



STATE OF WASHINGTON
GAMBLING COMMISSION

"Protect the Public by Ensuring that Gambling is Legal and Honest"

August 11, 2014

Kerrie Kimball
Bally Technologies
6650 El Camino Road
Las Vegas, NV 89118

RE: Solitaire Stud Poker

Dear Ms. Kimball,

Thank you for requesting approval to market the card game "Solitaire Stud Poker" to Washington State commercial card rooms and Tribal casinos. Based on our review of the documentation we received from Bally Technologies, the Washington State Gambling Commission will approve the game under the conditions listed below:

Commercial Card Rooms

- The game shall be played and operated under the terms and conditions set forth under the "Solitaire Stud Poker – Rules of Play" you provided and are enclosed
- Commercial card room operators seeking to operate this game must first submit their internal controls and receive approval from the Commission prior to implementing.
- Manufacturers and distributors of graphic layouts and/or any other equipment associated with the game must be licensed by the state prior to the sale of the equipment.

Tribal Casinos

- The game shall be played and operated under the terms and conditions set forth under the "Solitaire Stud Poker – Rules of Play" you provided and are enclosed.
- Each Tribal Gaming Operation must request and obtain approval from their respective Tribal Gaming Agencies (TGA).
- Before TGA allows your game to operate, they will seek concurrence from our agency as well.



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- In addition to your approved rules, the Tribal submission to us must include all supplemental information required by Tribal-State Compact Appendix A, Section 18.
- Manufacturers and distributors of graphic layouts and/or any other equipment associated with the game must be certified by the state and licensed by the Tribe prior to the sale of the equipment.

Please be advised that the Financial Investigations Unit is currently reviewing your game application for any new substantial interest holders, as defined by WAC 230-03-045, related to this game and may be contacting you.

Furthermore, any modifications to this game may affect this approval. Contact the Commission should you contemplate modifications. If you have any questions on commercial implementation, please contact Jess Lohse at (425) 277-7017. If you have any questions on Tribal implementation, please contact Kelly Main at (206) 423-4260.

Thank you for your cooperation and willingness to comply with the gambling laws of Washington State.

Sincerely,



Tina Griffin
Assistant Director
Licensing Operations Division

Enclosure

cc: Mark Harris, Assistant Director Field Operations
Julie Lies, Assistant Director Tribal Gaming Division
Jess Lohse, Special Agent Field Operations
Kelly Main, Special Agent Supervisor Tribal Gaming
File



RULES AND DEALING PROCEDURES

Solitaire Stud features head-to-head play against the dealer and an optional bonus bet. Players and the dealer get seven cards to make the longest solitaire hand, consisting of sequential cards that alternate red and black. Whoever has the longer run—or the same-length run with the highest card—wins.

The game also features a bonus bet that pays for solitaire runs lasting 3+ cards.

Note: Ace is low; King is high.

Rules and Dealing Procedures

1. Set the i-Deal shuffler to “Solitaire Stud” or any game that deals packets of seven cards.
2. To begin the game, players make equal bets on the Ante and Super Bonus wagers. Players may also make the optional 3+ wager, which wins if they have a run of at least three cards.
3. The dealer presses the green button to dispense the first packet of cards.
4. The dealer, working clockwise from his left to his right, gives each player and finally himself a packet of seven cards.
5. The dealer then presses the green button on the shuffler to dispense all remaining cards and begin shuffling the next deck.
6. Players look at their hands and have a choice:
 - a. Fold and lose all their bets or stay in the game by making a Play wager of 2x the Ante.
 - i. Players should keep only the cards in their solitaire run; discard the rest.
7. The dealer then reveals his hand and makes his longest solitaire run.
8. If the dealer has less than a two-card run of 5-4, he will immediately go around the table and refund each player’s Ante. All other bets receive action.
9. The dealer, working counter-clockwise from right to left, compares his hand with the hand of each player that stayed in the game.
10. Whoever—the player or the dealer—has the longer solitaire run wins (a three-card run beats a two-card run, etc.). Ties are broken by the highest card in the run. For example, KQJ beats 432. Copies (same length and same kicker) push.

11. If the player beats the dealer, his Ante (if applicable) and Play bets pay 1 to 1. The Super Bonus pays based on margin of victory; specifically how many more cards that players have in their run than the dealer has:

Win by 6 cards	1,000 to 1
Win by 5 cards	100 to 1
Win by 4 cards	20 to 1
Win by 3 cards	5 to 1
Win by 2 cards	2 to 1
Win by 1 card	1 to 1
Other wins	Push

12. If the dealer beats the player, his Ante (if applicable), Play and Super Bonus bets lose.

13. If the dealer and the player have the same hand (same length with same kicker), the Ante (if applicable), Play and Super Bonus bets push.

14. The 3+ bet wins if the player has a run of at least three cards. Sample payable below:

Solitaire Run	Pays
7 Cards	500 to 1
6 Cards	50 to 1
5 Cards	15 to 1
4 Cards	6 to 1
3 Cards	3 to 1

Operators cannot allow wagering limits to exceed the authorized limits set out in WAC 230-15-040 and WAC 230-15-140.

Solitaire Stud

3+ Paytables

Run	SS-01	SS-02
7 Cards	500 to 1	500 to 1
6 Cards	50 to 1	50 to 1
5 Cards	20 to 1	15 to 1
4 Cards	6 to 1	6 to 1
3 Cards	3 to 1	3 to 1
House Edge	1.03%	2.79%
Win Frequency	20.60%	20.60%

Super Bonus

	SB-01
Win by 6	1,000 to 1
Win by 5	100 to 1
Win by 4	20 to 1
Win by 3	5 to 1
Win by 2	2 to 1
Win by 1	1 to 1
Other	Push

