

# 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.

P.O. Box 365 • Oneida, WI 54155  
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### BC Resolution # 4-21-04-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.*)

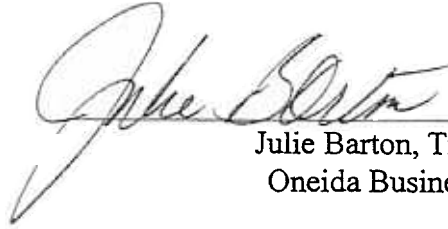
**NOW THEREFORE BE IT RESOLVED,** that the attached Rules of Play for Sic Bo and Blackjack are hereby adopted.

**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 copies 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. 5 members were present at a meeting duly called, noticed and held on the 21<sup>st</sup> day of April, 2004; that the foregoing resolution was duly adopted at such meeting by a vote of 4 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

## **IX. BLACKJACK.**

The following Rules of Play for Blackjack supercede Sections XVI(A), (C), and (D) of the Compact.

### **A. Definitions.**

1. “Blackjack” means the combination of an Ace and any card having a point value of ten dealt as the initial two cards to a player or a dealer, except that a Blackjack is not the combination of an Ace and a ten value card drawn after splitting a pair of Aces or tens.
2. “Double Down” means a wager made by a player who doubles the amount of his or her original wager after the first two cards of the player's hand have been dealt or who places such an additional wager on any first two cards of any split pair; provided however, that a player making such a wager may only draw one card.
3. “Hard Total” means the total point count of a hand which contains no aces or which contains aces that are each counted as one point in value.
4. “Insurance” means the election of a player to wager that the dealer does have a Blackjack when the dealer has one card down and one card showing which is an ace.
5. “Push” or “Standoff” (hereafter “push”) means the circumstance in which a player and dealer have the same point total of twenty-one or less, resulting in a tie and cancellation of the player's wager; except that a push is not the circumstance in which both a player and the dealer have 21 points but only one of these opponents has a Blackjack.
6. “Split” means the election of a player who has been dealt two cards identical in value to split the single hand into two separate hands and concomitantly make a wager on the separately formed second hand which is equal in value to the original wager.
7. “Surrender” means the election of a player to discontinue play on that player's hand for that round by giving over to the casino one half of player's wager after the first two cards are dealt to the player and the player's point total is announced; except that where the dealer has Blackjack with an Ace showing, no surrender is permitted.

8. "Washing" or "Chemmy Shuffle" means mixing cards face down on the table with a circular motion of the hands.

**R**     Equipment.

Blackjack shall be played on a table having up to seven places on one side for the players, and a place for the dealer on the opposite side.

2. The cloth covering a Blackjack table (the layout) shall have betting areas for the players, and sufficient space for the hands of the players to be dealt. The cloth covering may have space for optional or multiple action wagers, as addressed in these Rules.
3. Each Blackjack table shall have a table inventory container on or attached to the table.
4. Blackjack shall be played with one or more decks of cards with backs of the same color and design, and one additional cover card to be used in accordance with the procedures set forth in Subsection E (Shuffle and Cut of the Cards). The cover card shall be opaque and in solid color readily distinguishable from the color of the backs and edges of the playing cards.

**C.**     Object of the Game.

Each player opposes the dealer and the dealer opposes each player on behalf of the casino; it is played with a single deck or multiple decks of cards from which each player and a dealer are dealt two cards and may draw additional cards; wherein the object is to accumulate a total of twenty-one points or a total closer to twenty-one points than that of the opposing hand, without exceeding twenty-one points.

**D.**     Opening the Table for Gaming.

1. After receiving a deck of cards at the table in accordance with applicable minimum internal control procedures, the dealer shall sort and inspect the cards, and the floor-person assigned to the table shall verify that inspection. Electronic verification may satisfy the floor person verification requirement.
2. Following the inspection of the cards by the dealer and the verification, the cards shall be spread out face up on the table for visual inspection by the first player to arrive at the table. The cards shall be sorted according to suit and in sequence.

- 3 After the first player has been afforded an opportunity to visually inspect the cards, the cards shall be turned face down on the table, mixed thoroughly by a “washing” or “chemmy shuffle” of the cards and stacked. Once the cards have been stacked, they should be shuffled in accordance with Subsection E (Shuffle and Cut of the Cards).

E. Shuffle and Cut of the Cards.

- 1 Immediately prior to the commencement of play and after each round of play has been completed, the dealer shall shuffle the cards, either manually or by use of an automated card shuffling device, so that the cards are randomly intermixed. Upon completion of the shuffle, the dealer or device shall place the deck of cards in a single stack; provided, however, that nothing in this Subsection shall be deemed to prohibit the use of an automated card shuffling device which, upon completion of the shuffling of the cards, inserts the stack of cards directly into a dealing shoe.
2. After the cards have been shuffled and stacked, the dealer shall:
  - a. If the cards were shuffled using an automated card shuffling device, deal or deliver the cards in accordance with the procedures set forth in Subsection H (Procedures for Dealing from a Manual Shoe) or Subsection I (Procedures for Dealing the Cards from the Hand - “Double Pitch” Variant) .
  - b. If the cards were shuffled manually, cut the cards in accordance with the procedures set forth in (3) below.
3. If a cut of the cards is required, the dealer shall offer the stack of cards, with backs facing away from him, to the players to be cut by placing the cutting card in the stack at least ten (10) cards from either end. The player to cut the cards shall be:
  - a. The first player to the table if the game is just beginning;
  - b. The player on whose circle the cutting card appeared during the last round of play;
  - c. The player at the farthest point to the right of the dealer if the cutting card appeared on the dealer's hand during the last round of play; or
  - d. The player at the farthest point to the right of the dealer if the reshuffle was initiated at the discretion of the casino.

- e. If the player designated above refuses the cut, the cards shall be offered to each other player moving clockwise around the table until a player accepts the cut.
4. If no player accepts the cut, the dealer shall cut the deck, using one hand, by:
    - a. Placing the cover card on the table in front of the deck of cards;
    - b. Taking a stack of at least 10 cards from the top of the deck and placing them on top of the cover card;
    - c. Placing the cards remaining in the deck on top of the stack of cards that were cut and placed on top of the cover card pursuant to (3)(b)(ii) above; and
    - d. Removing the cover card and placing it in the discard rack.
  5. Notwithstanding (3) and (4) above, 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.
  6. Whenever there is no gaming activity at a Blackjack table which is open for gaming, the cards shall be 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 procedures outlined in Subsection (D)(3) shall be completed. Dealing will then commence in conformance with the procedures outlined in Subsection H (Procedures for Dealing from a Manual Shoe) or Subsection I (Procedures for Dealing the Cards from the Hand - "Double Pitch" Variant).

**F. Blackjack Card Values.**

The value of the cards contained in each deck shall be as follows:

- Any card from the 2 to the 10 shall have its face value.
2. Any Jack, Queen or King shall have a value of ten.
3. An Ace shall have a value of eleven unless that would give a player or the dealer a score in excess of twenty-one, in which case, it shall have a value of one.

G. Wagers.

- 1 All bets at Blackjack shall be made by placing gaming chips, tokens, cash, or other currency accepted by the casino and, if applicable, a match play coupon on the appropriate betting areas of the table layout.
2. Only players who are seated at a Blackjack table may wager at the game. Once a player has placed his or her wagers and received cards, that player must remain at the table until the completion of the round of play.
3. All wagers at Blackjack will be accepted in accordance with the dealing procedures set forth in Subsection H (Procedures for Dealing from a Manual Shoe) or Subsection I (Procedures for Dealing the Cards from the Hand - "Pitch" Variant). Except as otherwise provided in these Rules, no wager shall be made, increased, or withdrawn after the dealer has dealt the first card.
4. At the beginning of each round of play, each player shall be required to place a wager.
- 5 A casino may permit a player to place wagers at two or more betting positions during a round of play provided that the betting positions are adjacent to each other. All procedures outlined in these Rules of Play shall be utilized for a position at which such a wager has been placed in the same manner as if the position were occupied by a player.

H Procedures for Dealing from a Manual Shoe.

If a casino chooses to have the cards dealt from a manual dealing shoe shall be located on the table during game play.

2. Once the procedures required by Subsection E (Shuffle and Cut of the Cards) have been completed, the stacked deck(s) of cards shall be placed in the dealing shoe either by the dealer or by an automated card shuffling device.
- 3 After the deck(s) of cards are placed in the shoe, the dealer shall remove at least one card from the top of the shoe and place the card(s) face downwards on the discard rack which shall be located on the table immediately to the right of the dealer. The card(s) which have been placed face down in the discard rack, otherwise known as the "burn card(s)," shall be disclosed if requested by a player.

4. In dealing the cards, each card shall be removed from the dealing shoe with the hand of the dealer that is closest to the dealing shoe and placed on the appropriate area of the layout with the opposite hand. The dealer shall, starting with the player farthest to his or her left and continuing around the table in a clockwise manner, deal the cards as follows:
  - a. One card face up to each player who has placed a wager in accordance with Subsection G (Wagers);
  - b. One card face down to the area designated for the placement of the dealer's hand;
  - c. A second card face up to each player who has placed a wager in accordance with Subsection G (Wagers);
  - d. A second card face down to the area designated for the placement of the dealer's hand; the dealer's first card is then turned face up.
5. After two cards have been dealt to each player and the dealer, the dealer shall, beginning on the dealer's left, indicate each player's turn to act. Such player shall indicate to the dealer whether he wishes to stand, draw, or make any other election as permitted by these rules.
6. As each player makes an election, the dealer shall deal face upwards whatever additional cards are necessary to effectuate such election consistent with these rules.
7. Drawing of Additional Cards by Players. A player may elect to draw additional cards whenever that player's point count total is less than 21 except that:
  - a. A player having a Blackjack or a hard total of 21 may not draw additional cards;
  - b. A player electing to double down may draw only one additional card; and
  - c. A player splitting Aces shall only have one card dealt to each Ace and may not elect to receive additional cards.
8. Drawing of Additional Cards by Dealer. After the decisions of each player have been implemented and all additional cards have been dealt to the players, the dealer shall turn his or her second card face upward. Any



additional cards dealt to the hand of the dealer shall be dealt face upwards in accordance with the following:

- a. Except as provided in (b) below, a dealer shall draw additional cards to his hand until he has a hard 17 or hard or soft total of 18, 19, 20 or 21 at which point no additional cards shall be drawn. Notwithstanding the foregoing, at the option of the casino, dealer may stand on a soft 17.
- b. A dealer shall draw no additional cards to his hand, regardless of the point count, if decisions have been made on all players' hands and the point count of the dealer's hand will have no effect on the outcome of the round of play.

9. At the conclusion of a round of play, all cards still remaining on the layout shall be picked up by the dealer in order and in such a way that they can be readily arranged to indicate each player's hand in case of questions or dispute. The dealer shall pick up the cards beginning with those of the player to the far right of the dealer and moving counter-clockwise around the table. After all the players cards have been collected, the dealer shall pick up his cards and place them in the discard rack on top of the players' cards.

10. Player conduct.

- a. At no time shall a player or non-player be allowed to handle, alter or remove any cards used to game at Blackjack except as explicitly permitted in these Rules.
- b. Each player at the table shall be responsible for correctly computing the total of his/her hand, and no player shall rely on any totals announced by the dealer.
- c. Whenever all players leave a table, the dealer may repeat the procedures contained in Subsection D (Opening the Table for Gaming).

I. Pitch Variant: Procedures for Dealing the Cards from the Hand.

1. Pitch Variant Blackjack may be dealt from the hand. Tables at which this variant is played shall be conspicuously posted.
2. Pitch Variant Blackjack shall be played using one, but not more than two, complete decks of cards.

3. Once the procedures required by Subsection E (Shuffle and Cut of Cards) have been completed, the dealer shall place the stacked deck(s) of cards in either hand.
4. The dealer shall remove at least one card from the top of the deck(s) and place the card(s) face downwards on the discard rack which shall be located on the table immediately to the right of the dealer. The card(s) which have been placed face down in the discard rack are known as the "burn card(s)." The burn cards shall not be exposed to the players.
5. Once the dealer has chosen the hand in which he or she will hold the cards, the dealer shall use that hand whenever holding the cards during that round of play. The dealer shall use the hand in which he or she is not holding the cards to deal the cards. At the option of the casino, the cards will be dealt face up or face down. The dealer shall, starting with the player farthest to his or her left and continuing around the table in a clockwise manner, deal the cards as follows:
  - a. One card to each player who has placed a wager in accordance with Subsection G (Wagers);
  - b. One card to the area designated for the placement of the dealer's hand;
  - c. A second card to each player who has placed a wager in accordance with Subsection G (Wagers);
  - d. A second card to the area designated for the placement of the dealer's hand;
6. After two cards have been dealt to each player and the dealer, the dealer shall, beginning on the dealer's left, indicate each player's turn to act. Such player shall indicate to the dealer whether he wishes to stand, draw, or make any other election as permitted by these regulations.
7. As each player makes an election, the dealer shall deal face upwards whatever additional cards are necessary to effectuate such election consistent with these rules.
8. Drawing of Additional Cards by Players. A player may elect to draw additional cards whenever that player's point count total is less than 2 except that:

- a. A player having a Blackjack or a hard total of 21 may not draw additional cards;
  - b. A player electing to double down may draw only one additional card; and
  - c. A player splitting Aces shall only have one card dealt to each Ace and may not elect to receive additional cards.
9. Drawing of Additional Cards by Dealer. After the decisions of each player have been implemented and all additional cards have been dealt to the players, additional cards dealt to the hand of the dealer shall be dealt in accordance with the following:
- a. Except as provided in (b) below, a dealer shall draw additional cards to his hand until he has a hard 17 or hard or soft total of 18, 19, 20 or 21 at which point no additional cards shall be drawn. Notwithstanding the foregoing, at the option of the casino, dealer may stand on a soft 17.
  - b. A dealer shall draw no additional cards to his hand, regardless of the point count, if decisions have been made on all players' hands and the point count of the dealer's hand will have no effect on the outcome of the round of play.
10. At the conclusion of a round of play, all cards still remaining on the layout shall be picked up by the dealer in order and in such a way that they can be readily arranged to indicate each player's hand in case of questions or dispute. The dealer shall pick up the cards beginning with those of the player to the far right of the dealer and moving counter-clockwise around the table. After all the players cards have been collected, the dealer shall pick up his cards and place them in the discard rack on top of the players' cards.

#### Player Conduct.

- a. At the election of the casino, a player may be permitted to hold cards dealt to that player at a Pitch Variant table.
- b. Each player at the table shall be responsible for correctly computing the total of his/her hand, and no player shall rely on any totals announced by the dealer.

- c. Whenever all players leave a table, the dealer may repeat the procedures contained in Subsection D (Opening the Table for Gaming).

J. The Play.

Winning Wagers. A player's wager shall win if:

- a. The score of the player is 21 or less and the score of the dealer is in excess of 21;
- b. The score of the player exceeds that of the dealer without either opponent exceeding 21; or
- c. Both the player and dealer have achieved a score of 21; however, the player has a Blackjack and the dealer does not.

2. Losing Wagers. A player's wager shall lose if:

- a. No matter what the score of the dealer, the score of the player is in excess of 21;
- b. The score of the dealer exceeds that of the player without either opponent exceeding 21; or
- c. Both the dealer and player have achieved a score of 21; however, the dealer has a Blackjack and the player does not;

3. Push. A player's wager shall be canceled in the event of a push. Other provisions of this section notwithstanding, the Casino may deem to be a push the circumstance in which the player has a simple 21 and the dealer a Blackjack. The game rule regarding a push shall be conspicuously posted or available for review at the location where Blackjack is played.

4. Payment of a Blackjack.

- a. If the first face up card dealt to the dealer is 2,3,4,5,6,7,8, or 9 and a player has Blackjack, the dealer shall announce and pay the winner at odds in play at that table, either immediately or at the hand's conclusion.
- b. If the first face up card dealt to the dealer is an Ace, King, Queen, Jack or Ten and a player has a Blackjack, the dealer shall announce the Blackjack but shall make no payment nor remove any cards

until all other cards are dealt to the players and the dealer receives a second card. If, in such circumstances, the dealer's second card does not give the dealer a Blackjack, the player having a Blackjack shall be paid at odds in play at that table. If, however, the dealer's second card gives him a Blackjack, the wager of the player having a Blackjack shall constitute a tie or a push.

5. Surrender. The Casino may allow all players to surrender or may prohibit them from surrendering. The game rule regarding surrender shall be conspicuously posted or available for review at the location where Blackjack is played. If a casino offers Multiple Action Blackjack pursuant to Subsection L, the surrender option shall not be available.
6. Insurance. The Casino may allow all players to make insurance wagers, or may prohibit them from so wagering. The game rule regarding insurance shall be conspicuously posted or available for review at the location where Blackjack is played.
7. Doubling Down. The Casino may allow all players to double down, or may prohibit them from doubling down. The game rule regarding doubling down shall be conspicuously posted or available for review at the location where Blackjack is played.
8. Splitting Pairs. The Casino may allow all players to split, or may prohibit them from splitting. The game rule regarding splitting pairs shall be conspicuously posted or available for review at the location where Blackjack is being played. The casino shall not allow the splitting of pairs more than once in games of Multiple Action Blackjack.

K. Optional Wagers.

A casino may offer to all players at a Blackjack table the following optional wagers:

- a. One of the following "Initial Suit Wagers":
  - i. A wager that the player's first two cards shall be of the same suit; or
  - ii. A wager that the player's first two cards shall be a king and queen of the same suit; and
- b. "Hit Wager(s)" that the hit card(s) will be of the same suit as the other cards dealt to the player.

2. **Placing an Optional Wager.**
  - a. An optional wager is made by placing gaming chips or, if applicable, a match play coupon be placed within the appropriate betting circle at the same time as the player places his or her Blackjack wager. The optional wager must accompany a Blackjack wager placed in conformance with Subsection G (Wagers) unless the optional wager is placed pursuant to (5) below.
  - b. The casino shall post the maximum limit of the optional wager. The optional wager shall have no bearing on any other wager made by the player at the game of Blackjack. Players can place one optional wager for each Blackjack hand they are playing, in conformance with these Rules. Players may not make the optional wager on another player's hand.
  - c. If the Blackjack game is played with a single deck, the optional wager must not exceed the Blackjack wager. If the Blackjack game is played with multiple decks, the optional wager may be larger than the Blackjack wager.
3. **Procedure for Settling Optional Wagers When Dealer Uses a Manual Shoe.**
  - a. If a player has made an optional wager on a hand, such wagers will be settled following the completion of the procedures in Subsection (H)(4).
  - b. Optional wagers are either picked up by the dealer or paid out in a direction from left to right.
  - c. Optional wagers are settled prior to insurance bets
4. **Procedure for Settling Optional Wagers During Pitch Variant Blackjack.**
  - a. If a player has made an optional wager on a hand, such wagers will be settled following the completion of the procedures in Subsection (I)(5).
  - b. Optional wagers are either picked up by the dealer or paid out in a direction from left to right.
  - c. Optional wagers are settled prior to insurance bets.

5. Payment of an Initial Suit Wagers.
  - a. If the player placed a wager pursuant to (1)(a) above, and the first two cards dealt to a player are of the same suit, the wager will pay out at maximum odds of 3 to 1.
  - b. If the player placed a wager pursuant to (1)(b) above, and the first two cards dealt to a player are a king and queen of the same suit, the wager will pay out at maximum odds of 10 to 1, and the dealer shall notify the floorperson.
  
6. Wagering on Hit Cards.
  - a. If the player's first cards are in suit, the player may elect to make a Hit Wager even if the player did not place an Initial Suit Wager.
  - b. If the hit card(s) are of the same suit, the Hit Wager will pay out at odds of maximum 3 to 1.
  - c. Hit Wagers will be settled immediately after the hit card that is the subject of the wager has been dealt.
  - d. The player may continue making the Hit Wager until the player busts or the player receives a card not of the same suit.
  - e. In the event that a player splits their hand in conformance with Subsection J(9) above, at the option of the casino the player may wager that his or her "hit" card(s) for each of the split cards will be in the same suit. The player may only choose this option if the cards that are split are of the same suit. All such Hit Wagers shall be in conformance with this Subsection.
  - f. A Hit Wager may be placed on a Double Pitch hand. If the hit card(s) are of the same suit, the Hit Wager will pay out at odds of maximum 3 to 1. Hit Wagers will be settled immediately after the hit card that is the subject of the wager has been dealt. The player will immediately notify the dealer if the Hit Wager is to be paid and reveal all cards to the dealer at that time. If the hit card(s) are not of the same suit, the Hit Wager will be immediately paid to the dealer, but the player need not reveal his or her hand at that time.

**L. Multiple Action Blackjack Rule.**

A casino may offer Multiple Action Blackjack, which is a variation of Blackjack in which a player may play a single hand against two or three hands of the dealer. The player may make either two or three separate wagers on the outcome of his or her hand against either two or three separate hands of the dealer. Each hand of the dealer shall be formed utilizing the dealer's initial face up card. This variation may not be offered at any Blackjack table which offers a progressive Blackjack wager, a bonus Blackjack wager, or a streak wager.

2. Prior to the first card being dealt for the first of the two or three rounds of play, each player shall be required to make two or three wagers against the dealer by placing the wagers in the designated betting areas on the layout as required by Subsection G (Wagers). A casino may require every player to place a wager against all three of the dealer's hands.
3. After all wagers have been placed, the dealer shall deal the cards in accordance with Subsection H (Procedures for Dealing from a Manual Shoe). As each player's point total is announced, the player shall indicate whether he wishes to double down, split pairs, stand or draw as provided for in Subsection J (The Play), except that a decision to double down or split pairs shall require an additional wager for each wager placed by the player in accordance with (2) above.
4. Any player may elect to make an insurance wager pursuant to Subsection (J)(6) on his or her wagers made in accordance with (2) above. Such wager or wagers shall be decided individually based on the second card dealt to each of the dealer's hands.
5. After the decisions of all players have been implemented and all additional cards have been dealt, the dealer shall deal a second card to his or her original face up card and any additional cards in accordance with Subsection H(8).
6. Once all wagers on the dealer's first hand have been decided, the dealer shall collect all losing wagers and pay off all winning wagers based on wagers placed in the first spot of each player's betting area, except that all of a player's wagers shall be collected along with his or her cards when that player's hand exceeds a hard total of 21. The dealer shall collect all of his or her cards and place them face down in the discard rack in accordance with one of the following:



- a. If the hand of each player at the table has exceeded a hard total of 21, the dealer shall draw no additional cards pursuant to Subsection (H)(8) and the dealer shall collect all of his or her cards including his or her original face up card; or
  - b. If a wager remains on the second or third spot of a player's betting area, the dealer shall then collect all of his or her cards except his or her original face up card.
7. If the dealer's cards have been collected and discarded in accordance with (6) above, the dealer shall move his or her original face up card to the area of the layout designated for the dealer's second hand and shall deal a second card to his or her original face up card and any additional cards in accordance with Subsection (H)(8).
  8. Once all wagers on the dealer's second hand have been decided, the dealer shall collect all losing wagers and pay off all winning wagers based on wagers placed in the second spot of each player's betting area. The dealer shall then collect all of his or her cards except his or her original face up card and place them face down in the discard rack. The dealer shall then move his or her original face up card to the area of the layout designated for the dealer's third hand and shall deal a second card to his or her original face up card and any additional cards in accordance with Subsection (H)(8), except that if no player has made a third wager the round shall be concluded in accordance with (10) below.
  9. Once all wagers on the dealer's third hand have been decided, the dealer shall collect all losing wagers and pay off all winning wagers based on wagers placed in the third spot of each player's betting area.
  10. At the conclusion of the third hand, all cards still remaining on the layout shall be picked up in accordance with Subsection (H)(9).

M. Irregularities.

1. A card that is found face up in the shoe or the deck while the cards are being dealt shall not be used in the game and shall be placed in the discard rack. If more than one card is found face up in the shoe or the deck during the dealing of the cards, all hands shall be void and the cards shall be reshuffled.
2. A card drawn in error without its face being exposed shall be used as though it was the next card from the shoe or the deck.

3. If any player or the dealer is dealt an incorrect number of cards, all hands shall be void and the cards shall be reshuffled.
4. 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.
5. If the dealer inadvertently picks up his or her original face up card and places it in the discard rack prior to the completion of the second or third hand of multiple action Blackjack, the dealer shall immediately notify a casino supervisor assigned to that table. The casino supervisor shall remove the appropriate cards from the discard rack and reconstruct the last hand of play so as to determine the dealer's original face up card. The original face up card shall be placed in the appropriate area on the layout, and the remaining cards shall be returned to the discard rack. Play shall resume in accordance with the rules of this Section.

N. Staffing Requirements.

At all times during the conduct of Blackjack games the following staff must be present:

At least one cashier;

2. One dealer per table; and
3. At least one pit boss or floor person for each six tables or fraction thereof.

O. Blackjack Tournaments.

The Casino may allow the play of Blackjack tournaments where, in addition to the wager, players may win other prizes as provided for in the rules of that particular tournament. Any such Blackjack tournament must otherwise be played as provided in these rules.

P. 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.

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Adopted by BC Resolution 04-21-04-B

## **X. SIC BO.**

### **A. Equipment.**

Dice and Shaker. Sic Bo shall be played with three dice, which shall be sealed inside a Sic Bo shaker pursuant to applicable procedures for storage of dice and dice equipment. The Sic Bo shaker while at the table shall be the responsibility of the dealer at all times.

2. Table and Layout. Sic Bo is played at a table with a layout at which there are designated places for players to place the wagers listed in Subsection B (Permissible Wagers) below.

### **B. Permissible Wagers.**

The following shall constitute the definitions of permissible wagers at the game of Sic Bo:

- a. "Three of a Kind" shall mean a wager which shall win if the same number is showing on all three dice and the player selected that number to appear on all three dice.
- b. "Two of a Kind" shall mean a wager which shall win if the same number is showing on two of the three dice and the player selected that number to appear on two out of the three dice.
- c. "Any Three of a Kind" shall mean a wager which shall win if the numeric value on all three dice is the same and the player wagered that any of the numbers 1 through 6 would appear on all of the three dice.
- d. "Total Value Bet" shall mean a wager which shall win if the numeric total of all three dice equals the total of the number wagered.
- e. "Two Dice Combination" shall mean a wager which shall win when the player wagered that a combination of two specific but different numeric values would appear on at least two of the dice and the two numeric values chosen are showing.
- f. "Small Bet" shall mean a wager which shall win if the numeric total of all three dice equals any one of the following totals: 4, 5,

6, 7, 8, 9, or 10 and shall lose if any other numeric total is shown or if three of a kind appears.

- g. "Big Bet" shall mean a wager which shall win if the numeric total of all three dice equals any one of the following totals: 11, 12, 13, 14, 15, 16 or 17 and shall lose if any other numeric total is shown or if three of a kind appears.
- h. "One of a Kind" shall mean a wager which shall win if one or more of the three dice shows a numeric value equal to the number wagered.

C. Placement of a Wager.

All wagers at Sic Bo shall be made by placing gaming chips or tokens on the appropriate areas of the Sic Bo layout. No verbal wagers accompanied by cash may be accepted at the game of Sic Bo.

- 2. Each player shall be responsible for the correct positioning of his or her wagers on the Sic Bo layout regardless of whether the player is assisted by the dealer. Each player must ensure that any instructions given to the dealer regarding the placement of wagers are correctly carried out.
- 3. Each wager shall be settled strictly in accordance with its position on the layout when the dice come to rest and the numeric value showing on each die has been input into the computer at the table and the winning wagers are lit on the layout.

D. Payout Odds.

- 1. Each casino shall pay off winning wagers at the game of Sic Bo at no less than the odds listed below:

| <u>Wager</u>        | <u>Payout Odds</u> |
|---------------------|--------------------|
| Three of a Kind     | 150 to 1           |
| Two of a Kind       | 8 to 1             |
| Any three of a Kind | 24 to 1            |
| Total value of 4    | 50 to 1            |
| Total value of 5    | 18 to 1            |
| Total value of 6    | 14 to 1            |
| Total value of 7    | 12 to 1            |
| Total value of 8    | 8 to 1             |
| Total value of 9    | 6 to 1             |
| Total value of 10   | 6 to 1             |

|                      |         |
|----------------------|---------|
| Total value of 11    | 6 to 1  |
| Total value of 12    | 6 to 1  |
| Total value of 13    | 8 to 1  |
| Total value of 14    | 12 to 1 |
| Total value of 15    | 14 to 1 |
| Total value of 16    | 18 to 1 |
| Total value of 17    | 50 to 1 |
| Two Dice Combination | 5 to 1  |
| Small Bet            | 1 to 1  |
| Big Bet              | 1 to 1  |
| One of a Kind        | 1 to 1  |

2. "One of a Kind" shall be paid at 2 to 1, if two of the dice show the same numeric value, and at 3 to 1, if all three dice show the same numeric value.

**E. Procedures for Opening and Dealing the Game.**

1. Prior to opening the Sic Bo table for gaming activity, the floorperson assigned to the Sic Bo table shall inspect the computer at the table in order to ensure that it is in proper working order. At a minimum, the inspection shall be completed by entering three numeric values into the computer and verifying that all winning combinations of those numbers are properly lit on the layout.
2. Prior to shaking the Sic Bo shaker, the dealer shall indicate that no new bets will be accepted.
3. The dealer shall then place the cover on the Sic Bo shaker, and shake the Sic Bo shaker at least three times so as to cause a random mixture of the dice.
4. The dealer shall then remove the cover from the Sic Bo shaker, announce the numeric value of each die and enter the numeric value of each die into the computer on the table. The computer shall then cause the winning combinations to be lit on the Sic Bo layout.
5. After the winning combinations have been lit, the dealer shall first collect all losing wagers and then pay off all winning wagers at the odds currently being offered in accordance with Section (D) (Payout Odds). The Sic Bo shaker shall remain uncovered until all winning wagers have been paid.
6. After all losing wagers have been collected and all winning wagers paid, the dealer shall clear the previously lit winning combinations from the table.

**F**     Irregularities.

- 1       If the dealer uncovers the Sic Bo shaker and all three dice do not land flat on the bottom of the shaker, the dealer shall call a “No Roll.”
  
2.      If the computer malfunctions and the Sic Bo shaker has been uncovered, the dealer shall, in the presence of a supervisor, collect all losing wagers and pay all winning wagers. Once the wagers on the layout have been settled, all gaming at Sic Bo shall cease until the computer has been fixed.

**G**     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.

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