a general explanation of parimutuel wagering and an explanation of each type of wagering pool offered. The Tribe shall also post the explanation in conspicuous places at its wagering facilities so as to adequately inform the public.

VII. MINIBACCARAT

A. Definitions.

1. "Banker's Hand" means the second and fourth cards dealt and placed face down on the deal.
2. "Player's Hand" means the first and the third cards dealt and placed face down on the deal.
3. "Point Count" means the total of the value cards in a hand.
4. "Tie Bet" means a wager that the Player's Hand and the Banker's Hand will total the same.
5. "Tie Hand" means the Player's Hand and the Banker's Hand have the same Point Count.
6. "Washing" or "Chemmy Shuffle" means mixing cards face down on the table with a circular motion of the hands.

B. Equipment.

- Mini baccarat shall be played at a table having on 1 side up to 7 numbered sets of wagering areas for the players and on the opposite side a place for the dealer. Each mini baccarat table shall have a drop box attached to it.
2. The layout cloth covering the table shall be marked so that the wagering areas are designated:
 - a. for wagers on the Banker's Hand by the word "Banker" or "Bankers";
 - b. for wagers on the Player's Hand by the word "Player" or "Players"; and
 - c. for wagers on a Tie Bet by the word "Tie" or "Ties".
 3. Minibaccarat shall be played with at least six (6) decks of cards and two additional cutting cards. The cutting cards shall be opaque and in a solid color readily distinguishable from the color of the backs and edges of the playing cards.

- 4 If an automated card shuffling device is utilized, minibaccarat shall be played with at least twelve 12 decks of cards in accordance with the following requirements:
- a. Each deck of cards shall meet the requirements of all applicable minimum internal control standards for cards;
 - b. The cards shall be separated into two batches, with an equal number of decks included in each batch. Each batch shall consist of half of the total decks in use;
 - c. The backs of the cards in each batch shall be of the same color and design, but of a different color than the cards included in the other batch;
 - d. One batch of cards shall be shuffled and stored in the automated card shuffling device while the other batch is being dealt or used to play the game;
 - e. Both batches of cards shall be continuously alternated in and out of play, with each batch being used for every other dealing shoe; and
 - f. The cards from only one batch shall be placed in the discard rack at any given time.

C. Object of the Game

The object of the game is for the player to chose which side, the Player or the Banker, will have a Point Count closest to nine (9) when all cards have been drawn.

D. Opening the Table for Gaming.

After receiving the six (6) or more decks of cards at the table, the dealer calling the game shall sort and inspect the cards and the floorperson assigned to the table shall verify the inspection, in accordance with applicable procedures for receipt of cards at the table. Electronic verification may satisfy the floor person verification requirement.

2. Following the inspection and verification, the cards shall be spread out face upwards on the table for visual inspection by the first player or

players to arrive at the table. The cards shall be spread out in horizontal rows by deck according to suit and in sequence. The cards in each suit shall be laid out in sequence within the suit.

3. After the player or players are afforded an opportunity to visually inspect the cards, the cards shall be turned face downward on the table, mixed thoroughly by a "washing" or "chemmy shuffle" of the cards, and stacked.
4. If an automated shuffling device is utilized, all the decks in one batch of cards shall be spread for inspection on the table separate from the decks in the other batch of cards. After the player or players is afforded an opportunity to visually inspect the cards, each batch of cards shall separately be turned face downward on the table and stacked.

E. Shuffle and Cut of the Cards.

1. Immediately prior to the commencement of play and after each shoe of cards is completed, the dealer shall shuffle the cards so that they are randomly intermixed.
2. After shuffling or lacing the cards and, where applicable, reshuffling them, the dealer shall offer the stack of cards, with backs facing away from the dealer, to the players to be cut. The dealer shall begin with the player seated to the dealer's right, working clockwise around the table, shall offer the stack to each player until a player accepts the cut. If no player accepts the cut, the dealer shall cut the cards.
3. The cards shall be cut by placing the cutting card in the stack at least 10 cards in from either end.
4. Once the cutting card has been inserted into the stack, the dealer shall take all cards in front of the cutting card and place them to the back of the stack. The dealer shall then insert one cutting card in a position at least 14 cards in from the back of the stack, and the second cutting card at the end of the stack. The stack of cards shall then be inserted into the dealing shoe for commencement of play. Prior to commencement of play, the dealer shall remove the first card from the shoe and place it face up, and an additional amount of cards equal to the "value" (as defined in Section F) of the first card drawn shall be placed in the discard rack after all cards have been shown to the players.

5. After the cards have been cut and before any cards have been dealt, a casino supervisor may require the cards to be recut if he or she determines that the cut was performed improperly or in any way that might affect the integrity or fairness of the game. If a recut is required, the cards shall be recut, at the casino's option, by the player who last cut the cards, or by the next person entitled to cut the cards, as determined by (4) above.
6. If there is no gaming activity at a minibaccarat table which is open for gaming, the cards shall be removed from the dealing shoe and the discard rack, and spread out on the table either face up or face down. If the cards are spread face down, they shall be turned face up once a player arrives at the table. After the first player is afforded an opportunity to visually inspect the cards, the cards shall be turned face downward on the table.
 - a. If there is no automated shuffling device in use, the cards shall be mixed thoroughly by a washing or chemistry shuffle of the cards, stacked, then shuffled and cut in accordance with this section.
 - b. If an automated shuffling device is in use, the cards shall be stacked and placed into the automated shuffling device to be shuffled. The batch of cards already in the shuffler shall then be removed. Unless a player so requests, the batch of cards removed from the shuffler need not be spread for inspection and reshuffled prior to being dealt, if:

The automated card shuffling device stores a single batch of shuffled cards inside the shuffler in a secure manner; and

The shuffled cards have been secured, released and prepared for play in accordance with approved procedures.

F. Value of Cards and Point Count of Hands.

1. The "Value" of the cards in each deck shall be as follows:
 - a. Any card from 2 to 9 shall have its face value;
 - b. Any Ten, Jack, Queen or King shall have a value of zero; and

- c. Any Ace shall have a value of one.
- 2. The "Point Count" of a hand shall be a single digit number from 0 to 9 inclusive and shall be determined by totaling the value of the cards in the hand. If the total of the cards in a hand is a two-digit number, the left digit of such number shall be discarded having no value and the right digit shall constitute the Point Count of the hand. Examples of this rule are as follows:
 - a. A hand composed of an Ace, a 2 and a 4 has a Point Count of 7; and
 - b. A hand composed of an Ace, a 2 and a 9 has a total of 12 but only a Point Count of 2 since the digit 1 in the number 12 is discarded.

G. Wagers.

- 1 The following wagers shall be permitted to be made by a player at the game of minibaccarat:
 - a. A wager on the "Banker's Hand" which shall:
 - Win if the "Banker's Hand" has a Point Count higher than that of the "Player's Hand";
 - ii. Lose if the "Banker's Hand" has a Point Count lower than that of the "Player's Hand"; and
 - iii. Be void. If the Point Count of the "Banker's Hand" and the "Player's Hand" are equal. If the casino charges vigorish in accordance with the provisions of Section M (Payout Odds), the player may be charged a vigorish up to 25 percent of the wager.
 - b. A wager on the "Player's Hand" which shall:
 - Win if the "Player's Hand" has a Point Count higher than that of the "Banker's Hand";
 - ii. Lose if the "Player's Hand" has a Point Count lower than that of the "Banker's Hand"; and

- iii. Be void if the Point Count of the "Banker's Hand" and the "Player's Hand" are equal.
 - c. A "Tie Bet" which shall win if the Point Counts of the "Banker's Hand" and the "Player's Hand" are equal and shall lose if such Point Counts are not equal.
- 2 No casino, its employees or agents shall accept any wager at the game of minibaccarat other than those specified in (1) above.
- 3 All wagers at minibaccarat shall be made by placing gaming chips, tokens, or, if applicable, a match play coupon on the appropriate areas of the minibaccarat layout except that verbal wagers accompanied by cash may be accepted provided they are confirmed by the dealer and the floorperson assigned to the table, and such cash is expeditiously converted into gaming chips or tokens in accordance with applicable procedures for accepting cash and coupons at gaming tables.
- 4. No wager at minibaccarat shall be made, increased or withdrawn after the dealer has announced "No More Bets".
- 5 Once the first card of any hand has been removed from the shoe by the dealer, no player shall handle, remove or alter any wagers that have been made until a decision has been rendered and implemented with respect to that wager.

H. Dealing Shoe.

All cards used to game at minibaccarat shall be of backs of the same color and design and shall be dealt from a dealing shoe specifically designed for such purpose.

I. Automatic Dealing Shoe.

- 1 In lieu of the dealing and shuffling requirements set forth in Section E (Shuffle and Cut of Cards) and Section H (Dealing Shoe), a casino may utilize a dealing shoe or other device designed to automatically reshuffle the cards provided that such shoe or device and the procedures for dealing and shuffling the cards through use of this device are consistent with applicable internal control standards.

J. The Play

There shall be two hands dealt in the game of minibaccarat one of which shall be denominated the "Player's Hand" and the other denominated the "Banker's Hand".

2. At the commencement of each round of play, the dealer calling the game shall announce "No More Bets".
3. The dealer shall deal an initial four cards from the shoe. The first and third cards dealt shall constitute the first and second cards of the "Player's Hand." The second and fourth cards dealt shall constitute the first and second cards of the "Banker's Hand." The casino may deal the initial four cards in accordance with one of the following options. The Table Games Director must give appropriate written notice to the casino as to which option the dealers will utilize.
 - a. The dealer shall remove cards from the shoe with his or her left hand, turn them face up and then place them on the appropriate area of the layout with his or her right hand. The first and third cards dealt shall be placed on the area designated for the "Player's Hand" and the second and fourth cards dealt shall be placed on the area designated for the "Banker's Hand";
 - b. The first and third cards dealt shall be placed face down on the area designated for the "Player's Hand" and the second and fourth cards dealt shall be placed face down underneath the right corner of the dealing shoe until the "Player's Hand" is called as provided for in Section J (The Play), at which time the second and fourth cards shall be turned face up and placed on the area designated for the "Banker's Hand"; or
 - c. The first and third cards dealt shall be placed face down on the area designated for the "Player's Hand" and the second and fourth cards dealt shall be placed face down on the area designated for the "Banker's Hand." After all four cards have been dealt, the dealer shall place the "Banker's Hand" underneath the right corner of the dealing shoe until the "Player's Hand" is called, as provided for in Section J (The Play).

The dealer shall then hand the two cards of the "Player's Hand," face down, to the player with the highest wager on the "Player's Hand." After viewing the "Player's Hand," the player shall return the two cards, face up, to

the dealer, who shall place the cards face up on the area designated for the "Player's Hand" and announce the Point Count of the "Player's Hand" in accordance with Section J (The Play).

- ii. The dealer shall then hand the two cards of the "Banker's Hand," face down, to the player with the highest wager on the "Banker's Hand." After viewing the "Banker's Hand," the player shall return the two cards, face up, to the dealer, who shall place the cards face up on the area designated for the "Banker's Hand" and announce the Point Count of the "Banker's Hand" in accordance with Section J (The Play).
- iii. Any third card required to be dealt to the "Player's Hand" pursuant to Section K (Rules for Determining Whether Third Card Shall be Dealt) shall be placed face down on the area designated for the "Player's Hand." The dealer shall then hand the card, face down, to the player who was handed and returned the "Player's Hand." After viewing the card, the player shall return the card face up to the dealer, who shall place the card face up on the area designated for the "Player's Hand."
- iv. Any third card required to be dealt to the "Banker's Hand" pursuant to Section K (Rules for Determining Whether Third Card Shall be Dealt) shall be placed face down on the area designated for the "Banker's Hand." The dealer shall then hand the card, face down, to the player who was handed and returned the "Banker's Hand." After viewing the card, the player shall return the card face up to the dealer, who shall place the card face up on the area designated for the "Banker's Hand."
- v. If two or more players offer to wager an equally high amount on the "Player's Hand," the player making such wager who is closest to the dealer moving counterclockwise around the table shall be handed the "Player's Hand" and any third card required to be dealt. If two or more players offer to wager an equally high amount on the "Banker's Hand," the player making such wager who is closest to the dealer moving counterclockwise around the table shall be handed the

"Banker's Hand" and any third card required to be dealt pursuant to Section K (Rules for Determining Whether Third Card Shall be Dealt).

4. After the dealer positions the cards in accordance with Subsection (3)(a) or Subsection (3)(b) above, the dealer shall announce the Point Count of the "Player's Hand" and then the "Banker's Hand." If the dealer positions the cards in accordance with Subsection (3)(c) above, the Point Counts of the "Player's Hand" and "Banker's Hand" shall be announced as provided therein.
5. Following the announcement of the Point Counts of each hand, the dealer shall determine whether to deal a third card to each hand which instructions shall be in conformity with the requirements of Section K (Rules for Determining Whether Third Card Should Be Dealt).
6. If the dealer positions the cards in accordance with Subsection (3)(a) or Subsection (3)(b) above, any third card required to be dealt shall first be dealt face upwards to the "Player's Hand" and then to the "Banker's Hand" by the dealer. If the dealer positions the cards in accordance with Subsection (3)(c) above, any third cards required to be dealt shall be dealt as provided therein.
7. In no event shall more than one additional card be dealt to either hand.
8. Whenever the cutting card appears during play, the cutting card will be removed and placed to the side and the hand will be completed. Upon completion of that hand, the dealer calling the game shall announce "Last Hand". At the completion of the last hand, no more cards will be dealt until the reshuffle occurs.

K. Rules for Determining Whether Third Card Shall Be Dealt.

1. If the Point Count of either the "Player's Hand" or the "Banker's Hand" after the initial two cards are dealt to each is an 8 or 9 (which shall be called a "natural"), no more cards shall be dealt to either hand.
2. If the Point Count of the "Banker's Hand" on the first two cards is 0 to 7 inclusive, the "Player's Hand" shall draw (that is, take a third card) or stay (that is, not take a third card) in accordance with the requirements of Table 1 below.

TABLE 1

Determination	Player Having	Third Card
	0 to 5	Draws
	6 to 9	Stays

The "Banker's Hand" shall draw (that is, take a third card) or stay (that is, not take a third card) in accordance with the requirements of Table 2 below.

TABLE 2

		Third Card Drawn by Player's Hand										
		If No Third Card Drawn	0	1	2	3	4	5	6	7	8	9
POINT COUNT OF BANKER'S HAND	0											
	1											
	2											
	3	D	D	D	D	D	D	D	D	D	S	D
	4	D	S	S	D	D	D	D	D	D	S	S
	5	D	S	S	S	S	D	D	D	D	S	S
	6	S		S	S	S	S	S	D	D	S	S
	7											
	8											
	9											

4. The first vertical column in Table 2 labeled "Point Count of Banker's Hand" shall refer to the Point Count of the "Banker's Hand" after the first two cards have been dealt to it.
5. The first horizontal column at the top of Table 2 labeled "Third Card Drawn by Player's Hand" shall refer to the value of the third card drawn by the "Player's Hand" as distinguished from the Point Count of the "Player's Hand".
6. The letter "D" used in Table 2 shall mean that the "Banker's Hand" must draw a third card and the letter "S" used in Table 2 shall mean that the "Banker's Hand" must stay (that is, not draw a third card).

The method of using Table 2 shall be to find the Point Count of the "Banker's Hand" in the first vertical column and trace that horizontally across the table until it intersects the third card drawn by the "Player's Hand". The

box at which such intersection takes place will show whether the "Banker's Hand" shall draw a third card or stay. For example, if the Point Count of the "Banker's Hand" after two cards is 5 and the value of the third card drawn by the "Player's Hand" is 4, the table shows that the "Banker's Hand" shall draw a third card.

L. Announcement of Result of Round and Payment and Collection of Wagers.

1. After each hand has received all the cards to which it is entitled pursuant to Section J (The Play) and Section K (Rules for Determining Whether Third Card Should Be Dealt), the dealer shall announce the final Point Count of each hand indicating which hand has won the round. If two hands have equal Point Counts, the dealer shall announce "Tie Hand".
2. After the result of the round is announced, the dealer responsible for the wagers on the table shall first collect each losing wager. The dealer shall, in accordance with one of the following procedures, pay each winning wager and collect or mark any vigorish or commission owed pursuant to Section M (Payout Odds).
 - a. Starting at the highest numbered player position at which a winning wager is located and proceeding in descending order to each next highest numbered player position, the dealer shall first pay each winning wager and then, returning to the highest numbered player position at which a winning wager was located and proceeding in like order, mark or collect the vigorish owed by each player;
 - b. Starting at the highest numbered player position at which a winning wager is located and proceeding in descending order to each next highest numbered player position, the dealer shall first mark or collect the vigorish owed by each player and then, returning to the highest numbered player position at which a winning wager is located and proceeding in like order, pay each winning wager;
 - c. Starting at the highest numbered player position at which a winning wager is located, the dealer shall pay that player's winning wager and immediately thereafter mark or collect the vigorish owed by that player and then, proceeding in descending order to the next highest numbered player position at which a winning wager is located, repeat this procedure until each winning wager is paid and the vigorish owed by each player is either marked or collected; or
 - d. Starting at the highest numbered player position at which a winning

wager is located, the dealer shall mark or collect the vigorish owed by that player and immediately thereafter pay that player's winning wager and then, proceeding in descending order to the next highest numbered player position at which a winning wager is located, repeat this procedure until the vigorish owed by each player is either marked or collected and each winning wager is paid.

- 3 At the conclusion of a round of play, all cards on the layout shall be picked up by the dealer and placed in the discard rack, in order and in such a way that they can be readily arranged to indicate the "Player's Hand" and the "Banker's Hand" in case of question or dispute.
- 4 No player or spectator shall handle, remove or alter any cards used to game at minibaccarat and no dealer or other casino employee or casino key employee shall permit a player or spectator to engage in such activity.

M. Payout Odds.

A winning wager made on the "Player's Hand" shall be paid off by a casino at odds of 1 to 1.

2. A winning tie bet shall be paid off by a casino at odds of at least 8 to 1 (these odds may also be referred to as "9 for 1").

Except as otherwise provided in (4) and (5) below, a winning wager made on the "Banker's Hand" shall be paid off by a casino at odds of 1 to 1, except that the casino may extract a commission known as "vigorish" from the winning player in an amount equal to, in the casino's discretion, either four or five percent of the amount won.

- a. When collecting the vigorish, the casino may round off the vigorish to five cents or the next highest multiple of five cents.
- b. A casino may collect the vigorish from a player at the time the winning payout is made or may defer it to a later time; provided, however, that all outstanding vigorish shall be collected prior to reshuffling the cards in a shoe. The amount of any vigorish not collected at the time of the winning payouts shall be evidenced by the placing of a coin or marker button containing the amount of the vigorish owed in a rectangular space in front of the dealer on the layout imprinted with the number of the player owing such vigorish. The coin or marker button shall not be removed from the layout until the vigorish owed is collected or documented in accordance with applicable procedures.

- d. All deferred vigorish shall be collected or documented in accordance with applicable procedures when each shoe of cards is completed or when the player leaves the gaming table, whichever occurs first.
4. A casino may, in its discretion, charge every player at a minibaccarat table a vigorish up to 25 percent of the player's wager on the "Banker's Hand" if the Point Counts of the "Banker's Hand" and the "Player's Hand" are equal. The vigorish authorized by this subsection shall be collected at the end of the round of play and prior to any cards being dealt for the next round of play. If a casino elects to charge the vigorish authorized by this subsection, the vigorish otherwise required by (3) above shall not be collected.
5. Each casino shall provide notice of any change in the type of vigorish being charged or any increase in the percentage of vigorish being charged at each minibaccarat table, in accordance with applicable player notice provisions for table games. The type and percentage of vigorish charged at a minibaccarat table shall apply to all players at that table.
6. Notwithstanding (3) through (5) above, a casino may, in its discretion, pay a winning wager made on the "Banker's Hand" at odds of 1 to 1 and not collect any vigorish from the winning player provided that any winning wager on a "Banker's Hand" that has a Point Count of six shall be paid off by the casino at odds of 1 to 2. Any casino that elects to offer this "no vigorish" variation of the game of minibaccarat shall comply with all applicable player notice provisions for table games.

N. Irregularities.

A third card dealt to the "Player's Hand", when no third card is authorized by these regulations, shall become the third card of the "Banker's Hand" if the "Banker's Hand" is obliged to draw by the table in Section K (Rules for Determining if Third Card Should Be Dealt). If, in such circumstances, the "Banker's Hand" is required to stay, the card dealt in error shall become the first card of the next hand unless it has been disclosed. In such case, the disclosed card and an additional number of cards equal to the amount on this card shall be drawn face upwards from the shoe and placed in the discard rack. This is referred to as a "burn card" procedure.

2. A card drawn in error from the shoe, if not disclosed, shall be used as the first card of the next hand of play. If the card has been disclosed, a "burn card" procedure as described in (1) above, shall be implemented.
3. All cards found face upwards in the shoe shall not be used in the game and

shall be placed in the discard rack, along with an additional amount of cards drawn face upwards, which agrees with the number on the cards found face upwards in the shoe.

- 4 If there are insufficient cards remaining in the shoe to complete a round of play, that round shall be void and a new round shall commence after the entire set of cards are reshuffled and placed in the shoe.
- 5 The dealer or floorperson assigned to the table may require any player to relinquish the right to turn over the cards pursuant Section J (The Play), if the player unreasonably delays the game or violates any applicable gaming laws or policies. Whenever the voluntary or compulsory relinquishment of that right occurs, the dealer shall offer it to the player immediately to the right of the previous player, and, if he or she does not accept it or there is no player in that position, the dealer shall offer it to each of the other players in turn counterclockwise around the table for the remainder of that round of play. If no player accepts the cards, the dealer shall turn the cards over and place them on the designated areas of the layout.

N Minimum and Maximum Wagers.

The Oneida Tribe of Indians of Wisconsin shall determine the minimum and maximum wagers. The amounts of the minimum and maximum wagers shall be conspicuously posted on a sign at each table.

Adopted by Business Committee Resolution 2-11-04-B.