



THE SYMPOSIUM ON  
RACING AND GAMING

EXPANSION TO  
NON-ELECTRONIC GAMING

DECEMBER 8, 2005

# LEGISLATIVE HISTORY

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- 1983
  - Pari-mutuel Legislation Passed
- 1985
  - First Greyhound Track Opened
- 1989
  - First Horse Track Opened
  - Casino Gambling on Riverboats Passed
- 1991
  - First Riverboat Casino Opened

# LEGISLATIVE HISTORY CONT'D.

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- 1994
  - Electronic Gaming @ Tracks [Slots]
    - Must Be Currently Licensed and
    - Must Pass County Referendum
  - Removal of Wager/Loss Limits on Riverboat Casinos
    - Must Pass County Referendum

# LEGISLATIVE HISTORY CONT'D.

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- 2004 • Table Games Allowed @ Racetrack Casinos



*More Than You Imagine!*



# TAX STRUCTURE

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22-24% Adjusted Gross Receipts [AGR]

.5% County

.5% City

.5% Gamblers Treatment Fund

.5% County Endowment Fund

Remainder – State [General Fund, Infrastructure Fund, Vision Iowa (Economic Development)]

# GREYHOUND TRACKS

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- Dubuque Greyhound Park & Casino and Bluffs Run will begin table game operations in newly expanded facilities in the first quarter of 2006
- Competing riverboat casinos in same market

# HORSE TRACK

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- Prairie Meadows' Temporary Pit and Poker Room in existing renovated facilities launched in December 2004 – Approximately 50% capacity
- New expanded facility will double inventory and number of table gaming positions when open sometime in 2007.
- No competing riverboat facilities. Small rural riverboat casino 45 miles from Des Moines Metropolitan area.

# REVENUE IMPACT

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- AGR of Prairie Meadows  
FYTD (7/1/05 through 10/31/05)
  - Slots - 91% (\$60.5 million)
  - Table - 9% (\$5.5 million)
  
- AGR of Boats FYTD
  - Slots - 89%
  - Tables - 11%



# REGULATORY ISSUES W/TABLE GAME INSTALLATIONS

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## ■ RULES OF THE GAME

- Submit proposed Rules of the Game for IRGC approval
- Each specific game rule should include, but is not limited to:
  - Object of Game
  - Betting Structure (if applicable)
  - Wager Payouts
  - Ranking of Hands (if applicable)

# Rules of the Games

## Definitions

## Number of Decks and Value of Cards

AMERISTAR COUNCIL BLUFFS

RULES OF THE GAMES

BLACKJACK

91-26.12(99F)

12(1) SUBJECT: **Blackjack-Definitions**

DEFINITIONS

“Dealer” shall mean the person responsible for dealing the cards at a Blackjack table.

“Blackjack” shall mean an ace and any card having a point value of 10 dealt as the initial two cards to a player or a dealer except that this shall not include an ace and a ten (10) point value card dealt to a player who has split pairs.

“Hard Total” shall mean the total point count of a hand which contains no aces or which contains aces that are each counted as 1 in value.

“Soft Total” shall mean the total point count of a hand containing an Ace that has two (2) numerical values, 1 or 11.

“Push” shall mean that the dealer’s and player’s point totals are the same.

“Card Reader Device” is defined as a device which reads the hole card to identify if the dealer has a Blackjack. The device will be used such that the value of the hole card will only be read when the value of the hole card completes a Blackjack for the dealer.

12(2) SUBJECT: **Blackjack-Cards; Number of Decks; Value of Cards**

CARDS; NUMBER OF DECKS; VALUE OF CARDS

1. Blackjack shall be played with a minimum of one (1) deck of cards with backs of the same color and design. Blackjack will be dealt using a shoe, except for those tables designated by **Ameristar Council Bluffs** as offering “Single-Deck” Blackjack. “Double Deck” blackjack may be dealt out of shoe or by hand.
2. The value of the cards contained in each deck shall be as follows:
  - a. Any card from 2 to 10 shall have its face value;
  - b. Any Jack, Queen, or King shall have a value of ten (10);
  - c. Ace shall have a value of eleven (11), or one (1).



12. 1. 2005



**Play** MUST EQUAL **Ante**

DEALER PLAYS WITH  
QUEEN HIGH OR BETTER

WHEN DEALER DOES NOT PLAY  
**Play** PUSH • **Ante** 1 to 1

WHEN DEALER PLAYS  
**Play** 1 to 1 • **Ante** 1 to 1

**Pair Plus Pays**

PAIR..... 1 to 1  
 FLUSH..... 4 to 1  
 STRAIGHT..... 6 to 1  
 THREE OF A KIND..... 30 to 1  
 STRAIGHT FLUSH..... 40 to 1

**Ante Bonus Pays**

STRAIGHT..... 1 x 1  
 THREE OF A KIND..... 4 x 1  
 STRAIGHT FLUSH..... 5 x 1

**Play** MUST EQUAL **Ante**

DEALER PLAYS WITH  
QUEEN HIGH OR BETTER

WHEN DEALER PLAYS  
**Play** 1 to 1 • **Ante** 1 to 1

Dealer quinnies with King-high

Queens Up  
Ante = Super Bonus

Queens Up  
Ante = Super Bonus

Players may triple down  
with a pair of Aces or better

**Play**

**Super Bonus**

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
Pair of Queens or better	1 to 1

All other hands push if player bets or the dealer.

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# REGULATORY ISSUES – RULES OF THE GAME CONT'D.

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- Shuffle Process (automatic v. manual if applicable)
- Rake/Commission Rate (if applicable)
- Signage Requirements
  - Minimum/Maximum Wager
  - Proposition Payouts
  - Jackpot Explanations
  - Rules of Game should be variable



Drop Box

Automatic Shuffler

12.1.2005

**Minimum/Maximum  
Wager**

**MINIMUM \$ 5**  
**MAXIMUM \$ 50**

U.S. Patent No. 5,685,774  
© ShuffleMaster, Inc. 1005

**Pair Plus**

**Push**  
**Push**

**PLAY MUST EQUAL  $\geq 2$  PAIR**  
**DEALER PLAYS WITH QUEEN HIGH OR BETTER**  
**WHEN DEALER DOES NOT PLAY**  
**PLAY PUSH •  $\geq 2$  PAIR 1 to 1**  
**WHEN DEALER PLAYS**  
**PLAY 1 to 1 •  $\geq 2$  PAIR 1 to 1**

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## General House Rules

1. Proper poker etiquette is required at all times.
2. It is the player's responsibility to protect their hand.
3. Players must keep their cards in full view at all times.
4. Any player is entitled to a clear view of an opponent's chips.
5. All games are table stakes only (cash does not play) except the use of quarters in a table game.
6. Playing behind is only allowed for the amount of the buy-in while waiting for chips after a Prairie Meadows employee has verified the buy-in.
7. All games will be raked. Time collection is not permitted.
8. 70% rake \$3.00 mini per pot, and \$1.00 on the first \$15.00 per pot for the bad beat jackpot in games that are lower than a \$10-\$20 limit.
9. Buy-ins must be at least 10 times the minimum bet for all structured games. All other games will be posted.
10. Players must be present to add their name to the waiting list.
11. All chips must remain on the table until play is discontinued.
12. Set-ups may be requested every two hours.
13. Prairie Meadows is not responsible for chips left on the table.
14. Cash or red/trays are not permitted on the table.
15. Splitting pots will not be allowed in any game unless it is a High-Low game or the hands are the same value. However, splitting the blinds will be allowed in all flop games.
16. Insurance propositions or any other type of deals are not allowed. (Double River, laying table, etc.)
17. One player per hand, no coaching, or playing another player's chips.
18. Rabbit hunting is not allowed. Looking or asking to see cards that are out of play in order to ascertain what hand a player might have made.
19. Three-button rule will be in effect. As soon as a player leaves the table, the dealer will give that player an absent button. The next dealer will also give that player an absent button. When that player receives a third button, he/she will be picked up.
20. Third player walking from any game will have 15 minutes to return before he/she is picked up. Fourth player will automatically be picked up providing there is a list for that game.
21. Management will decide when to attempt to start any game and has the right to close any game at any time.
22. Management is not responsible for the conduct of any player, but will retain the right to refuse the use of the facility to any player.
23. Players taking a seat in a game at Prairie Meadows Poker Room agree that management has the final word on who may play and the manner in which play is conducted.
24. All decisions by Management are final.



## Jackpot Rules

Prairie Meadows rules apply at all times. The winner must be the second highest hand. Only one winner is allowed unless two hands are the same. The winner must be a jackpot raked game and four or more players must be playing to qualify for jackpots. Any collusion or agreement between the participants, indicating a fix, voids the jackpot. Management reserves the right to suspend payment of jackpot, for the purpose of investigation, if there is reasonable cause to believe any fraudulent or dishonest conduct has taken place. Prairie Meadows reserves the right to establish the rules and regulations surrounding any of the enhanced or promotional jackpot situations and may change these rules and regulations from time to time as they see fit.

### HOLD 'EM JACKPOT RULES

- Lose on Aces full of Jacks or better.
- Winner must be four of a kind or better.
- Each participant must use both hole cards to qualify.
- To qualify for Aces full, the participant with Aces full must have at least one Ace in the hole. If more than two hands are in play after all action is completed, all hands must show or jackpot may be deemed void.

### SEVEN CARD STUD JACKPOT RULES

Lose on Aces full of Jacks or better.

### OMAHA JACKPOT RULES

Four of a kind or better must lose to four of a kind or better.



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HOLD-EM	HOLD-EM	HOLD-EM	HOLD-EM	HOLD-EM	HOLD-EM
3-6	4-8	6-12	8-16	15-30	20-40
BRIAN B P-1 DAN P	BRIAN B P-1 DAN P				
POT LIMIT	OMAHA-8	OMAHA-8	OMAHA	NO LIMIT	NO LIMIT
5-10 MIX	4-8 1/2 KILL	6-12 1/2 KILL	15-30	2-5/100XSB	1-2/100XSB
3-11					DARREN M FRANK B P-2 DAN P

**7-CARD STUD JACKPOT = \$542**

12. 1. 2005

# REGULATORY ISSUES – INTERNAL CONTROLS

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- Money/Chip Handling Procedures
  - Opening/Closing of Tables
    - Verification procedures (signature requirements)
    - Surveillance's role (notification)
  - Table Fills/Credits
    - Verification procedures (signature requirements)
    - Surveillance's role (notification)

# REGULATORY ISSUES – INTERNAL CONTROLS CONT'D.

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- Dropping of Table Games
  - Times, frequency, departments involved
  - Emergency drop procedures
  
- Counting of Table Games
  - Separation from slot count (different time/room)
  - Sorting of slips (inventory, fills, credits)
  - Chip counting procedure for poker
  - Procedure for non-revenue count (player jackpot pools)

# REGULATORY ISSUES – INTERNAL CONTROLS CONT'D.

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- Miscellaneous Procedures
  - Currency exchange for gaming chips
  - Non-value chips (tournaments and/or Roulette)
  - Dropping of tips (separation from revenue)



# REGULATORY ISSUES – INTERNAL CONTROLS CONT'D.

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- Card/Dice Control
  - Maintain inventory
    - Establish secured area
    - Shipment control
    - Table distribution
    - Cancellation procedures
    - Maintain reports

# REGULATORY ISSUES – INTERNAL CONTROLS CONT'D.

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- Damage inspection
  - Procedures for card replacement in pit area
  - Establish damage log



# REGULATORY ISSUES

## TABLE GAMES EQUIPMENT

- Table equipment purchased from an approved and licensed manufacturer and/or distributor
- Felt, cards, chips, dice, Roulette wheel, shufflers, etc.





# MANUFACTURERS AND DISTRIBUTORS



# MANUFACTURERS AND DISTRIBUTORS

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- Aristocrat Technologies
- AC Coin & Slot Service
- Atronic Americas, LLC
- Bally Gaming, Inc.
- Gaming Partners Int'l. S.A.S.
- Gaming Partners Int'l USA, Inc.
- Gemaco Playing Card Co.
- IGT
- Konami Gaming, Inc.
- Masque Publishing, Inc.
- Midwest Game Supply Co.
- Mikohn Gaming Corp.
- PDS Gaming Corp.
- Paltronics, Inc.
- Shuffle Master, Inc.
- Spielo Mfg, ULC
- Summit Amusement & Distributing, Inc.
- Tech Results
- The U.S. Playing Card Co.
- WMS Gaming, Inc.

# REGULATORY ISSUES FLOOR LAYOUT

- Establish a wagering area
  - Submit for approval
  - Comply w/Iowa Code (cash advance machines, minors, etc.)





**You are now entering a designated  
wagering area.**

No one under 21 years of age may wager on any race. No one under 21 years of age is permitted within five feet of a mutuel window or a self-betting machine.

Violators shall be subject to prosecution under Iowa Code section 805.8C, subsection 4, and subject to a fine of \$500.

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**Usted ahora entra un designado  
apostando área.**

Nadie bajo 21 años de la edad puede apostar en cualquier carrera. Nadie bajo 21 años de la edad se permite dentro de cinco pies de una ventana de mutuel o una máquina deser-apostando.

Los violadores serán susceptibles a la prosecución bajo de Código de Iowa 805.8C sección, la subdivisión 4, y sujeto a una multa de \$500.



12. 1. 2005



*Your Favorite Place to Play!*

**You are now entering the  
designated gaming  
floor area.**

**No one under  
21 years of age permitted  
beyond this point.**

**Violators shall be subject  
to prosecution under  
Iowa Code Section 805.8C,  
subsection 4, and subject to  
a fine of \$500.**



*Your Favorite Place to Play!*

12.1.2005



CREDIT CARD ADVANCES



NO  
PIN #  
REQUIRED

cashsystemsinc

24-HOUR SERVICE 1-877-600-8399



C  
A  
S  
H

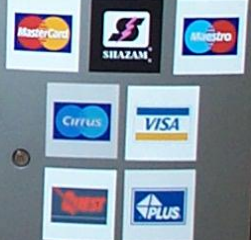


NO  
PIN #  
REQUIRED

STOLEN BILLS ARE SUSPENDED  
ONLY AT THE NEW LOCATION

WELCOME  
TO  
SHAZAM

PLEASE INSERT  
YOUR SHAZAM CARD  
FOR SERVICE



12.1.2005



CASH CARD ADVANCES



NO  
PIN #  
REQUIRED

cashsystemsinc

24-HOUR SERVICE 1-877-600-8399



C  
A  
S  
H



NO  
PIN #  
REQUIRED

12.1.2005

# REGULATORY ISSUES – SURVEILLANCE

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- Coverage requirements
  - Capability of 2 cameras/table (sufficient clarity of cards and/or dice)
  - Dedicated coverage for progressive games
  - Capability for split screen on Roulette



# REGULATORY ISSUES – SURVEILLANCE CONT'D.

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- DCI/IRGC Role
  - Camera layout must be approved by DCI
  - Malfunction plan (some games must be closed depending on circumstances)



# REGULATORY ISSUES

## TABLE GAME TESTING

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- Establish procedures for testing games
  - Roulette wheel
  - Dice
- Shufflers
  - Verify and seal storage media



# REGULATORY ISSUES – REVENUE AUDITING

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- Count
  - Accurate reporting of cash and chip count
  - Accurate reporting of inventory, fill and credit slips
- Table win/loss statements
  - Monitor master gaming detail reports
  - Ensure table revenue formula is accurately applied
- Jackpot/Progressive
  - Monitor to ensure player wagers are accurately reflected in overall jackpot/progressive pools

# REGULATORY ISSUES – MISCELLANEOUS

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- Review tournament submissions for compliance
  - Poker
  - Blackjack
- Coupons
  - Determine if coupon should be considered drop (reflected in revenue reports)
  - Establish collection and sorting controls

# REGULATORY ISSUES – MISCELLANEOUS

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- Review jackpot proposals (Bad Beat-Poker)
  - Ensure compliance for collecting and distributing player contributions
- Dealer Tips
  - Ensure facility has proper controls that would differentiate tips from gaming revenue
- Licensing
  - Must have Class C
  - Follow up on backgrounds if applicable

# REGULATORY ISSUES – MISCELLANEOUS

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- Gaming school/practice area
  - Licensed employees vs. non-licensed individuals
  - Maintain separation of practice equipment from the gaming area
- Monitor games protection procedures
  - Review surveillance reports identifying dealer errors

TABLE GAME SCHOOL



12. 1. 2005



12. 1. 2005





*More Than You Imagine!*

## Craps

Training Manual



*More Than You Imagine!*

## Roulette

Training Manual



*More Than You Imagine!*

## Mini-Baccarat

Training Manual



*More Than You Imagine!*

## Three Card Poker

Training Manual



*More Than You Imagine!*

## Crazy 4 Poker

Training Manual



*More Than You Imagine!*

## BlackJack

Training Manual

12.1.2005

# REGULATORY ISSUES – MISCELLANEOUS

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- Establish patron procedures
  - Customer complaints
  - ID check (may also occur at tables as an additional check) for minors
  - Removal of intoxicated patrons at table

# ID REPORT

Jan. - Nov. 2005

TOTAL MONTHLY ATTENDANCE

264325

WEEK/WEEKEND	SHIFT	IDS VERIFIED	NO ID	FALSE ID	UNDER AGE	OTHER	TOTALS
WEEKDAY	1	35078	257	8	35	3	303
	2	110816	524	12	125	34	695
	3	26984	265	3	36	126	429
	WEEKDAY	172878	1046	23	196	163	1427
WEEKEND	1	15936	120	1	30	2	153
	2	52334	279	4	51	17	345
	3	13658	195	0	11	21	227
	WEEKEND	81928	594	5	92	40	725
Grand Total:		254806	1640	28	288	203	2152

## TOTALS PER SHIFT

	TOTAL IDS VERIFIED	NO ID	FALSE ID	UNDER AGE	OTHER	TOTALS
1	51014	377	9	65	5	456
2	163150	803	16	176	51	1040
3	40642	460	3	47	147	656
SHIFT Grand Total:	254806	1640	28	288	203	2152