

**HOLLYWOOD CASINO COLUMBUS
TABLE GAMES OPERATIONS PLAN**

Date Submitted to the OCCC: 09/24/2020

Date Approved by the OCCC: 09/30/2020



— C O L U M B U S —

**TABLE GAMES OPERATIONS
PLAN
APPENDIX A**

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**Section One
General**

- A. The purpose of this appendix is to detail the general rules that govern each table game utilized at Hollywood Casino Columbus (The Casino).
- B. Physical Characteristics:
1. Each table game has on one side, places for the players and on the opposite side, a place for the dealer.
 2. Excluding poker (i.e. poker within the poker room), the cloth covering each table game will have areas to indicate placement of wagers.
 3. Each table game will have a detachable drop box and a transparent token box.
 4. Each table game that uses cards as part of the game may also use an automatic card shuffler device.
 5. Blackjack table games may utilize a "peek" device attached to them to enable the dealer to determine if the hole card is an ace or ten-value card (to determine if a blackjack has been obtained).
 6. Craps will be played on a long table with rounded corners and high walled sides.
- C. Suspected cheating and/or irregularities (Applicable to all Table Games):
1. If an automated shuffling device is being used and the device jams, stops shuffling during a shuffle, or fails to complete a shuffle cycle, the cards will be removed from the shuffling device, verified and shuffled by hand in accordance with shuffling procedures.
 2. If gaming equipment is suspected to be defective or malfunctioning, the equipment will be inspected by the table games supervisor or above, the Commission gaming agent on duty will be notified in a timely manner, and an attempt will be made to repair the defective or malfunctioning equipment. If malfunctioning equipment cannot be easily repaired, replacement equipment will be used in its place at the direction of the assistant shift manager or above. If replacement equipment cannot be located, the game will continue using manual procedures.

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3. Any evidence of suspected tampering with gaming equipment or cheating by patrons and/or employees will be reported to the Commission gaming agent on duty in a timely manner.

D. Suspected cheating and/or irregularities (Applicable to Carnival Table Games Only):

1. If any player or the dealer is dealt an incorrect number of cards, all hands shall be void and the cards shall be reshuffled.
2. If one or more of the dealer's cards is inadvertently exposed prior to the dealer revealing his or her cards, then all hands shall be void and the cards shall be reshuffled.
3. If an automated shuffling device is being used and the device jams, stops dealing cards, or fails to deal all cards during a round of play, the round of play shall be void, the dealt cards collected, and the cards removed from the device, verified and reshuffled.

**Section Two -
Black Jack**

A. The purpose of this appendix is to detail the general rules that govern Blackjack.

B. Number of decks of cards and value of each card:

1. This game is played with not less than one (1) and no more than eight (8) decks of cards with the backs of cards being the same color and design and two (2) additional cutting cards. (The Casino) reserves the option at any time to select and designate the number of decks and cutting cards utilized on the gaming tables.
2. The cards contained in each deck will be as follows:
 - a. Four suits consisting of clubs, diamonds, hearts, and spades with each suit containing 13 cards for a total of 52 cards; and
 - b. The values of each card per suit range from 2 to 10 plus one of each of the following: Jack, Queen, King, and Ace.
3. The value of the cards contained in each deck will be as follows:
 - a. Any card from "2" to "10" will have its face value.
 - b. Any Jack, Queen or King will have a value of ten (10).

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- c. An Ace will have a value of eleven (11) unless that would give a player or a Dealer a score in excess of 21 in which case an Ace will have a value of one (1).

C. Object of Game, method of play, and wagers:

1. Prior to the first card being dealt for each round of play, each player will make a wager against the Dealer which will win if:
 - a. The count of the player is 21 or less and the score of the dealer is in excess of 21.
 - b. The count of the player exceeds that of the dealer without either exceeding 21.
 - c. The player has achieved a count of 21 in two cards (a "Blackjack") and the dealer has achieved a score of 21 in more than two cards.
2. A wager will be a push (tie) when the score of the player is the same as the dealer.
3. Except as otherwise provided, no wager will be made, increased or withdrawn after the first card of the respective round has been dealt.
4. All wagers will be made by the player placing gaming chips on the appropriate area of the Blackjack layout.
5. After each round of play is complete, the dealer working from right to left will collect all losing wagers and pay off all winning wagers.
6. All winning wagers will be paid off at odds of 1 to 1 with the exception of blackjack which will be paid off at odds of 3 to 2 or 6 to 5. The payoff odds for a blackjack will be clearly printed on each table game layout.
7. Once a wager on the Insurance Line, to Double Down or to Split Pairs has been made and confirmed by the dealer, no player will handle, remove or alter such wagers until a decision has been rendered and implemented with respect to that wager.
8. At the discretion of the Casino, a person who has not made a wager on the first round of play may be restricted from entering the game on subsequent rounds of play until a re-shuffling of the cards occurs. (No Mid-Shoe Entry).
9. At the discretion of the Casino, a player who, after placing a wager on a round of play, declines to place a wager on a subsequent round of play may be precluded from placing any further wagers until that shoe of cards is completed and a re-shuffling of the cards occurs.

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10. At the discretion of the Casino, a person who does not wager on every hand may be asked to either play every hand or be restricted from further sitting at the table.

D. Payment of blackjack:

1. If the first face up card dealt to the dealer is a "2", "3", "4", "5", "6", "7", "8" or "9" and a player has a blackjack, the dealer will announce the blackjack and pay the blackjack. The dealer will remove the winning player's cards before any other player receives a third card.
2. If the first face up card dealt to the dealer is an ace (at this point the dealer will offer insurance) or ten-value card and a player has a blackjack, the dealer will announce the blackjack. If the dealer's second card does not give him/her blackjack, the player having blackjack will be paid. If the dealer does have blackjack, the wager of the player having blackjack will be considered a push.

E. Supplemental wagers may be offered at the discretion of the Casino:

1. Surrender - After the first two (2) cards are dealt to the player and the player's point total is determined, the player may elect to discontinue play on his/her hand for that round by surrendering one-half his/her wager. All decisions to surrender will be made after it has been determined that the dealer does not have blackjack by peeking at the hole card and prior to the player indicating whether he wishes to Double Down, Split Pairs, Stand, or Draw. Should the first card dealt to the dealer be other than an ace or 10-value card, the dealer will immediately collect one-half of the wager and return one-half to the player.
2. Insurance - Whenever the first card dealt to the dealer is an ace, each player will have the right to make an insurance wager which will win if the dealer's second card is a ten-value card and lose if the second card is an Ace, "2", "3", "4", "5", "6", "7", "8" or "9."
 - a. An insurance wager will be made by placing an amount not more than half the amount staked on the player's initial wager on the Insurance Line of the layout.
 - b. All insurance wagers will be placed prior to any additional cards being dealt to any player at the table.
 - c. All winning insurance wagers will be paid at odds of 2 to 1 and all losing insurance wagers will be collected by the dealer immediately after "peeking" at the hole card.
3. Double Down
 - a. For games with 1 or 2 decks - Except for blackjack, a player may elect to Double Down on the first two (2) cards dealt to him/her when they total 9, 10 or 11. In such circumstances, one additional card will be dealt to the double hand and will be dealt

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face up or down and sideways on the layout. A Double Down wager may be made in an amount up to but not in excess of the original wager.

- b. For games with more than 2 decks - Except for blackjack or a point count of 21 in two cards, a player may elect to Double Down on the first two (2) cards dealt to him/her or the first two (2) cards of any Split Pair. In such circumstances, one additional card will be dealt to the double hand and will be dealt face up or down and sideways on the layout. A Double Down wager may be made in an amount up to but not in excess of the original wager.
4. Splitting Pairs - Whenever the initial two (2) cards dealt to a player are the same value, the player may split the hand into two (2) separate hands provided that the wager placed on the second hand is equal to the original wager. Patron can split up to three times for a total of four hands.
- a. When a player Splits Pairs, the dealer will deal a second card to the first of the hands and will complete the player's decisions with respect to that hand before proceeding to deal any cards to the next hand.
 - b. A player splitting aces will only have one card dealt to each ace; however, the re-splitting of aces may be offered at the discretion of the Casino. A 10-value card on a split Ace counts as 21, not as a blackjack.

F. Other Supplemental Wagers:

Bet the Set

An optional side bet for the game of Blackjack that considers the first two cards a player receives.

To begin each round, players make the standard Blackjack wager and the optional Bet the Set wager on the appropriate area of the layout. Player's will then receive their first two (2) cards, if the player's first two (2) cards are a Pair or Suited Pair the player shall win according to the pay table below.

Pair	10 to 1
Suited Pair	15 to 1

Royal Match 21

An optional side bet for the game of Blackjack that considers the first two (2) cards a player receives.

To begin each round, players make the standard blackjack wager and the optional Royal Match wager on the appropriate area of the layout. Player's will then receive their first two (2) cards,

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if the player's first two (2) cards are the same suit or a Royal Match (King and Queen of the same suit) the player shall win according to one of the pay tables below.

Pay table #1 - Blackjack tables with six (6) or more decks of cards being used:

Royal Match	50 to 1
Two (2) Suited Cards	2 to 1
Crown Treasure Bonus*	\$1,000

Pay table #2 – Blackjack tables with less than six (6) decks of cards being used:

Royal Match	25 to 1
Two (2) Suited	2.5 to 1
Crown Treasure Bonus*	\$1,000

*A Crown Treasure Bonus is awarded when both the patron and the dealer have a King and Queen of identical suit within the same hand.

King's Bounty

An optional side bet for the game of Blackjack that considers the first two (2) cards a player receives.

1. Players must make a blackjack bet in order to participate in the Kings' Bounty side bet.
2. The Casino will set the minimum and maximum bets.
3. Players make the Kings' Bounty side bet by betting in the marked area.
4. The dealer follows house procedures for blackjack.
5. When each player and the dealer have two starting cards, the dealer settles Kings' Bounty wagers.
 - a. Exception: If a player has two Kings of Spades and the dealer has a potential blackjack, the dealer will settle that bet at the end of the round.

6. Kings' Bounty payouts are below:

King's Bounty Paytable	KB01
2 Kings of Spades + Dealer BJ	1,000 to 1
2 Kings of Spades	100 to 1
2 Suited Kings	30 to 1
2 Suited Queens, Jacks or 10s	20 to 1
Suited 20	9 to 1
2 Kings	6 to 1
Unsuited 20	4 to 1

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Trilux

1. TriLux Bonus is an optional bonus bet for blackjack.

2. TriLux considers the first two cards the player receives and the dealer's up card. If they are a Flush, Straight, Three of a Kind or Straight Flush, the player will win according to the payable. Only the player's highest hand will be paid. For example, if a player had three of a kind and all three were the same suit, the player would receive the TriLux payout for Three of a Kind. Equally, the dealer would receive the Lucky George payout for the higher value hand.

Hand	TriLux Pay Table	
	Pays	Lucky George Pays**
Straight Flush	25-to-1	\$10
Three of a Kind	15-to-1	\$5
Straight	8-to-1	\$2
Flush	5-to-1	\$1

** Lucky George pays are paid to the Dealer

3. To begin each round, players must make their standard blackjack wagers and the optional TriLux Bonus wager.

4. The dealer then follows house procedures for blackjack

5. Once players and the dealer have two cards, the dealer settles TriLux Bonus wagers in one of two ways.
 - a. When the cards are dealt face up, the TriLux wagers will be settled immediately after everyone receives their first two (2) cards and dealer's first two cards. Winners will be paid and losing bets will be picked up in order of placement from the dealer's right to left. Then, normal blackjack play will resume.
 - b. When the cards are dealt face down, the TriLux Bonus wagers will be settled on a hand to hand basis, as the dealer goes from left to right asking for hit/stand determinations.

If players have a winning hand combined from the player's first two cards and the dealer's up card, they win according to the pay table. If their hand is not a winning hand, players lose their TriLux Bonus wager.

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6. **Lucky George** – Is a payout that goes to the dealer token pool. When the player hits a corresponding hand, the dealer will get a payout as well. Dealers will prove the Lucky George payout in front of the player's payout, and then put it into the token box.

21 + 3

1. 21 + 3 is an optional side bet for blackjack.
2. Players must make a standard blackjack bet to make a 21 + 3 bet.
3. The 21+3 wager is placed on the designated spot on the table layout before any cards are dealt.
4. The 21 + 3 bet considers both the player's initial two cards and the dealer's up card. If they combine to make a Flush, Straight, Three of a Kind, or Straight Flush, the player will win.
5. After the dealer has completed the initial deal and revealed their up card, they may resolve the 21 + 3 bet immediately.
6. Hand rankings:
 - a. Flush: Three cards of the same suit.
 - b. Straight: Three cards in sequence (Ace can be used to achieve an Ace, 2, 3 Straight or Ace, King, Queen Straight).
 - c. Three of a Kind: Three cards of the same rank.
 - d. Straight Flush: Three cards in sequence and the same suit.
7. Winning wagers will be paid using one of the following pay tables:
8. A player will only be awarded for one winning event, although their 3-card hand may contain more than 1 winning event (ex: three of a kind suited).

21 + 3 Xtreme variation.

- a. 21 + 3 Xtreme will utilize all rules for 21 + 3, but use a separate pay table
- b. The pay table will be clearly printed on the designated layout.

Hand	21 + 3 Pays	21 + 3 Xtreme Pays
Straight Flush	9:1	30:1
Three of a Kind	9:1	20:1
Straight	9:1	10:1
Flush	9:1	5:1

21 + 3 Progressive variation

- a. 21 + 3 Progressive will utilize all rules for 21 + 3, but use a separate pay table.
- b. The pay table will be clearly printed on the designated layout.

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21 + 3 Hand	Payout
Three of a Kind Aces, King, or Queens Suited	100% of Progressive
Three of a Kind Suited	\$125
Straight Flush	\$25
Three of a kind Unsuited	\$20
Straight	\$6
Flush	\$2

Buster Blackjack plus dealer Envy

1. *Buster Blackjack as an optional side bet for blackjack.*
 - a. Players must make a blackjack bet in order to participate in the Buster Blackjack side bet.
 - b. The Casino will set the minimum and maximum bets.
 - c. Players make the Buster Blackjack side bet by betting in the marked area.
 - d. The dealer follows house procedures for blackjack.
 - i. *Except: Players may re-split Aces*
 - e. The Buster Blackjack plus dealer Envy side bet is resolved at the end of standard blackjack game play
 - f. If any players have placed the side bet, the dealer is required to finish playing the dealer's hand, regardless of player busts or player blackjacks
 - g. If the dealer busts, players wagering on the Buster Blackjack plus dealer Envy side bet are paid against the payable
 - h. The payable for Buster Blackjack is listed below:

Dealer Busts with	Payout	Dealer Envy
8 or more cards	200 to 1	\$100
7 cards	50 to 1	\$10
6 cards	12 to 1	\$3
5 cards	6 to 1	\$2
4 cards	2 to 1	\$1
3 cards	1 to 1	N/A

Lucky Ladies

1. *Lucky Ladies as an optional side bet for blackjack.*
 - a. Players must make a blackjack bet in order to participate in the Lucky Ladies side bet.
 - b. The Casino will set the minimum and maximum bets.
 - c. Players make the Lucky Ladies side bet by betting in the marked area.

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- d. The dealer follows house procedures for blackjack.
- e. When each player and the dealer have two starting cards, the dealer settles Lucky Ladies wagers.
 - i. *Exception: If a player has two Queen of Hearts and the dealer has a potential blackjack, the dealer will settle that bet at the end of the round.*
- f. The payout for Lucky Ladies is listed below:

Hand	Payout
Queen of Hearts pair & dealer has Blackjack	1000 to 1
Queen of Hearts pair	125 to 1
Matched 20 (same rank and suit)	19 to 1
Suited 20 (includes A-9 suited)	9 to 1
Nonsuited 20 (includes A-9)	4 to 1

or

Hand	Payout
Queen of Hearts pair & dealer has Blackjack	1000 to 1
Queen of Hearts pair	100 to 1
Matched 20 (same rank and suit)	20 to 1
Suited 20 (includes A-9 suited)	10 to 1
Nonsuited 20 (includes A-9)	4 to 1

- 2. *Lucky Ladies as a mandatory side bet for blackjack.*
 - a. The Lucky Ladies side bet is mandatory
 - b. The game is dealt according to the house way for standard blackjack
 - c. Players making a table minimum bet may split up the bet between the main blackjack bet and the Lucky Ladies side bet
 - i. Example: Players making a table minimum bet of \$3 must play \$2 on the main blackjack bet and \$1 on Lucky Ladies, or \$1 on main blackjack bet and \$2 on the Lucky Ladies side bet
 - ii. Example: Players betting \$4 on a table must bet \$3 on the main blackjack bet and a \$1 on the Lucky Ladies bet only
 - d. Players make the Lucky Ladies side bet by betting in the marked area.
 - e. When each player and the dealer have two starting cards, the dealer settles Lucky Ladies wagers.
 - i. *Exception: If a player has two Queen of Hearts and the dealer has a potential blackjack, the dealer will settle that bet at the end of the round.*
 - f. The payout for Lucky Ladies is listed below:
 - i.

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Hand	Payout
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Matched 20 (same rank and suit)	19 to 1
Suited 20 (includes A-9 suited)	9 to 1
Nonsuited 20 (includes A-9)	4 to 1

or

Hand	Payout
Queen of Hearts pair & dealer has Blackjack	1000 to 1
Queen of Hearts pair	100 to 1
Matched 20 (same rank and suit)	20 to 1
Suited 20 (includes A-9 suited)	10 to 1
Nonsuited 20 (includes A-9)	4 to 1

G. Shuffling, cutting, and burning of cards:

1. Immediately prior to commencement of play, before any round of play as determined by the Casino, and after each shoe of cards is dealt, if dealing by hand (pitch) a shuffle will commence after completion of the round that the cut card appears, the dealer will shuffle the cards:
 - a. A shuffle procedure will be utilized so that a random intermix of cards is administered through any combination of washing, stripping and/or riffling so as to provide a thorough mix.
 - b. The Casino reserves the right to change or alter its shuffle procedure to acquire such a mix at any time.
2. After the cards have been shuffled, the dealer will offer the stack of cards with backs facing away from him/her to the players to be cut. The player designated will cut the cards by placing the cutting card in the stack approximately fifty-two (52) cards in from either end. If using two decks or less the cut card may be placed no less than ten (10) cards in from either end.
3. The dealer must make a reasonable attempt to alternate the cut among all patrons.
4. Once the cutting card has been inserted by the player, the dealer will take all cards in front of the cutting card and place them to the back of the stack after which the dealer will insert the second cutting card. The stack of cards will then be inserted in the dealing shoe for commencement of play if dealing by hand (pitch) will load the cards into their hand ready for the commencement of play.

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- a. If the player designated refuses to cut the cards, the cards will be offered to each player moving clockwise around the table until a player accepts the cut. If no player accepts the cut, the dealer will cut the cards.
5. After each full set of cards is placed in the shoe or in the dealers hand ready to pitch, the Casino reserves the right to employ a burn card procedure whereby the dealer will remove the first card face down and place it in the discard rack.

H. Procedures for dealing of cards:

1. At the commencement of each round of play, starting on his/her left and continuing around the table, the dealer will deal the cards in the following order:
 - a. One card face up or face down to each box on the layout in which a wager is contained.
 - b. One card face up or down to himself/herself (i.e. the dealer).
 - c. A second card face up or face down to each box in which a wager is contained.
 - d. A second card face down to himself/herself. The dealer may "peek" at all aces and ten-value cards
 - i. After the dealer has dealt two (2) cards to each player and himself/herself and the dealer's face up card is a ten-value card, the dealer may immediately "peek" at the hole card. If the dealer peeks and determines hole card is an ace, the dealer will announce "Blackjack", collect all losing bets and conclude the round of play.
 - ii. After the dealer has dealt two (2) cards to each player and himself/herself and the dealer's face up card is an ace, each player will have the option to make an insurance wager. After all insurance wagers are placed, the dealer may "peek" at the hole card. If the dealer peeks and determines the hole card is a ten-value card, the dealer will announce "Blackjack;" collect all losing bets, pay all winning insurance bets in normal order around the table, and conclude the round of play.
 - iii. After the dealer has dealt two (2) cards to each player and himself/herself and the dealer's face up card is an ace and the player has a blackjack, a player may elect to take even money instead of Insurance. If exercised, the dealer will pay the player even money and remove the player's cards from the layout and place them in the discard rack before acting on any other player's hands or "peeking" to determine the hole card.

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2. After two (2) cards have been dealt to each player and the appropriate number to the dealer except where otherwise noted, the player will indicate whether he wishes to Double Down, Split Pairs, Stand, Draw or Surrender, if permitted by the Casino.
3. As each player indicates his/her decision, the dealer will deal face up or face down any additional cards requested.
4. After the decisions of each player have been implemented and all additional cards have been dealt, the dealer will turn over his/her hole card. Any additional cards required to be dealt to the dealer will be dealt face up at this time.
5. At the conclusion of a round of play, all cards still remaining on the layout will be picked up by the dealer. The dealer will pick up the cards beginning with those of the dealer, sliding their cards underneath the cards of the player to his/her far right and move counter-clockwise around the table. This will allow the dealer's hand to be on top of the stack in the discard rack. The dealer will place the cards face down in the discard rack.
6. Whenever the cutting card is reached in the deal of the cards, the dealer will continue dealing the cards until that round of play is completed after which he will re-shuffle the cards. The cards will be re-shuffled when the cutting card is drawn as the first card of a new round.
7. Each player at the table will be responsible for correctly computing the point count of his/her hand and no player may rely on the point count announced by the dealer, if any.

I. Drawing additional cards:

1. Except as otherwise provided, a dealer will draw additional cards until he/she has a total of 17 or greater; at which point, no additional cards will be drawn.
 - a. All the Casino blackjack tables will either stand on a soft 17 or draw on a soft 17. This decision will be clearly posted at each table.
2. A player may elect to draw additional cards whenever his/her point count total is less than 21 except that:
 - a. A player having blackjack or a hard or soft total of 21 will not draw additional cards.
 - b. A player electing to Double Down will only draw one additional card.
 - c. A player splitting aces will only have one card dealt to each ace and may not elect to receive additional cards, with the exception of the re-split of aces, if permitted.

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3. A dealer will draw no additional cards to his/her 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.

Section Three -
Craps

- A. The purpose of this appendix is to detail the general rules that govern Craps.
- B. The game of craps is played with one stick of five dice with each die containing the number one opposite the side with the number six, the number two opposite the side with the number five, and the number three opposite the side with the number four.
 1. To begin the game, the stickperson (i.e. boxperson or dealer maintaining control of the dice) will empty the bowl of dice onto the table. The stickperson will push all of the dice in front of the patron who is shooting (the "Shooter)." The shooter will select two (2) of the five (5) dice and the stickperson will bring the other dice to the center. The remaining dice will be returned to the dice cup which will be placed in front of the stickperson.
 - a. The shooter must throw both dice simultaneously to the furthest end of the table using only one hand.
 - b. A roll of the dice will be deemed invalid whenever either or both of the dice go off the table or whenever one (1) die comes to rest on top of the other die.
 - i. A table games supervisor or above will inspect any dice that bounce off the table during a roll. The inspection will include the following: verifying the dice serial number, verifying the property logo and will also inspect for any signs of tampering, flaws, scratches, marks or any other defects that might affect the play of the game.
 - ii. In the event a die is lost during play the entire set will be changed out before the next shooter and the OCCC will be notified.
 - c. The stickperson or a table games supervisor or above has the option to call "No roll" for any of the following reasons:
 - i. The dice do not leave the shooter's hand simultaneously;
 - ii. Either or both of the dice come to rest on the chip bank;

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- iii. Either or both of the dice fail to strike the furthest end of the table away from the shooter;
- iv. Either or both of the dice come to rest in the dice cup in front of the stickperson or on one of the rails surrounding the table;
- v. If a die (dice) hits a patron and the travel of the die (dice) is stopped;
- vi. Any other throws the stickperson or a table games supervisor or above deems to be improper.

C. Duties of the dealers and boxpersons:

1. Each dice table shall be staffed with a minimum of 3 dealers (1 stick person and 2 base dealers) and a boxperson. The duties of each dealer and the boxperson shall include the following:
 - a. The stickperson
 - i. Controls the movement of the dice.
 - ii. Keeps eyes on the dice.
 - iii. Calls each roll of the dice.
 - iv. Watches payoffs at the end of the table in which the dice are rolled.
 - v. Sets up and informs base dealers of any proposition bets that need paying.
 - b. The base dealer
 - i. Verify the roll of the dice (when the dice land on the end of the table in which they are working).
 - ii. Sets up and payoff bets.
 - iii. Deals the game in accordance to policies and procedures.
 - iv. Pays proposition bets as instructed by stickperson.
 - c. The boxperson

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- i. Observes the shooter when the dice are out and observes the roll of the dice and that the called number is correct.
- ii. Watches the payoffs at the end of the table from which the dice are rolled, as well as the payoffs of any proposition bets in the center of the table.
- iii. Presides over and is responsible for the craps table float and ensures that monetary transactions are correct.
- iv. In the instance of a credit, the boxperson will cut-out the correct number of chips to be placed in a rack and transported to the Cage by a member of the Security team.
- v. In the instance of a fill, the boxperson will accept and verify the chips brought to the table from the Cage by a member of the Security team.
- vi. In the instance of a marker, the boxperson will cut-out and verify the correct number of gaming chips that equal the total of the player's marker request.
- vii. Remains seated at the table (with the exception of the situations noted in "a." below) and observes players and dealers for correct procedures.
 - a. A boxperson may get up from their seated position at the craps table for the following reasons:
 - i. To observe the game from a standing position, still directly behind the table float.
 - ii. To receive or return a rewards card or other situation that involves interaction with players that still keeps the float in full view of the boxperson at all times.
 - iii. To call Surveillance, Security, or Table Games leadership on the telephone in an emergency situation.
 1. In these emergency situations, there will be no more than one roll while the boxperson is away from the table and the stickperson will pause the game until the boxperson can return to their station.
 - iv. To leave the table when relieved by another boxperson.
 - b. A boxperson may not get up from their seated position for the following reasons:
 - i. To assist with any activity on another game, craps or otherwise.
 - ii. To make non-emergency calls to Surveillance, Security, or Table Games leadership.
 - iii. To create a new or replacement player reward card.

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- iv. Any other non-emergency situation not mentioned here or expressly allowed in "a." immediately above.
- d. All credits, fills, openers, closers, and markers at craps tables will be initiated, verified, and approved by a Table Games Supervisor or above. The boxperson may not initiate these types of transactions.
- e. A Table Games Supervisor or above is responsible for making any non-emergency calls to Surveillance, Security, or Table Games leadership. The Supervisor will also be responsible for creating any new or replacement player reward cards.

D. Permitted Wagers:

1. "Pass Bet" - A wager placed on the Pass Line.
 - a. The Pass Bet will win if, on the Come Out Roll: ("Come Out Roll" shall mean the first roll of the dice at the opening of the game and the first roll of the dice after a decision with respect to a Pass Bet and Don't Pass Bet has been affected.)
 - i. A total of 7 or 11 is thrown on the Come Out Roll.
 - ii. A total of 4, 5, 6, 8, 9 or 10 is thrown on the Come Out Roll and that total is again thrown before a 7 appears.
 - b. The Pass Bet will lose if, on the Come Out Roll:
 - i. A total of 2, 3, or 12 is thrown on the Come Out Roll.
 - ii. A total of 4, 5, 6, 8, 9 or 10 is thrown on the Come Out Roll and a 7 subsequently appears before that total is thrown again.
2. "Don't Pass Bet" - A wager placed on the Don't Pass Line immediately prior to the Come Out Roll.
 - a. The Don't Pass Bet will win if, on the Come Out Roll:
 - i. A total of 2 or 3 is thrown on the Come Out Roll.
 - ii. A total of 4, 5, 6, 8, 9 or 10 is thrown on the Come Out Roll and a 7 subsequently appears before that total is thrown again.

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- b. The Don't Pass Bet will lose if, on the Come Out Roll:
 - i. A total of 7 or 11 is thrown on the Come Out Roll.
 - ii. A total of 4, 5, 6, 8, 9 or 10 is thrown and that total is again thrown before a 7 appears.
 - c. The Don't Pass Bet will be a push if, on the Come Out Roll a total of 12 is thrown.
3. "Come Bet" - A wager placed on the Come Line.
- a. The Come Bet will win if, on the roll immediately following the placement of such bet:
 - i. A total of 7 or 11 is thrown.
 - ii. A total of 4, 5, 6, 8, 9 or 10 is thrown and that total is again thrown before a 7 appears.
 - b. The Come Bet will lose if, on the roll immediately following the placement of such bet:
 - i. A total of 2, 3, or 12 is thrown.
 - ii. A total of 4, 5, 6, 8, 9 or 10 is thrown and a 7 subsequently appears before that total is thrown again.
4. "Don't Come Bet" - A wager placed on the Don't Come area at any time after the Come Out Roll.
- a. The Don't Come Bet will win if on the roll immediately following placement of such bet:
 - i. A total of 2 or 3 is thrown.
 - ii. A total of 4, 5, 6, 8, 9 or 10 is thrown and a 7 subsequently appears before that total is again thrown.
 - b. The Don't Come Bet will lose if on the roll immediately following placement of such bet:
 - i. A total of 7 or 11 is thrown.
 - ii. A total of 4, 5, 6, 8, 9 or 10 is thrown and that total is again thrown before a 7 appears.

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- c. The Don't Come Bet will be a push if, on the roll immediately following placement of such bet, a total of 12 is thrown.
5. "Place Bet to Win" - A wager made at any time on 4, 5, 6, 8, 9 or 10 which will win if the number on which the wager was placed is thrown before a 7 appears and lose if a 7 is thrown before such number.
6. "Buy Bet" - A wager made at any time where the player has the option of receiving true odds on a Place Be. The property may collect a vigorish of up to 5% of the amount wagered on Buy Bets.
7. "Lay Bet" - A wager made at any time where players are offered true odds on a Place Bet to Lose in return for the player paying to the Casino five percent (5%) of the amount the player could win on such bet.
8. "Four the Hard Way" - A wager made at any time which will win if a total of 4 is thrown the hard way (i.e. with a 2 appearing on each die) before 4 is thrown in any other way and before a 7 is thrown.
9. "Six the Hard Way" - A wager made at any time which will win if a total of 6 is thrown the hard way before 6 is thrown in any other way and before a 7 is thrown.
10. "Eight the Hard Way" - A wager made at any time which will win if a total of 8 is thrown the hard way before 8 is thrown in any other way and before a 7 is thrown.
11. "Ten the Hard Way" - A wager made at any time which will win if a total of 10 is thrown the hard way before 10 is thrown in any other way and before a 7 is thrown.
12. "Field Bet" - A one roll wager made at any time which will win if a total of 2, 3, 4, 9, 10, 11 or 12 is thrown on the roll immediately following placement of such bet and will lose if any other total is thrown.
13. "Any Seven" - A one roll wager made at any time which will win if a total of 7 is thrown on the roll immediately following placement of such bet and will lose if any other total is thrown.
14. "Any Craps; or a "C"" - A one roll wager made at any time which will win if a total of 2, 3 or 12 is thrown on the roll immediately following placement of such bet and will lose if any other total is thrown.

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15. "Craps Two" - A one roll wager made at any time which will win if a total of 2 is thrown on the roll immediately following placement of such bet and will lose if any other total is thrown.
16. "Craps Three" - A one roll wager made at any time which will win if a total of 3 is thrown on the roll immediately following placement of such bet and will lose if any other total is thrown.
17. "Craps Twelve" - A one roll wager made at any time which will win if a total of 12 is thrown on the roll immediately following placement of such bet and will lose if any other total is thrown.
18. "'11 in One Roll, or an 'E' or a 'Yo'" - A one roll wager made at any time which will win if a total of 11 is thrown on the roll immediately following the placement of such bet and will lose if any other total is thrown.
19. "Horn Bet" - A one roll wager made at any time which will win if a total of 2, 3, 11 or 12 is thrown on the roll immediately following placement of such bet and will lose if any other total is thrown.
20. "Horn High Bet" - A one roll wager made in units of five (5) with four (4) units wagered as a Horn Bet and the remaining unit wagered on either 2, 3, 11 or 12. The player will win if 2, 3, 11 or 12 is thrown on the roll immediately following placement of such bet and lose if any other total is thrown.
21. "World Bet" - A one roll wager placed in units of five (5) with four (4) units wagered as a Horn Bet and the remaining unit wagered on Any Seven. The player will win if 2, 3, 7, 11 or 12 is thrown on the roll immediately following placement of such bet and lose if any other total is thrown.

E. Permitted Wagers - Supplemental Wagers:

1. "Hop Bet" - A one roll wager that may be made at any time on a specific combination designated by the player which will win if the combination is thrown on the roll immediately following placement of such bet and will lose if any other combination is thrown.
2. "Put Bet" - A wager that is put on a number 4, 5, 6, 8, 9 or 10 which will win if the number is thrown before a 7 appears and will lose if a 7 appears before the number is thrown.
3. "Fire Bet" - Players are paid odds based on how many "individual points" a shooter can successfully make before he or she sevens-out. The term "individual points" refers to when the shooter successfully makes a point from the pool of points (4, 5, 6, 8, 9 or 10) that has

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not been previously made. Successfully making the same point more than once will only count as one "individual point" towards a payoff threshold. "Individual points" DO NOT have to be made in any specific order. Only a seven out results in the bet losing or being paid based on the number of "individual points" (up to six) that had been made prior to the seven-out. Players can only make a bet before the "come out" roll of a new shooter and the initial point has not been established. Once a point has been established by the shooter no more Fire Bets will be accepted. A Fire Bet achieved cannot be taken down or called off. Signage with payout odds will be clearly posted on the table.

Fire Bet Pay Table #1	
Individual Points	Odds
6	1000-1
5	250-1
4	25-1

Fire Bet Pay Table #2	
Individual Points	Odds
6	299 -1
5	149-1
4	29-1
3	6-1

4. "Big Six"- A wager placed on the "Big 6" also known as the "Corner 6" and will win if the total of the dice equals 6 before a 7 appears and will lose if a 7 appears before a 6 is thrown.
5. "Big Eight"- A wager placed on the "Big 8" also known as the "Corner 8" and will win if the dice thrown equal 8 and will lose if a 7 appears before an 8 is thrown.

F. Placing and Removing Wagers:

1. Wagers will be made before the dice are thrown, but they may be made between the time the dice leave the shooter's hand and the time the dice come to rest, provided that they are confirmed orally by the dealer or table game supervisor or above.
2. A wager made on any bet may be removed/reduced at any time prior to the roll of the dice that decides the outcome of such wager except that a Pass Bet and a Come Bet will not be removed or reduced after a Come Out Point or Come Point is established with respect to such bet.
4. A Don't Come and a Don't Pass Bet may be removed/reduced at any time, but may not be replaced or increased after such removal or reduction.
4. All Buy, Place, Come Odds and Hard Way bets will be inactive on any Come Out Roll unless called "On" by the player and confirmed by the dealer through placement of an "On" marker button on the top of each player's wager. All other wagers will be considered "On."

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5. "Bonus Craps" – Consists of three side bets concerning the sequences of rolls of two dice in a series of underlying Craps games. These side bets are:
- a. All Small – wins if each of the totals 2, 3, 4, 5, and 6 are rolled before a 7 is rolled
 - b. All Tall – wins if each of the totals 8, 9, 10, 11, and 12 are rolled before a 7 is rolled
 - c. Make 'Em All – wins in the event that each of the totals 2, 3, 4, 5, 6, 8, 9, 10, 11, and 12 are rolled before a 7 is rolled

Side Bet	Pay
All Small	30:1
All Tall	30:1
Make 'Em All	150:1

G. Payout Odds:

1. All winning wagers will be paid off at the odds listed below:

Come Bet	1 to 1
Don't Come Bet	1 to 1
Pass Bet	1 to 1
Don't Pass Bet	1 to 1
Four or Ten the Hard Way	7 to 1
Six or Eight the Hard Way	9 to 1
Field Bet (2,12)	2 to 1
Field Bet (3, 4, 9, 10 or 11)	1 to 1
Place Bet 4 or 10	9 to 5
Place Bet 5 or 9 to Win	7 to 5
Place Bet 6 or 8 to Win	7 to 6
Buy Bet 4 or 10 to Win	2 to 1
Buy Bet 5 or 9 to Win	3 to 2
Buy Bet 6 or 8 to Win	6 to 5
Any Seven	4 to 1
Lay Bet 4 or 10 to Lose	1 to 2
Lay Bet 6 or 8 to Lose	5 to 6
Any Craps (or "C")	7 to 1
Craps Two or Twelve	30 to 1
Craps Three	15 to 1
Lay Bet 5 or 9 to Lose	2 to 3
11 in One Roll (or "E")	15 to 1
Hop Bet - Pairs	30 to 1

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Hop Bet - All Others	15 to 1
Put Bet	1 to 1
Big 6/Big 8	1 to 1

2. A Horn Bet and Horn High Bet will be paid as if it were four (4) separate wagers on 2, 3, 11 and 12.
3. A World Bet will be paid as if were five (5) separate wagers on 2, 3, 11, 12 and any 7.
4. If an improper wager is accepted, the Casino will pay the player odds rounded up to the nearest dollar unit.

H. Supplemental Wagers Made After the Come-Out Roll in Support of Pass, Don't Pass, Come and Don't Come Bets.

1. Whenever a player makes a Pass Bet and a total of 4, 5, 6, 8, 9 or 10 is thrown on the Come Out Roll, the player will have the right to make an additional wager (Odds) in support of the Pass Bet which will be limited by the Casino to an amount up to One Hundred (100) times the original Pass Bet for the points of 4&10, 5&9, and 6&8. If the Pass Bet wins, the original Pass Bet will be paid at odds of 1 to 1 and the supplemental wager will be paid at odds of 2 to 1 if the Come Out Point was 4 or 10, 3 to 2 if the Come Out Point was 5 or 9, and 6 to 5 if the Come Out Point was 6 or 8.
2. Whenever a player makes a Don't Pass Bet and a total of 4, 5, 6, 8, 9 or 10 is thrown on the Come Out Roll, the player will have the right to make an additional wager (odds) in support of the Don't Pass Bet which will be limited by the Casino to an amount to win up to One Hundred (100) times the original Don't Pass Bet for the points of 4&10, 5&9, and 6&8. If the Don't Pass Bet wins, the original Don't Pass Bet will be paid at odds of 1 to 1 and the supplemental wager will be paid at odds of 1 to 2 if the Come Out Point was 4 or 10, 2 to 3 if the Come Out Point was 5 or 9, and 5 to 6 if the Come Out Point was 6 or 8.
3. Whenever a player makes a Come Bet and a total of 4, 5, 6, 8, 9 or 10 is thrown on the roll immediately following placement of such bet, the player will have the right to make an additional wager (odds) in support of the Come Bet which will be limited by the Casino to an amount up to one hundred (100) times the original Come Bet for the points of 4&10, 5&9, and 6&8. If the Come Bet wins, the original Come Bet will be paid at odds of 1 to 1 and the supplemental wager will be paid at odds of 2 to 1 if the Come Point was 4 or 10, 3 to 2 if the Come Point was 5 or 9, and 6 to 5 if the Come Point was 6 or 8.

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4. Whenever a player makes a Don't Come Bet and a total of 4, 5, 6, 8, 9 or 10 is thrown on the roll immediately following placement of such bet, the player will have the right to make an additional wager (odds) in support of the Don't Come Bet which will be limited by the Casino to an amount to win up to one hundred (100) times the original Don't Come Bet for the points of 4&10, 5&9, and 6&8. If the Don't Come Bet wins, the original Don't Come Bet will be paid at odds of 1 to 1 and the supplemental wager will be paid at odds of 1 to 2 if the Come Point was 4 or 10, 2 to 3 if the Come Point was 5 or 9, and 5 to 6 if the Come Point was 6 or 8.
5. The maximum amount allowable as an additional wager (odds) in support of a pass/don't pass or Come/Don't Come Bet will be posted on each game.

Section Four -
Roulette

- A. The purpose of this appendix is to detail the general rules that govern Roulette.
- B. Physical Characteristics:
 1. Roulette will be played on a table having a roulette wheel capable of spinning on its back at one end and a roulette layout imprinted on the opposite end of the table.
 - a. Single 0 Wheel - There are 37 numbers in total on the single 0 roulette wheel (1 to 36 plus the single 0). Half are red, half are black, plus a single 0 which is green. The numbers on the wheel are not in consecutive order as they are on the layout. They are placed randomly with red and black numbers alternating except when broken up by the single 0.
 - b. Double 00 Wheel - There are 38 numbers on the double 00 roulette wheel (1 to 36 plus the single 0 and double 00). Half are red, half are black, plus a 0 and 00 which are green. The numbers on the wheel are not in consecutive order as they are on the layout. They are placed opposite the corresponding high and low number with red and black numbers alternating except when broken up by the single 0 and double 00.
- C. Cards and dice are not used for this game. Instead, a non-metallic ball of varying sizes is used per spin to determine the outcome.
- D. Object of Game, method of play, and wagers:

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1. The object of roulette is to pick the winning number that will appear on the roulette wheel as a result of the ball landing in a pocket with a corresponding number at the conclusion of each spin of the wheel and the ball respectively.

2. The game starts with a patron placing a bet of the patron's choice on the layout. The dealer will spin the ball in the opposite direction of the wheel. The spin will involve a minimum of four revolutions around the inside of the wheel. Before the ball drops, the dealer will announce "no more bets" and will refuse any bets thereafter. When the ball stops, the dealer will announce and mark the winning number (the number on which the ball landed) and proceed to clear off losing bets and pay winning bets.
 - a. If the ball is spun in the same direction as the wheel, the dealer shall announce "No Spin" and shall attempt to remove the roulette ball from the wheel prior to its coming to rest in one of the compartments.
 - b. If the roulette ball does not complete four revolutions around the track of the wheel, the dealer shall announce "No Spin" and shall attempt to remove the roulette ball from the wheel prior to its coming to rest in one of the compartments.
 - c. If a foreign object enters the wheel prior to the ball coming to rest, the dealer shall announce "No Spin" and shall attempt to remove the roulette ball from the wheel prior to its coming to rest in one of the compartments.
 - d. If it appears that the roulette ball is not going to come to rest in a compartment (a "Floater"), the Dealer or Casino Supervisor will announce, "No Spin" and shall attempt to remove the roulette ball from the wheel prior to its coming to rest in one of the compartments.
 - e. If the ball is expelled from the wheel head area, it will be called "NO Spin." Once the roulette ball is retrieved, it will be visually inspected to ensure that it has not been tampered with and/or damaged.

3. Procedures for exchange of currency and value gaming chips for non-value roulette chips:
 - a. Currency or value gaming chips will be spread in front of the dealer's work area;
 - b. The value of each non-value chip will be indicated through the use of a lammer placed on a non-value chip of the same color in the receptacle located by the rim of the wheel head;
 - c. The amount of non-value chips will be assembled in front of the dealer;
 - d. The dealer will then push the non-value chips, and/or any value chips to the player;
 - e. Currency will be dropped in the drop box and value gaming chips will be added to the bankroll; and

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- f. Non-value chips can be exchanged for value gaming chips or a different color non-value chip at the roulette table.
4. In accordance with Ohio Administrative Revised Code 3772-11-11:
 - a. Non-value chips issued at a roulette table will be used only for gaming at that particular table and will not be redeemed or exchanged at any other location in (the Casino). When so presented, the dealer at the issuing table will exchange these chips for an equivalent amount of value chips.
 - b. Neither the Casino nor any of its employees will knowingly allow any patron to remove non-value chips from the table from which the chips were issued.
 - c. No person at a roulette table will be issued or permitted to wager with non-value chips that are identical in color and design to value chips or to non-value chips being used by another person at the same table. When a patron purchases non-value chips, a non-value chip of the same color shall be placed in a slot or receptacle attached to the outer rim of the roulette wheel. At that time, a marker denoting the value of a stack of twenty chips of that color will be placed in the slot or receptacle.
 - d. The Casino will do a complete count of all non-value chips on each roulette game at least once in each 24-hour period. The results of these counts will be logged in the non-value chip log for each table.
 5. Each player shall be responsible for the correct positioning of his or her wager on the roulette layout regardless of whether he or she is assisted by the dealer. Each wager shall be settled strictly in accordance with its position on the layout when the ball falls to rest in a compartment of the wheel.
- E. Permitted Wagers:
1. "Straight Up" - A wager that the roulette ball will come to rest in the compartment of the roulette wheel that corresponds to a single number selected by the player. The player shall select a number by placing a wager within the box on the roulette layout that contains the selected number.
 2. "Split" - A wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to either of two numbers selected by the player. The player shall select the numbers by placing a wager on the line between the two boxes on the roulette layout that contain the two selected numbers, except that a split wager on "0" and "00" may also be placed on the line between the "2nd 12" box and the "3rd 12" box (i.e. courtesy line).
 3. "Street" - A wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to any one of three numbers in a single row on the roulette layout selected by the player. The player shall select a row of numbers by placing a wager on the

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outside line of the box on the roulette layout that contains the first number in the selected row.

- a. "Street" shall also include a wager that the Roulette ball will come to rest in a compartment of the Roulette wheel that corresponds to any one of the three numbers contained in one of the following groups of numbers: "0", "1" and "2", "0", "2" and "00"; or "00", "2" and "3".
 - b. The player shall select one of the "three numbers" wagers identified in (a) above by placing a wager on the common corner of the three boxes containing the selected numbers.
4. "Corner" - A wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to any one of four numbers in contiguous boxes on the roulette layout selected by the player. The player shall select the four numbers by placing a wager on the common corner of the four boxes containing the selected numbers.
 5. "Top Line" - A wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to any one of the numbers "0", "00", "1", "2" or "3". The player shall bet on the "first five numbers" by placing a wager on the common corner of the boxes on the roulette layout that contains the label "1st 12" and the numbers "0" and "1".
 6. "Line Bet" - A wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to any one of six numbers contained in two contiguous rows of numbers on the roulette layout selected by the player. The player shall select the two rows of numbers by placing a wager on the outside common corner of the boxes on the roulette layout that contains the first number in each of the rows being selected.
 7. "Column" - A wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to any one of 12 numbers contained in a single column on the roulette layout selected by the player. The player shall select a column of 12 numbers by placing a wager in the box on the roulette layout that is at the bottom of the column being selected.
 8. "Dozen" - A wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to any one of 12 consecutive numbers from "1" through "12", "13" through "24" or "25" through "36" selected by the player. The player shall select the 12 numbers by placing a wager in the box on the roulette layout labeled "1st 12" ("1" through "12"), "2nd 12" ("13" through "24"), or "3rd 12" ("25" through "36").
 9. "Red" - A wager that the roulette ball will come to rest in any compartment of the roulette wheel that corresponds to a number with a red background on the roulette wheel. The

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player shall bet on "Red" by placing a wager within the red box on the roulette layout used for such wagers.

10. "Black" - A wager that the roulette ball will come to rest in any compartment of the roulette wheel that corresponds to a number with a black background on the roulette wheel. The player shall bet on "Black" by placing a wager within the black box on the roulette layout used for such wagers.
11. "Odd" - A wager that the roulette ball will come to rest in any compartment of the roulette wheel that corresponds to an odd number. The player shall bet on "Odd" by placing a wager within the box on the roulette layout that is labeled "Odd".
12. "Even" – A wager that the roulette ball will come to rest in any compartment of the roulette wheel that corresponds to an even number. The player shall bet on "Even" by placing a wager within the box on the roulette layout that is labeled "Even".
13. "1 to 18" - A wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to any one of 18 consecutive numbers from "1" through "18". The player shall bet on "1 to 18" by placing a wager within the box on the roulette layout that is labeled "1 to 18".
14. "19 to 36" - A wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to any one of 18 consecutive numbers from "19" through "36". The player shall bet on "19 to 36" by placing a wager within the box on the roulette layout that is labeled "19 to 36".
15. When roulette is played on a double 00 wheel and the roulette ball comes to rest in a compartment marked single 0 or double 00, wagers on Red, Black, Odd, Even, columns, dozens, 1 to 18, and 19 to 36 will be lost.
16. Wagers on Red, Black, Odd, Even, columns, dozens, 1 to 18, and 19 to 36 must individually meet table minimum, whereas Line Bets, Top Line Bets, Corner, Street, Split, and Straight Up Bets may have an aggregate total that meets table minimum.

F. Payout Odds:

1. All winning wagers will be paid off at the odds listed below:

Straight Up	35 to 1
Single 0 or Double 00	35 to 1
Split	17 to 1
Street	11 to 1
Corner	8 to 1

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Top Line	6 to 1
Line Bet	5 to 1
Column	2 to 1
Dozen	2 to 1
Red	1 to 1
Black	1 to 1
Odd	1 to 1
Even	1 to 1
1 to 18	1 to 1
19 to 36	1 to 1

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**Section Five -
3-Card Poker with or without Progressive Jackpot**

- A. The purpose of this appendix is to detail the general rules that govern Three Card Poker w/Progressive Jackpot.
- B. Number of decks of cards and value of each card:
1. Each table game may be set-up with two decks of cards of different colors. However, only one deck of cards will be used at any given time.
 2. The cards contained in each deck will be as follows:
 - a. Four suits consisting of clubs, diamonds, hearts, and spades with each suit containing 13 cards for a total of 52 cards; and
 - b. The values of each card per suit range from 2 to 10 plus one of each of the following: Jack, Queen, King, and Ace.
 3. The Casino reserves the option at any time to select and designate the use of a cutting card on the gaming table.
- C. Object of Game, method of play, and wagers:
1. The object of the game is to create the best three card poker hand using only the cards dealt to the patron.
 2. Hands are ranked from highest to lowest as follows:
 - a. Straight Flush: Three cards of the same suit in sequential order. The highest combination is the ace, king, and queen of the same suit. This is also known as a “Mini Royal Flush.” The lowest combination is the ace, two, and three of the same suit.
 - b. Three of a Kind: Three cards of the same rank (i.e. value). The highest combination is three Aces. The lowest combination is three twos.
 - c. Straight: Three cards of different suits in sequential order. The highest combination is the ace, king, and queen. The lowest combination is the ace, two, and three.

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- d. Flush: Three cards of the same suit not in sequential order. The highest combination is the ace, king, and jack. The lowest combination is the two, three, and five.
 - e. Pair: Two cards of the same rank. The highest combination is having a pair of aces. The lowest combination is having a pair of twos.
 - f. High Card: Any hand consisting of three non-sequential cards that are also of at least two different suits. The highest combination is the ace, king, and jack; unsuited. The lowest combination is the two, three, and five; unsuited.
3. Wagers:
- a. This game involves two independent bets: “Pair Plus” and “Ante”. A player may make a wager on either one or both of these bets before the deal commences. At the discretion of the Casino, a patron may play multiple positions at the table if they are adjacent to one another, all secondary hands must be played in the blind. An optional \$1.00 bonus wager may also be made but must be done so prior to the commencement of the game.
 - b. The patron may bet a different amount on the Pair Plus bet and the Ante.
 - c. Pair Plus:
 - i. The result of this wager is determined only by the hand rank of the patron’s hand; the dealer’s hand is irrelevant. The patron wins a pre-determined payout on hand rankings of a pair or better. A patron’s wager is forfeited on hand rankings of less than a pair. Actual payout odds are as follows:

Hand Ranking	Payout
Straight Flush	40 to 1
Three of a Kind	30 to 1
Straight	6 to 1
Flush	3 to 1
Pair	1 to 1

D. Ante and Play:

- 1. The result of this wager is determined by the player (dealer and patron(s)) with the highest ranking hand.

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2. After the patron receives his/her cards, the patron may either 1) Fold and lose the ante bet; or 2) Play and make a further wager equal to the ante bet. In determining the winning hand, the dealer must have at least a queen or higher to be considered a “qualifying hand.”

Result	Ante bet Pays	Play bet Pays
Dealer doesn't qualify	Win Even Money	Push
Dealer qualifies; Patron's hand wins	Win Even Money	Win Even Money
Dealer qualifies; Patron's hand ties	Push	Push
Dealer qualifies; Patron's hand loses	Lose	Lose

3. Hand rankings of a straight or better pay a bonus payout as follows:

Hand Ranking	Bonus Payout
Straight Flush	5 to 1
Three of a Kind	4 to 1
Straight	1 to 1

4. A table games supervisor or above will verify all patron's hands equaling a straight flush.
5. See Section 24 for progressive system

E. Shuffling, cutting, and burning of cards:

1. Immediately prior to commencement of play, before any round of play as determined by the Casino, and after each round of cards is dealt, the dealer will shuffle the cards:
 - a. A shuffle procedure will be utilized so that a random intermix of cards is administered through any combination of washing, stripping and/or riffling so as to provide a thorough mix.
 - b. The Casino reserves the right to change or alter its shuffle procedure to acquire such a mix at any time.
 - c. The Casino also reserves the right to burn cards at any time.

F. Dealing Procedures:

1. With an automated shuffler or when dealing manually, cards are dealt three cards face down at a time starting from the dealer's left and moving to the right until each patron and the dealer receives a total of three cards.

Section Six -

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6 Card Bonus on 3 Card Poker:

- A. Three Card Poker 6 Card Bonus features an optional bonus side bet.
- B. This Bonus Side bet is based on the best 5-card Poker hand that can be made from the six cards dealt to the Dealer and Player. Thus, each Player uses his own 3 cards and combines them with the Dealer's 3 cards.
- C. The Player is eligible to win this wager even if he folds his Ante/Play Wager.

Hand	TCP-6B2		
Royal Flush	1,000 to 1		
Straight Flush	200 to 1		
Four of a Kind	50 to 1		
Full House	25 to 1		
Flush	15 to 1		
Straight	10 to 1		
Three of a Kind	5 to 1		
House advantage	15.28%		
Hit frequency	7.2798%		

- D. This bet is a \$1-\$25 bonus wager.
- E. To begin each round, players must make their standard wagers and, if they like, the 6 Card Bonus wager.
- F. The dealer then follows house procedures for dealing the regular game.
- G. Bonus payouts: If the player's hand qualifies for bonus payouts, the dealer pays him according to the posted pay table. If the player's hand doesn't qualify for payouts, the dealer removes the cards.

Section Seven -

Crazy 4 Poker with or without a Progressive Jackpot

- A. The purpose of this appendix is to detail the general rules that govern Crazy Four Poker.
- B. Number of decks of cards and value of each card:
 - 1. Each table game may be set-up with two decks of cards of different colors. However, only one deck of cards will be used at any given time.

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2. The cards contained in each deck will be as follows:
 - a. Four suits consisting of clubs, diamonds, hearts, and spades with each suit containing 13 cards for a total of 52 cards; and
 - b. The values of each card per suit range from 2 to 10 plus one of each of the following: Jack, Queen, King, and Ace.
3. The Casino reserves the option at any time to select and designate the use of a cutting card on the gaming table.

C. Object of Game, method of play, and wagers:

1. The object of the game is to create the best four card poker hand using only the cards dealt to the patron.
2. Hands are ranked from highest to lowest as follows:
 - a. Four of a Kind: Four cards of the same rank (i.e. value). The highest combination is four aces. The lowest combination is four twos.
 - b. Straight Flush: Four cards of the same suit in sequential order. The highest combination is the ace, king, queen, and jack of the same suit. The lowest combination is the ace, two, three, and four of the same suit.
 - c. Three of a Kind: Three cards of the same rank (i.e. value). The highest combination is three Aces. The lowest combination is three twos.
 - d. Flush: Four cards of the same suit not in sequential order. The highest combination is the ace, king, queen, and ten. The lowest combination is the two, three, four, and six.
 - e. Straight: Four cards of different suits in sequential order. The highest combination is the ace, king, queen, and jack. The lowest combination is the ace, two, three, and four.
 - f. Two Pair: One pair of two cards of the same rank plus another pair of two cards of the same rank; the ranks of each respective pair are different. The highest combination is having a pair of aces and a pair of kings. The lowest combination is having a pair of twos and a pair of threes.
 - g. Pair: Any hand consisting of two cards of the same rank.
 - h. Highest ranking card.

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3. Wagers:

a. This game involves three different bets: “Ante”, “Super Bonus” and “Queens Up,” The “Ante” and “Super Bonus” bets are mandatory and must be equal, while the “Queens Up” bet is optional. At the discretion of the Casino, a patron may play multiple different positions at the table if they are adjacent to one another, all secondary hands must be played blind. An optional \$1.00 progressive bonus wager may also be made but must be done so prior to the commencement of the game.

b. Ante:

i. The patron must make an ante bet to receive cards.

ii. After the patron receives his/her cards, the patron may either 1) Fold and lose the ante bet; or 2) Play and make a further wager equal to the ante bet, unless the player has a pair of aces or better. With a pair of aces or better, the play wager may be up to three times the ante. In determining the winning hand, the dealer must have at least a king or higher to be considered a “qualifying hand.”

Result	Ante bet Pays	Play bet Pays
Dealer doesn't qualify	Push	Win Even Money
Dealer qualifies; Patron's hand wins	Win Even Money	Win Even Money
Dealer qualifies; Patron's hand ties	Push	Push
Dealer qualifies; Patron's hand loses	Lose	Lose

c. Super Bonus:

iii. This is a wager versus the attached pay table that the patron's four card hand is a straight or better. If the hand is folded, the super bonus wager is forfeited. However, failure to get at least a straight does not result in an automatic loss of the super bonus if wagering on the play. This bet pushes when the player gets less than a straight but beats or ties the dealer, or the dealer does not qualify. Hands of a straight or better always receive a super bonus payout. When the player has a straight or better but loses to the dealer's qualifying hand, he still receives the super bonus payout and the original wager stays on the table.

Hand Ranking	Payout
Four Aces	200 to 1
Four of a Kind (non-Aces)	30 to 1
Straight Flush	15 to 1

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Three of a Kind	2 to 1
Flush	3 to 2
Straight	1 to 1

d. Queens Up:

- iv. This is a wager versus the attached pay table that the patron's four card hand is a pair of queens or better.

Hand Ranking	Payout
Four of a Kind	50 to 1
Straight Flush	40 to 1
Three of a Kind	8 to 1
Flush	4 to 1
Straight	3 to 1
Two Pair	2 to 1
Queens or Better	1 to 1

- e. A table games supervisor or above will verify all patron's hands equaling a four of a kind or higher.

D. Shuffling, cutting, and burning of cards:

- 1. Immediately prior to commencement of play, before any round of play as determined by the Casino, and after each round of cards is dealt, the dealer will shuffle the cards:
 - a. A shuffle procedure will be utilized so that a random intermix of cards is administered through any combination of washing, stripping and/or riffling so as to provide a thorough mix.
 - b. The Casino reserves the right to change or alter its shuffle procedure to acquire such a mix at any time.
 - c. The Casino also reserves the right to burn cards at any time.

E. Dealing Procedures:

- 1. With an automated shuffler or when dealing manually, cards are dealt five cards face down at a time starting from the dealer's left and moving to the right until each patron and the dealer receives a total of five cards.

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- F. Optional Progressive Wager:
(OAC 3772-11-29)
See Section 24 for progressive system.

**Section Eight -
Ultimate Texas Hold’Em with or without a Progressive Jackpot**

- A. The purpose of this appendix is to detail the general rules that govern Ultimate Texas Hold’Em.
- B. Number of decks of cards and value of each card:
1. Each table game may be set-up with two decks of cards of different colors. However, only one deck of cards will be used at any given time.
 2. The cards contained in each deck will be as follows:
 - a. Four suits consisting of clubs, diamonds, hearts, and spades with each suit containing 13 cards for a total of 52 cards; and
 - b. The values of each card per suit range from 2 to 10 plus one of each of the following: Jack, Queen, King, and Ace.
 3. The Casino reserves the option at any time to select and designate the use of a cutting card on the gaming table.
- C. Object of Game, method of play, and wagers:
1. The object of the game is to beat the dealer by creating the best five card poker hand using any combination of cards either dealt to the patron (two cards dealt face down) or dealt as community cards (five cards in total dealt face up) in the center of the table (Flop - three cards placed in the community; Turn – one card dealt to the community after the flop; and the River – one card dealt to the community after the turn). In determining the winning hand, the dealer must have at least one pair or higher to be considered a “qualifying hand.”
 2. Hands are ranked from highest to lowest as follows:
 - a. Royal Flush: Five cards of the same suit in sequential order as follows: ace, king, queen, jack, and ten.

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- b. Straight Flush: Five cards of the same suit in sequential order. The highest combination is the king, queen, jack, ten, and nine of the same suit. The lowest combination is the ace, two, three, four, and five of the same suit.
- c. Four of a Kind: Four cards of the same rank (i.e. value). The highest combination is four aces. The lowest combination is four twos.
- d. Full House: Five cards consisting of one "Three of a Kind" and one "Pair." The highest combination is three aces combined with one pair of kings. The lowest combination is three twos combined with one pair of threes.
- e. Flush: Five cards of the same suit not in sequential order. The highest combination is the ace, king, queen, jack, and nine. The lowest combination is the two, three, four, five, and seven.

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- f. Straight: Five cards of different suits in sequential order. The highest combination is the ace, king, queen, jack, and ten. The lowest combination is the ace, two, three, four and five.
 - g. Three of a Kind: Three cards of the same rank (i.e. value). The highest combination is three Aces. The lowest combination is three twos.
 - h. Two Pair: One pair of two cards of the same rank plus another pair of two cards of the same rank; the ranks of each respective pair are different. The highest combination is having a pair of aces and a pair of kings. The lowest combination is having a pair of twos and a pair of threes.
 - i. One Pair: Two cards of the same rank. The highest combination is having a pair of aces. The lowest combination is having a pair of twos.
3. Wagers:
- a. This game involves four different bets: “Ante,” “Blind,” “Play,” and Trips.” A patron must make both an equal ante and an equal blind wager to participate in the game. Once a game commences, a play wager may be made. An optional trips wager may be made in addition to the ante or blind wager but the patron must do so prior to the commencement of the game. A patron may not play two different positions at the same table at any time. An optional \$1.00 progressive bonus wager may also be made but must be done so prior to the commencement of the game.
 - b. After the patron receives and views his/her cards, he/she has the option to:
 - i. “Check” the play wager and not bet; or
 - ii. Place a play wager which will be equal to either three times or four times the ante wager.
 - c. After seeing the flop (the first three community cards), if the patron has not already made a play wager, the patron will have the option to:
 - i. “Check” the play wager and not bet; or
 - ii. Place a play wager which will be equal to two times the ante wager.
 - d. After seeing the turn and river (the last two community cards), if the patron has not already made a play wager, the patron will have the option to:
 - i. Fold his/her hand; therefore, forfeiting his/her ante and blind wager; or
 - ii. Place a play wager that is equal to one times the ante wager.
 - iii. NOTE: If a patron has made a trips wager and has folded with a three of a kind or better, he/she still wins. However, it is the patron’s

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responsibility to inform the dealer that he/she has a winning trips wager on a hand that has been folded. The dealer will then place the patron's cards face down under the trips wager on the table.

e. Ante and play payouts:

- i. Dealer has a qualifying hand and the patron's hand wins: Pays even money on both Ante and Play bets.
- ii. Dealer has a qualifying hand and the patron's hand loses: Patron loses both Ante and Play bets.
- iii. Dealer has a qualifying hand and the patron's hand ties the dealer: Push on both Ante and Play bets.
- iv. Dealer does not have a qualifying hand and the patron's hand wins: Ante bet is a Push. Play bet pays even money.
- v. Dealer does not have a qualifying hand and the patron's hand loses: Ante bet is a Push, Play bet Loses.
- vi. Dealer does not have a qualifying hand and the patron's hand ties with the dealer: Push on both Ante and Play bets.

f. Blind payouts:

- i. Blind wager is paid when the patron wins with a straight or better whether the dealer qualifies or not. However, if the dealer does qualify, to win a hand, the patron must beat the dealer's hand. All ties (dealer qualifies) and any three of a kind or less (dealer does not qualify) will be a push. Actual payouts noted in the following table:

Hand Ranking	Payout
Royal Flush	500 to 1
Straight Flush	50 to 1
Four of a Kind	10 to 1
Full House	3 to 1
Flush	3 to 2
Straight	1 to 1
Three of a Kind and less	Push

g. Trips payouts:

- i. A trips wager will win if the patron's final five card hand is three of a kind or higher. Actual payouts noted in the following table:

Hand Ranking	Payout
Royal Flush	50 to 1
Straight Flush	40 to 1

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Four of a Kind	20 to 1
Full House	7 to 1
Flush	6 to 1
Straight	5 to 1
Three of a Kind	3 to 1

- h. A table games supervisor or above will verify all patron's hands equaling a four of a kind or higher.
- D. Shuffling, cutting, and burning of cards:

1. Immediately prior to commencement of play, before any round of play as determined by the Casino, and after each round of cards is dealt, the dealer will shuffle the cards:
 - a. A shuffle procedure will be utilized so that a random intermix of cards is administered through any combination of washing, stripping and/or riffing so as to provide a thorough mix.
 - b. The Casino reserves the right to change or alter its shuffle procedure to acquire such a mix at any time.
 - c. The Casino also reserves the right to burn cards at any time.

E. Dealing Procedures:

1. After the dealer has dealt the five community cards, cards are then dealt two cards face down at a time starting from the dealer's left and moving to the right until each patron and the dealer receives a total of two cards (automated shuffler or manual).

- F. Optional Progressive Wager:
(OAC 3772-11-29)
See Section 24 for progressive system.

**Section Nine -
Pai Gow Poker**

- A. The purpose of this appendix is to detail the general rules that govern Pai Gow Poker.
- B. Number of decks of cards and value of each card:

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1. Each table game may be set-up with two decks of cards of different colors. However, only one deck of cards will be used at any given time.
 2. The cards contained in each deck will be as follows:
 - a. 53 cards in total: Four suits consisting of clubs, diamonds, hearts, and spades with each suit containing 13 cards plus the use of one joker card; and
 - b. The values of each card per suit range from 2 to 10 plus one of each of the following: Jack, Queen, King, and Ace.
 3. The Casino reserves the option at any time to select and designate the use of a cutting card on the gaming table.
- C. Object of Game, method of play, and wagers:
1. The object of the game is to create the best five card poker hand and two card poker hand using only the cards dealt to the patron. The patron must arrange the cards so that the five card hand is higher than the two card hand.
 2. Hands are ranked from highest to lowest as follows:
 - a. Five Aces: All four aces plus the joker.
 - b. Royal Flush: Five cards of the same suit in sequential order as follows: ace, king, queen, jack, and ten.
 - c. Straight Flush: Five cards of the same suit in sequential order. The highest combination is the king, queen, jack, ten, and nine of the same suit. The lowest combination is the ace, two, three, four, and five of the same suit.
 - d. Four of a Kind: Four cards of the same rank (i.e. value). The highest combination is four aces. The lowest combination is four twos.
 - e. Full House: Five cards consisting of one "Three of a Kind" and one "Pair." The highest combination is three aces combined with one pair of kings. The lowest combination is three twos combined with one pair of threes.
 - f. Flush: Five cards of the same suit not in sequential order. The highest combination is the ace, king, queen, jack, and nine. The lowest combination is the two, three, four, five, and seven.
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- g. Straight: Five cards of different suits in sequential order. The highest combinations are 1) The ace, king, queen, jack, and ten; and 2) The ace, two, three, four, and five. The lowest combination is the two, three, four, five, and six.
- h. Three of a Kind: Three cards of the same rank (i.e. value). The highest combination is three Aces. The lowest combination is three twos.
- i. Two Pair: One pair of two cards of the same rank plus another pair of two cards of the same rank; the ranks of each respective pair are different. The highest combination is having a pair of aces and a pair of kings. The lowest combination is having a pair of twos and a pair of threes.
- j. One Pair: Two cards of the same rank. The highest combination is having a pair of aces. The lowest combination is having a pair of twos.
- k. High Card.

D. Shaker and dice; Random Number Generator:

- 1. The starting position for the deal or delivery of cards in Pai Gow Poker shall be determined by using one of the following methods:
 - a. Three dice and a Pai Gow Poker shaker, which shall meet the requirements of the section pertaining to dice characteristics respectively, and be used in accordance with the section pertaining to shaker use and design.
 - i. The three dice shall be maintained at all times within the Pai Gow Poker shaker.
 - ii. The Pai Gow Poker shaker and the dice contained when in use will be the responsibility of the dealer and shall never be left unattended while at the table.
 - b. A computerized random number generator shall automatically select and display a number from 1 through 7 inclusive.
- 2. A button or “Chung” is used to indicate if a player or the house is banking on each hand.
 - a. If the Casino is banking, the “Chung” will be placed on top of the dealer’s hand.
 - b. If a player is banking, the “Chung” will be placed on top of that player’s hand.

E. Wagering:

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1. Before the first card is dealt in a round of play, a player may make a wager in an amount not less than the table minimum or more than the table maximum.
2. All wagers must be made by placing gaming chips on the appropriate areas of the Pai Gow Poker layout.
3. The player wins if the sums of both of the player's hands are higher in rank than both of the dealer's hands.
4. The Casino has an aggregated payout of up to but no more than \$25,000

Winning wagers will be paid at odds of one (1) to one (1) except that a commission or vigorish may be taken from the amount won. The amount of the vigorish shall be 5%. The vigorish shall be collected at the time that the winning wager is paid. This may include the use of US Coin. Any US Coin given as tips may be placed in a chip tray and colored up prior to placing them in the tip box. No wagers with US Coin or currency will be accepted.

5. The following outcomes are possible in the game of Pai Gow Poker:

- a. The player wins if both of the player's hands are higher in rank than both of the dealer's hands.
 - b. If all cards of one (1) hand are identical in value to all cards of another hand, the hand shall be considered a copy hand. The player loses a copy hand.
 - c. The wager is void and returned to the player when the player wins one (1) hand and the dealer wins the other hand.
 - d. A player's wager is lost if both of the dealer's hands are higher in ranking than those of the player.
6. No player may handle, remove or alter any wagers that have been made after the first card of the hand has been dealt by the dealer until the hand has been completed.
 7. No dealer or other occupational licensee may permit a player to violate the rules of Pai Gow Poker.

F. Wagering on more than one betting area:

G. The Casino will permit players to place wagers on one (1) or two (2) betting areas if adjacent.

- a. Players betting on more than one (1) area must look at and arrange one (1) hand at a time and cannot rearrange a hand already set after looking at the other.

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- i. If the two wagers are not equal, the player shall be required to rank and set the hand with the larger wager before ranking and setting the other hand.
 - ii. If the amounts wagered are equal, each hand shall be played separately in a counterclockwise rotation with the first hand being ranked and set before the player proceeds to rank and set the second hand.
- b. Once a hand has been ranked and set and placed face down on the appropriate area of the layout, the hand may not be changed.

G. Dealing Procedures:

1. Cards are dealt seven cards at a time starting from the dealer's left and moving to the right until each patron and the dealer receives a total of seven cards.

H. Determining the starting position for dealing cards or delivering stacks of cards:

1. In order to determine the starting position for the dealing of cards or the delivery of stacks of cards for the game of Pai Gow Poker, the Casino may, in its discretion, use the procedure authorized in (2) or (3) below.
2. The dealer shall shake the Pai Gow Poker shaker and dice at least three times so as to cause a random mixture of the dice.
 - a. The dealer shall then remove the lid covering the Pai Gow Poker shaker, total the dice and announce the total.
 - b. To determine the starting position, the dealer shall count counterclockwise around the table, with the position of the dealer considered number one (1), and continuing around the table with each betting position counted in order, including the dealer, regardless of whether there is a wager at the position, until the count matches the total of the three dice.
 - i. Examples are as follows:
 - If the dice total 8, the dealer would receive the first card or stack of cards;
or
 - If the dice total 14, the sixth betting position would receive the first card or stack of cards.
 - c. After the dealing or delivery of the cards has been completed, the dealer shall place the cover on the Pai Gow Poker shaker and shake the shaker once. The Pai Gow Poker

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shaker shall then be placed to the right of the dealer.

3. The dealer may use a computerized random number generator approved by the Commission to select and display a number from 1 through 7 inclusive, and verbally announce the number.
 - a. To determine the starting position, the dealer shall count counterclockwise around the table, with the position of the dealer considered number one, and continuing around the table with each betting position counted in order, including the dealer, regardless of whether there is a wager at the position, until the count matches the number displayed by the random number generator.

I. Setting the Hands:

1. Once the cards are dealt by the dealer, the player shall set the player's own hand, without the assistance of the dealer, by arranging the seven (7) cards into two (2) hands, one being a high hand and the other a second hand.
2. When setting the two hands, the five (5) card high hand must be higher in rank than the two (2) card low hand. Both of the player's hands must beat the dealer's hands in order to win. If a player fails to set the player's hand with the highest-ranking cards in the five (5)-card hand, it is considered a foul hand and it will lose immediately.
3. Each player at the table is responsible for setting his/her own hands. Each player shall keep the seven (7) cards in full view of the dealer at all times.
4. Once the player has set the player's own hands, the high and low hand shall be placed face down in the appropriate area of the layout. Once a player places the cards in these areas, the player may not touch them again.
5. Once all players have set their hands and placed them in the layout, the dealer shall turn over the seven (7) cards dealt to the dealer's position, setting the dealer's hands, and arrange them into two (2) hands, a high hand and a low hand in the House Way. The dealer shall then place the dealer's hands on the appropriate area of the layout.
6. The dealer shall expose both hands of each player, starting from the far right and proceeding counterclockwise around the table. The dealer shall compare the high hand and low hand of each player to the high hand and low hand of the dealer and then announce if a player's wager wins, loses, or is considered a copy hand.
7. The dealer shall immediately collect each losing wager, pay each winning wager or indicate which wagers are a tie or pushes and collect the cards.

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8. All cards collected by the dealer when completing the round of play shall immediately be placed in the discard holder in the manner collected to allow reconstruction of the hand if a dispute or question arises.

J. House Way:

1. The House Way chart for the Casino are contained in the following chart.
2. Any player may choose to have their hand set using the House Way. The Casino may determine the method used to designate this choice.

a. **No Pair** Put 2nd & 3rd highest cards in the low hand.

b. **One Pair** Put the Pair in High hand and the next two highest cards in the low hand.

c. **Two Pair** Pairs are classified as

2 – 6	Small
7 – T	Medium
J – A	Large

Small-Small	Split unless an Ace, Joker or King can be placed in the low hand.
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Medium-Medium	
Small-Medium	Split unless an Ace or Joker can be placed in the low hand.

Large-Large	
Large-Small	
Medium-Large	Always split.

d. **Three Pair** Always play the highest Pair in the low hand and the smaller Pair in the high hand

e. **Three-of-a-Kind** Always play Three-of-a-Kind in the high hand and the next highest in the low hand.

With three Aces play pair of Aces in high hand and the third Ace in the low hand with next highest card.

With two Three-of-a-Kinds, Split the highest Three-of-a-Kind to play in low hand.

e. **Straight, Flush, Straight Flush**

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With No Pair: Always play the hand that yields the highest low hand.

One Pair: Play the pair in the low hand if you can maintain the straight or flush in the high hand.

Exception: with 10's thru King and an Ace break up the hand if the low hand can be improved to a Straight with a pair.

Straight v. Flush Play the hand that yields the highest low hand.

With Two Pair Use Two Pair rule.

With Three-of-a-Kind Place the complete hand in the high hand and the pair in the low hand.

g. **Full House** Put the pair in low hand.

With two Pair Put highest pair in low hand.

h. **Four of a Kind** With Three-of-a-Kind never split.

Jack – Ace Always split.

7-10 With no Aces or Kings always split.

7-10 With Aces or Kings never split and put Aces or Kings in the low hand.

2-6 Never split.

i. **Five Aces** Play pair of Aces in low hand unless a pair of Kings can be played in the low hand.

K. Player bank; co-banking; selection of bank; procedures for dealing:

1. The Casino may, in its discretion, offer to all players at a Pai Gow Poker table the opportunity to bank the game.
2. A player may not be the bank at the start of the game. For the purposes of this section, the start of the game shall mean the first round of play after the dealer is required to open the table.
3. After the first round of play pursuant to (2) above, each player at the table shall have the option to either be the bank or pass the bank to the next player.

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- a. The dealer shall, starting with the player farthest to the right of the dealer, offer the bank to each player in a counterclockwise rotation around the table until a player accepts the bank.
 - b. The dealer shall place a marker designating the bank in front of the player who accepts the bank.
 - c. If the first player offered the bank accepts, the player seated to the right of that player shall first be offered the bank on the next round of play.
 - d. The initial offer to be the bank shall rotate counterclockwise around the table until it returns to the dealer. In no event may any player bank two consecutive rounds of play.
 - e. If no player wishes to be the bank, the round of play shall proceed in accordance with the rules of play provided in this subchapter.
4. Before a player may be permitted to bank a round of play, the dealer shall determine that:
 - a. The player placed a wager against the dealer during the last round of play in which there was no player banking the game; and
 - b. The player has sufficient gaming chips on the table to cover all of the wagers placed by other players at the table for that round of play.
 5. If a player is the bank, the player may only wager on one betting area.
 6. Once the dealer has determined that a player may be the bank pursuant to (4) above and after the cards have been shuffled;
 - a. The dealer shall remove gaming chips from the table inventory container in an amount equal to the last wager made by that player against the dealer or in an amount, the calculation of which has been approved by the Commission.
 - b. This amount shall be the amount the dealer wagers against the bank. The bank may direct that the sum wagered by the dealer be a lesser amount or that the dealer places no wager during that round of play. Any amount wagered by the dealer shall be placed in front of the table inventory container.
 7. If the cards are to be dealt from the hand, the procedures set forth in that section shall apply, except as follows:
 - a. Once the dealer has completed dealing the seven stacks and placed the four remaining cards in the discard rack, the bank shall select the first stack to be delivered by the

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- dealer. This stack shall be designated as the first stack by the dealer moving it toward the players.
- b. If a Pai Gow Poker shaker and dice are being used to determine the starting position for the delivery of the first stack, the bank shall shake the Pai Gow Poker shaker three times instead of the dealer.
 - c. It shall be the responsibility of the dealer to ensure that the bank shakes the Pai Gow Poker shaker at least three times so as to cause a random mixture of the dice.
 - d. Once the bank has completed shaking the Pai Gow Poker shaker, the dealer shall remove the lid covering the Pai Gow Poker shaker, total the dice and announce the total.
 - e. The dealer shall always remove the lid from the Pai Gow Poker shaker. If the bank inadvertently removes the lid, the dealer shall require the Pai Gow Poker shaker to be covered and reshaken by the bank.
8. If a computerized random number generator is used to determine the starting position for the delivery of the first stack, the device shall be operated in accordance with procedures approved by the Commission.
- a. When counting the betting positions, including the dealer, to determine the starting position for delivering the seven stacks of cards, the position of the bank, instead of the dealer, shall be considered number one.
 - b. The dealer shall deliver the first stack to the starting position.
 - c. The dealer shall deliver the remaining stacks in a clockwise rotation beginning with the stack closest to the right of the first stack and proceeding until all stacks to the right of the first stack have been dealt and then moving to the stack farthest to the left of the dealer and proceeding left to right.
 - d. If there are no stacks to the right of the first stack, the dealer will begin with the stack farthest to the left and proceed to the right. The dealer shall deliver each stack face down to each position, including the dealer, regardless of whether there is a wager at the position.
9. If the cards are to be dealt from an automated shuffle machine, the procedures set forth in that section shall apply, except as follows:
- a. If a Pai Gow Poker shaker and dice are being used to determine the starting position for the delivery of the first stack of cards dispensed by the automated dealing shoe,

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- i. The bank shall shake the Pai Gow Poker shaker three times instead of the dealer.
 - ii. It shall be the responsibility of the dealer to ensure that the bank shakes the Pai Gow Poker shaker at least three times so as to cause a random mixture of the dice.
 - iii. Once the bank has completed shaking the Pai Gow Poker shaker, the dealer shall remove the lid covering the Pai Gow Poker shaker, total the dice and announce the total.
 - iv. The dealer shall always remove the lid from the Pai Gow Poker shaker and if the bank inadvertently removes the lid, the dealer shall require the Pai Gow Poker shaker to be covered and reshaken by the bank.
 - b. If a computerized random number generator is used to determine the starting position, the device shall be operated in accordance with procedures approved by the Commission.
 - i. When counting the betting positions, including the dealer, to determine the starting position for delivering the stacks of cards as they are dispensed by the shoe, the position of the bank, instead of the dealer shall be considered number one.
10. If the cards dealt to the dealer have not been previously collected, after each player has set his or her two hands and placed them on the appropriate area of the layout, the two hands of the dealer shall then be set.
11. Once the dealer has formed a high and low hand, the dealer shall expose the hands of the bank and determine if the hands of the dealer are higher in rank than the hands of the bank.
 - a. If the dealer wins, the cards of the dealer shall be stacked face up to the right of the table inventory container with the amount wagered by the dealer against the bank placed on top.
 - b. If the dealer pushes, the dealer shall return the amount wagered by the dealer against the bank to the table inventory container.
 - c. If the dealer loses, the amount wagered by the dealer against the bank shall be moved to the center of the layout.
12. If banking is in effect, once the dealer has determined the outcome of the wager of the dealer against the bank, if any, the dealer shall expose the hands of each player starting with the player farthest to the right of the dealer and proceeding counterclockwise around the table.

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- a. The dealer shall compare the high and low hand of each player to the high and low hand of the bank and shall announce if the wager shall win, lose or be considered a push against the bank.
 - b. All losing wagers, in turn, shall be immediately collected and placed in the center of the table.
 - c. All winning wagers, in turn and including the dealer's wager, shall be paid by the dealer with the gaming chips located in the center of the table.
 - i. If this amount becomes exhausted before all winning wagers have been paid, the dealer shall collect from the bank, an amount equal to the remaining winning wagers and place that amount in the center of the layout.
 - ii. The remaining winning wagers shall be paid from the amount in the center of the layout.
 - iii. If, after collecting all losing wagers and paying all winning wagers, there is a surplus in the center of the table, this amount shall be charged a 5% vigorish. Once the vigorish has been paid, the remaining amount shall be given to the bank.
13. Immediately after a winning wager of the dealer is paid, this amount and the original wager shall be returned to the table inventory container.
14. Each player who has a winning wager against the bank shall pay a 5% vigorish on the amount won to the dealer.
- L. Optional bonus wager; Payment of envy bonus:
1. The Casino may, in its discretion, offer to each player at a Pai Gow Poker table the opportunity to make a bonus wager and receive an envy bonus payment in accordance with the provisions of this section.
 - a. Any player who has made a Pai Gow Poker wager may, at the same time, make a bonus wager by placing gaming chips in the area designated for a bonus wager at his or her betting position.
 - b. A bonus wager shall be no less than \$1.00.
 - c. Any player who makes a bonus wager of at least \$5.00 shall qualify to receive an envy bonus payment. The dealer shall place an envy bonus marker immediately in front any bonus wager of \$5.00 or more.

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- d. If a bonus wager has been made by one or more players, the dealer shall observe the procedures set forth but with the following modifications.
 - i. The dealer shall, starting from the dealer's right and moving counterclockwise around the table, settle the Pai Gow Poker wager of each player and collect any vigorish that is due; provided, however, that:
 1. The cards of any player who has placed a bonus wager shall remain on the layout regardless of the outcome of his or her Pai Gow Poker wager until removed and;
 2. If any player has placed a bonus wager of at least \$5.00, the cards of each player shall remain on the layout regardless of the outcome of his or her Pai Gow Poker wager until removed.
 - ii. After settling the Pai Gow Poker wager of a player who has placed a bonus wager, the dealer shall rearrange the seven cards of the player to form the best possible hand and shall be ultimately responsible for creating such hand for purposes of the bonus wager.
 - iii. A joker may be used as any card to complete any straight, flush, straight flush or royal flush other than a seven-card straight flush with no joker.
 - iv. If any player at the table has placed a bonus wager of at least \$5.00, the dealer shall rearrange the cards of each player at the table regardless whether that player has placed a bonus wager.
 1. If the player does not have a qualifying poker hand or a Pai Gow, the dealer shall collect the bonus wager, if applicable, and place the cards of the player in the discard rack.
 2. If the player has a qualifying poker hand or a Pai Gow, the dealer shall, if and as applicable, pay the winning bonus wager and place the cards of the player in the discard rack.
 3. If the player has a premium qualifying poker hand, the dealer shall verbally acknowledge the premium qualifying poker hand and leave the bonus wager, if applicable, and the cards of the player face up on the table.
 - v. After all other bonus wagers have been settled, the dealer shall, starting from the dealer's right and moving counterclockwise around the table, settle with each

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player who has an envy bonus marker at his or her betting position or who has a bonus wager and a premium qualifying poker hand.

1. If the player has an envy bonus marker, the dealer shall pay the player the appropriate envy bonus payment set forth and collect the envy bonus marker.
2. If the player has a bonus wager and a premium qualifying poker hand, the dealer shall pay the winning bonus wager and place the cards of the player in the discard rack.
3. After all envy bonuses and premium qualifying poker hands are paid, the dealer shall collect the cards of any player who had a premium qualifying poker hand but did not place a bonus wager and place the cards of the player in the discard rack.

M. Payout odds for bonus wagers; Envy bonus payments:

1. Bonus wagers shall be paid pursuant to the following schedule:

<u>Hand</u>	<u>Payout</u>
Seven-card straight flush with no joker	5,000 to 1
Royal flush plus royal match	1,000 to 1
Seven-card straight flush with joker	500 to 1
Five aces	300 to 1
Royal flush	110 to 1
Straight flush	45 to 1
Four-of-a-kind	25 to 1
Full house	5 to 1
Flush	4 to 1
Three-of-a-kind	3 to 1
Straight	2 to 1

H. Envy bonus payouts shall be paid pursuant to the following schedule:

Hand	Bonus
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Seven card straight flush with no joker	\$2,500
Royal flush plus royal match	\$500
Seven card straight flush with joker	\$250
Five aces	\$150
Royal flush	\$55
Straight flush	\$25
Four of a kind	\$6

- I. The Casino may establish a maximum payout amount as approved by the Commission that is payable to a player for one round of play, which amount shall be at least \$25,000 or the maximum amount that one player could win per round when betting the minimum permissible wagers, whichever is greater. Any maximum payout limit established by the Casino shall apply only to payouts of Pai Gow bonus wagers.

**Section Ten -
Mississippi Stud with or without a Progressive Jackpot**

- A. The purpose of this appendix is to detail the general rules that govern Mississippi Stud.
- B. Number of decks of cards and value of each card:
1. Each table game may be set-up with two decks of cards of different colors. However, only one deck of cards will be used at any given time.
 2. The cards contained in each deck will be as follows:
 - a. Four suits consisting of clubs, diamonds, hearts, and spades with each suit containing 13 cards for a total of 52 cards; and
 - b. The values of each card per suit range from 2 to 10 plus one of each of the following: Jack, Queen, King, and Ace.
 3. (The Casino reserves the option at any time to select and designate the use of a cutting card on the gaming table.
- C. Object of Game, method of play, and wagers:
1. The object of the game is to beat the pay table by creating the best five card poker hand using any combination of cards either dealt to the patron (two cards dealt face down) or dealt as community cards (three cards in total dealt face up) in the center of the table (3rd

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Street - one card placed in the community; 4th Street – one card dealt to the community after the 3rd Street; and the 5th Street – one card dealt to the community after the 4th Street).

2. Hands are ranked from highest to lowest as follows:
 - a. Royal Flush: Five cards of the same suit in sequential order as follows: ace, king, queen, jack, and ten.
 - b. Straight Flush: Five cards of the same suit in sequential order. The highest combination is the king, queen, jack, ten, and nine of the same suit. The lowest combination is the ace, two, three, four, and five of the same suit.
 - c. Four of a Kind: Four cards of the same rank (i.e. value). The highest combination is four aces. The lowest combination is four twos.
 - d. Full House: Five cards consisting of one "Three of a Kind" and one "Pair." The highest combination is three aces combined with one pair of kings. The lowest combination is three twos combined with one pair of threes.
 - e. Flush: Five cards of the same suit not in sequential order. The highest combination is the ace, king, queen, jack, and nine. The lowest combination is the two, three, four, five, and seven.
 - f. Straight: Five cards of different suits in sequential order. The highest combination is the ace, king, queen, jack, and ten. The lowest combination is the ace, two, three, four and five.
 - g. Three of a Kind: Three cards of the same rank (i.e. value). The highest combination is three Aces. The lowest combination is three twos.
 - h. Two Pair: One pair of two cards of the same rank plus another pair of two cards of the same rank; the ranks of each respective pair are different. The highest combination is having a pair of aces and a pair of kings. The lowest combination is having a pair of twos and a pair of threes.
 - i. One Pair of Jacks or Better: Two cards of the same rank. The highest combination is having a pair of aces. The lowest combination is having a pair of jacks.
 - j. One Pair ranging from Sixes to Tens: Two cards of the same rank. The highest combination is having a pair of tens. The lowest combination is having a pair of sixes.
3. Wagers:

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- a. A patron must make an ante wager and optional progressive to participate in the game. At the discretion of the Casino, a patron may play multiple betting positions at the table if they are adjacent to one another, all secondary hands must be played in the blind. An optional \$1.00 progressive wager and or Three Card Bonus wager may also be made but must be done prior to the commencement of the game.
- b. A patron must make an ante wager to participate in the game.
- c. After the patron receives and views his/her cards, he/she has the option to:
 - i. Fold his/her hand; therefore, forfeiting all wagers or
 - ii. Buy the first community card (3rd Street) by making a wager at one, two, or three times the ante wager.
- d. After seeing the 3rd Street (the first community card), if the patron has not already made a play wager, the patron will have the option to:
 - i. Fold his/her hand; therefore, forfeiting all wagers ; or
 - ii. Buy the second community card (4th Street) by making a wager at one, two, or three times the ante wager.
- e. After seeing the 4th Street (the second community card), if the patron has not already made a play wager, the patron will have the option to:
 - i. Fold his/her hand; therefore, forfeiting the ante wager; or
 - ii. Buy the third and final community card (5th Street) by making a wager at one, two, or three times the ante wager.
- f. Payouts:

Hand Ranking	Payout
Royal Flush	500 to 1
Straight Flush	100 to 1
Four of a Kind	40 to 1
Full House	10 to 1
Flush	6 to 1
Straight	4 to 1
Three of a Kind	3 to 1
Two Pair	2 to 1

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Pair of Jacks or Better	1 to 1
Pair of 6's to 10's	Push

- g. A table games supervisor or above will verify all patron's hands equaling a four of a kind or higher.
- h. The Casino will have a maximum aggregate payout per patron of \$50,000 for all wagers, exclusive of the optional progressive wager.

D. Shuffling, cutting, and burning of cards:

- 1. Immediately prior to commencement of play, before any round of play as determined by the Casino, and after each round of cards is dealt, the dealer will shuffle the cards:
 - a. A shuffle procedure will be utilized so that a random intermix of cards is administered through any combination of washing, stripping and/or riffing so as to provide a thorough mix.
 - b. The Casino reserves the right to change or alter its shuffle procedure to acquire such a mix at any time.
 - c. The Casino also reserves the right to burn cards at any time.

E. Dealing Procedures:

- 1. With an automated shuffler, or when dealing manually, First, three community cards are placed face down in an assigned area on the layout; then cards are dealt two cards face down at a time starting from the dealer's left and moving to the right until each patron receives a total of two cards.
- 2. Community cards are then dealt as follows:
 - a. 3rd Street - one card placed in the community;
 - b. 4th Street – one card dealt to the community after the 3rd Street; and
 - c. 5th Street – one card dealt to the community after the 4th Street.

F. Other Supplemental Wagers:

1. Three Card Bonus

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- a. An optional side bet for the game of Mississippi Stud that considers the community cards that are dealt on the board. .
- b. To begin each round, players make the standard ante wager and the optional Three Card Bonus wager and or the optional progressive wager on the appropriate area of the layout. If the three community cards contain a pair or better the player shall win according to the pay table below.

Straight flush	40 to 1
Three of a kind	30 to 1
Straight	6 to 1
Flush	3 to 1
Pair	1 to 1

- G. Optional Progressive Wager:
(OAC 3772-11-29)
See Section 24 for progressive system

**Section Twelve -
Mini Baccarat**

- A. The purpose of this Appendix is to detail the general rules that govern Mini Baccarat.
- B. Number of decks of cards and value of each card:
 1. This game is played with no more than eight (8) decks of cards with the backs of cards being the same color and design and two (2) additional cutting cards. The Casino reserves the option at any time to select and designate the number of decks and cutting cards utilized on the gaming tables.
 2. The cards contained in each deck will be as follows:
 - a. Four suits consisting of clubs, diamonds, hearts, and spades with each suit containing 13 cards for a total of 52 cards; and
 - b. The ranks of each card per suit range from 2 to 10 plus one of each of the following: Jack, Queen, King, and Ace.
 - c. The values of each card are as follows:

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- i. Any card from 2 to 9 will have its face value;
- ii. Any ten, jack, queen, or king will have a value of zero; and
- iii. Any ace will have a value of one.

C. Object of Game, method of play, and wagers:

1. The object of Mini Baccarat is to predict whether the banker's hand or the player's hand will get a point value closest to 9, keeping in mind that all ten-value cards count as zero and aces count as one. The hand with the highest point value wins.
2. The patron may bet the banker, player, tie, dragon bonus or any combination thereof. If the patron chooses to bet on the banker, the casino may collect a 5% commission on the winnings. This may include the use of US Coin. Any US Coin given as tips may be placed in a chip tray and colored up prior to placing them in the tip box. No wagers with US Coin or currency will be accepted. A winning wager on either the banker or player's hand pays 1 to 1. A tie wager pays 8 to 1.
3. All cards are dealt by the Dealer. The game starts with four cards being dealt, which create two hands: the banker's hand and the player's hand. These cards are dealt alternately from the shoe. The first card is dealt face down and placed in the player box. The second card is dealt face down and placed in the banker box. The third card is dealt face down and placed in the player's box. The fourth card is pulled out of the dealing shoe and placed in the banker box face down with the second card. The Dealer will first reveal the player hand, and secondly reveal the banker hand. The cards are dealt according to fixed rules which dictate when a third card can be dealt to the banker's or player's hand. No more than one additional card will be drawn to each hand.
4. Patrons may be allowed to touch the cards at the table. A sign reading "Handling cards permitted" will be placed on the table to indicate that cards may be touched by patrons. The following procedures will be completed for dealing when the patrons are allowed to touch the cards. All cards are dealt by the Dealer. The game starts with four cards being dealt face down, which create two hands: the banker's hand and the player's hand. The first card is dealt face down and placed in the player box. The second card is dealt face down is tucked underneath the right corner of the dealing shoe. The third card is dealt face down and placed in the player's box. The fourth card is pulled out of the dealing shoe and is tucked underneath the right corner of the dealing shoe. The Dealer will offer the player cards to the patron with the highest player wager to open the hand. A player may elect to cede control of the cards. If so, the patron with the next highest wager that bets on player shall have the option to control the cards. If all players cede their rights to player's hands, the dealer will expose the cards. Once the patron exposes the cards they are returned to the

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dealer and placed face up in the player box. If no guests have a bet on the banker bet, the dealer will expose the cards. Next the dealer will offer the banker cards to the patron with the highest banker hand to expose the banker cards. A player may elect to cede control of the cards. If so, the patron with the next highest wager that bets on banker shall have the option to control the cards. If all players cede their rights to player's hands, the dealer will expose the cards. Once the banker hand is exposed the cards will be returned to the dealer and placed in banker area. If no guests have a bet on the banker bet, the dealer will expose the cards. At this time the dealer will announce the "point totals" for both hands. The cards are dealt according to fixed rules which dictate when a third card can be dealt to the banker's or player's hand. No more than one additional card will be drawn to each hand.

5. 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.
6. Natural - First two cards dealt to either player or banker total eight (8) or nine (9). Neither side may draw any more cards.
7. In the absence of a banker natural: player will draw a card when his first two cards total five (5) or less. Player will stand when his first two cards total six (6) or more.
8. In the absence of a player natural: banker will draw a card when his first two cards total two (2) or less. When player stands on his first two cards, banker will draw on five (5) or less and stand on six (6) or more.
9. "Third Card Rule"
 - a. 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.
 - b. 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 stand (that is, not take a third card) in accordance with the requirements of Table 1 below.

Table 1

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Player's Hand Point Count	Third Card Determination
0 to 5	Draws
6 to 9	Stands

- c. The banker's hand shall draw (that is, take a third card) or stand (that is, not take a third card) in accordance with the requirements of Table 2 below. When the player does not have a natural, the banker will always draw on totals of 0, 1, or 2.

Table 2

When Banker's First Two Cards Total:	And Player's Third Card Is:	
Action	Banker Must Stand	Banker Must Draw
3	8	7,6,5,4,3,2,1,0,9
4	1,0,9,8	7,6,5,4,3,2
5	1,2,3,0,9,8	7,6,5,4
6	5,4,3,2,1,0,9,8	7,6
7	Banker Must Stand	

- d. Tie Bets:
- i. Each patron has the option of betting that the banker and the player hand will tie. If the hands do tie and a patron has placed a bet in the "tie" section of the gaming table (which has the same number as the patron's area), that patron is paid 8 to 1. Tie bets win or lose on the hand being played. A wager placed on the player's hand or the banker's hand shall be a "push" if the point counts of the player's hand and the banker's hand are equal.

D. Wagers:

1. Permissible Wagers and Payout Odds

a. Permissible Wagers

- i. A wager on the banker's hand which shall:
1. Win if the banker's hand has a point count higher than that of the player's hand;
 2. Lose if the banker's hand has a point count lower than that of the player's hand;
and
 3. Push if the point counts of the banker's hand and the player's hand are equal.

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- ii. A wager on the player's hand which shall:
 - 1) Win if the player's hand has a point count higher than that of the banker's hand;
 - 2) Lose if the player's hand has a point count lower than that of the banker's hand;
and
 - 3) Push if the point counts of the banker's hand and the player's hand are equal.
- iii. A "tie bet" wager 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.
- iv. Dragon Bonus is an optional side bet for Mini Baccarat. Players have two ways to win:
 - 1) If their selected hand for the dragon bonus wager is a natural winner;
 - 2) If their selected hand for the dragon bonus wager is a non-natural that wins by four or more points. With non-natural winners, the higher the margin of victory, the higher the payout.

<u>Naturals</u>	<u>Odds</u>
Natural Winners	1 to 1
Natural Ties	Push
Non-Natural Ties	Lose
<u>Non-Naturals</u>	<u>Odds</u>
Win by 9 points	30 to 1
Win by 8 points	10 to 1
Win by 7 points	6 to 1
Win by 6 points	4 to 1
Win by 5 points	2 to 1
Win by 4 points	1 to 1

- 3) The Dragon Bonus is optional. Players do not have to make a traditional mini baccarat wager. If betting Dragon Bonus, only the table minimum must be met. Players may hedge their bets. They may, for example, make a traditional wager on player and a Dragon Bonus on banker.

b. Payout Odds

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- i. A winning wager made on the player's hand shall be paid off by the Casino at odds of 1 to 1.
 - ii. A winning wager made on the banker's hand shall be paid off by the Casino at odds of 1 to 1 except that the Casino shall normally extract a charge (to be known as a "commission") of five percent on the amount won, (provided, however, the Casino will round off the commission or to twenty-five cents or the next highest multiple of twenty-five cents when the or commission is not exactly twenty-five cents or a multiple thereof). The Casino may collect the commission from a participant at the time the winning payoff is made or may defer it to a later time provided, however, that all outstanding commission shall be collected prior to reshuffling the cards in a shoe and in no event shall the collection of any commission be deferred beyond such point. The amount of any commission not collected at the time of the winning payout shall be evidenced by the placing of a marker button containing the amount of the commission owed in a rectangular space in front of the dealer on the layout imprinted with the number of the participant owing such commission.
 - iii. A winning tie bet shall be paid off by the Casino at odds of 8 to 1.
- E. Shuffling, cutting, and burning of cards:
1. Immediately prior to commencement of play, before any round of play as determined by the Casino, and after each shoe of cards is dealt, the dealer will shuffle the cards:
 - a. A shuffle procedure will be utilized so that a random intermix of cards is administered through any combination of washing, stripping and/or riffling so as to provide a thorough mix.
 - b. The Casino reserves the right to change or alter its shuffle procedure to acquire such a mix at any time.
 - c. The Casino also reserves the right to burn cards at any time.
 - d. The Casino reserves the right to allow patrons the right to cut the deck prior to commencing the game.
 2. When the cards are handled by players, the cards will be removed after the shoe is finished as a complete set by a table games supervisor or above, sealed in a clear plastic bag, and identified with the date, table game, number of decks of cards, reason for removal, and signature of the employee removing the cards. Before being placed into play, each deck of cards will be inspected by the dealer, with the inspection verified by a table games supervisor or above. Since the Casino will not utilize an automated deck-checking device, card inspection at the gaming table will require the dealer to spread the cards face up to ensure that all 52 cards per deck are present. The dealer will also check each card to ensure

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that there is no indication of tampering, flaws, scratches, marks, or other defects that might affect the integrity of the game. The cards will be placed in a clear plastic bag, signed, dated, and locked in the pit stand until ready for usage. If the pre-inspected cards placed in the pit stand were not used during the gaming day, the cards will be cancelled. If the pre-checked cards stock is depleted, each deck of cards will be inspected by the dealer, with the inspection verified by a table games supervisor or above before being placed into play.

F. Dealing Procedures:

1. There shall be two hands dealt in the game of Mini Baccarat one of which shall be denominated the player's hand and the other denominated the banker's hand.
2. At the start 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 face down. The first and third cards dealt shall be placed face down in the area on the layout designated for the player's hand. 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 announced, at which time the second and fourth cards shall be placed face up in the area on the layout designated for the banker's hand.
4. Procedure for Dealing Additional Cards:
 - a. After the cards are dealt to each hand, the Dealer shall turn the player's hand face upwards and announce the point count of the player's hand. The Dealer shall then turn the banker's hand face upwards and announce the point count of the banker's hand.
 - b. Following the announcement of the point counts of each hand, the Dealer shall determine whether to deal a third card to each hand.
 - c. 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.
 - d. In no event shall more than one additional card be dealt to either hand.
 - e. When the cut card comes out during the dealing of a hand, the Dealer will announce "the next hand will be the last hand." The Dealer will place the cut card to the side. At the conclusion of that hand, the Dealer will deal one additional hand. At the conclusion of this additional hand, no more cards will be dealt until a reshuffle occurs.
 - f. When the cut card is the first card to come out of the shoe to start the dealing of a new hand, the Dealer will announce "this hand will be the last hand." The Dealer will place

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the cut card to the side. At the conclusion of that hand, no more cards will be dealt until a reshuffle occurs.

Section Thirteen -
Commission Free Baccarat With Dragon Bonus

- A. The purpose of this Appendix is to detail the general rules that govern Commission Free Baccarat with Dragon Bonus.
- B. Number of decks of cards and value of each card:
- A. This game is played with no more than eight (8) decks of cards with the backs of cards being the same color and design and two (2) additional cutting cards. The Casino reserves the option at any time to select and designate the number of decks and cutting cards utilized on the gaming tables.
- B. The cards contained in each deck will be as follows:
- i. Four suits consisting of clubs, diamonds, hearts, and spades with each suit containing 13 cards for a total of 52 cards; and
 - ii. The ranks of each card per suit range from 2 to 10 plus one of each of the following: Jack, Queen, King, and Ace.
 - iii. The values of each card are as follows:
 - i. Any card from 2 to 9 will have its face value;
 - ii. Any ten, jack, queen, or king will have a value of zero; and
 - iii. Any ace will have a value of one.
- C. Object of Game, method of play, and wagers:
- A. The object of Commission Free Baccarat with Dragon Bonus is to predict whether the banker's hand or the player's hand will get a point value closest to 9, keeping in mind that all ten-value cards count as zero and aces count as one. The hand with the highest point value wins.

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- B. The patron may bet the banker, player, tie, dragon bonus, fortune 7 or any combination thereof. A winning wager on either the banker or players hand pays 1 to 1. A tie wager pays 8 to 1.
- C. All cards are dealt by the Dealer. The game starts with four cards being dealt, which create two hands: the Banker's hand and the player's hand. These cards are dealt alternately from the shoe. The first card is dealt face down and placed in the player box. The second card is dealt face down and placed in the banker box. The third card is dealt face down and placed in the player's box. The fourth card is pulled out of the dealing shoe and placed in the banker box face down with the second card. The Dealer will first reveal the player hand, and secondly reveal the banker hand. The cards are dealt according to fixed rules which dictate when a third card can be dealt to the banker's or player's hand. No more than one additional card will be drawn to each hand.
- D. Patrons may be allowed to touch the cards at the table. A sign reading "Handling cards permitted" will be placed on the table to indicate that cards may be touched by patrons. The following procedures will be completed for dealing when the patrons are allowed to touch the cards:
- i. Once the fourth card is pulled from the dealing shoe and tucked underneath the banker's box the dealer will offer the "Player" cards to the patron with the highest "Player" wager to open the hand. A player may elect to cede control of the cards. If a player cedes their option to open the hand, the patron with the next highest wager that bets on "Player" shall have the option to control the cards. If all players cede their rights to player's hands, the dealer will expose the cards.
 - ii. Once the patron exposes the cards they are returned to the dealer and placed face up in the player box. If no guests have a bet on the banker bet, the dealer will expose the cards.
 - iii. Next the dealer will offer the banker cards to the patron with the highest banker hand to expose the banker cards. A player may elect to cede control of the cards. If so, the patron with the next highest wager that bets on banker shall have the option to control the cards. If all players cede their rights to player's hands, the dealer will expose the cards.
 - iv. Once the banker hand is exposed the cards will be returned to the dealer and placed in banker area. If no guests have a bet on the banker bet, the dealer will expose the cards. At this time the dealer will announce the "point totals" for both hands.

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v. The cards are dealt according to fixed rules which dictate when a third card can be dealt to the banker's or player's hand. No more than one additional card will be drawn to each hand.

E. 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:

- i. A hand composed of an ace, a 2 and a 4 has a point count of 7; and
- ii. 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.

F. "Third Card Rule"

- i. 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.
- ii. 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 stand (that is, not take a third card) in accordance with the requirements of Table 1 below.

Table 1

Player's Hand Point Count	Third Card Determination
0 to 5	Draws
6 to 9	Stands

- iii. The banker's hand shall draw (that is, take a third card) or stand (that is, not take a third card) in accordance with the requirements of Table 2 below. When the player does not have a natural, the banker will always draw on totals of 0, 1, or 2.

Table 2

When Banker's First Two Cards Total:	And Player's Third Card Is:	
Action	Banker Must Stand	Banker Must Draw
3	8	7,6,5,4,3,2,1,0,9
4	1,0,9,8	7,6,5,4,3,2

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5	1,2,3,0,9,8	7,6,5,4
6	5,4,3,2,1,0,9,8	7,6
7	Banker Must Stand	

iv. Tie Bets:

- i. Each patron has the option of betting that the banker and the player hand will tie. If the hands do tie and a patron has placed a bet in the "tie" section of the gaming table (which has the same number as the patron's area), that patron is paid 8 to 1. Tie bets win or lose on the hand being played. A wager placed on the player's hand or the banker's hand shall be a "push" if the point counts of the player's hand and the banker's hand are equal.

D. Wagers:

2. Permissible Wagers and Payout Odds

a. Permissible Wagers

i. A wager on the banker's hand which shall:

1. Win if the banker's hand has a point count higher than that of the player's hand, with one exception:
 - a. A winning banker's hand will push if the three card point total equals seven (7);
2. Lose if the banker's hand has a point count lower than that of the player's hand; and
3. Push if the point counts of the banker's hand and the player's hand are equal.

ii. A wager on the player's hand which shall:

- 4) Win if the player's hand has a point count higher than that of the banker's hand;
- 5) Lose if the player's hand has a point count lower than that of the banker's hand; and
- 6) Push if the point counts of the banker's hand and the player's hand are equal.

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- iii. A "tie bet" wager 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.
- iv. Dragon Bonus is an optional side bet for Commission Free Dragon Bonus baccarat. Players have two ways to win:
 - 4) If their selected hand for the dragon bonus wager is a natural winner;
 - 5) If their selected hand for the dragon bonus wager is a non-natural that wins by four or more points. With non-natural winners, the higher the margin of victory, the higher the payout.

<u>Naturals</u>	<u>Odds</u>
Natural Winners	1 to 1
Natural Ties	Push
Non-Natural Ties	Lose

<u>Non-Naturals</u>	<u>Odds</u>
Win by 9 points	30 to 1
Win by 8 points	10 to 1
Win by 7 points	6 to 1
Win by 6 points	4 to 1
Win by 5 points	2 to 1
Win by 4 points	1 to 1

- 6) The Dragon Bonus is optional. Players do not have to make a traditional Mini Baccarat wager. If betting Dragon Bonus, only the table minimum must be met. Players may hedge their bets. They may, for example, make a traditional wager on player and a Dragon Bonus on banker.
- v. Fortune 7 is an optional side bet for Commission Free Baccarat with Dragon Bonus and will win if the Bankers three (3) card point total equals seven (7).
 - 1) The Fortune 7 is optional. Players do not have to make a traditional mini baccarat wager. If betting Fortune 7, only the table minimum must be met.

b. Payout Odds

- i. A winning wager made on the player's hand shall be paid off by the Casino at odds of 1 to 1.

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- ii. A winning wager made on the banker's hand shall be paid off by the Casino at odds of 1 to 1 except if the three card point total equals seven (7) in which case the hand will push.
 - iii. A winning tie bet shall be paid off by the Casino at odds of 8 to 1.
 - iv. A winning bet on the optional Fortune 7 side bet will be paid the odds of 40-1.
- E. Shuffling, cutting, and burning of cards:
- F.
 - A. Immediately prior to commencement of play, before any round of play as determined by the Casino, and after each shoe of cards is dealt, the dealer will shuffle the cards:
 - i. A shuffle procedure will be utilized so that a random intermix of cards is administered through any combination of washing, stripping and/or riffing so as to provide a thorough mix.
 - ii. The Casino reserves the right to change or alter its shuffle procedure to acquire such a mix at any time.
 - iii. The Casino also reserves the right to burn cards at any time.
 - iv. The Casino reserves the right to allow patrons the right to cut the deck prior to commencing the game.
 - B. When the cards are handled by players, the cards will be removed after the shoe is finished as a complete set by a table games supervisor or above, sealed in a clear plastic bag, and identified with the date, table game, number of decks of cards, reason for removal, and signature of the employee removing the cards.
 - C. The Casino will use pre-shuffled decks in accordance with OAC 3772-11-23(G).
 - i. Before being placed into play, the pre-shuffled decks will be run through the shuffler to ensure the correct count of cards. This will be indicated by the green light on the shuffler.
 - ii. In the event of a red light, the cards will be taken out and counted down manually by the Supervisor or above.
- G. Dealing Procedures:

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1. There shall be two hands dealt in the game of Commission Free Dragon Bonus Baccarat one of which shall be denominated the player's hand and the other denominated the banker's hand.
2. At the start 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 face down. The first and third cards dealt shall be placed face down in the area on the layout designated for the player's hand. 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 announced, at which time the second and fourth cards shall be placed face up in the area on the layout designated for the banker's hand.
4. 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 one more hand, no more cards will be dealt until the reshuffle occurs.

H. Irregularities:

- A. A card drawn in error from the dealing shoe that is not exposed shall be used as the first card of the next round of play.
- B. If a third card is dealt in error and is not exposed during the round of play and cannot be used based on the "Third Card Rule" guidelines for either the player or banker, it shall become the first card of the next round of play.
- C. If a third card dealt in error is exposed during the round of play and cannot be used based on the "Third Card Rule" guidelines for either the Banker or Player, it shall become the first card of a simulated round of play (Phantom Hand) in which wagers may not be accepted. The phantom hand will be dealt in accordance with house rules and be placed in the discard rack upon completion of the hand.
- D. A card found face up in the dealing shoe may be used as the next card if it is needed to complete the hand. If the card is not needed to complete the hand or if no cards have been dealt it may be used in the game and shall be the first card of a simulated round of play (Phantom Hand) in which no wagers may be accepted.
- E. If a dealer comes into the game and accidentally burns a card, and the cards goes into the discard rack, a phantom hand will be performed according to house procedure.

**Section Fourteen -
Poker Promotional Fund
(OAC 3772-11-43)**

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A. The purpose of this appendix is to detail the general rules that govern the poker room's Promotional Fund on all pot raked poker games.

1. The Promotional Fund will be used for promotions specifically to provide incentives for poker players to play at the property.
2. 100% of the money collected in this fund will be returned to the players in cash, chips, tournament seats, or prizes.
3. The Promotional Fund will be updated daily, with the amounts collected and distributed over the previous gaming day, within the room as well as the website. The website will be reviewed for accuracy by a poker room supervisor or above each day.

B. Promotional Fund:

1. The Promotional Fund will be funded by up to \$2.00 collected from qualifying games when the pot reaches the thresholds of \$10.00 and \$20.00. 100% of the Promotional Fund will be returned to players in various forms of cash rewards and promotional programs, including High Hands (ex: highest hand), Hot Seat Drawings (ex: randomly selected seats/tables), Splash the Pot (ex: money added to pot), Royal Flush Bonuses, Bad Beat (ex: specific hands losing to a higher hand), Quads or Better (ex: money paid for specified hands), Paid to Play (ex: hours based), Drawings (ex: entries system/tickets based), and any other cash promotions that are approved by the Ohio Casino Control Commission.
2. The count room team will be responsible for the counting of the promotional funds. Revenue Audit will be responsible for reporting the promotional funds each day, and at the end of each month review the totals recorded on the Promotional Fund Log for accuracy. The Poker department will be responsible for collecting, posting, and awarding promotional funds. The Poker Manager will be responsible for projecting the overall balance of the promotional fund, and determining an appropriate amount to return to players in the form of promotions each month.
3. In the event the promotional poker player fund ever falls into a negative balance, the Casino will fund the account up to a zero daily balance using separate funds provided solely by the Casino. The player fund shall not be liable for repaying this supplemental promotional funding provided by the Casino.

C. Collection of Promotional Funds:

1. The dealer in any pot raked game will take \$1.00 from the pot when it reaches \$10.00 and an additional \$1.00 when the pot reaches \$20.00 once the hand reaches the flop. This is in addition to the normal rake. These funds will be dropped into a secured promotional box located on the dealer's left side of the poker table. At the discretion of the Casino, a tube

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for the purpose of collecting up to five (5) \$1.00 chips may be placed on the left side of the dealer tray for the purpose of “coloring up” five (5) \$1.00 chips to a single \$5.00 chip. The \$5.00 chip will then be dropped into the secured box located on the dealer’s left side of the poker table.

2. At the end of the gaming day, the promotional boxes will be removed from the tables by Security personnel and transported, under surveillance, to the count room. This will be done either in a locked cart separate from the normal rake or in a cart with separate locking compartments designed to keep the promotional boxes separate from the rake boxes. In the event that a promotional drop box is filled before the end of the gaming day, Security will be summoned to remove the filled box. A new box will be put in place and the filled box will be transported by the Security personnel to the cage.
3. Count Room personnel will count and record the total funds collected on a promotional drop log. The funds will be transferred to the vault accountability utilizing normal buy procedures for drops and counts
4. Revenue Audit at the Casino will maintain a spreadsheet for the calculation of the promotional funds. The spreadsheet will list the amount of the liability. The spreadsheet will have one table detailing the amount the Casino has collected in the Promotional Fund through its promotional drop.
5. Revenue Audit will forward the current spreadsheet detailing the total promotional liability to the Poker department each day. The Poker Supervisor designee or above will post the current information from the spreadsheet into the Poker Promotional Log. The new promotional liability amount will be posted by approximately 3:00pm each day for the players in the Poker Room.

Section Fifteen - Zappit Blackjack

The purpose of this appendix is to detail the general rules that govern Zappit Blackjack.

- A. Zappit Blackjack is based on regular blackjack. However, if a player is dealt a hard two-card total of 15, 16, 17 or 18, they have the option to get two new cards. The dealer will check for blackjack, if applicable, before players are allowed to “Zappit.” Insurance is offered as in a standard Blackjack game.

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1. If a player elects to Zappit, the Dealer will make a hand-gesture, using the index finger to “make an X” in front of the player’s hand. This gesture will indicate to Surveillance that the original hand will be replaced.
2. The initial player hand is replaced with two new cards.
3. The original hand will immediately be placed in the discard rack and the two, new replacement cards will be dealt to the player. Regular blackjack rules and procedures then continue with the new hand.
4. The cards from a player’s hand may only be exchanged once and only the original two cards dealt may be exchanged.

- B. As an example, the player elects to Zappit and exchange their 15 and is dealt a new hand. The player can now double as usual blackjack procedures follow.



- C. As an additional example, the player elects to Zappit and exchange their 17 and is dealt a new hand. In this case, the player received a blackjack and will be paid 1-1 on their wager.



- D. All doubling and splitting is allowed on regular and exchanged hands. First-two-card blackjacks pay 3 to 2. Zappit blackjacks are considered ‘21’ and pay 1 to 1 as part of the

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normal pay and take sequence. Zappit blackjacks (those made after exchanging cards) will push with a dealer total of 21 or a dealer bust on 22.

- E. If the dealer busts with a point total of 22, any bets you have left in action are pushes. Note: Player blackjacks are paid before the dealer hits out his hand, so they are exempt from the Push 22 rule.
- F. Other than the specific rules and examples outlined in this section, Zappit Blackjack is played following the rules and procedures of standard Blackjack, as described in Section 2 - Blackjack of this document.

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Section Sixteen –
Blackjack Switch

- A. The purpose of this appendix is to detail the general rules that govern Blackjack Switch.
- B. Number of decks of cards and value of each card:
1. This game is played with not less than six (6) and no more than eight (8) decks of cards with the backs of cards being the same color and design and two (2) additional cutting cards. The Casino reserves the option at any time to select and designate the number of decks and cutting cards utilized on the gaming tables.
 2. The cards contained in each deck will be as follows:
 - a. Four suits consisting of clubs, diamonds, hearts, and spades with each suit containing 13 cards for a total of 52 cards; and
 - b. The values of each card per suit range from 2 to 10 plus one of each of the following: Jack, Queen, King, and Ace.
 3. The value of the cards contained in each deck will be as follows:
 - a. Any card from "2" to "10" will have its face value.
 - b. Any Jack, Queen or King will have a value of ten (10).
 - c. An Ace will have a value of eleven (11) unless that would give a player or a Dealer a score in excess of 21 in which case an Ace will have a value of one (1).
- C. Object of Game, method of play, and wagers:
1. "Blackjack Switch" will only be played on tables with a "Blackjack Switch" layout. "Blackjack Switch" will be played with six or eight standard decks of cards and may be dealt from either a multi-deck shoe or a continuous shuffler.
 - a. 2. In the game of "Blackjack Switch" each player is required to play two hands of Blackjack and will be required to place two **equal** wagers in the designated betting areas in front of each player's position. An *optional* third betting area designated "Push 22" may also have a wager placed. A player is **not permitted** to play *only* the "Push 22". Players must have "Blackjack Switch" wagers in order to wager on the "Push 22". The Push 22 side bet wins if the dealer's final point count is a total of 22. Signage for the "Push 22" side bet will display min & max bets.

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3. Once all players have placed their wagers the dealer will deal two hands to each player 'face-up' consisting of two cards for *each* hand. Each card will be dealt one at a time in rotation around the table beginning with the player to the far left of the dealer and dealt lastly to the dealer. Each player will end up with four cards (two cards each for the two "Blackjack Switch" hands) and the dealer will end up with one card face up and one card face down.

4.
 - a. If the dealer has been dealt an Ace face-up then the dealer will offer "Insurance" and each player may insure one or both hands.

 - b. If the dealer has a blackjack any player hand which is also a blackjack will tie the dealer and their wager will be 'pushed'. All other hands will lose. Any 'Insurance' wagers would be paid at *two to one* (2 to 1) odds.

 - c. If the dealer doesn't have a blackjack play will then start with the player to the dealer's left.

 - d. With each player having two hands the dealer will work with the hand to the player's left and complete the action on that hand before working on the player's other hand (the hand on the right).

5. Switching Cards
 - a. In the game of "Blackjack Switch" player's get an additional option to perform a 'switch'. A 'switch' is when the *second (or top card) cards* of the player's two blackjack hands may be interchanged or 'switched' around. Only the *second card* of each hand may be 'switched' and all 'switches' are handled by the dealer as the player is not permitted to touch the cards.

 - b. If a player who 'switches' wishes to 'switch' back this is permitted providing no further action has been performed by the dealer.

 - c. The dealer must get a confirmation on whether a player wants to 'switch' or not. The player can give a verbal indication as well as a twisting motion of the hand above the cards to signal the 'switch'.

 - d. Whether a player wishes to 'switch' or not, all further play regarding standing, hitting, splitting or doubling will follow regular multi-deck

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blackjack rules and procedures with the exception that player 'Blackjacks' will be paid at odds of *one to one*.

- e. If a player 'switches' to make a hand consisting of an Ace and a face card (ten value), the hand will be counted as having a value of twenty-one. Only two card hands, of an Ace and face (ten value) that have not been 'switched' will count as a Blackjack.
- f. When the dealer has completed action on both of the player's hands, the dealer shall move to the next player in rotation and offer the same options as the first player starting with a confirmation on whether or not the player would like to take the 'switch' option.
- g. Players can only 'switch' after the dealer has checked for blackjack.

7. Blackjack

- a. Players who have been dealt a blackjack may not take "even money" if the dealer is showing an Ace. If the player wishes to protect their 'Blackjack' then an insurance bet must be made. If the player has Blackjack in both of their hands they may insure one or both hands.

8. Payment of Wagers & the dealer "22" rule

- b. When the dealer has acted on all players' hands, the dealer will then play out the dealer's hand in the same manner as regular blackjack by paying winning wagers and collecting losing wagers. The exception to this will be when the dealer's hand has a hard total of (22) twenty-two.
- c. An *optional* betting area designated "Push 22" may also have a wager placed. A player is **not permitted** to play *only* the "Push 22". Players must have "Blackjack Switch" wagers in order to wager on the "Push 22". The Push 22 side bet wins if the dealer's final point count is a total of 22. Signage for the "Push 22" side bet will display min & max bets.
- d. If the dealer's hand has a hard total of (22) twenty-two then all remaining player's wagers on the table are pushed. Player 'Blackjacks' will still be paid one to one (even money) with a dealer's hard total of (22) twenty-two.
- e. Any bet made on the "Push 22" wager will be paid according to the following pay table:

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Dealer Suited-22	50-to-1	All cards of the same Suit
Dealer Colored-22	20-to-1	All cards with suits of same color
Dealer Other-22	7-to-1	Any combination of 22
Dealer Hand Not 22	lose	

D. Wagers: Wagering Rules; Outcomes

1. Before the first card is dealt, a patron must wager at least the minimum wager and no more than the maximum, within both betting areas. Any chips between circles are to be considered no wager.
 - a. Once the first card is delivered the patron is not allowed to handle, alter or make a new wager except for splitting pairs, doubling down, or insurance.
2. The patron wins an amount as determined by the odds visible on the table, when:
 - a. The sum of the patron's cards is twenty-one (21) or less, and the sum of the dealer's cards is more than twenty-two (22).
 - b. The sum of the patron's cards exceeds that of the dealer without exceeding twenty-one (21).
 - c. The patron has a blackjack, and the dealer does not.
 - d. Other cards or combinations of cards based on promotions offered and approved by the executive director or his/her designee.
3. A wager is pushed and retained by the player when the sum of the patron's cards is the same as the dealer or when both the dealer and the patron have a blackjack. If the dealer's hand has a total of twenty-two (22) all remaining wagers will 'push' and will be returned to the patron. A patron's wager is lost if the dealer has a blackjack and the sum of the patron's cards is twenty-one (21), but not a blackjack.
4. After a wager on the insurance line, a wager to double down, or a wager to split pairs has been confirmed by the dealer, no patron may handle, remove or alter any wager until the hand is completed.

E. Payment of Wagers

1. Winning wagers (including 'Blackjacks') must be paid at odds of at least one (1) to one (1).

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2. All winning insurance wagers must be paid at odds of at least two (2) to one (1).
 3. All winning even money wagers must be paid at odds of at least one (1) to one (1).
 4. Any promotional wagers must be paid at odds approved by the executive director or his/her designee.
- F. Shuffling, cutting, and burning of cards:
1. Immediately prior to commencement of play, before any round of play, before any round of play as determined by the Casino, and after each shoe of cards is dealt, the dealer will shuffle the cards:
 - a. A shuffle procedure will be utilized so that a random intermix of cards is administered through any combination of washing, stripping and/or riffing so as to provide a thorough mix.
 - b. The Casino reserves the right to change or alter its shuffle procedure to acquire such a mix at any time.
 2. After the cards have been shuffled, the dealer will offer the stack of cards with backs facing away from him/her to the players to be cut. The player designated will cut the cards by placing the cutting card in the stack approximately fifty-two (52) cards in from either end.
 3. The dealer must make a reasonable attempt to alternate the cut among all patrons.
 4. Once the cutting card has been inserted by the player, the dealer will take all cards in front of the cutting card and place them to the back of the stack after which the dealer will insert the second cutting card. The stack of cards will then be inserted in the dealing shoe for commencement of play.
- G. Procedures for Dealing Cards
1. Cards used at a 'Blackjack Switch' game must be dealt from the hand or a dealing shoe which is located on the table to the left of the dealer. A continuous shuffle machine may also be used when dealing.
 2. If the dealer deals the cards by hand, the dealer may not turn the deck upside down and must keep the deck flat. The cards must be held and dealt in a manner that does not expose the value of any card to a patron or a spectator.

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H. Handling of the Cards

1. At no time is a patron allowed to touch and or hold the cards dealt to him/her.
2. The patrons may not contact the cards with the patron's person or any instrument in any manner that would alter, mark, bend, or otherwise allow any card to be distinguished from any other card.
3. A dealer may not contact the cards with the dealer's person or any instrument in any manner that would alter, mark, bend, or otherwise allow any card to be distinguished from any other cards

I. Burn Procedure

1. The dealer will deal the first card face down, not shown, and place it in the discard rack, which is located on the table immediately to the right of the dealer. This card will not be shown unless the patron requests to see it and the Table Games Supervisor or above approves it.

J. The Deal and Play

1. The dealer will remove the cards from the shoe or a continuous shuffle machine by turning and placing them face upwards.
2. All patrons cards will be delivered face up, starting on the dealer's left and continuing clockwise around the table.
3. After each patron has received one (1) card face up (on both spots), the second (2) card will be dealt face up (on both spots) to each patron face up and the dealer's final card will be dealt.
4. If the cutting card is reached during the deal of the cards, the dealer must continue dealing until that round of play is completed.

M. Hand Signals

The Casino will insure that all patrons are aware of the correct hand motions that are to be utilized to signify the patron wants to receive an additional card or wants to stand. When

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switching cards the patron may use a 'twisting' of the hand motion to indicate a 'switch' move.

N. Point Count

A patron is responsible for correctly computing the point count of the patron's hand. A patron may not rely on the point counts announced by the dealer.

O. Drawing Additional Cards

1. A patron may elect to draw additional cards if the patron's count total is less than twenty-one (21). A patron with a blackjack or a hard or soft total of twenty-one (21) may not draw additional cards.
2. A dealer must draw additional cards to the dealer's hand until the dealer has a hard or soft total of seventeen (17) or above. A dealer may not draw additional cards to the dealer's hand once a point total of hard seventeen (17) or above has been reached.

P. Patrons Wagering on Multiple Hands

At the discretion of the Casino, a player may wager on more than one (1) gaming position or may limit the positions played during hours when there are insufficient seats to accommodate the patron's demands.

Q. Double Down (including after 'switch')

1. A patron may elect to double down with any two (2) cards except blackjack, wager up to the amount of his/her original wager, on the condition that only one (1) additional card shall be dealt to him/her.
2. The additional wager shall be within the circle before the double down card is dealt.
3. The double down card will be exposed and placed perpendicular to the two (2) cards involved in such a manner as to keep the number exposed on the player's second card.

R. Splitting Hands (including after 'switch')

1. Whenever the initial two (2) cards to a patron (on either hand) are of the same face value, the patron may elect to split the cards into two separate hands, the wager is equal to the amount of his/her original wager.

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2. When a patron splits pairs, the dealer will deal a second card to the first hand. The patron will signal either additional cards or stand. The dealer will then deal to the second hand. Again the patron will signal either additional cards or stand.
 - a. The patron can split again if the hit card is of equal value to the original cards, up to three (3) times or four (4) hands. This applies to 'both' hands.
 - b. The patron must receive at least one additional card to each card split.
 - c. Aces can be split only one time and doubling down does not apply. The player splitting aces may only receive one card on each ace. The additional card will be placed perpendicular to each ace.

S. Insurance

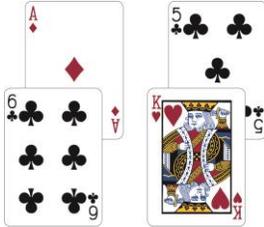
1. When the dealer receives an ace on the up card, insurance will be offered to the patrons at the table. The patron has the option on insurance up to one-half ($\frac{1}{2}$) of the original wager on both hands. Insurance shall be placed on the insurance line.
2. If the patrons hand has been insured it will pay at a rate of 2 to 1 when the dealer receives a blackjack.

T. Procedure for Switching the Cards

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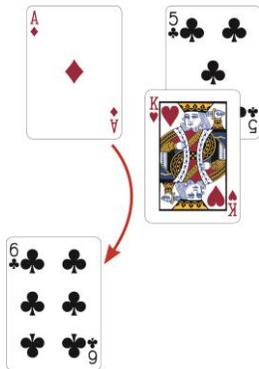
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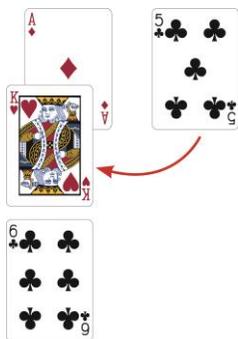


Starting position of the player's hand

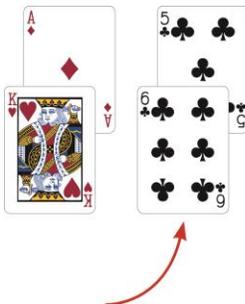
Using the left hand on the first spot and the right hand on the remaining spots, the dealer will first pull the left hand card to be "switched".



Next, the dealer will move the right hand card into the position originally taken by the left card.



Finally, the dealer will move the original left card into the position left vacant by the right card.



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Section Seventeen
Craps Free Craps

- A. The purpose of this Appendix is to detail the general rules that govern Craps Free Craps.
- B. The game of craps free craps is played with one stick of five dice with each die containing the number one opposite the side with the number six, the number two opposite the side with the number five, and the number three opposite the side with the number four.
1. To begin the game, the stickperson (i.e. boxperson or dealer maintaining control of the dice) will empty the bowl of dice onto the table. The stickperson will push all of the dice in front of the patron who is shooting (the "Shooter)." The shooter will select two (2) of the five (5) dice and the stickperson will bring the other dice to the center. The remaining dice will be returned to the dice cup which will be placed in front of the stickperson.
 - a. The shooter must throw both dice simultaneously to the furthest end of the table using only one hand.
 - b. A roll of the dice will be deemed invalid whenever either or both of the dice go off the table or whenever one (1) die comes to rest on top of the other die.
 - i. A table games supervisor or above will inspect any dice that bounce off the table during a roll. The inspection will include the following: verifying the dice serial number, verifying the property logo and will also inspect for any signs of tampering, flaws, scratches, marks or any other defects that might affect the play of the game.
 - ii. In the event a die is lost during play the entire set will be changed out before the next shooter and the OCCC will be notified.
 - c. The stickperson or a table games supervisor or above has the option to call "No roll" for any of the following reasons:
 - i. The dice do not leave the shooter's hand simultaneously;
 - ii. Either or both of the dice come to rest on the chip bank;
 - iii. Either or both of the dice fail to strike the furthest end of the table away from the shooter;

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- iv. Either or both of the dice come to rest in the dice cup in front of the stickperson or on one of the rails surrounding the table;
- v. If a die (dice) hits a patron and the travel of the die (dice) is stopped; and
- vi. Any other throws that the stickperson or a table games supervisor or above deems to be improper.

C. Duties of the dealers:

- 1. Each dice table shall be staffed with a minimum of 3 dealers (1 stick person and 2 base dealers) and a boxman or sit down supervisor. The duties of each dealers shall include the following:
 - a. The stickperson
 - i. Controls the movement of the dice.
 - ii. Keeps eyes on the dice.
 - iii. Calls each roll of the dice.
 - iv. Watches payoffs at the end of the table in which the dice are rolled.
 - v. Sets up and informs base dealers of any proposition bets that need paying.
 - b. The base dealer
 - i. Verify the roll of the dice (when the dice land on the end of the table in which they are working).
 - ii. Sets up and payoff bets.
 - iii. Deals the game in accordance to policies and procedures.
 - iv. Pays proposition bets as instructed by stickperson.

D. Permitted Wagers:

- 1. "Pass Bet" - A wager placed on the Pass Line.

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- a. The Pass Bet will win if, on the Come Out Roll: ("Come Out Roll" shall mean the first roll of the dice at the opening of the game and the first roll of the dice after a decision with respect to a Pass Bet has been affected.)
 - i. A total of 7 is thrown.
 - ii. A total of 2, 3, 4, 5, 6, 8, 9, 10, 11 or 12 is thrown on the Come Out Roll and that total is again thrown before a 7 appears.
 - b. The Pass Bet will lose if, on the Come Out Roll:
 - i. A total of 2, 3, 4, 5, 6, 8, 9, 10, 11 or 12 is thrown on the Come Out Roll and a 7 subsequently appears before that total is thrown again.
2. "Come Bet" - A wager placed on the Come Line.
- a. A patron may "bypass" the come area and place a "Come Bet" on the numbers 2, 3, 4, 5, 6, 8, 9, 10, 11 or 12. This type of wager is referred to as a "Put" bet and once placed on one of the numbers is a contract bet and paid as if it was Come bet:
 - b. The Come Bet will win if, on the roll immediately following the placement of such bet:
 - i. A total of 7 is thrown.
 - ii. A total of 2, 3, 4, 5, 6, 8, 9, 10, 11 or 12 is thrown and that total is again thrown before a 7 appears.
 - c. The Come Bet will lose if, on the roll immediately following the placement of such bet:
 - i. A total of 2, 3, 4, 5, 6, 8, 9, 10, 11 or 12 is thrown and a 7 subsequently appears before that total is thrown again.
 - ii. In the event of a come out roll, the original Come bet will always have action. Any additional odds wager made by the player will not be in play unless otherwise requested by the player. Any additional odds wager that was not in action when a 7 has been thrown on a come out roll will be returned to the player.
3. "Place Bet to Win" - A wager made at any time on 2, 3, 4, 5, 6, 8, 9, 10, 11 or 12 which will win if the number on which the wager was placed is thrown before a 7 appears and lose if a 7 is thrown before such number.

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4. "Buy Bet" - A wager made at any time where the player has the option of receiving true odds on a Place Bet to Win. The property may collect a vigorish of up to 5% of the amount wagered on Buy Bets.
5. "Lay Bet" - A wager made at any time where players are offered true odds on a Place Bet to Lose in return for the player paying to the Casino five percent (5%) of the amount the player could win on such bet.
6. "Four the Hard Way" - A wager made at any time which will win if a total of 4 is thrown the hard way (i.e. with a 2 appearing on each die) before 4 is thrown in any other way and before a 7 is thrown.
7. "Six the Hard Way" - A wager made at any time which will win if a total of 6 is thrown the hard way before 6 is thrown in any other way and before a 7 is thrown.
8. "Eight the Hard Way" - A wager made at any time which will win if a total of 8 is thrown the hard way before 8 is thrown in any other way and before a 7 is thrown.
9. "Ten the Hard Way" - A wager made at any time which will win if a total of 10 is thrown the hard way before 10 is thrown in any other way and before a 7 is thrown.
10. "Field Bet" - A one roll wager made at any time which will win if a total of 2, 3, 4, 9, 10, 11 or 12 is thrown on the roll immediately following placement of such bet and will lose if any other total is thrown.
11. "Any Seven" - A one roll wager made at any time which will win if a total of 7 is thrown on the roll immediately following placement of such bet and will lose if any other total is thrown.
12. "Any Craps; or a "C"" - A one roll wager made at any time which will win if a total of 2, 3 or 12 is thrown on the roll immediately following placement of such bet and will lose if any other total is thrown.
13. "Craps Two" - A one roll wager made at any time which will win if a total of 2 is thrown on the roll immediately following placement of such bet and will lose if any other total is thrown.
14. "Craps Three" - A one roll wager made at any time which will win if a total of 3 is thrown on the roll immediately following placement of such bet and will lose if any other total is thrown.

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15. "Craps Twelve" - A one roll wager made at any time which will win if a total of 12 is thrown on the roll immediately following placement of such bet and will lose if any other total is thrown.
16. "'11 in One Roll, or an "E" or a "Yo'" - A one roll wager made at any time which will win if a total of 11 is thrown on the roll immediately following the placement of such bet and will lose if any other total is thrown.
17. "Horn Bet" - A one roll wager made at any time which will win if a total of 2, 3, 11 or 12 is thrown on the roll immediately following placement of such bet and will lose if any other total is thrown.
18. "Horn High Bet" - A one roll wager made in units of five (5) with four (4) units wagered as a Horn Bet and the remaining unit wagered on either 2, 3, 11 or 12. The player will win if 2, 3, 11 or 12 is thrown on the roll immediately following placement of such bet and lose if any other total is thrown.
19. "World Bet" - A one roll wager placed in units of five (5) with four (4) units wagered as a Horn Bet and the remaining unit wagered on Any Seven. The player will win if 2, 3, 7, 11 or 12 is thrown on the roll immediately following placement of such bet and lose if any other total is thrown.
20. Bonus Craps" – Consists of three side bets concerning the sequences of rolls of two dice in a series of underlying Craps games. These side bets are:
 - a. All Small – wins if each of the totals 2, 3, 4, 5, and 6 are rolled before a 7 is rolled
 - b. All Tall – wins if each of the totals 8, 9, 10, 11, and 12 are rolled before a 7 is rolled
 - c. Make 'Em All – wins in the event that each of the totals 2, 3, 4, 5, 6, 8, 9, 10, 11, and 12 are rolled before a 7 is rolled

Side Bet	Pay
All Small	30:1
All Tall	30:1
Make 'Em All	150:1

E. Permitted Wagers - Supplemental Wagers:

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1. "Hop Bet" - A one roll wager that may be made at any time on a specific combination designated by the player which will win if the combination is thrown on the roll immediately following placement of such bet and will lose if any other combination is thrown.
2. "Big Six" ("Big Eight") - A wager placed on the Big Six (or Big Eight) area at any time which will win if a total of 6 (or 8) is thrown before a 7 appears and will lose if a 7 is thrown before a total of 6 (or 8) is thrown.
3. "Put Bet" - A wager that is put on a number 2, 3, 4, 5, 6, 8, 9, 10, 11 or 12 which will win if the number is thrown before a 7 appears and will lose if a 7 appears before the number is thrown.
4. "Fire Bet"- Players are paid odds based on how many "individual points" a shooter can successfully make (up to a total of six (6) individual points). The term "individual points" refers to when the shooter successfully makes a point from the pool of points (2,3,4,5,6,8,9,10,11 or 12) that has not been previously been made. Successfully making the same point more than once will only count as one "individual point". "Individual points" DO NOT have to be made in any specific order. Only a seven out results in the bet losing or being paid based on the number of "individual points" (up to six) that had been made prior to the seven-out. Players can only make a bet before the "come out" roll of a new shooter and the initial point has not been established. Once a point has been established by the shooter no more Fire Bets will be accepted. A Fire Bet cannot be taken down or called off.
5. "Placing and Removing Wagers:
 - i. Wagers will be made before the dice are thrown, but they may be made between the time the dice leave the shooter's hand and the time the dice come to rest, provided that they are confirmed orally by the dealer or table game supervisor or above.
 - ii. A wager made on any bet may be removed/ reduced at any time prior to the roll of the dice that decides the outcome of such wager except that a Pass Bet and a Come Bet will not be removed or reduced after a Come Out Point or Come Point is established with respect to such bet.
 - iii. All Buy, Place, Come Odds and Hard Way bets will be inactive on any Come Out Roll unless called "On" by the player and confirmed by the dealer through placement of an "On" marker button on the top of each player's wager. All other wagers will be considered "On."

F. Payout Odds:

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1. All winning wagers will be paid off at the odds listed below:

Come Bet	1 to 1
Pass Bet	1 to 1
Four or Ten the Hard Way	7 to 1
Six or Eight the Hard Way	9 to 1
Field Bet (2 & 12)	2 to 1
Field Bet 3, 4, 9, 10 or 11)	1 to 1
Place Bet 2 or 12 to Win	11 to 2
Place Bet 3 or 11 to Win	11 to 4
Place Bet 4 or 10 to Win	9 to 5
Place Bet 5 or 9 to Win	7 to 5
Place Bet 6 or 8 to Win	7 to 6
Buy Bet 2 or 12 to Win	6 to 1
Buy Bet 3 to 11 to Win	3 to 1
Buy Bet 4 or 10 to Win	2 to 1
Buy Bet 5 or 9 to Win	3 to 2
Buy Bet 6 or 8 to Win	6 to 5
Lay Bets 2 or 12 to lose	1 to 6
Lay Bets 3 or 11 to lose	1 to 3
Lay Bets 4 or 10 to lose	1 to 2
Lay Bets 5 or 9 to lose	2 to 3
Lay Bets 6 or 8 to lose	5 to 6
Any Seven	4 to 1
Any Craps (or "C")	7 to 1
Craps Two or Twelve	30 to 1
Craps Three	15 to 1
11 in One Roll (or "E")	15 to 1
Hop Bet - Pairs	30 to 1
Hop Bet - All Others	15 to 1
Big Six	1 to 1
Big Eight	1 to 1
Put Bet	1 to 1
Fire Bet (6)	"Individual Points" pays 299 to 1
Fire Bet (5)	"Individual Points" pays 149 to 1
Fire Bet (4)	"Individual Points" pays 29 to 1
Fire Bet (3)	"Individual Points" pays 9 to 1

2. A Horn Bet and Horn High Bet will be paid as if it were four (4) separate wagers on 2, 3, 11 and 12.

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3. A World Bet will be paid as if were five (5) separate wagers on 2, 3, 11, 12 and any 7.
4. If an uneven wager is accepted, the Casino will pay the player odds on the even portion of the bet and even money on the balance. Uneven odds payoffs will be rounded up to the nearest dollar unit.

G. Supplemental Wagers Made After the Come-Out Roll in Support of Pass and Come Bets.

1. Whenever a player makes a Pass Bet and a total of 2,3, 4, 5, 6, 8, 9, 10,11 or 12 is thrown on the Come Out Roll, the player will have the right to make an additional wager (Odds) in support of the Pass Bet which will be limited by the Casino to an amount up to One Hundred (100) times the original Pass Bet for the points of 2&3, 4&10, 5&9, 6&8 and 11&12. If the Pass Bet wins, the original Pass Bet will be paid at odds of 1 to 1 and the supplemental wager will be paid at odds of 6 to 1 if the Come out point is 2 or 12, 3 to 1 if the Come out point is 3 or 11, 2 to 1 if the Come Out Point was 4 or 10, 3 to 2 if the Come Out Point was 5 or 9, and 6 to 5 if the Come Out Point was 6 or 8.

Whenever a player makes a Come Bet and a total of 2,3, 4, 5, 6, 8, 9, 10,11 or 12 is thrown on the Come Out Roll, the player will have the right to make an additional wager (Odds) in support of the Come Bet which will be limited by the Casino to an amount up to One Hundred (100) times the original Come Bet for the points of 2&3, 4&10, 5&9, , 6&8 and 11&12. If the Come Bet wins, the original Come Bet will be paid at odds of 1 to 1 and the supplemental wager will be paid at odds of 6 to 1 if the Come out point is 2 or 12, 3 to 1 if the Come out point is 3 or 11, 2 to 1 if the Come Out Point was 4 or 10, 3 to 2 if the Come Out Point was 5 or 9, and 6 to 5 if the Come Out Point was 6 or 8.

2. The maximum amount allowable as an additional wager (odds) in support of a Pass or Come Bet will be posted on each game.

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Section Eighteen
DJ Wild Poker

A. The purpose of this Appendix is to detail the general rules that govern DJ Wild Poker

B. Number of decks of cards and value of each card:

1. Each table game may be set-up with two decks of cards of different colors. However, only one deck of cards will be used at any given time.
2. 53 cards in total: Four suits consisting of clubs, diamonds, hearts, and spades with each suit containing 13 cards plus the use of one joker card.
3. The values of each card per suit range from 2 to 10 plus one of each of the following: Jack, Queen, King, and Ace.
4. The Joker will always be considered wild, along with a two (2) of any suit being considered either a natural or a wild card.
5. Hands with a deuce are not considered “wild” if the deuce is not used as a wild card to make a winning Trips hand, it will be considered a natural (trips three deuces).

C. Object of Game, method of play, and wagers:

1. The object of the game is to get a higher five card poker hand than the dealer.
2. Hands are ranked from highest to lowest as follows:
 - a. Five Wilds: A hand containing the Joker and all four two’s (Hearts, Clubs, Diamonds and Spades).
 - b. Royal Flush: Five cards of the same suit in sequential order as follows: ace, king, queen, jack and ten.
 - c. Five of a kind (quints): A hand containing 5 cards of equal value including any number of wild cards.
 - d. Straight Flush: Five cards of the same suit in sequential order. The highest combination is the king, queen, jack, ten and nine of the same suit. The lowest combination is the ace, two, three, four and five of the same suit.
 - e. Four of a kind (quads): A hand containing 4 cards of the same value.
 - f. Full House: Five cards consisting of one “three of a kind” and one “pair”. The highest combination is three aces and one pair of kings. The lowest combination is three twos combines with one pair of threes.

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- g. Flush: Five cards of the same suit not in sequential order. The highest combination is the ace, king, queen, jack and nine. The lowest combination is the two, three, four, five and seven.
- h. Straight: Five cards of different suits in sequential order. The highest combination is the ace, king, queen, jack and ten. The lowest combination is the ace, two, three, four and five.
- i. Three of a Kind: Three cards of the same rank (i.e. value). The highest combination is three Aces. The lowest combination is three twos.
- j. Two Pair: One pair of two cards of the same rank plus another pair of two cards of the same rank; the ranks of each respective pair are different. The highest combination is having a pair of aces and a pair of kings. The lowest combination is having a pair of twos and a pair of threes.
- k. One pair. Any hand containing two cards of the same rank.
- l. Aces high or less.

2. Wagers:

- a. This game involves five different bets: “Ante”, “Blind”, “Play”, “Trips” and “Two Way Bad Beat”. A player must make both an equal ante and a blind wager to participate in the game. Before the commencement of the game an optional trips and or a two way bad beat wager may be made in addition to the ante and blind wager. At the discretion of the Casino, a player may play multiple different positions at the table if they are adjacent to one another; all secondary hands must be played blind.
- b. After the player receives and views his/her cards, he/she has the option to:
 - i. Place a play wager which will be equal to two times the ante wager; or
 - ii. Fold his/her hand; therefore, forfeiting his/her ante, blind wager and Two way bad beat wager.
 - iii. NOTE: If a player has made a trips wager and has folded with a three of a kind or better, he/she still wins. However, it is the player’s responsibility to inform the dealer that he/she has a winning trips wager on a hand that has been folded. The dealer will then place the player’s cards face down under the trips wager on the table.
- c. Ante, play and blind payouts:

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- i. If the player's hand beats the dealer's hand the play and ante wagers pay even money while the blind wager pays according to the following table:

Blind Paytable	
Hand Ranking	Payout
Five Wilds	1000 to 1*
Royal Flush	50 to 1*
Five of a Kind	10 to 1*
Straight Flush	9 to 1*
Four of a Kind	4 to 1*
Full House	3 to 1*
Flush	2 to 1*
Straight	1 to 1*
Other	Push*
* Must beat dealer	

- ii. If the player's hand ties the dealers hand then the ante, play and blind wagers push.
- d. Trips payouts:
- i. A trips wager will win if the player's final five card hand is three of a kind or higher.
- Actual payouts noted in the following pay table:

Hand Ranking	Payout (Natural)	Payout (Wild)
Five Wilds	2000 to 1	
Royal Flush	1000 to 1	60 to 1
Five of a Kind	50 to 1	
Straight Flush	200 to 1	25 to 1
Four of a Kind	40 to 1	6 to 1
Full House	30 to 1	5 to 1
Flush	25 to 1	4 to 1
Straight	20 to 1	3 to 1
Three of a Kind	6 to 1	1 to 1

- e. Bad Beat

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- i. The two-way bad beat bonus is an optional upgrade for DJ Wild Poker. The bet wins if both the player and the dealer each have three of a kind or better—and they do not tie. The bet will be paid pursuant to the following pay table based on the losing hand:

Hand Ranking	Payout
Royal Flush	500 to 1
Five of a Kind	500 to 1
Straight Flush	500 to 1
Four of a Kind	300 to 1
Full House	200 to 1
Flush	100 to 1
Straight	50 to 1
Three of a Kind	15 to 1

D. Shuffling, cutting, and burning of cards:

1. Immediately prior to commencement of play, before any round of play as determined by the Casino, and after each round of cards is dealt, the dealer will shuffle the cards:
 - a. A shuffle procedure will be utilized so that a random intermix of cards is administered through any combination of washing, stripping and/or riffling so as to provide a thorough mix.
 - b. The Casino may change or alter its shuffle procedure to acquire such a mix at any time.

E. Dealing Procedures:

1. With an automated shuffler or when dealing manually, cards are dealt face down one spot at a time starting from the dealer’s left and moving to the right until each player receives five cards and the dealer receives a total of five cards.

Section Nineteen

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***Dealer-Assisted Stadium Table Games ETG**

- A. The purpose of this appendix is to provide general information about the Interblock Stadium Table Games product and to detail the general rules that govern the Dealer-Assisted option for the Stadium Table Games ETG (SETG). The card games Blackjack and Baccarat can be dealt live by a Table Games Dealer or can operate electronically in the absence of a live Table Games Dealer. The other games offered on the SETG, which include Craps and Roulette, do not use a live Table Games Dealer and always operate electronically.
- B. All buy-ins for these games will be facilitated by a bill validator which accepts U.S. currency as well as TITO vouchers. There are no buy-ins that occur with a Table Games Dealer. The Dealer only deals the cards as prescribed by the Dealer Interface Screen and the ETGs card recognition function.
- C. Physical Characteristics: The card games for the SETG may be played on a standard blackjack-style, that does not have the traditional betting circles or contain a chip tray, as there are no live wagers placed or paid on the table itself. There is a table having card recognition for the live dealing of Blackjack by a live Table Games Dealer or; a table having card recognition for the live dealing of Mini Baccarat by a live Table Games Dealer or; an automated Blackjack game or; an automated Baccarat game. There are Player Game Interface (PGI) stations for placing wagers, which may have a direct view of the SETG tables or may be placed in other areas of the gaming floor, including smoking patios and connected via network, as approved by the commission or its designee.
- i. The PGI stations will feature touch screen monitors designed to allow players to place wagers on a live (dealt by a Table Games Dealer) or automated blackjack game, a live (dealt by a Table Games Dealer) or automated Mini Baccarat game, an automated roulette wheel, and an automated craps game. The Dealer Interface Screen (DIS) is designed to:
 1. Allow the dealer to enter all information required for operation of the game system.
 2. Provide the dealer with the required information to operate the game.
 3. When the blackjack game, Mini Baccarat game, or both are in live operation using a Table Games Dealer, a Table Games Supervisor or above will be required to supervise the dealing, dealer procedures, and card protection for the live operation of the SETG.
 - ii. The Table Games Dealer will deal the cards as prescribed by the DIS, using card recognition to determine cards to be dealt and whether the Dealer will hit or stay.
 - iii. Blackjack: Once the Dealer's hand has reached its conclusion, either by making a hand of hard 17 or better or by busting (having a card total in excess of 21), the SETG will commence an automated pay and take sequence to address all wagers made by players on their PGI stations.
 - iv. Baccarat: Once the Dealer has concluded the dealing of the Player and Banker hand, based on the standard hit and stand rules for Baccarat outlined in Section 13 of this

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Appendix A, the SETG will commence an automated pay and take sequence to address all wagers made by players on their PGI stations.

- D. The PGI stations offer a button where a player can choose to give a gratuity. All gratuities entered by players on the PGI stations will be included in the Table Games Dealers Token Pool. The information on the total amount of gratuities for each gaming day will be provided to Revenue Audit and Payroll.
- E. The SETG and the PGI stations will be serviced and maintained by the Slot Operations and Technical Departments as well as the vendor company.
- F. The bill validators on each of the PGI stations will be part of the slot drop.
- G. Whether Blackjack or Mini Baccarat, the live-dealt games will use up to 8-decks dealt out of a shoe and will be shuffled either by a shuffle machine or manually. In these instances of manual shuffle, the Dealer will follow the normal Table Games manual shuffle process.
- H. Table Games Dealer will cut the deck after the shuffle.
- I. There will be a Table Games pit podium to keep new and used cards, as well as store any equipment needed in the pit.
- J. Any misdeal will result in the hand being voided and all bets will remain for the dealing for the next hand. Voids will be performed by the Table Games Dealer through the DIS with notification to and approval by a Table Games Supervisor and up.
- K. All jackpots or manual payouts will be handled by Slot Attendants and up from the Slot Operations department. Any gratuities on these jackpots or manual payouts will go to the Slot Attendants,

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**Section Twenty
What The Flush**

- A. The purpose of this Appendix is to detail the general rules that govern What The Flush
- B. Number of decks of cards and value of each card:
1. Each table game may be set-up with two decks of cards of different colors. However, only one deck of cards will be used at any given time.
 2. 52 cards in total: Four suits consisting of clubs, diamonds, hearts, and spades with each suit containing 13 cards.
 3. The values of each card per suit range from 2 to 10 plus one of each of the following: Jack, Queen, King, and Ace.
 4. Deuces (two-valued cards) will always be considered wild.
- C. Object of Game, method of play, and wagers:
1. The object of the game is to get a flush with more cards than the dealer. Deuces are fully wild and can be used as any card needed to complete the hand.
 2. Players make an Ante wager. Players may also make the Flush Rush and Super Flush Rush bonus bets.
 3. The dealer, working clockwise from his left to his right, gives each player a packet of 7 cards and himself a packet of 8 cards.
 4. The dealer will then turn over their bottom card. If it is a wild card, it will be tossed out of the hand, and the dealer will play with 7 cards. If it is not wild, it will remain exposed.
 5. Players look at their hands and have a choice:
 - a. Fold their hand
 - b. Stay in the game by making a Play bet of:
 - i. 1x their Ante if they have a 4 card flush or less
 - ii. 2x their Ante if they have a 5 card flush or more
 - iii. 3x their Ante if they have a 6 card flush or more
 6. The dealer then reveals his hand and sets their longest flush hand.
-

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7. The dealer, working counter clockwise from right to left, compares his hand with the hand of each player that stayed in the game.
- a. If the player's hand beats the dealer's hand, the Ante and Play bet will be paid even money.
 - b. If the player's hand ranks less than the dealer's hand, the Ante and Play will lose.
 - c. If the player's hand and dealer's hand result in a tie, then both the Ante and Play will result in a push. If the player and dealer have flushes of identical length, the rank of the highest kicker card in the flush determines the winner. For example, Ac-7c-3c loses to Ah-10h-7h.

8. Players win the Flush Rush bonus bet if they can make a five-card flush or better, even if they lose to the dealer. Paytable below:

Hand	Pays
7-Card Flush	200 to 1
6-Card Flush	50 to 1
5-Card Flush	4 to 1

9. Players win the Super Flush Rush bonus bet if they can make a four-card straight flush or better, even if they lose to the dealer. Paytable below:

Hand	Pays
7-Card Straight Flush	200 to 1
6-Card Straight Flush	50 to 1
5-Card Straight Flush	20 to 1
4-Card Straight Flush	5 to 1

D. Shuffling, cutting, and burning of cards:

1. Immediately prior to commencement of play, before any round of play as determined by the Casino and after each round of cards is dealt, the dealer will shuffle the cards:
 - a. A shuffle procedure will be utilized so that a random intermix of cards is administered through any combination of washing, stripping and/or riffling so as to provide a thorough mix.
 - b. HCC may change or alter its shuffle procedure to acquire such a mix at any time.

Section Twenty One-

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Face Up Pai Gow

- A. The purpose of this appendix is to detail the general rules that govern Face Up Pai Gow Poker.
- B. Number of decks of cards and value of each card:
1. Each table game may be set-up with two decks of cards of different colors. However, only one deck of cards will be used at any given time.
 2. The cards contained in each deck will be as follows:
 - a. 53 cards in total: Four suits consisting of clubs, diamonds, hearts, and spades with each suit containing 13 cards plus the use of one joker card; and
 - b. The values of each card per suit range from 2 to 10 plus one of each of the following: Jack, Queen, King, and Ace.
 3. The Casino reserves the option at any time to select and designate the use of a cutting card on the gaming table.
- C. Object of Game, method of play, and wagers:
1. The object of the game is to create the best five card poker hand and two card poker hand using only the cards dealt to the patron. The patron must arrange the cards so that the five card hand is higher than the two card hand.
 2. Hands are ranked from highest to lowest as follows:
 - a. Five Aces: All four aces plus the joker.
 - b. Royal Flush: Five cards of the same suit in sequential order as follows: ace, king, queen, jack, and ten.
 - c. Straight Flush: Five cards of the same suit in sequential order. The highest combination is the king, queen, jack, ten, and nine of the same suit. The lowest combination is the ace, two, three, four, and five of the same suit.
 - d. Four of a Kind: Four cards of the same rank (i.e. value). The highest combination is four aces. The lowest combination is four twos.
 - e. Full House: Five cards consisting of one "Three of a Kind" and one "Pair." The highest combination is three aces combined with one pair of kings. The lowest combination is

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- three twos combined with one pair of threes.
- f. Flush: Five cards of the same suit not in sequential order. The highest combination is the ace, king, queen, jack, and nine. The lowest combination is the two, three, four, five, and seven.
 - g. Straight: Five cards of different suits in sequential order. The highest combinations are 1) The ace, king, queen, jack, and ten; and 2) The ace, two, three, four, and five. The lowest combination is the two, three, four, five, and six.
 - h. Three of a Kind: Three cards of the same rank (i.e. value). The highest combination is three Aces. The lowest combination is three twos.
 - i. Two Pair: One pair of two cards of the same rank plus another pair of two cards of the same rank; the ranks of each respective pair are different. The highest combination is having a pair of aces and a pair of kings. The lowest combination is having a pair of twos and a pair of threes.
 - j. One Pair: Two cards of the same rank. The highest combination is having a pair of aces. The lowest combination is having a pair of twos.
 - k. High Card.

D. Shaker and dice; Random Number Generator:

- 1. The starting position for the deal or delivery of cards in Face up Pai Gow Poker shall be determined by using one of the following methods:
 - c. Three dice and a Pai Gow Poker shaker, which shall meet the requirements of the section pertaining to dice characteristics respectively, and be used in accordance with the section pertaining to shaker use and design.
 - i. The three dice shall be maintained at all times within the Pai Gow Poker shaker.
 - ii. The Pai Gow Poker shaker and the dice contained when in use will be the responsibility of the dealer and shall never be left unattended while at the table.
 - d. A computerized random number generator shall automatically select and display a number from 1 through 7 inclusive.

E. Wagering:

- 1. Before the first card is dealt in a round of play, a player may make a wager in an amount not less than the table minimum or more than the table maximum.

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2. All wagers must be made by placing gaming chips on the appropriate areas of the Pai Gow Poker layout and any optional side bets prior to the cards being delivered. Side bets offered will be Ace-High and Fortune Bonus.
 3. The player wins if the sums of both of the player's hands are higher in rank than both of the dealer's hands. Winning wagers are paid the odds of 1-1.
 4. The following outcomes are possible in the game of Face up Pai Gow Poker:
 - a. The player wins if both of the player's hands are higher in rank than both of the dealer's hands.
 - b. If all cards of one (1) hand are identical in value to all cards of another hand, the hand shall be considered a copy hand. The player loses a copy hand.
 - c. The wager is pushed when the player wins one (1) hand and the dealer wins the other hand.
 - d. A player's wager is lost if both of the dealer's hands are higher in ranking than those of the player.
 - e. If the dealer has an Ace High Pai Gow hand after setting their hand in accordance to the house ways, then all main Face Up Pai Gow wagers will be considered a push hand.
 5. No player may handle, remove or alter any wagers that have been made after the first card of the hand has been dealt by the dealer until the hand has been completed.
- F. The Casino will permit players to place wagers on one (1) or two (2) betting areas if adjacent.
- a. Players betting on more than one (1) area must look at and arrange one (1) hand at a time and cannot rearrange a hand already set after looking at the other.
 - i. If the two wagers are not equal, the player shall be required to rank and set the hand with the larger wager before ranking and setting the other hand.
 - ii. If the amounts wagered are equal, each hand shall be played separately in a counterclockwise rotation with the first hand being ranked and set before the player proceeds to rank and set the second hand.
 - b. Once a hand has been ranked and set and placed face down on the appropriate area of the layout, the hand may not be changed.

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G. Dealing Procedures:

1. Cards are dealt seven cards at a time starting from the dealer's left and moving to the right until each patron and the dealer receives a total of seven cards.

H. Determining the starting position for dealing cards or delivering stacks of cards:

1. In order to determine the starting position for the dealing of cards or the delivery of stacks of cards for the game of Pai Gow Poker, the Casino may, in its discretion, use the procedure authorized in (2) or (3) below.
 2. The dealer shall shake the shaker and dice at least three times so as to cause a random mixture of the dice.
 - a. The dealer shall then remove the lid covering the shaker, total the dice and announce the total.
 - b. To determine the starting position, the dealer shall count counterclockwise around the table, with the position of the dealer considered number one (1), and continuing around the table with each betting position counted in order, including the dealer, regardless of whether there is a wager at the position, until the count matches the total of the three dice.
 - ii. Examples are as follows:
 - If the dice total 8, the dealer would receive the first card or stack of cards;
or
 - If the dice total 14, the sixth betting position would receive the first card or stack of cards.
 - c. After the dealing or delivery of the cards has been completed, the dealer shall place the cover on the shaker and shake the shaker once. The shaker shall then be placed to the right of the dealer.
 3. The dealer may use a computerized random number generator approved by the Commission to select and display a number from 1 through 7 inclusive, and verbally announce the number.
 - a. To determine the starting position, the dealer shall count counterclockwise around the table, with the position of the dealer considered number one, and continuing around the table with each betting position counted in order, including the dealer, regardless of whether there is a wager at the position, until the count matches the number displayed

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by the random number generator.

I. Setting the Hands:

1. Once the cards are dealt by the dealer, the dealer in accordance with the house ways shall set their own hand.
2. If the dealer has an Ace High “Pai Gow” after setting their hand, then all main Pai Gow wagers will be considered a push.
3. Each player at the table is responsible for setting his/her own hands. Each player shall keep the seven (7) cards in full view of the dealer at all times.
4. Once the player has set the player’s own hands, the high and low hand shall be placed face down in the appropriate area of the layout. Once a player places the cards in these areas, the player may not touch them again.
5. The dealer shall expose both hands of each player, starting from the far right and proceeding counterclockwise around the table. The dealer shall compare the high hand and low hand of each player to the high hand and low hand of the dealer and then announce if a player’s wager wins, loses, or is considered a copy hand.
6. The dealer shall immediately collect each losing wager, pay each winning wager or indicate which wagers are a tie or pushes and collects the cards.
7. All cards collected by the dealer when completing the round of play shall immediately be placed in the discard holder in the manner collected to allow reconstruction of the hand if a dispute or question arises.

J. House Ways:

- a. **No Pair** Put 2nd & 3rd highest cards in the low hand.
- b. **One Pair** Put the Pair in High hand and the next two highest cards in the low hand.
- c. **Two Pair** Pairs are classified as

2 – 6	Low
7 – T	Medium
J – A	High

 - i. Low- Low: Always keep in the high hand and play the next two highest cards in the low hand.
 - ii. Low -Medium: Split unless holding a King or better, then play two pair in the high hand

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- iii. Low- High: Split unless holding an Ace or Joker, then play the two pair in the high hand.
- iv. Medium- Medium: Split unless holding an Ace or Joker, then play two pair in the high hand.
- v. Medium- High: Split unless holding an Ace and King, then play the two pair in the high hand.
- vi. High- High: Always split.

d. **Three Pair** Always play the highest Pair in the low hand and the smaller Pair in the high hand

e. **Three-of-a-Kind** Always play Three-of-a-Kind in the high hand and the next highest in the low hand.

With three Aces play pair of Aces in high hand and the third Ace in the low hand with next highest card.

f. **Straight, Flush, Straight Flush**

- i. With No Pair: Always play the hand that yields the highest low hand.
- ii. With one Pair: Play the pair in the low hand if the Straight, Flush or Straight Flush can be preserved in the high hand.
- iii. With Two Pair: Use the Two Pair rule, then if a better hand can be found within the 5-card hand without changing the low, use either of the following options:
 - a. With Three Pair: Use the Three Pair rule.
 - b. With Three of a Kind: Play a pair in the low hand.

Exception: With Two Aces and a Joker, play one of the Aces in the low hand and the two Aces in the high hand, but only if the Straight, Flush or Straight Flush cannot be preserved after playing a pair in the low hand.

g. **Full House**

- i. Three of a Kind and Pair: Always split and play the pair in the low hand.
- ii. Three of a Kind and Two pair: Play the highest of the pairs in the low hand.
- iii. Three of a Kind and Three of a Kind: Play the Highest Three of a Kind as a pair in the low hand.

h. **Four of a Kind**

- i. 2s through 6s: Never split, play in the high hand.
- ii. 7s through 10s: Split unless an Ace can be played in the low hand.

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iii. Jacks through Aces: Always split.

i. Four of a Kind with a Pair: Play the pair in the low hand

i. Exception: With four Aces, always split unless there are at least two Kings, then play the Kings in the low hand.

j. Five Aces: Split- play a pair of Aces in the low hand and the three Aces in the high hand.

i. Exception: With a pair of Kings – play the pair in the low hand

K. Optional bonus wager; Payment of envy bonus:

1. The Casino may, in its discretion, offer to each player at a Face up Pai Gow Poker table the opportunity to make a fortune bonus wager and receive an envy bonus payment in accordance with the provisions of this section.

a. Any player who has made a Face up Pai Gow Poker wager may, at the same time, make a fortune bonus wager and or a Ace-High bet by placing gaming chips in the area designated for a bonus wager at his or her betting position.

b. A bonus wager shall be no less than \$1.00.

c. Any player who makes a Fortune Bonus wager of at least \$5.00 shall qualify to receive an envy bonus payment. The dealer shall place an envy bonus marker immediately in front any bonus wager of \$5.00 or more.

d. If a Fortune Bonus wager has been made by one or more players, the dealer shall observe the procedures set forth but with the following modifications.

i. The dealer shall, starting from the dealer's right and moving counterclockwise around the table, settle the Face up Pai Gow Poker wager of each player provided, however, that:

1. The cards of any player who has placed a bonus wager shall remain on the layout regardless of the outcome of his or her Face up Pai Gow Poker wager until removed and;

2. If any player has placed a bonus wager of at least \$5.00, the cards of each player shall remain on the layout regardless of the outcome of his or her Pai Gow Poker wager until removed.

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- ii. After settling the Face up Pai Gow Poker wager of a player who has placed a Fortune Bonus wager, the dealer shall rearrange the seven cards of the player to form the best possible hand and shall be ultimately responsible for creating such hand for purposes of the bonus wager.
- iii. A joker may be used as any card to complete any straight, flush, straight flush or royal flush other than a seven-card straight flush with no joker.
- iv. If any player at the table has placed a bonus wager of at least \$5.00, the dealer shall rearrange the cards of each player at the table regardless whether that player has placed a bonus wager.
 - 1. If the player does not have a qualifying poker hand or a pai gow, the dealer shall collect the bonus wager, if applicable, and place the cards of the player in the discard rack.
 - 2. If the player has a qualifying poker hand or a pai gow, the dealer shall, if and as applicable, pay the winning bonus wager and place the cards of the player in the discard rack.
 - 3. If the player has a premium qualifying poker hand, the dealer shall verbally acknowledge the premium qualifying poker hand and leave the bonus wager, if applicable, and the cards of the player face up on the table.
- v. After all other bonus wagers have been settled, the dealer shall, starting from the dealer's right and moving counterclockwise around the table, settle with each player who has an envy bonus marker at his or her betting position or who has a bonus wager and a premium qualifying poker hand.
 - 1. If the player has an envy bonus marker, the dealer shall pay the player the appropriate envy bonus payment set forth and collect the envy bonus marker.
 - 2. If the player has a bonus wager and a premium qualifying poker hand, the dealer shall pay the winning bonus wager and place the cards of the player in the discard rack.
 - 4. After all envy bonuses and premium qualifying poker hands are paid, the dealer shall collect the cards of any player who had a premium qualifying poker hand but did not place a bonus wager and place the cards of the player in the discard rack.
- e. The Ace-High side bet will pay when the winning hand associated with the posted pay table hits, and will lose if any other combination hits.

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L. Payout odds for bonus wagers; Envy bonus and Ace-High payouts:

1. Envy bonus wagers shall be paid pursuant to the following schedule:

<u>Hand</u>	<u>Payout</u>
Seven-card straight flush with no joker	5,000 to 1
Royal flush plus royal match	1,000 to 1
Seven-card straight flush with joker	500 to 1
Five aces	300 to 1
Royal flush	110 to 1
Straight flush	45 to 1
Four-of-a-kind	25 to 1
Full house	5 to 1
Flush	4 to 1
Three-of-a-kind	3 to 1
Straight	2 to 1

Envy bonus payouts shall be paid pursuant to the following schedule:

<u>Hand</u>	<u>Bonus</u>
Seven card straight flush with no joker	\$2,500
Royal flush plus royal match	\$500
Seven card straight flush with joker	\$250
Five aces	\$150
Royal flush	\$55
Straight flush	\$25
Four of a kind	\$6

2. Ace-High bonus wagers shall be paid the following odds:

<u>Hand</u>	<u>Payout</u>
Dealer and Player Ace -High	40 to 1
Dealer Ace-High with Joker	15 to 1
Dealer Ace-High with no Joker	5 to 1

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The Casino may establish a maximum payout amount as approved by the Commission that is payable to a player for one round of play, which amount shall be at least \$25,000 or the maximum amount that one player could win per round when betting the minimum permissible wagers, whichever is greater. Any maximum payout limit established by the Casino shall apply only to payouts of Envy bonus wagers.

Section Twenty Two - Dai Bacc

- A. The purpose of this appendix is to detail the general rules that govern Dai Bacc.
- B. Number of decks of cards and value of each card:
Follows traditional Mini Baccarat card values as outlined in section 13.
- C. Object of Game, method of play, and wagers:
 - 1. The object of Dai Bacc is to predict whether the banker's hand or the player's hand will get a point value closest to 9, keeping in mind that all ten-value cards count as zero and aces count as one. The hand with the highest point value wins.
 - 2. The patron may bet the banker, player, tie, Tiger 7, Ox 6 or Kill Bonus.

Wagers:

- a. The patron must bet the banker or player and make any or all of the following optional side bets which are tie, tiger 7, ox 6 and kill bonus or any combination thereof.
- b. Once all bets are placed, the dealer deals all cards following house procedures and draw rules.
- c. After the hand is dealt the dealer will take any losing wagers and settle all winning wagers. Winning player and banker wagers are paid even money. If the bank hand wins with a three-card point total of 7 then all banker bets push and all player bets will lose.
- d. Tie Bet is paid the odds of 8 to 1 when the banker's hand and the player's hand are equal and shall lose if such point counts are not equal.
- e. Tiger 7 bet is paid the odds of 40 to 1 when the bank wins with a three-card point total of 7 and will lose on any other point total.
- f. Ox 6 bet is paid the odds of 40 to 1 when the player wins with a three-card point total of 6 and will lose on any other point total.
- g. The kill bet is paid the odds of 30 to 1 in these two different scenarios:
 - i. When the banker loses or ties with a three-card point total of 7

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ii. When the player loses or ties with a three-card point total of 6.

And will lose on any other point total.

D. Dealing procedures:

Follows traditional Mini Baccarat dealing procedures as outlined in section 13.

F. Shuffling, cutting, and burning of cards:

Follows traditional Mini Baccarat shuffling, cutting and burning of cards as outlined in section 13.

**Section Twenty Three
Progressive System**

A. Progressive Controller:

1. The Casino must retain a record of the amount shown on a progressive meter.
2. Supporting documentation must be maintained to explain any reduction in the payoff amount from previous entry.
3. The records and documents must be retained for a period of five (5) years.
4. During normal operating mode of the progressive controller, the controller will do the following:
 - a. Continuously monitor each table attached to the controller to detect any credits wagered.
 - b. The progressive controller utilizes three separate jackpots (Mega, Major and Minor) each progressive jackpot has a separate rate of progression.
 - c. The rate of progression for the meters used for the progressive payouts shall be no less than 5% for the Mega jackpot, 3% for the Major jackpot and 1% for the Minor jackpot. The initial and reset amount shall be a minimum of \$500 for the Mega jackpot, \$250 for the Major jackpot and \$100 for the Minor jackpot.

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5. The progressive display must be constantly updated as play on the link is continued. It is acceptable to have a slight delay in the updates as long as when a jackpot is triggered the jackpot amount is shown immediately.
6. At least one (1) progressive display to which a group of linked tables must continuously display all jackpots linked to the progressive system that a patron may win.
7. Reconciling multiple progressive meter wins:
 - a. In the event more than one progressive hand, payable from the progressive meter, hits at the same table during the same round, the dealer will first pay the player farthest on his/her right and then move counter-clockwise to pay other players. In the event more than one progressive hand hits on different tables at the same time surveillance will be utilized to determine the time of the first jackpot turned over by the dealer.

B. Progressive Payout Procedures:

1. Crazy 4 Poker, Ultimate Texas Hold'Em, and Mississippi Stud:
 - a. If the patron bets the optional progressive wager and receives a Three of a Kind or better it will be paid using the following pay table:

Hand Ranking	Pay Table	Envy
Royal Flush	100% Mega Jackpot	\$1,000
Straight Flush	100% Major Jackpot	\$300
Four of a Kind	100% Minor Jackpot	
Full House	\$50	
Flush	\$40	
Straight	\$30	
Three of a Kind	\$9	

- b. On Crazy Four poker still plays as usual for the base game, using the best four card hand from five cards dealt. All five cards are combined to determine the progressive wager outcome. Folded hands do not qualify for payouts on the progressive wager.
 - c. On Ultimate Texas Hold'Em still plays as usual for the base game, but will use the first five (5) cards for the progressive jackpot. That is, the player's two cards, and the first three (3) community cards (the flop). All five cards are combined to

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determine the progressive wager outcome. Folded hands do not qualify for payouts on the progressive wager.

- d. On Mississippi Stud still plays as usual for the base game, all five cards combined the three (3) community and the player's two (2) cards are used for the payment of Progressive jackpots. Folded hands do not qualify for payouts on the progressive wager.
 - e. If the winning hand is a Straight Flush, Royal Flush, or a Four of a Kind and the coin-in light is lit, the cards are left exposed on the layout and the remaining hands are finished. Once the round is finished, the Assistant Table Games Shift Manager or above will be notified. The progressive meter must remain locked out and no further wagering will occur on that table until the jackpot payout has been completed.
 - f. Once the jackpot has been verified the Table Games Supervisor or above will then swipe the appropriate control key card. When not being used these cards will be kept in a locked drawer in the main pit podium. (if applicable W-2G will be completed), the meter will be unlocked and play will resume as normal.
 - g. Envy Bonus: A patron making the progressive side bet also qualifies to win an envy payout. If another patron at the table hits a hand associated with an envy payout, all patrons who made the progressive side bet win the envy payout. The patron playing the actual hand wins the normal payout only but does not receive the envy payout. (You cannot win an envy bonus from your own hand or the dealer's hand).
2. 3-Card Poker:
- a. A winning hand that has a progressive payout will be paid pursuant to the pay table listed and prior to the collection of the cards. Folded hands do not qualify for payouts on the progressive wager.
 - b. Prior to paying a progressive payout:
 - i. The dealer shall verify the hand.
 - ii. A table games supervisor or above will validate the progressive payout.
 - iii. The table games supervisor or above will ensure that all hands have been satisfied, then verify the players' hand and ensure that the appropriate jackpot button has been activated.
 - iv. If the hand is correct, the Assistant Table Games Manager or above will press the button on the control panel that correlates to the winning hand,

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then swipe the appropriate Progressive Control key card. When not being used these key cards will be kept in a locked drawer in the main pit podium. The winning jackpot will be subtracted from the progressive display.

- c. For linked games (games that share a progressive meter) and a “Mini Royal Spades” is the winning hand:
 - i. At the conclusion of the hand on the linked table, the hands will be checked.
 - ii. If a second “Mini Royal Spades” is discovered, the original progressive jackpot will go to the first “Mini Royal Spades” hand to register on the meter. The second winning hand will receive the reset jackpot.
- d. The patron wins a pre-determined payout on hand rankings of a straight or better as follows:

Hand Ranking	Payout
Straight Flush (Mini-Royal: all spades)	100% of the progressive meter (at least 1,000 to 1)
Straight Flush (Mini-Royal: other suits)	500 to 1
Straight Flush (non-Royal)	70 to 1
Three of a Kind	60 to 1
Straight	6 to 1

- e. Notwithstanding the payout odds in the above table, the payout limit on each progressive bet wagered for any hand will be based on the amount wagered in accordance with the posted table limits.
- f. The rate of progression for the meter used for the progressive payouts in the above table shall be no less than 10%. The initial and reset amount shall be a minimum of \$1,000.
- g. Winning progressive hands will be paid in accordance with the amount on the meter when it is the player's turn to be paid.
- h. Before paying a “mini-royal spades” on the progressive jackpot meter, the remaining cards will be counted down and posted into their suits and checked by the floor supervisor (or above). The dealer may count down the complete deck after any progressive jackpot payout, or any time at the request of a floor supervisor (or above) in front of the players.

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- i. **Envy Bonus:** A patron making the progressive side bet also qualifies to win an envy payout. If another patron at the table hits a hand associated with an envy payout, all patrons who made the progressive side bet wins the envy payout. The patron playing the actual hand wins the normal payout only but does not receive the envy payout. (You cannot win an envy bonus from your own hand or the dealer's hand.

Hand Ranking	Envy Payout
Straight Flush (Mini-Royal: all spades)	\$ 100.00
Straight Flush (Mini-Royal: other suits)	\$ 25.00

3. Incorrect number of cards in player's/dealer's hand on any of the games attached to the progressive may warrant a voided hand and a reshuffle.

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High Card Flush

- A. The purpose of this Appendix is to detail the general rules that govern High Card Flush
- B. Number of decks of cards and value of each card:
 - 1. Each table game may be set-up with two decks of cards of different colors. However, only one deck of cards will be used at any given time
 - 2. 52 cards in total: Four suits consisting of clubs, diamonds, hearts, and spades with each suit containing 13 cards.
 - 3. The values of each card per suit range from 2 to 10 plus one of each of the following: Jack, Queen, King, and Ace.
- C. Object of Game, method of play, and wagers:
 - 1. The object of the game is to get a flush with more cards than the dealer.
 - 2. Players make an Ante wager. Players may also make the Flush and Straight Flush bonus bets
 - 3. The dealer, working clockwise from their left to right, gives each players a packet of 7 cards and themselves a packet of 7 cards
 - 4. Players look at their hands and have a choice:
 - a. Fold their hand
 - b. Stay in the game by making a Raise bet of;
 - i. 1x their Ante if they have a 4 card flush or less
 - ii. 2x their Ante if they have a 5 card flush or more
 - iii. 3x their Ante if they have a 6 card flush or more
 - 5. The dealer then reveals their hand and sets their longest flush hand.
 - 6. The dealer, working counter clockwise from right to left, compares their hand with the hand of each player that stayed in the game.
 - a. If the player's hand beats the dealer's hand, the Ante and Raise bet will be paid even money
 - b. If the player's hand ranks less than the dealer's hand, the Ante and Raise bet will lose
 - c. If the player and dealer have flushes of identical length, the rank of the highest kicker card in the flush determines the winner. For example, Ac-7c-3c loses to Ah-10h-7h
 - d. If the player's hand and the dealer's hand results in a tie, then both the Ante and Raise will result in a push
 - e. The dealer does not qualify if: the dealer has, at best, a max 3-card flush, 8-high hand.
 - i. If the dealer does not qualify, The players Ante is paid 1:1 and the Raise bet is pushed

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7. Players win the Flush bonus bet if they can make a four-card flush or better, even if they lose to the dealer. Pay table below:

Hand	Pays
7-Card Flush	200:1
6-Card Flush	60:1
5-Card Flush	12:1
4-Card Flush	1:1

8. Players win the Straight Flush bonus bet if they can make a four-card straight flush or better, even if they lose to the dealer. Pay table below:

Hand	Pays
7-Card Straight Flush	500:1
6-Card Straight Flush	200:1
5-Card Straight Flush	100:1
4-Card Straight Flush	50:1
3-Card Straight Flush	9:1

D. Shuffling, cutting, and burning of cards:

1. Immediately prior to commencement of play, before any round of play as determined by the Casino and after each round of cards is dealt, the dealer will shuffle the cards:
 - a. A shuffle procedure will be utilized so that a random intermix of cards is administered through any combination of washing, stripping, and/or riffling so as to provide a thorough mix.
 - b. HCC may change or alter its shuffle procedure to acquire such a mix at any time.

Three Card Prime

A. The purpose of this Appendix is to detail the general rules that govern Three Card Prime

B. Number of decks of cards and value of each card:

1. Each table game may be set-up with two decks of cards of different colors. However, only one deck of cards will be used at any given time
2. 52 cards in total: Four suits consisting of clubs, diamonds, hearts, and spades with each suit containing 13 cards.
3. The values of each card per suit range from 2 to 10 plus one of each of the following: Jack, Queen, King, and Ace.

C. Object of Game, method of play, and wagers:

1. The object of the game is to create the best three card poker hand using only the cards dealt to the patron.

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2. Hands are ranked from highest to lowest as follows:
 - A. Straight Flush: Three cards of the same suit in sequential order. The highest combination is the ace, king, and queen of the same suit. This is also known as a “Mini Royal Flush.” The lowest combination is the ace, two, and three of the same suit.
 - B. Three of a Kind: Three cards of the same rank (i.e. value). The highest combination is three Aces. The lowest combination is three twos.
 - C. Straight: Three cards of different suits in sequential order. The highest combination is the ace, king, and queen. The lowest combination is the ace, two, and three.
 - D. Flush: Three cards of the same suit not in sequential order. The highest combination is the ace, king, and jack. The lowest combination is the two, three, and five.
 - E. Pair: Two cards of the same rank. The highest combination is having a pair of aces. The lowest combination is having a pair of twos.
 - F. High Card: Any hand consisting of three non-sequential cards that are also of at least two different suits. The highest combination is the ace, king, and jack; unsuited. The lowest combination is the two, three, and five; unsuited.
3. Wagers:
 - A. Three Card Prime is a poker-based card game. There are multiple wagers that may be made by a player at the start of the game including: Ante, Play, Prime, Pair Plus, and All six bonus bet. An Ante and/or Pair Bonus bet is required to be placed at the beginning of the game.
 1. At the discretion of the Casino, a patron may play multiple positions at the table if they are adjacent to one another, all secondary hands must be played in the blind.
 2. The patron may bet a different amount on the Pair Bonus bet, Prime bet, and the Ante.
 - B. Pair bonus bet:
 1. The result of this wager is determined only by the hand rank of the patron’s hand; the dealers hand is irrelevant. The patron wins a pre-determined payout on hand rankings of a pair or better. A patron’s wager is forfeited on hand rankings of less than a pair. Actual payout odds are as follows:

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Hand	Pays
Mini-Royal Flush	50:1
Straight Flush	40:1
Three of a Kind	30:1
Straight	6:1
Flush	3:1
Pair	1:1

C. Prime bet:

1. The result of this wager is determined by

the color of the suit in the players hands– all red suits or all black suits. The patrons are paid based on the following pay table:

Outcome	Pay
Same Color Player Hand with Dealer Hand in Same Color	4:1
Same Color Player Hand	3:1

D. Loose Deuce bonus bet

1. If the player's three-card hand is at least a Pair or better, then the Fourth Pair Bonus card is exposed. If the card is not a Deuce, then the player is paid in accordance with the "Pair Bonus" base pay table. If the Fourth Pair Bonus is a Deuce use the Loose Deuce pay table:

Outcome	Pay
Mini-Royal Flush	75:1
Straight Flush	60:1
Three of a Kind	45:1
Straight	10:1
Flush	5:1
Pair	2:1

a. All Six Bonus bet for Three-Card Prime

- i. Three Card Prime All Six Bonus bet features an optional bonus side bet
- ii. This Bonus Side bet is based on the best 5-card Poker hand that can be made from the six cards dealt to the Dealer and Player.

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Thus, each Player uses his own 3 cards and combines them with the Dealer's 3 cards.

- iii. The Player is eligible to win this wager even if the hand is folded and the player loses their Ante/Play wager
 - a. All Six Bonus bet is paid based on the following pay table:

Outcome	Pay
Six-Card Royal Diamonds	1000:1
Six-Card Royal	1000:1
Five-Card Royal	1000:1
Five-Card Straight Flush	200:1
Four of a Kind	50:1
Full House	25:1
Flush	15:1
Straight	10:1
Three of a Kind	5:1

- iv. This bet is a \$1-\$25 bonus wager
- v. To begin each round, players must make their standard wagers and, if they like, the All Six Bonus bet
- vi. The dealer then follows house procedures for dealing the regular game.
- vii. Bonus payouts: If the player's hand qualifies for bonus payouts, the dealer pays them according to the posted pay table. If the player's hand doesn't qualify for payouts, the dealer removes the cards.

D. Ante and Play:

1. The result of this wager is the player (dealer and/or patron(s)) with the highest ranking hand
2. After the patron receives their cards, the patron may either :
 - a. Fold and lose the Ante bet
 - b. Play and make a further wager equal to the Ante bet.
3. In determining the winning hand, the dealer must have at least a queen or higher to be considered a "qualifying hand."
 - a. If the dealer does not qualify, the Ante bet is a push and the Play bet is paid based on the patron's hand according to the Play pay table.

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b.If the dealer qualifies and the player's hand does outrank or tie the dealer's hand, the Ante Bet is paid 1:1 and the play bet is paid according to the Play pay chart

4. Play bet pay table:

Outcome	Pay
Mini-Royal Flush	10:1
Straight Flush	6:1
Three of a Kind	5:1
Straight	2:1
Flush	1:1
Pair	1:1
High Card	1:1

5. If the dealer qualifies and the player hand does not outrank or copy the dealer's hand, the Ante bet is collected and the Play bet is paid according to the following Bad Beat pay table:

Outcome	Pay
Straight Flush	12:1
Three of a Kind	10:1
Straight	4:1
Flush	Loss
Pair	Loss
High Card	Loss

6. A table games supervisor or above will verify all patron's hands equaling a straight flush.

E. Shuffling, cutting, and burning of cards:

1. Immediately prior to commencement of play, before any round of play as determined by the Casino and after each round of cards is dealt, the dealer will shuffle the cards:
 - a. A shuffle procedure will be utilized so that a random intermix of cards is administered through any combination of washing, stripping, and/or riffling to provide a thorough mix.
 - b. HCC may change or alter its shuffle procedure to acquire such a mix at any time. The Casino also reserves the right to burn cards at any time.

F. Dealing Procedures:

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1. With an automated shuffler or when dealing manually, first the Fourth Pair Bonus card is placed in the designated spot on the felt. Then, cards are dealt three cards face down at a time starting from the dealer's left and moving to the right until each patron and the dealer receives a total of three cards.

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Player's Edge 21

- A. The purpose of this Appendix is to detail the general rules that govern Player's Edge 21
- B. Number of decks of cards and value of each card:
 - 1. This game is played with not less than one (1) and no more than eight (8) Spanish decks of cards with the backs of cards being the same color and design and two (2) additional cutting cards. (The Casino) reserves the option at any time to select and designate the number of decks and cutting cards utilized on the gaming tables.
 - 2. 48 cards in total: Four suits consisting of clubs, diamonds, hearts, and spades with each suit containing 12 cards. (Similar to a standard deck with the Ten removed from each suit.
 - 3. The values of each card per suit range from 2 to 9 plus one of each of the following: Jack, Queen, King, and Ace.
- C. Object of Game, method of play, and wagers:
 - 1. Prior to the first card being dealt for each round of play, each player will make a wager against the Dealer which will win if:
 - a. The count of the player is 21 or less and the count of the dealer is in excess of 21.
 - b. The count of the player exceeds that of the dealer without either exceeding 21.
 - c. The player has achieved a count of 21 in two cards (a "Blackjack"), regardless of dealer hand
 - d. The player's hand totals 21 exactly, regardless of dealer hand
 - 2. A wager will be a push (tie) when the score of the player is the same as the dealer.
 - 3. Except as otherwise provided, no wager will be made, increased or withdrawn after the first card of the respective round has been dealt.
 - 4. All wagers will be made by the player placing gaming chips on the appropriate area of the Blackjack layout.
 - 5. After each round of play is complete, the dealer working from right to left will collect all losing wagers and pay off all winning wagers.
 - 6. All winning wagers will be paid off at odds of 1 to 1 with the exception of blackjack which will be paid off at odds of 3 to 2 or 6 to 5. The payoff odds for a blackjack will be clearly printed on each table game layout.
 - 7. Once a wager on the Insurance Line, to Double Down, to Double-Double Down, or to Split Pairs has been made and confirmed by the dealer, no player will handle, remove or alter such wagers until a decision has been rendered and implemented with respect to that wager.

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8. At the discretion of the Casino, a person who has not made a wager on the first round of play may be restricted from entering the game on subsequent rounds of play until a reshuffling of the cards occurs. (No Mid-Shoe Entry).
 9. At the discretion of the Casino, a player who, after placing a wager on a round of play, declines to place a wager on a subsequent round of play may be precluded from placing any further wagers until that shoe of cards is completed and a reshuffling of the cards occurs.
 10. At the discretion of the Casino, a person who does not wager on every hand may be asked to either play every hand or be restricted from further sitting at the table.
- D. Payment of blackjack:
1. If the first face up card dealt to the dealer is a "2", "3", "4", "5", "6", "7", "8" or "9" and a player has a blackjack, the dealer will announce the blackjack and pay the blackjack. The dealer will remove the winning player's cards before any other player receives a third card.
 2. If the first face up card dealt to the dealer is an ace (at this point the dealer will offer insurance) or ten-value card and a player has a blackjack, the dealer will announce the blackjack. If the dealer's second card does not give him/her blackjack, the player having blackjack will be paid. If the dealer does have blackjack, the wager of the player having blackjack will be considered a push.
- E. Supplemental wagers may be offered at the discretion of the Casino:
1. Surrender - After the first two (2) cards are dealt to the player and the player's point total is determined, the player may elect to discontinue play on his/her hand for that round by surrendering one-half his/her wager. All decisions to surrender will be made after it has been determined that the dealer does not have blackjack by peeking at the hole card and prior to the player indicating whether he wishes to Double Down, Split Pairs, Stand, or Draw. Should the first card dealt to the dealer be other than an ace or 10-value card, the dealer will immediately collect one-half of the wager and return one-half to the player.
 2. Insurance - Whenever the first card dealt to the dealer is an ace, each player will have the right to make an insurance wager which will win if the dealer's second card is a ten-value card and lose if the second card is an Ace, "2", "3", "4", "5", "6", "7", "8" or "9."
 - a. An insurance wager will be made by placing an amount not more than half the amount staked on the player's initial wager on the Insurance Line of the layout.
 - b. All insurance wagers will be placed prior to any additional cards being dealt to any player at the table.

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- c. All winning insurance wagers will be paid at odds of 2 to 1 and all losing insurance wagers will be collected by the dealer immediately after "peeking" at the hole card.

3. Double Down

- a. For games with 1 or 2 decks - Except for blackjack, a player may elect to Double Down on the first two (2) cards dealt to him/her when they total 9, 10 or 11. In such circumstances, one additional card will be dealt to the double hand and will be dealt face up or down and sideways on the layout. A Double Down wager may be made in an amount up to but not in excess of the original wager.
- b. For games with more than 2 decks - Except for blackjack or a point count of 21 in two cards, a player may elect to Double Down on the first two (2) cards dealt to him/her or the first two (2) cards of any Split Pair. In such circumstances, one additional card will be dealt to the double hand and will be dealt face up or down and sideways on the layout. A Double Down wager may be made in an amount up to but not in excess of the original wager.

4. Double-Double Down – Only Available immediately after a Double Down, or after a Double-Double Down. The player may re-double their existing wager and receive an additional card.

- a. The player may only double 3 times on each hand, for up to 8 times the original wager.

5. Splitting Pairs - Whenever the initial two (2) cards dealt to a player are the same value, the player may split the hand into two (2) separate hands provided that the wager placed on the second hand is equal to the original wager. Patron can split up to three times for a total of four hands.

- a. When a player Splits Pairs, the dealer will deal a second card to the first of the hands and will complete the player's decisions with respect to that hand before proceeding to deal any cards to the next hand.

F. Other Supplemental Wagers:

- 1. Main Wager – If the player's hand totals 21 exactly, then the wager wins, regardless of dealer hand, and pays at least 1:1. If the 21-valued hand was not doubled, and the hand meets one of the qualifying scenarios; the hand is paid based on the follow pay table:

Hand	Pay
7-card 21, 6-7-8 of Diamonds, or 7-7-7 of Diamonds	3:1
6-card 21, 6-7-8 Suited, or 7-7-7 Suited	2:1

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5-card 21, 6-7-8, or 7-7-7	3:2
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2. Super Bonus – If the player’s hand meets the qualifying requirements; the wager was not doubled or split, the player’s hand is a 7-7-7 suited, and the dealer’s up-card is also a 7, the player received a Super Bonus award according to wager amount.

- a. Super Bonus pay table:

Wager	Pay
\$5-\$24	\$1000
\$25 or more	\$5000

- b. Super Bonus Envy – If a 7-7-7-7 Super Bonus of \$1000 or \$5000 is awarded to a player, all other players wagering at least \$5 will receive envy pay
- i. \$50 will be awarded to all players
 - ii. An additional \$100 will be awarded to all players with a Seven in their first two cards.

3. Match-Up and Match-Down

a. Match-Up wager wins if the dealer’s up-card matches rank with at least one of the player’s initial two cards. The wager pays according to the following pay table:

b. Match-Down wager wins if the dealer’s down card matches rank with at least one of the player’s initial two cards. The wager plays according to the following pay table:

Event	Pay
2 Suited Matches	24:1
1 Suited Match and 1 Unsuited Match	15:1
1 Suited Match	12:1
2 Unsuited Matches	6:1
1 Unsuited Match	3:1

4. Monster Match wager is evaluated based off of the four cards formed from the dealer’s initial two cards and the player’s initial two cards. The wager wins if the cards form a suited pair, a Three of a Kind, or a Four of a Kind and pays according to the following pay table:

Event	Pay
Four of a Kind, Same Suit	100% of Progressive
Four of a Kind, Same Color	10% of Progressive

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Four of a Kind	\$200
Three of a Kind, Same Color	\$25
Three of a Kind	\$10
Pair, Same Suit	\$2

Four Card Prime

- A. The purpose of this Appendix is to detail the general rules that govern Four Card Prime
- B. Number of decks of cards and value of each card:
 - 1. Each table game may be set-up with two decks of cards of different colors. However, only one deck of cards will be used at any given time
 - 2. 52 cards in total: Four suits consisting of clubs, diamonds, hearts, and spades with each suit containing 13 cards.
 - 3. The values of each card per suit range from 2 to 10 plus one of each of the following: Jack, Queen, King, and Ace.
- C. Object of Game, method of play, and wagers:
 - 1. The object of the game is to create the best four card poker hand using only the cards dealt to the patron.
 - 2. Hands are ranked from highest to lowest as follows:
 - a. Four of a Kind: Four cards of the same rank (i.e. value). The highest combination is four aces. The lowest combination is four twos.
 - b. Straight Flush: Three cards of the same suit in sequential order. The highest combination is the ace, king, and queen of the same suit. This is also known as a “Mini Royal Flush.” The lowest combination is the ace, two, and three of the same suit.
 - c. Three of a Kind: Three cards of the same rank (i.e. value). The highest combination is three Aces. The lowest combination is three twos.
 - d. Flush: Three cards of the same suit not in sequential order. The highest combination is the ace, king, and jack. The lowest combination is the two, three, and five.
 - e. Straight: Three cards of different suits in sequential order. The highest combination is the ace, king, and queen. The lowest combination is the ace, two, and three.
 - f. Two Pair: One pair of two cards of the same rank plus another pair of two cards of the same rank; the ranks of each respective pair are different. The highest combination is having a pair of aces and a pair of kings. The lowest combination is having a pair of twos and a pair of threes.
 - g. Pair: Two cards of the same rank. The highest combination is having a pair of aces. The lowest combination is having a pair of twos.

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h. High Card: Any hand consisting of three non-sequential cards that are also of at least two different suits. The highest combination is the ace, king, and jack; unsuited. The lowest combination is the two, three, and five; unsuited.

3. Wagers:

- a. This game involves five different bets: “Ante”, “Raise”, “Prime”, “All 6”, and “Aces Baby.” The “Ante” is the only mandatory bet, while the “Prime”, “All 6”, and “Aces Baby” bets are optional. At the discretion of the Casino, a patron may play multiple different positions at the table if they are adjacent to one another, all secondary hands must be played blind.
- b. The patron may bet a different amount on the Aces Baby bet, Prime bet, the All 6, and the Ante.
- c. Aces Baby bonus bet:
 - i. The result of this wager is determined only by the hand rank of the patron’s hand; the dealer’s hand is irrelevant. The patron wins a pre-determined payout on hand rankings of a pair of Aces or better. A patron’s wager is forfeited on hand rankings of less than a pair of Aces. Actual payout odds are as follows:

Hand	Pays
Four Aces	500:1
Four of a Kind	100:1
Royal	40:1
Straight Flush	30:1
Three Aces	15:1
Three of a Kind	10:1
Flush	5:1
Straight	4:1
Two Pair	2:1
Pair of Aces	1:1

d. Prime bet:

- i. The result of this wager is determined by the color of the suit in the player’s hand – all red suits or all black suits. The patrons are paid based on the following pay table:

Outcome	Pay
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Five Cards all the Same Color	6:1
Four Cards all the Same Color	1:1

D. Ante and Raise:

1. The result of this wager is the player (dealer and patron(s)) with the highest ranking hand
2. After the patron receives their cards, the patron may either :
 - a. Fold and lose the Ante bet
 - b. Raise and make a further wager one to three times the Ante bet.
3. If the player's hand outranks or is an exact four-card copy of the dealer's hand, the Ante and Raise wagers are paid one to one. If the player's hand is Three of a Kind or higher, the player will receive a Win/Copy Bonus payout on their Ante wager.

4. Win/Copy bonus pay table:

Outcome	Pay
Four of a Kind	25:1
Straight Flush	20:1
Three of a Kind	2:1
Straight	1:1
Flush	1:1
Pair	1:1
High Card	1:1

5. If the player's hand does not outrank or copy the dealer's hand, the Ante bet is collected and the Raise bet is paid according to the following Ante Bad Beat pay table:

Outcome	Pay
Four of a Kind	100:1
Straight Flush	50:1
Three of a Kind	5:1
Straight	Loss
Flush	Loss
Pair	Loss
High Card	Loss

6. A table games supervisor or above will verify all patron's hands equaling a four of a kind.

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E. All Six bonus bet:

1. Four Card Prime All Six bonus bet features an optional bonus side bet
2. This bonus side bet is based on the best 5-card Poker hand that can be made from the five cards dealt to the player and the All Six bonus card
3. The player is eligible to win this wager even if the hand is folded and the player loses their Ante/Raise wager
4. All Six bonus bet is paid based on the following pay table:

Outcome	Pay
Six-Card Royal Diamonds	1000:1
Six-Card Royal	1000:1
Five-Card Royal	1000:1
Five-Card Straight Flush	200:1
Four of a Kind	50:1
Full House	25:1
Flush	15:1
Straight	10:1
Three of a Kind	5:1

F. Shuffling, cutting, and burning of cards:

1. Immediately prior to commencement of play, before any round of play as determined by the Casino and after each round of cards is dealt, the dealer will shuffle the cards:
 - a. A shuffle procedure will be utilized so that a random intermix of cards is administered through any combination of washing, stripping, and/or riffing to provide a thorough mix.
 - b. HCC may change or alter its shuffle procedure to acquire such a mix at any time.
 - c. The Casino also reserves the right to burn cards at any time.

G. Dealing Procedures:

1. With an automated shuffler or when dealing manually, first the All Six card is placed in the designated spot on the felt. Then, cards are dealt five cards face down at a time starting from the dealer's left and moving to the right until each patron receives a total of 5 cards. The dealer then gives themselves six cards with the sixth card being turned up.

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Cajun Stud

- A. The purpose of this Appendix is to detail the general rules that govern Cajun Stud
- B. Number of decks of cards and value of each card:
 - 1. Each table game may be set-up with two decks of cards of different colors. However, only one deck of cards will be used at any given time
 - 2. 52 cards in total: Four suits consisting of clubs, diamonds, hearts, and spades with each suit containing 13 cards.
 - 3. The values of each card per suit range from 2 to 10 plus one of each of the following: Jack, Queen, King, and Ace.
- C. Object of Game, method of play, and wagers:
 - 1. The object of the game is to beat the pay table by creating the best five card poker hand using any combination of cards either dealt to the patron (two cards dealt face down) or dealt as community cards (three cards in total dealt face up) in the center of the table (3rd Street - one card placed in the community; 4th Street – one card dealt to the community after the 3rd Street; and the 5th Street – one card dealt to the community after the 4th Street).
 - 2. Hands are ranked from highest to lowest as follows:
 - a. Royal Flush: Five cards of the same suit in sequential order as follows: ace, king, queen, jack, and ten.
 - b. Straight Flush: Five cards of the same suit in sequential order. The highest combination is the king, queen, jack, ten, and nine of the same suit. The lowest combination is the ace, two, three, four, and five of the same suit.
 - c. Four of a Kind: Four cards of the same rank (i.e. value). The highest combination is four aces. The lowest combination is four twos.
 - d. Full House: Five cards consisting of one "Three of a Kind" and one "Pair." The highest combination is three aces combined with one pair of kings. The lowest combination is three twos combined with one pair of threes.
 - e. Flush: Five cards of the same suit not in sequential order. The highest combination is the ace, king, queen, jack, and nine. The lowest combination is the two, three, four, five, and seven.
 - f. Straight: Five cards of different suits in sequential order. The highest combination is the ace, king, queen, jack, and ten. The lowest combination is the ace, two, three, four and five.
 - g. Three of a Kind: Three cards of the same rank (i.e. value). The highest combination is three Aces. The lowest combination is three twos.

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- h. Two Pair: One pair of two cards of the same rank plus another pair of two cards of the same rank; the ranks of each respective pair are different. The highest combination is having a pair of aces and a pair of kings. The lowest combination is having a pair of twos and a pair of threes.
 - i. One Pair of Jacks or Better: Two cards of the same rank. The highest combination is having a pair of aces. The lowest combination is having a pair of jacks.
 - j. One Pair ranging from Sixes to Tens: Two cards of the same rank. The highest combination is having a pair of tens. The lowest combination is having a pair of sixes.
3. Wagers:
- a. A patron must make an Ante wager to participate in the game. At the discretion of the Casino, a patron may play multiple betting positions at the table if they are adjacent to one another, all secondary hands must be played in the blind. An optional, Lo Ball Bonus wager, Pocket Bonus wager, Board Bonus wager, and/or All Six Card Bonus wager may also be made but must be done prior to the commencement of the game.
 - b. After the patron receives and views his/her cards, he/she has the option to:
 - i. Fold his/her hand; therefore, forfeiting all wagers or
 - ii. Buy the first community card (3rd Street) by making a wager at one, two, or three times the ante wager.
 - c. After seeing the 3rd Street (the first community card), if the patron has not already made a play wager, the patron will have the option to:
 - i. Fold his/her hand; therefore, forfeiting all wagers; or
 - ii. Buy the second community card (4th Street) by making a wager at one, two, or three times the ante wager.
 - d. After seeing the 4th Street (the second community card), if the patron has not already made a play wager, the patron will have the option to:
 - i. Fold his/her hand; therefore, forfeiting the ante wager; or
 - ii. Buy the third and final community card (5th Street) by making a wager at one, two, or three times the ante wager

D. Payouts:

Hand Ranking	Payout
Royal Flush	500:1
Straight Flush	100:1
Four of a Kind	40:1

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Full House	10:1
Flush	6:1
Straight	4:1
Three of a Kind	3:1
Two Pair	2:1
Pair of Jacks or Better	1:1
Pair of 6's to 10's	Push

1. A table games supervisor of above will verify all patron's hands equaling a four of a kind or higher

E. Shuffling, cutting, and burning of cards:

1. Immediately prior to commencement of play, before any round of play as determined by the Casino and after each round of cards is dealt, the dealer will shuffle the cards:
 - a. A shuffle procedure will be utilized so that a random intermix of cards is administered through any combination of washing, stripping, and/or riffling to provide a thorough mix.
 - b. HCC may change or alter its shuffle procedure to acquire such a mix at any time.
 - c. The Casino also reserves the right to burn cards at any time.

F. Dealing Procedures:

1. With an automated shuffler, or when dealing manually, First, four cards are placed in the All Six card square. Then, three community cards are placed face down in an assigned area on the layout; then cards are dealt two cards face down at a time starting from the dealer's left and moving to the right until each patron receives a total of two cards.
2. Community cards are then dealt as follows:
 - a. 3rd Street - one card placed in the community;
 - b. 4th Street – one card dealt to the community after the 3rd Street; and
 - c. 5th Street – one card dealt to the community after the 4th Street.

G. Other Supplemental Wagers:

1. Lo Ball Bonus wager wins if the player's five-card hand evaluates to a Jack High or less and is paid out based on the following pay table:

Outcome	Pays
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7 High	100:1
8 High	50:1
9 High	15:1
10 High	5:1
Jack High	1:1
Other	Loss

2. Pocket Bonus wager wins if the player’s initial two-card hand forms a pair or an “Ace Plus a Face” (AK, AQ, or AJ) hand and is paid out based on the following pay table:

Outcome	Pays
Pocket Rockets (Pair of Aces)	30:1
Ace Plus a Face – Suited	20:1
Ace Plus a Face – Unsuited	10:1
Pair	5:1
Other	Loss

3. Board Bonus wager wins if the three community cards form a pair or better and is paid out based on the following pay table:

Outcome	Pays
Royal Flush	50:1
Straight Flush	40:1
Three of a Kind	30:1
Straight	6:1
Flush	3:1
Pair	1:1
Other	Loss

4. All Six bonus bet is formed by combining the player’s two-hole cards with the dealer’s four All Six community cards and is paid out based on the following pay table:

Outcome	Pay
Six-Card Royal Diamonds	1000:1
Six-Card Royal	1000:1
Five-Card Royal	1000:1
Five-Card Straight Flush	200:1
Four of a Kind	50:1
Full House	25:1
Flush	15:1
Straight	10:1
Three of a Kind	5:1

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World Poker Tour Heads up Hold'em

- A. The purpose of this appendix is to detail the general rules that govern World Poker Tour Heads up Hold'em.
- B. Number of decks of cards and value of each card:
 - 1. Each table game may be setup with two decks of cards of different colors. However, only one deck of cards will be used at any given time.
 - 2. The cards contained in each deck will be as follows:
 - 3. Four suits consisting of clubs, diamonds, hearts, and spades with each suit containing 13 cards for a total of 52 cards; and
 - 4. The values of each card per suit range from 2 to 10 plus one of each of the following: Jack, Queen, King, and Ace.
 - 5. The Casino reserves the option at any time to select and designate the use of a cutting card on the gaming table.
- C. Object of Game, method of play, and wagers:
 - 1. The object of the game is to beat the dealer by creating the best five card poker hand using any combination of cards either dealt to the patron (two cards dealt face down) or dealt as community cards (five cards in total dealt face up) in the center of the table (Flop - three cards placed in the community; Turn – one card dealt to the community after the flop; and the River – one card dealt to the community after the turn). In determining the winning hand, the dealer must have at least one pair or higher to be considered a “qualifying hand.”
 - 2. Hands are ranked from highest to lowest as follows:
 - a. Royal Flush: Five cards of the same suit in sequential order as follows: ace, king, queen, jack, and ten.
 - b. Straight Flush: Five cards of the same suit in sequential order. The highest combination is the king, queen, jack, ten, and nine of the same suit. The lowest combination is the ace, two, three, four, and five of the same suit.
 - c. Four of a Kind: Four cards of the same rank (i.e. value). The highest combination is four aces. The lowest combination is four twos.
 - d. Full House: Five cards consisting of one "Three of a Kind" and one "Pair." The highest combination is three aces combined with one pair of kings. The lowest combination is three twos combined with one pair of threes.

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- e. Flush: Five cards of the same suit not in sequential order. The highest combination is the ace, king, queen, jack, and nine. The lowest combination is the two, three, four, five, and seven
 - f. Straight: Five cards of different suits in sequential order. The highest combination is the ace, king, queen, jack, and ten. The lowest combination is the ace, two, three, four and five.
 - g. Three of a Kind: Three cards of the same rank (i.e. value). The highest combination is three Aces. The lowest combination is three twos.
 - h. Two Pair: One pair of two cards of the same rank plus another pair of two cards of the same rank; the ranks of each respective pair are different. The highest combination is having a pair of aces and a pair of kings. The lowest combination is having a pair of twos and a pair of threes.
 - i. One Pair: Two cards of the same rank. The highest combination is having a pair of aces. The lowest combination is having a pair of twos.
3. Wagers:
- a. This game involves six different bets: “Ante,” “Odds,” “Raise,” “Pocket Bonus”, “All Six”, and “Trips Plus.” A patron must make both an equal ante and an equal odds wager to participate in the game. Once a game commences, a Raise wager may be made. An optional trips plus, All 6 Bonus, and/or Pocket Bonus wagers may be made in addition to the Ante or Odds wager but the patron must do so prior to the commencement of the game. A patron may not play two different positions at the same table at any time
 - b. After the patron receives and views his/her cards, he/she has the option to:
 - i. “Check” the Raise wager and not bet; or
 - ii. Place a Raise wager which will be equal to, two times, or three times the Ante wager.
 - c. After seeing the flop (the first three community cards), if the patron has not already made a Raise wager, the patron will have the option to:
 - i. “Check” the Raise wager and not bet; or
 - ii. Place a Raise wager which will be equal to or two times the ante wager.
 - d. After seeing the turn and river (the last two community cards), if the patron has not already made a Raise wager, the patron will have the option to:

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- i. Fold his/her hand; therefore, forfeiting his/her Ante and Odds wager; or
 - ii. Place a Raise wager that is equal to the ante wager.
 - iii. NOTE: If a patron has made a trips plus wager and has folded with a three of a kind or better, he/she still wins the Trips Plus wager. However, it is the patron's responsibility to inform the dealer that he/she has a winning trips wager on a hand that has been folded. The dealer will then place the patron's cards face down under the trips wager on the table.
- e. Ante and Raise payouts:
- i. Dealer has a qualifying hand and the patron's hand wins: Pays even money on both Ante and Raise bets.
 - ii. Dealer has a qualifying hand and the patron's hand loses: Patron loses both Ante and Raise bets.
 - iii. Dealer has a qualifying hand and the patron's hand ties the dealer: Push on both Ante and Raise bets.
 - iv. Dealer does not have a qualifying hand and the patron's hand wins: Ante bet is a Push. Raise bet pays even money.
 - v. Dealer does not have a qualifying hand and the patron's hand loses: Ante bet is a Push, Raise bet Loses.
 - vi. Dealer does not have a qualifying hand and the patron's hand ties with the dealer: Push on both Ante and Raise bets.
- f. Odds payouts:
- i. Odds wager is paid when the patron has a straight or better whether the dealer qualifies or not. However, if the dealer does qualify, to win a hand, the patron must beat the dealer's hand. All ties (dealer qualifies) and any three of kind or less (dealer does not qualify) will be a push. Actual payouts noted in the following table:

Hand Ranking	Payout
Royal Flush	500 to 1
Straight Flush	50 to 1
Four of a Kind	10 to 1
Full House	3 to 1
Flush	3 to 2
Straight	1 to 1
Three of a Kind or less	Push

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- ii. If the player loses to the dealer and their hand is at least a Straight or better, the Odds bet remains and is paid according to the following Bad Beat Bonus pay table:

Hand Ranking	Payout
Royal Flush	n/a
Straight Flush	500 to 1
Four of a Kind	25 to 1
Full House	6 to 1
Flush	5 to 1
Straight	4 to 1
All Others	Loss

- g. Trips Plus payouts:

- i. A trips wager will win if the patron's final five card hand is three of a kind or higher. Actual payouts noted in the following table:

Hand Ranking	Payout
Royal Flush	100 to 1
Straight Flush	40 to 1
Four of a Kind	30 to 1
Full House	9 to 1
Flush	7 to 1
Straight	4 to 1
Three of a Kind or less	3 to 1

- ii. A table games supervisor or above will verify all patron's hands equaling a four of a kind or higher.

- h. Pocket Bonus payouts:

- i. A Pocket Bonus side bet is paid based on the players' two cards. Actual payouts noted in the following table:

Player Hand	Payout
Pair of Aces	30 to 1
Suited Ace and Face	20 to 1
Unsuited Ace and Face	10 to 1
Pair of Kinds or lower	5 to 1
Other	Loses

**HOLLYWOOD CASINO COLUMBUS
TABLE GAMES OPERATIONS PLAN**

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- i. All Six payouts:
 - i. All Six bonus bet hand is formed by combining the player's two hole with the dealers four face down All Six community cards.
Actual payouts noted in the following table:

Outcome	Pay
Six-Card Royal Diamonds	1000:1
Six-Card Royal	1000:1
Five-Card Royal	1000:1
Five-Card Straight Flush	200:1
Four of a Kind	50:1
Full House	25:1
Flush	15:1
Straight	10:1
Three of a Kind	5:1

D. Shuffling, cutting, and burning of cards:

- 1. Immediately prior to commencement of play, before any round of play as determined by the Casino, and after each round of cards is dealt, the dealer will shuffle the cards:
 - a. A shuffle procedure will be utilized so that a random intermix of cards is administered through any combination of washing, stripping and/or riffing so as to provide a thorough mix.
 - b. The Casino reserves the right to change or alter its shuffle procedure to acquire such a mix at any time.
 - c. The Casino also reserves the right to burn cards at any time.

E. Dealing Procedures:

- 1. If the All Six bonus bet is on the layout, the Dealer deals the first four cards and places them in the designated All Six community card square
- 2. Then the Dealer deals five community cards face down
- 3. After the dealer has dealt the five community cards, cards are then dealt two cards face down at a time starting from the dealer's left and moving to the right until each patron and the dealer receives a total of two cards (automated shuffler or manual).

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Five Treasures Baccarat

- A. The purpose of this appendix is to detail the general rules that govern Five Treasures Baccarat.
- B. Number of decks of cards and value of each card:
Follows traditional Mini Baccarat card values as outlined in section 12.
- C. Object of Game, method of play, and wagers:
 - 1. The object of Five Treasures Baccarat is to predict whether the banker's hand or the player's hand will get a point value closest to 9, keeping in mind that all ten-value cards count as zero and aces count as one. The hand with the highest point value wins.
 - 2. The patron may bet the banker, player, Fortune 7, Golden 8, Heavenly 9, Blazing 7's, or Cover All.

Wagers:

- a. The patron must bet the banker or player and has the option to make any or all of the following optional side bets which are Fortune 7, Golden 8, Heavenly 9, Blazing 7's, and Cover All or any combination thereof.
- b. Once all bets are placed, the dealer deals all cards following house procedures and draw rules.
- c. After the hand is dealt the dealer will take any losing wagers and settle all winning wagers.
 - i. Winning player wagers are paid even money.
 - ii. A winning wager made on the banker's hand shall be paid off by the Casino at odds of 1 to 1 except that the Casino shall normally extract a charge (to be known as a "commission") of five percent on the amount won, (provided, however, the Casino will round down the commission to twenty-five cents or the next multiple of twenty-five cents when the commission is not exactly twenty-five cents or a multiple thereof). The Casino may collect the commission from a participant at the time the winning payoff is made or may defer it to a later time provided, however, that all outstanding commission shall be collected prior to reshuffling the cards in a shoe and in no event shall the collection of any commission be deferred beyond such point. The amount of any commission not collected at the time of the winning payout shall be evidenced by the placing of a marker button containing the amount of the commission owed in a rectangular space in front of the dealer on the layout imprinted with the number of the participant owing such commission.

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- d. Fortune 7 bet is paid the odds of 40 to 1 when the bank wins with a three-card point total of 7 and will lose on any other point total.
 - e. Golden 8 bet is paid the odds of 25 to 1 when the player wins with a three-card point total of 8 and will lose on any other point total.
 - f. Heavenly 9 bet is paid the odds of 75 to 1 if both the player and banker have a three-card nine and is paid the odds of 10 to 1 if only 1 player or banker has a three-card nine. Bet will lose on any other point total.
 - g. Blazing 7's bet is paid the odds of 400 to 1 if both the player and banker have a three-card 7 and will lose on any other point total.
 - i. Or Blazing 7's bet is paid the odds of 200 to 1 if both the player and banker have a three-card 7 or is paid the odds of 50 to 1 if both the player and banker have a two-card 7 and will lose on any other point total.
 - h. Cover All bet is paid the odds of 6 to 1 if there is a Fortune 7, Golden 8, Heavenly 9, and Blazing 7's hand dealt and will lose on any other point total.
- D. Dealing procedures:
Follows traditional Mini Baccarat dealing procedures as outlined in section 12.
- G. Shuffling, cutting, and burning of cards:
Follows traditional Mini Baccarat shuffling, cutting and burning of cards as outlined in section 12.
- 4.