

Diamond Jo Worth, Boyd Gaming Corporation
Standard Operation Procedures
RULES OF PLAY - SECTION 10: Cajun Stud

A. GENERAL OVERVIEW:

1. Cajun Stud Poker is a poker-style game played with one standard 52-card blackjack/poker deck on a Cajun Stud layout. The object of the game is for the player to make the best five card poker hand using any combination from their own two card hand and the three community cards. The player plays against a pay table, not against the dealer or other players.
2. Prior to the dealing of any cards, each player must place a wager in the spot marked “ante”. This wager is required in order to receive an initial two-card hand. The initial cards to each player will be dealt face down. At this point, the Player will have the option to fold, forfeiting his original wager, or to play, by betting an additional one (1) to three (3) times their original ante in the first Raise betting area. The Dealer will then turn over the first community card. Again, the Player will have the option to fold, forfeiting all previous wagers, or to play by betting an additional 1 to 3 times their original ante in the second Raise betting area. The Dealer will then turn over the second community card. Again, the Player will have the option to fold, forfeiting all previous wagers, or to play by betting an additional one (1) to three (3) times their original ante in the third and final Raise betting area. The Dealer will turn over the last community card and pay or take all remaining wagers according to the pay table. If the player chooses to fold her hand, the Board Bonus, Pocket Bonus and Lo Ball bets are still active until all community cards have been exposed and it is determined the guest did not have a bonus hand.
3. Players need a pair of Jacks or better to win, and a pair of 6’s – 10’s to push. Odds are printed on layout. All winning bets receive odds subject to aggregate limit posted. See Section H.

B. DEFINITIONS:

1. The following words and terms shall have the following meanings unless the context clearly indicates otherwise:
 - a. The “Ante” is a wager that a player is required to make prior to any cards being dealt.
 - b. “Raise” is an additional wager of one (1) to three (3) times the Ante that can be made up to three separate times in one round of play.
 - c. “Community Cards” are the three (3) cards face down in center of table.
 - d. The “Wash” means prior to the first shuffle of a new inspected deck of cards, the cards will be turned face down on the layout and randomly mixed so as to no longer be in sequential order.
 - e. “Stub” means the remaining portion of the deck after all cards in the round of play have been dealt or delivered.
 - f. “Push” means a player has a pair sixes, sevens, eights, nines or tens.

| | |
|----------------|----------|
| Revised: | 09/13/18 |
| Replaces: | 08/07/18 |
| IRGC Approved: | 09/14/18 |

C. SHUFFLE AND DEAL OF THE CARDS:

1. The following procedures shall be followed for the game of Cajun Stud:
 - a. Each round of Cajun Stud will be played using one standard deck of 52 playing cards.
 - b. New cards are placed on the gaming table at the beginning of every new gaming day. Two (2) different colored decks are used when an automatic shuffler is used. One deck is used if an automatic shuffler is not used. Cards may be changed when they are dirty or hard to handle, or when management determines it is necessary.
 - c. At the initial opening of the table and each time that new cards are used in the game, the deck will be inspected by two table games members consisting of a dealer and table games supervisor or above; not to be inspected by two dealers. The cards are spread left to right face up, to ascertain that all cards are there. The front and back will be checked for any kind of flaw, which would necessitate replacement.
 - d. If a discrepancy is found with any card(s), the casino floor supervisor or higher authority will obtain replacement card(s).
 - e. Prior to the first shuffle of the newly inspected deck of cards, the cards will be turned face down on the table and “Washed” (randomly intermixed) so that the cards are no longer in sequential order.
 - f. After the “Wash” process is complete, the deck will be stacked and shuffled so as to further create a random mix.
 - g. The deck of cards will be shuffled after each round of play is complete.
 - h. Diamond Jo Worth may elect to implement the use of an automatic shuffling device that is approved by the Iowa Racing and Gaming Commission. When dealing with an automatic shuffler or hand shuffler, each player will be dealt two (2) cards in single sequence proceeding from left to right. At this time the players may look at their cards. Once the dealer verifies that they have received a green light from the shuffler they may proceed with the “Community Cards.” The “Community Cards” will be turned face up from the deck as play progresses.
 - i. Players have a choice:
 - (1) Fold and surrender their ante; or
 - (2) Make a Raise bet of one (1) to three (3) times their ante.
 - j. If the player folds, the dealer will take the Ante wager and spread the cards face down to verify the two cards before placing the cards into the discard rack. In the event that the player is playing Board Bonus, Pocket Bonus or Lo Ball side bets, the dealer will then tuck the player’s cards under the upper closest betting circle to the dealer’s right. All Bonus wagers are active until community cards have been exposed.

| | |
|----------------|----------|
| Revised: | 09/13/18 |
| Replaces: | 08/07/18 |
| IRGC Approved: | 09/14/18 |

Diamond Jo Worth, Boyd Gaming Corporation
Standard Operation Procedures
RULES OF PLAY - SECTION 10: Cajun Stud

- (1) Example: Player is betting all three bets, the cards get tucked under the Board Bonus bet.
 - (2) Example: Players is betting the Pocket Bonus and the Lo Ball, cards would be tucked under the Pocket Bonus bet.
 - (3) Example: Player is betting only the Lo Ball bet, cards would be tucked under the Lo Ball bet.
- k. The dealer turns from the deck, the first community card.
- l. Players have a choice:
- (1) Fold and surrender their ante and raise wager(s); or
 - (2) Make the next raise bet of 1 to 3 times their ante.
- m. If the player folds, the dealer will take the Ante wager and spread the cards face down to verify the two cards before placing the cards into the discard rack. In the event that the player is playing Board Bonus, Pocket Bonus or Lo Ball side bets, the dealer will then tuck the player's cards under the upper closest betting circle to the dealer's right. All Bonus wagers are active until community cards have been exposed.
- n. The dealer turns from the deck, the second community card.
- o. Players have a choice:
- (1) Fold and surrender their ante and raise wager(s); or
 - (2) Make the final raise wager of 1 to 3 times their ante.
- p. If the player folds, the dealer will take the Ante wager and spread the cards face down to verify the two cards before placing the cards into the discard rack. In the event that the player is playing Board Bonus, Pocket Bonus or Lo Ball side bets, the dealer will then tuck the player's cards under the upper closest betting circle to the dealer's right. All Bonus wagers are active until community cards have been exposed.
- q. The dealer turns from the deck, the third community card, and places the "stub" in the discard rack.
- r. After the dealer turns over the final community card, the dealer working right to left reveals each player's two-card starting hand and combines it with the three (3) community cards.
- s. Once the dealer exposes the player's hand, losing bets will be taken and the hand placed in the discard rack. Winning hands will be paid in accordance with the listed pay table in the following manner:
- (1) Dealer clears hand before touching the player's bet.
 - (2) "Ante" and all "raise bets" will be stacked and placed on the "Ante" diamond.
 - (3) The dealer may prove the stack if they are going to convert, or they may simply size into the stack.

| | |
|----------------|----------|
| Revised: | 09/13/18 |
| Replaces: | 08/07/18 |
| IRGC Approved: | 09/14/18 |

Diamond Jo Worth, Boyd Gaming Corporation
Standard Operation Procedures
RULES OF PLAY - SECTION 10: Cajun Stud

- t. Payoffs over: \$100 need to be called out;
\$300 must be approved by a casino floor supervisor; and
\$1000 must be verified by Surveillance and/or the Table
Games Casino Shift manager.
- u. Once all hands have been acted on either winning or losing, the dealer will place
the community cards in the discard rack (this will ensure the community cards
are on top).

D. BOARD BONUS SIDE BET:

- a. Each player must make an ante bet to participate in the board bonus bet. The
board bonus will win only if there is at least a pair in the “community” cards.
All wagers placed on the Board Bonus bet must be placed prior to the deal of the
cards.

E. POCKET BONUS SIDE BET:

- a. Each player must make an ante bet to participate in the Pocket Bonus bet. The
Pocket Bonus will win only if there is at least a pair or “ace with a face card” in
the “players” hand. All wagers placed on the Board Bonus bet must be placed
prior to the deal of the cards.

F. LO BALL SIDE BET:

- a. Each player must make an ante bet to participate in the board bonus bet. The Lo
Ball bonus will win only if the players five-card hand evaluates to a Jack High or
less. All wagers placed on the Lo Ball circle must be placed prior to the deal of
the cards.

G. CAJUN STUD POKER RANKINGS:

- 1. The ranking of cards used in Cajun Stud in order from highest to lowest rank will be as
follows:
 - a. Royal Flush
 - b. Straight Flush
 - c. Four of a Kind
 - d. Full House
 - e. Flush
 - f. Straight
 - g. Three of a Kind
 - h. Two Pair
 - i. Jack or better
 - j. Pair of 6’s – 10’s

| | |
|----------------|----------|
| Revised: | 09/13/18 |
| Replaces: | 08/07/18 |
| IRGC Approved: | 09/14/18 |

Diamond Jo Worth, Boyd Gaming Corporation
Standard Operation Procedures
RULES OF PLAY - SECTION 10: Cajun Stud

H. WAGERS AND WAGERING RULES:

Minimum table limits may range from \$5.00 - \$15.00 and maximum table limits may range from \$25.00 - \$100.00.

1. All wagering limits will be posted at the tables clearly indicating the minimum and maximum wagering amounts. The Table Games Casino Shift Manager on duty may raise or lower the house limit minimums and maximums for customers. If the minimum is raised from (\$5.00) the aggregate payout will change accordingly (as a factor of 500 to 1) and be displayed.
2. All wagers in Cajun Stud will be made by placing gaming chips on the appropriate betting areas of the table game layout. A verbal wager accompanied by cash will not be accepted.
3. Diamond Jo Worth will permit a player to play only 1 (one) hand during a round of play. A player may not bet on or against another player.

I. CAJUN STUD PAYTABLE:

1. Players must have a 5-five card hand of Jacks or better to win.
2. Diamond Jo Worth will pay winning combinations in accordance with the following pay table:

| | | |
|----|-------------------------|----------|
| a. | Royal Flush | 500 to 1 |
| b. | Straight Flush | 100 to 1 |
| c. | Four of a Kind | 40 to 1 |
| d. | Full House | 10 to 1 |
| e. | Flush | 6 to 1 |
| f. | Straight | 4 to 1 |
| g. | Three of a Kind | 3 to 1 |
| h. | Two Pair | 2 to 1 |
| i. | Pair of Jacks or better | 1 to 1 |
| j. | Pair of 6s – 10s | Push |
3. Pay Table Board Bonus:

| | | |
|----|-----------------|---------|
| a. | Royal Flush | 50 to 1 |
| b. | Straight flush | 40 to 1 |
| c. | Three of a Kind | 30 to 1 |
| d. | Straight | 6 to 1 |
| e. | Flush | 3 to 1 |
| f. | Pair | 1 to 1 |
4. Pay Table Pocket Bonus:

| | | |
|----|-------------------------------|---------|
| a. | Pocket Rockets (Pair of Aces) | 25 to 1 |
| b. | Ace Plus a Face – Suited | 20 to 1 |
| c. | Ace Plus a Face – Unsuited | 10 to 1 |
| d. | Pair | 5 to 1 |

| | |
|----------------|----------|
| Revised: | 09/13/18 |
| Replaces: | 08/07/18 |
| IRGC Approved: | 09/14/18 |

Diamond Jo Worth, Boyd Gaming Corporation
Standard Operation Procedures
RULES OF PLAY - SECTION 10: Cajun Stud

5. Pay Table Lo Ball:

| | | |
|----|----------------------|----------|
| a. | 7 High | 100 to 1 |
| b. | 8 High | 50 to 1 |
| c. | 9 High | 15 to 1 |
| d. | 10 High | 5 to 1 |
| e. | Jack High | 1 to 1 |
| f. | Queen High and lower | Loss |

J. AGGREGATE PAYOUTS:

1. BOARD BONUS, POCKET BONUS AND LO BALL side bet payouts will not be subject to the aggregate payout.
2. Maximum payout per round will be no more than \$25,000. The table will be clearly marked with the maximum aggregate. If the table minimum is changed higher than (\$5.00) than the maximum aggregate will change accordingly as a factor of (500 to 1) and be displayed on the table.
3. Aggregate payouts will only apply toward bets with odds higher than 50 to 1; all other payouts will be paid in full.
4. Dealer token bet payouts will not be subject to the maximum payout nor apply toward the sum maximum payout. Dealer tokens cannot exceed 10% of the table maximum bet nor exceed the player's amount bet.
5. Any use of an aggregate payout or aggregate payout (pro rata) will require notification of General Manager and Director of Table Games within the gaming day.

K. CALCULATING AGGREGATE PAYOUTS (PRO RATA):

1. Aggregate payouts are distributed as a pro rata share when multiple individuals are affected by the per round aggregate. Below is an example of pro rata distribution with a \$25,000 aggregate:
 - a. 4 players are playing a game:
 - § Player 1 wins \$20,000 on a 500 to 1 payout
 - § Player 2 wins \$10,000 on a 100 to 1 payout
 - § Player 3 wins \$500 on a 100 to 1 payout
 - § Player 4 wins \$2,000 on a 40 to 1 payout
 - § Player 4's win is excluded, as it is below 50 to 1.

Add Player 1, 2 and 3 wins together for a total of \$30,500

 - § Player 1 will receive $(20,000/30,500)*25,000 = \$16,393$
 - § Player 2 will receive $(10,000/30,500)*25,000 = \$8,196$
 - § Player 3 will receive $(500/30,500)*25,000 = \$410$
2. Any use of an aggregate payout or aggregate payout (pro rata) will require notification of General Manager and Director of Table Games within the gaming day.

| | |
|----------------|----------|
| Revised: | 09/13/18 |
| Replaces: | 08/07/18 |
| IRGC Approved: | 09/14/18 |

L. SITUATIONS THAT MAY CONSTITUTE A MISDEAL:

1. A casino floor supervisor or above may call a hand misdealt under the following situations:
 - a. Cards are dealt out of order by the dealer or they are given the incorrect quantity of cards.
 - b. Cards are removed from the line of sight of surveillance, the dealer, the supervisor or the casino shift manager.
 - c. Players communicate about their hands to other players before final wagers are made. Use of a foreign language is prohibited while bets can still be made.

L. SITUATIONS THAT MAY CONSTITUTE A MISDEAL (Continued):

- d. A red light or any malfunction occurs with the automatic shuffler after cards have been dealt out to players.
 - e. A dealer exposes one of the “Community Cards” prior to bets being finalized.
 - f. A casino shift manager determines that the game integrity has been compromised.
2. A casino shift manager may at their discretion determine whether a misdeal has or has not been committed under circumstance not covered or other extenuating circumstances.

M. TAXABLE PAYOUT IDENTIFICATION REQUIREMENTS:

1. Any bonus payout that exceeds \$600 and is three-hundred (300) times the amount of the wager is subject to IRS reporting laws. Table games management shall ensure that the following forms are used to record the bonus payouts as applicable:
 - a. W2-G statement for recipients of certain gaming winners. This form is used for citizens and resident aliens of the United States; or
 - b. 1042-S foreign person’s U.S. source subject to withholding. This form is used when a payout is to a non-resident alien.
2. In the event that a player does not have the proper identification or has been found to be a barred patron, the winnings shall be held as an unclaimed payout or distributed according to Iowa Racing and Gaming regulations.

| | |
|----------------|----------|
| Revised: | 09/13/18 |
| Replaces: | 08/07/18 |
| IRGC Approved: | 09/14/18 |