

BISMARCK-MANDAN CONVENTION & VISITORS BUREAU GAMING RULES

BLACKJACK RULES

House Rules:

1. Betting limit is posted at each table;
2. Original wagers must be in even dollar amounts;
3. House uses four complete decks dealt from a dealing shoe;
4. House uses Hole-Card-with-Card-Reading-Device or Hole-Card-No-Peek method.

Player Rules:

Use of a cell phone or any other device to aid in the play of blackjack is prohibited.

1. Must be 21 years of age or older to play;
2. Players are responsible for correctly computing the card count of their hand;
3. Hand signals must be used;
4. Players may not touch the cards;
5. Play is limited to two adjacent betting spaces; a player may not wager on another player's hand;
6. No side bets allowed;
7. No payoff on tie counts;
8. Aces count as one or eleven; King, Queen and Jack are valued as ten, all other cards are face value;
9. Players may not play on multiple tables;
10. Tip betting is permitted;
11. Doubling-down is permitted on tip bets and may be equal to or less than the original tip bet;
12. Splitting of a tip bet is not permitted;
13. A count of twenty-one with two cards is termed a natural 21 (blackjack) and is automatically paid at a rate of 3-to-2, except in the case of a tie or a split hand;
14. Insurance bets permitted (pays 2-to-1);
15. Even money payoff allowed for a blackjack when the dealer is showing an Ace;

16. Splitting is allowed on any pair or any two 10-count value cards, to a maximum of four hands per betting space;
17. Aces may be split up to four hands and receive one additional card each;
18. Doubling-down permitted on the players first two cards dealt, or first two cards of any split hand, except split aces. Double down wager may be equal or less than the original wager;
19. After the first card has been removed from the shoe, the original wagers and tip bets cannot be changed;
20. No offensive language is allowed;
21. If a person knowingly used a fraudulent scheme or technique to cheat or skim involving twenty-one, regardless of amount gained, the offense is a class C felony punishable by a five thousand dollar fine, or five years in jail, or both.

CHIP VALUES



BLACKJACK DEALING MISTAKE RESOLUTIONS

1. A playing card found turned face upwards in a dealing shoe must be burned;
2. If no cards are dealt to a player's betting space containing a wager, the betting space is inactive for the round. If only one card is dealt to a player's betting space, at the player's option, a dealer shall deal a second card to the player after all other players have received a second card. Otherwise, a player's betting space is inactive, and the card dealt must be burned;
3. If a dealer deals a card to an inactive betting space and continues dealing cards to active betting spaces, the dealer shall burn the card dealt to the inactive betting space;
4. If a dealer misses dealing the dealer's first or second card, the dealer shall continue dealing the first two cards to each player, and then deal the proper number of cards to the dealer;
5. If a dealer does not ask a player if the player desires to place an insurance wager and the

hand is played, the hand is valid;

6. If a dealer drops a player's or dealer's card off a table, the dealer shall burn the card;

7. A card drawn from a dealing shoe in error without the card's face being exposed to any player must be used as if it were the next card from the shoe. Any player refusing to accept the card may not have additional cards. If the card is not used during the round the card must be burned;

8. After the first two cards are dealt to each player and a card is drawn from a dealing shoe in error with the card's face exposed to any player, the card must be burned;

9. If an insufficient number of cards remains in a dealing shoe to complete a round of play, all of the cards in a discard holder must be shuffled and cut, the first card must be burned, and a dealer shall complete the round of play;

10. If a dealer has a count of at least seventeen and draws a hit card, the card must be burned;

11. If a dealer permits a player to wager an unlawful amount and the player's hand wins, the dealer shall return the improper portion of the wager to the player. A dealer shall value a player's hand at the proper wager for the payoff. However, if a dealer permits a player to wager fifty cents and is dealt a card, the dealer shall return the fifty cents to the player and burn the card;

12. If a dealer permits a player to place a lawful amount below the posted table minimum wager the hand must be played, and the player informed of the table minimum;

13. If a dealer or player suspects that the dealer miscounted the dealer's or player's hand after the round of play, the dealer shall play back the cards or review surveillance video. However, the dealer may not back up the cards more than one round;

14. If a dealer does not burn a card at the beginning of dealing a shoe, the dealer shall burn the card after the first complete round of play;

15. If a dealer's facedown card is exposed to any player before the decisions of all the players are carried out, the dealer shall burn the card and, after the decisions of all the players have been carried out, draw a new facedown card;

16. If a dealer misses dealing a player hit card, the dealer shall continue dealing any requested hit cards to all other players and then deal a hit card to the player who was missed;

17. If a dealer inadvertently allows a player to place a wager on three betting spaces, the wager to the far right of the dealer must be returned to the player and the cards burned;

18. With the Hole-Card-with-Card-Reading-Device method of dealing, if a dealer fails to check a ten or ace the hand is valid;

19. With the Hole-Card-with-Card-Reading-Device method of dealing, if the mechanism misreads the hand as a blackjack and the hole card is exposed before the decisions of all the players are carried out, the dealer shall burn the card and, after the decisions of all the players have been carried out, draw a new facedown card;

20. If a Card-Reading-Device malfunctions, the table play will revert to a Hole-Card-No-Peek method of dealing;

21. For any other dispute or questions not mentioned, the Person-in-Charge's decision is final.

ELECTRONIC PULL TAB DEVICE RULES

1. Must be 21 years of age or older to play electronic pull tab devices;

2. A player may play only one electronic pull tab device at a time;
3. An electronic pull tab device may not be reserved;
4. Bismarck-Mandan Convention & Visitors Bureau (CVB) is not responsible for lost credit ticket vouchers or credits left on the machine. Players should print a credit ticket voucher before leaving the machine;
5. We reserve the right to pay credit ticket vouchers with a check. Checks will be available within three business days;
6. **If a credit ticket voucher leaves the Gaming area, it is void;**
7. **A credit ticket voucher is only valid and must be redeemed on the same business day as it was printed.** All unredeemed credit ticket vouchers and credits left on the machine at the end of the business day will be considered unclaimed and void;
8. Credit ticket vouchers must be redeemed within 10 minutes of the electronic pull tab device being shut down for curfew;
9. If a machine malfunctions, a ***Credit Redemption Register*** may need to be completed and the machine audited before credits can be paid to a player;
10. A Record of Win shall be completed for all single prizes greater than five hundred dollars (\$500);
11. If a person knowingly solicits, provides, or receives any inside information, by any person, by any means, or knowingly uses a fraudulent scheme or techniques to cheat or skim involving electronic pull tabs, regardless of the amount gained, the offense is a class C felony punishable by a five thousand dollar fine, or five years in jail, or both.

ELECTRONIC PULL TAB VOUCHER REDEMPTION KIOSK RULES

- A credit ticket voucher or re-issued ticket voucher are only valid and must be redeemed on the same business day as printed;
- If a credit ticket voucher or re-issued credit ticket voucher leaves the site it is void and will not be paid;
- If the Redemption Kiosk malfunctions and a credit ticket voucher can't be paid, a Credit Redemption Register must be completed. The player's current address and phone must be given to the bar staff. Any reimbursement will be mailed within three business days;
- If a person knowingly solicits, provides, or receives any inside information, by any person, by any means, or knowingly used a fraudulent scheme or technique to cheat or skim involving electronic pull tabs, regardless of the amount gained, the offense is a class C felony punishable by a five thousand dollar fine or five years in jail, or both.

PULL TAB RULES

1. The posted number represents the total individual major winners \$50 or greater remaining in

the jar, no other information about winners remaining or redeemed may be given to players;

2. Postings are correct to the best of our knowledge – **but are not guaranteed;**

3. A major winner is defined as an individual winning symbol with a value of \$50 or greater. There may be multiple winning symbols on one ticket;

4. Winning combinations may be banded differently than they appear on the game flare;

5. To the best of our knowledge, we do not sell games without a major winner remaining (\$50 or greater);

6. The jar operator will hand the tickets to the player. Players cannot choose their own tickets but may suggest an area of the jar for the operator to pick. Players should not take tickets before the entire purchase is counted out;

7. Players must present the entire winning ticket;

8. Winning tickets must be redeemed within 15 minutes from the time the ticket was purchased. Players who hold tickets longer than 15 minutes cannot be paid;

9. The organization may not pay a prize to a player unless the player redeems an actual winning ticket;

10. Cash prize payout must be verified before leaving the jar bar. No payout changes will be made after leaving the jar bar;

11. A Record of Win shall be completed for all single prizes greater than five hundred dollars (\$500). The payee must provide a valid photo identification;

12. If a player attempts to falsify or falsifies a Record of Win, the prize is forfeited;

13. A new deal is added when the posted level of unredeemed winners reaches ten (10);

14. A new deal must be added to the game if there are approximately two hundred and fifty (250) tickets remaining and the game is not being sold out;

15. A new deal may be added to a game at any time;

16. When the game is being closed out, posting the number of major winners will be discontinued when there are ten (10) unredeemed major winners remaining in the game;

17. Pull tab cannot be redeemed if it has been taken from the gaming area;

18. A player may be allowed to purchase up to two hundred fifty (250) tickets at one time;

19. Restricting the play of a game to one player or group of players is prohibited;

20. Our organization may, at its discretion, limit a player's purchase of tickets to twenty (20) in addition to consolations when two or more players are actively playing a game, or the organization is closing the game;

21. Players must inspect tickets for defects and correct quantity prior to leaving the jar bar. The organization suggests that the player does this while the jar operator is counting out the tickets in front of them. No tickets, defective or otherwise, will be exchanged after they have left the jar bar;

22. We request that players refrain from opening jar tickets at the jar bar;

23. For any other dispute or question not mentioned, the manager on duty's decision is final;

24. Players must be 21 or older to play pull tabs. Any prize won by an individual under 21 will be forfeited;

25. If a person knowingly solicits, provides, receives, or knowingly uses any inside information, from or to any person, by any means, or knowingly uses a fraudulent scheme or technique to cheat or skim involving pull tabs, regardless of the amount gained, the offense is a class C felony punishable by a five thousand dollar fine, or five years in jail, or both.

PULL TAB DISPENSING DEVICE RULES

1. Restricting access to or delaying using credits on a device is prohibited;

2. Tickets can be redeemed by the bar or gaming attendant on duty;

3. A winning pull tab must be redeemed within fifteen (15) minutes;

4. A pull tab cannot be redeemed if it has been taken from the gaming area; Pull tabs cannot be taken into the restrooms;

5. Players must present the entire winning ticket;

6. The organization may not pay a prize to a player unless the player redeems an actual winning ticket;

7. If the machine malfunctions, is inoperable, and credits are displayed on the device, the player can be paid the amount displayed on the device after completing a Credit Redemption Register. If a player's currency jams in a currency validator and the device does not show a credit, the machine will be audited, and the player may be mailed a check by BMCVB within three (3) business days;

8. A Record of Win shall be completed for all single prizes greater than five hundred dollars (\$500). The payee must provide a valid photo identification;

9. If a player attempts to falsify or falsifies a Record of Win, the prize is forfeited;

10. Players must be 21 or older to play pull tabs. Any prize won by an individual under 21 will be forfeited;

11. If a person knowingly solicits, provides, receives, or knowingly uses any inside information, from or to any person, by any means, or knowingly uses a fraudulent scheme or technique to cheat or skim involving pull tabs, regardless of the amount gained, the offense is a class C felony punishable by a five thousand dollar fine, or five years in jail, or both.

DJ BINGO RULES

1. Bingo cards must be purchased with cash.

2. Dauber ink must be used. Daubers are available free of charge.

3. SHOUT YOUR BINGO. Sleepers will not be paid. It is the player's responsibility to ensure that the caller hears and acknowledges any bingo.

4. Winners must bingo on last number called. The word "BINGO" must be heard by the gaming staff before the bingo caller announces the whole letter and number of the next ball to be called.

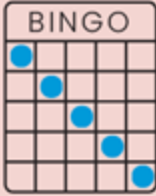
5. The actual letter and number on a ball drawn or freely awarded is official and final.
6. A bingo is not valid if played on an incorrect card.
7. A person may not separate a paper card when there are two or more faces on a sheet.
8. Additional cards may not be purchased after sales are closed.
9. Sharing of a package is not allowed.
10. Our policy is to avoid the use of duplicate cards. However, inadvertently, duplicate cards may be in play.
11. A bingo card is void if it is taken outside of the gaming area.
12. At the discretion of management, a bingo game/session may be canceled due to inclement weather, power outage, lack of players, or any other extraordinary incident. Refunds will be given for games not played.
13. No exchanges.
14. No refunds unless the game is cancelled. The session may be cancelled if fewer than 10 packages are sold.
15. If a player has multiple bingos for a single bingo game on one bingo card, it counts as one bingo.
16. Multiple winners on the same or differently priced cards will split the prize evenly. We round up to the nearest dollar.
17. If an employee determines a malfunction with the bingo system before a winning card is verified, the game will be voided, players issued new cards and the game replayed, otherwise the bingo is valid.
18. Winning cards with prize amounts over \$50 will be verified by a neutral player or electronic verifier.
19. IRS W-2G Form and Child Support verification will be completed for any single bingo prize of \$2,000 or more. A valid ID and Social Security card are required to complete forms. A portion of the prize may be mailed to the winner within two business days. Call Bismarck-Mandan CVB gaming office with questions – 701-222-2595.
20. A Record of Win will be completed for any single bingo prize of more than \$500. A valid ID is needed to complete the Record of Win. If a player attempts to falsify or falsifies a record of win, the prize is forfeited.
21. Management reserves the right to make changes to the program. Program changes will be announced before card sales.
22. If a person knowingly uses a fraudulent scheme or technique to cheat or skim involving bingo, regardless of the amount gained, the offense is a class C felony punishable by a five thousand dollar fine or five years in jail or both.
23. North Dakota Attorney General's Office-Gaming Division – 701-328-4848.
24. National Council on Problem Gambling hotline – 1-800-522-4700.

DJ BINGO

MUSIC, PRIZES & PARTY VIBES!

Nickels Lounge @ The Bismarck Hotel | Saturdays 8:30 pm

Packs \$20 | Packs include games 1-4; 3-on-1 cards

GAME 1 TAN DOUBLE BINGO 1-on-1 CARDS \$2  80% PAYOUT	GAME 2 AQUA STRAIGHT BINGO 1-on-1 CARDS \$2  80% PAYOUT	GAME 3 LIME BLACKOUT 1-on-1 CARDS \$2  Jackpot starts at \$500 in 54 numbers or less. Increases 30% of sales each session. When net cash profit exceeds \$500, increases 1 ball number every 10 sessions. Consolation prize is 50% of sales.	GAME 4 BLACK LARGE PICTURE FRAME 1-on-1 CARDS \$2  80% PAYOUT	GAME 5 PINK BLACKOUT 1-on-1 CARDS \$5 (not included in pack)  Jackpot starts at \$2,000 in 54 numbers or less. Increases 30% of sales each session. When net cash profit exceeds \$2,000, increases 1 ball number every 10 sessions. Consolation prize is 50% of sales.
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PADDLEWHEEL RULES

Betting Limit: \$1 to \$20 per spin

1. Players are responsible for safeguarding their chips.
2. A player may not bet chips that exceed a value of twenty dollars (\$20) for one spin. Bets over twenty dollars (\$20) are void and the wager is returned to the player.
3. Players can place a bet after the operator announces, "bets open".
4. A player shall bet by placing a betting chip on a valid betting space. Payout chips cannot be used to place a bet. The paddlewheel operator may assist in placing a bet, but the player is ultimately responsible for ensuring the bet was placed on the intended betting space. Bets placed on a wrong betting space for a player by an operator, and not corrected before the operator announces "bets closed" are valid and cannot be changed.
5. A player may not touch a betting chip after the wheel operator has announced "bets closed"
6. Hands must remain off the betting surface and behind rail and cannot obstruct the camera's view after the operator announces, "bets closed", during the spin and during payoffs.
7. The paddlewheel must make at least four revolutions in either direction. If the paddlewheel does not make at least four revolutions, or a foreign object interferes with the natural spin of the paddlewheel, the spin is void, and the paddlewheel is immediately spun again.

8. If the wheel makes four revolutions in either direction it is a valid spin and will not be spun again.
9. If a pointer stops on top of a peg, the number preceding the peg is the winning number. The winning pattern called by the operator is official.
10. A winning odd/even bet is determined by a winning odd/even number on the wheel. However, a player loses all odd/even bets if the pointer stops on a pig.
11. A person may not play on multiple tables at one time.
12. A player may not take a betting chip away from the table.
13. If a player stops playing and has an unused betting chip, the player must exchange the betting chip for a payout chip through the wheel operator before leaving the table.
14. No side bets allowed.
15. No tip bets allowed.
16. If a person knowingly uses a fraudulent scheme or technique to cheat or skim involving paddlewheels, regardless of the amount gained, the offense is a class C felony punishable by a five thousand dollar fine or five years in jail or both.
17. For any other dispute not mentioned, the Person-in-Charge's decision is final.

PADDLEWHEEL PAYOFFS:

- Exact Number 39:1
- Exact Pig 39:1
- Line Bet (two numbers) 19:1
- Any Blue Pig 19:1
- Any Pink Pig 19:1
- Corner Bet (four numbers) 9:1
- Column Bet (E-N) 9:1
- Any Pig 7:1
- Row Bet (A-D) 3:1
- Even / Odd 1:1

Max Wager \$20/spin

THANK YOU FOR YOUR BUSINESS.

Games conducted by and for the Bismarck-Mandan CVB: 701-222-2595.

For any other disputes not mentioned or questions please contact the Gaming Manager: 701-557-7111.