BASIS AND PURPOSE FOR RULE 23

The purpose of Rule 23 is to establish playing rules for craps and procedures for conducting craps games in compliance with section 12-47.1-302 (2). The statutory basis for ~~r~~Rule 23 is found in sections 12-47.1-201, C.R.S., 12-47.1-203, C.R.S., and 12-47.1-302, C.R.S.

RULE 23 RULES OF CRAPS

47.1-2317.01 THE PLAY – CRAPS WITH FIRE BET

FIRE BET IS A PATENTED AND TRADEMARKED CRAPS VARIATION GAME, THE RIGHTS TO WHICH ON OCTOBER 18, 2012 WERE OWNED BY SHUFFLE MASTER GAMING OF LAS VEGAS, NEVADA AND WHICH MAY BE TRANSFERRED OR ASSIGNED. CRAPS WITH FIRE BET MUST BE PLAYED ACCORDING TO THE FOLLOWING RULES.

(1) FIRE BET MAY BE PLAYED ONLY ON TABLES DISPLAYING THE FIRE BET LAYOUT.

(2) FIRE BET IS AN OPTIONAL ADDITIONAL WAGER FOR CRAPS. PLAYERS MAY MAKE THIS BET RIGHT BEFORE THE COME-OUT ROLL OF A NEW SHOOTER. THESE BETS WILL BE IN THE AMOUNT SPECIFIED AT THE TABLE BY THE RETAIL LICENSEE.

(3) PLAYERS MUST PLACE THEIR FIRE BET WAGER IN THE MARKED AREA. DEALERS WILL THEN MOVE THE BETS TO THE APPROPRIATE BETTING CIRCLES.

(4) A FIRE BET CANNOT BE TAKEN DOWN OR "CALLED OFF" ONCE THE NEW SHOOTER HAS ESTABLISHED THE *INITIAL* POINT.

(5) ANY DEALER TIP DELIVERED AS A FIRE BET WAGER MAY BE PLACED AT THE TOP OF THE FIRE BET NUMBERING AREA OR PIGGY-BACKED (DEALER BET SITS ON TOP OF THE PLAYER'S BET SLIGHTLY PUSHED FORWARD) ON TOP OF THE PLAYER'S FIRE BET NUMBERING SPOT WAGER.

(6) LAMMERS SHALL BE USED TO KEEP TRACK OF EACH "INDIVIDUAL POINT" THAT THE SHOOTER HAS SUCCESSFULLY MADE. FOR EXAMPLE: ONCE A POINT HAS BEEN SUCCESSFULLY MADE, A FIRE BET LAMMER WILL REPLACE THE STANDARD (LARGER, WHITE) PUCK THAT WAS USED TO DENOTE THAT "POINT". THE FIRE BET LAMMERS WILL BE PLACED ACCORDINGLY AS ADDITIONAL "INDIVIDUAL POINTS" ARE MADE UNTIL A "SEVEN OUT" OCCURS OR AN ULTIMATE FIRE BET PAYOFF THRESHOLD HAS BEEN REACHED.

(7) THE FIRE BET WAGER SHALL BE PAID ACCORDING TO THE NUMBER OF "INDIVIDUAL POINTS" THE SHOOTER SUCCESSFULLY MAKES BEFORE THE DICE "SEVEN OUT". *NOTE: THE TERM "INDIVIDUAL POINTS" SHALL MEAN, WHEN A POINT IS SUCCESSFULLY MADE FROM THE POOL OF POSSIBLE POINTS (4, 5, 6, 8, 9, 10) MORE THAN ONCE, IT SHALL NEITHER ADVANCE NOR SUBTRACT FROM THE PLAYER'S GOAL OF REACHING A FIRE BET PAYOFF THRESHOLD. THUS, MAKING A POINT MORE THAN ONCE, WILL ONLY COUNT AS *ONE "INDIVIDUAL POINT"* MADE.

(8) POINTS DO NOT HAVE TO BE IN ANY SPECIFIC ORDER.

(9) WINNING OR LOSING ON THE "COME OUT" ROLL WILL NOT AFFECT THIS SIDE BET. ONLY THE "SEVEN OUT" OR SUCCESSFULLY MAKING ALL (6) INDIVIDUAL POINTS WILL TERMINATE THE BET.

(10) PAYOUTS ARE MADE AFTER THE SHOOTER – ASSUMING HE OR SHE HAS MADE AT LEAST THREE PASSES – "SEVENS OUT." DEALERS WILL CLEAR ALL LOSING BETS FIRST, AND THEN PAY WINNERS, INCLUDING THE FIRE BET. BETS WILL BE PAID IN *NUMERICAL ORDER* IN CONJUNCTION WITH A PLAYER'S BETTING POSITION AFTER ALL USUAL "TAKE AND PAY PROCEDURES".

(11) AS THIS IS A "MULTI-LEVEL" PAYOFF STRUCTURE, ONLY THE HIGHEST PAYOFF LEVEL MET WILL BE PAID. *EXAMPLE:* IF FIVE (5) "INDIVIDUAL POINTS" ARE SUCCESSFULLY MADE, ONLY THE (FIVE) POINT PAYOFF WILL BE MADE AND NOT THE LESSER PAYOFF THRESHOLD MET.

(12) THE PAY SCHEDULE IN USE, OR PAYOUTS DERIVED FROM THE PAY SCHEDULES, MUST BE DISPLAYED ON THE TABLE LAYOUT OR ON SIGNAGE AT THE TABLE:

POINTS	FB-1	FB-2	FB-3	FB-4
6	1,000 FOR 1	999 TO 1	300 FOR 1	299 TO 1
5	250 FOR 1	249 TO 1	150 FOR 1	149 TO 1
4	25 for 1	24 to 1	30 for 1	29 to 1
3			7 for 1	6 to 1

47.1-2317.02 THE PLAY – CRAPS WITH SHARP SHOOTER

SHARP SHOOTER IS A PATENTED AND TRADEMARKED CRAPS VARIATION GAME, THE RIGHTS TO WHICH ON OCTOBER 18, 2012 WERE OWNED BY SHUFFLE MASTER GAMING OF LAS VEGAS, NEVADA AND WHICH MAY BE TRANSFERRED OR ASSIGNED. CRAPS WITH SHARP SHOOTER MUST BE PLAYED ACCORDING TO THE FOLLOWING RULES.

(1) SHARP SHOOTER MAY BE PLAYED ONLY ON TABLES DISPLAYING THE SHARP SHOOTER LAYOUT.

(2) SHARP SHOOTER IS AN OPTIONAL WAGER FOR CRAPS. PLAYERS MAY MAKE THIS BET RIGHT BEFORE THE COME-OUT ROLL OF A NEW SHOOTER. THESE BETS WILL BE IN THE AMOUNT SPECIFIED AT THE TABLE BY THE RETAIL LICENSEE.

(3) PLAYERS MUST PLACE THEIR SHARP SHOOTER WAGER IN THE MARKED AREA. DEALERS WILL THEN MOVE THE WAGERS TO THE APPROPRIATE BETTING CIRCLES.

(4) ANY DEALER TIP DELIVERED AS A SHARP SHOOTER WAGER MAY BE PLACED AT THE TOP OF THE SHARP SHOOTER NUMBERING AREA OR PIGGY-BACKED (DEALER BET SITS ON TOP OF THE PLAYERS BET SLIGHTLY PUSHED FORWARD) ON TOP OF THE PLAYERS SHARP SHOOTER NUMBERING SPOT WAGER.

(5) WHEN A PLAYER MAKES A POINT, THE STICKMAN OR BOXMAN WILL USE A LAMMER TO KEEP TRACK OF THE NUMBER OF PASSES.

(6) PLAYERS WIN IF THE SHOOTER MAKES AT LEAST THREE POINTS BEFORE A SEVEN-OUT. THE MORE POINTS HE OR SHE MAKES, THE HIGHER THE PAYOUTS.

(7) IF A SHOOTER MAKES 10 POINTS, THE SHARP SHOOTER BET PAYS THE TOP AWARD AND THE SEQUENCE ENDS.

(8) PAYOUTS ARE MADE AFTER THE SHOOTER—ASSUMING HE OR SHE HAS MADE AT LEAST THREE PASSES—SEVENS-OUT. DEALERS WILL CLEAR ALL LOSING BETS FIRST, AND THEN PAY WINNERS, INCLUDING THE SHARP SHOOTER WAGERS.

(9) THE PAY SCHEDULE IN USE, OR PAYOUTS DERIVED FROM THE PAY SCHEDULES, MUST BE DISPLAYED ON THE TABLE LAYOUT OR ON SIGNAGE AT THE TABLE:

POINTS	SS-01	SS-02	SS-03	SS-04	SS-05	SS-06
10	300 FOR 1	300 FOR 1	500 FOR 1	299 TO 1	299 TO 1	500 TO 1
9	200 FOR 1	200 FOR 1	200 FOR 1	200 TO 1	200 TO 1	200 TO 1
8	100 FOR 1	50 FOR 1	100 FOR 1	100 TO 1	50 TO 1	100 TO 1
7	50 FOR 1	40 FOR 1	50 FOR 1	50 TO 1	40 TO 1	50 TO 1
6	30 FOR 1	30 FOR 1	30 FOR 1	30 TO 1	30 TO 1	30 TO 1
5	20 FOR 1	20 FOR 1	20 FOR 1	20 TO 1	20 TO 1	15 TO 1
4	10 FOR 1	10 FOR 1	10 FOR 1	9 TO 1	9 TO 1	9 TO 1
3	6 FOR 1	7 FOR 1	6 FOR 1	5 TO 1	6 TO 1	5 TO 1