

Minnesota Racing Commission  
Meeting

Monday, June 17, 2024

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**Full Commission Meeting  
Tuesday, June 17, 2024, 4:00 p.m.  
Nutrena Conference Center  
1801 Dudley Avenue Saint Paul, MN 55108**

**AGENDA**

- 1) Call to Order
- 2) Roll Call
- 3) Adoption of Agenda
- 4) Approval of Minutes - May 20, 2024
- 5) Action Items
  - A. Running Aces Request for Stadium Texas Hold 'em
- 6) Staff Reports
  - A. Chief Veterinarian's Report
  - B. Judges' Report
  - C. Stewards' Report
- 7) Racing Surfaces Reports
  - A. Running Aces Casino and Racetrack
  - B. Canterbury Park Entertainment
- 8) Status Reports
  - A. Canterbury Park Entertainment
  - B. Running Aces Casino and Racetrack
- 9) Executive Director's Report
  - A. Tribal Consultation and Consultation Policy Development Update
  - B. Contract Approvals
  - C. HISA Update
  - D. Personnel Update
  - E. ADW Report
  - F. Licensing Report
  - G. Other
- 10) MQHRA/MTA/MHRI/MNHBPA Reports
- 11) Future Meetings – Full Commission July 15, 2024 – Nutrena Conference Center
- 12) Closed Portion of the Meeting Pursuant to Minn. Stat. § 13D.05 subd. 2
- 13) Adjourn

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Item 4 –  
Minutes from  
Commission Meeting  
May 20, 2024

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**Full Commission Meeting**  
Monday, May 20, 2024 – 4:00 p.m.  
Nutrena Conference Center  
1801 Dudley Avenue, St. Paul, MN 55108

**MINUTES**

Call to Order:

**Agenda Item 1 – Call to Order**

Chair McArdle called the meeting to order at 4:01 p.m.

Roll Call:

**Agenda Item 2 – Roll Call**

Present –Chair McArdle, Commissioners Colombo, Dehn, Gingold, Goodman, and Koob. A quorum was acknowledged.

Other participants – Kyle Gustafson (Executive Director, Minnesota Racing Commission), E. Joseph Newton (General Counsel, Minnesota Racing Commission), Penny Nelson (Deputy Director, Minnesota Racing Commission), Dr. Lynn Hovda (Chief Veterinarian, Minnesota Racing Commission), John Groen (General Manager, Canterbury Park Entertainment), Amber Carlisle (Senior Manager of Racing Operations, Canterbury Park Entertainment), Aaron Bedessem, (Director of Marketing, Running Aces Casino, Hotel and Racetrack), Steve Carpenito (Director of Racing, Running Aces Casino, Hotel and Racetrack), Cameron Mahlum (President, Minnesota Thoroughbred Association), Rick Bremer (Vice President, Minnesota Thoroughbred Association), Kay King (Executive Director, Minnesota Thoroughbred Association), Cathy Dessert (Vice President, Minnesota Harness Racing, Inc.) Mike Cronin (Minnesota Horsemen’s Benevolent and Protective Association), Tom Di Pasquale (HISA consultant). .

Adoption of Agenda:

**Agenda Item 3 – Approval of Agenda**

Commissioner Dehn motioned to approve the agenda; Second by Commissioner Koob; Motion passed.

Approval of Minutes:

**Agenda Item 4 – Approval of Minutes**

Commissioner Colombo motioned to approve the April 18, 2024, minutes; Second by Commissioner Gingold. Motion passed.

Action Items:

**Agenda Item 5 – Canterbury Park 2024 Live Racing Requests**

**a. Approval of Seasonal Racing Officials**

Ms. Carlisle presented Canterbury’s request approval of Vanessa Martinez as Photo Finish/Timer official and as Placing Judge. Commissioner Dehn motioned the Approval of Seasonal Racing Officials: Second by Commissioner Colombo; Motion passed.

**Agenda Item 6 – Minnesota Thoroughbred Association Request for Assistance**

Mr. Mahlum, Mr. Bremer and Ms. King presented. The MTA is requesting assistance with three separate expenses related to the promotion of the September 7-8, 2024, Minnesota Yearling Sale. Executive Director Gustafson stated that he has reviewed these requests at length with the Department of Administration finance team and confirmed that these would be allowable expenses from the Breeders Fund, as these promote breeding in Minnesota.

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1. \$2,250 Direct Media Photography. Commissioner Colombo motioned to approve: Second by Commissioner Gingold; Motion passed.
  2. \$1,350 Advertising in both the Daily Racing Form & Bloodhorse. Commissioner Koob motioned to approve: Second by Commissioner Colombo; Motion passed.
  3. \$4,400 Catalog & Jockey Club. Commissioner Dehn motioned to approve: Second by Commissioner Colombo; Motion passed.

Informational Items:

**Agenda Item 7 – Status Reports**

**A. Canterbury Park Entertainment Running Aces Casino, Hotel and Racetrack**

Mr. Groen – Opening day 6,000 fans, over \$1 million handle, strong fields. Handout/Map/Update on the 7 Furlong Chute. Casino – April/May softer than expected. Legislature - Shakopee added to Social Districts pilot program. Ms. Carlisle - 716 horses on site, several hundred more horses expected in coming weeks, received more stall applications than stalls available.

**B. Running Aces Casino, Hotel and Racetrack**

Mr. Bedessem – Good opener, good support. Added concerts this year and continue with food trucks. Mr. Carpenito - 10 races on opening night, good crowd, strong horse population. In box up 7% over last year, translates to full fields all year.

**Agenda Item 8 – Chief Veterinarian Report**

Dr. Hovda Presented. Both Running Aces and Canterbury Park are fully staffed. Running Aces held its welcome back meeting May 14, 2024. Canterbury Park has started out of competition testing and TCO2 Testing. Nicole Boentgen, Test Barn Coordinator is very organized and doing a wonderful job. May 15<sup>th</sup> & 16<sup>th</sup> completed mandatory HISA drills. The University of Minnesota has two veterinarians licensed to participate in a cardiac study at both racetracks. The RMTTC providing 15-\$2000 scholarships for people from around the country to do an internship, had 55 applicants and one is coming to the first week of July.

**Agenda Item 15 – Executive Director’s Report**

- a. **Legislative Update**– Non passage of a Sports Betting Bill and Passage of Ban on Historical Horse Racing.
- b. **Contract Approvals**
- c. **HISA Update** - Summary of HISA Metrics Annual Report; additionally, Executive Director Gustafson and Dr. Hovda had call with HIWU management to discuss concerns with HIWU investigatory practices, and HIWU has taken remedial steps to address concerns.
- d. **Personnel Update** – Fully staffed, including seasonal positions.
- e. **ADW Report**
- f. **Licensing Report**
- g. **Other** – Aftercare Update – 2 Applications received by deadline.

Commissioner Goodman asked Mr. Di Pasquale if he wanted to add something on the HISA incident over the weekend. Mr. Di Pasquale, first he is not involved with HIWU matters but he can assure the situation was treated extremely seriously by senior management with corrective action. There was a breach of protocol and it is being addressed.

**Item 16 – MQHRA/MTA/MHRI/MNHBPA Reports**

**MTA** – Kay King – Final report of 24-year career, thank you for 24 years.

**MHRI** – Cathy Dessert – Invited all commissioners to join her at the races. Breeding – it is very important to understand that it is very important to really support all the breeders because without them there would be nothing in the industry. Disappointing about the Legislature.

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**MNHBPA** – Mike Cronin – Legislature, good bill, disappointing it did not pass. Ms. King has been “indispensable, timeless”. Opening day was great.

**Item 17 – Future Meetings**

Full Commission Meeting Monday, June 17, 2024 @ 4:00 pm at Nutrena Conference Center.

**Item 18 – Adjournment**

Motion to adjourn by Commissioner Dehn. Chair McArdle adjourned the meeting on Monday, May 20, 2024, at 5:49 p.m.

THESE MEETING MINUTES HAVE BEEN APPROVED ON THIS \_\_\_\_\_ DAY OF \_\_\_\_\_, 2024 BY A QUORUM OF THE MINNESOTA RACING COMMISSION.

# Action Items

## Item 5 A –

Running Aces Request

for Stadium Texas

Hold'em





# Running Aces

CASINO ♦ RACETRACK

MRC Executive Staff  
Minnesota Racing Commission  
Date: March 6<sup>th</sup>, 2024  
Subject: Stadium Ultimate Texas Hold'em Poker V1.11

Dear MRC Executive Staff:

Running Aces Casino and Racetrack respectfully submits, for your review and approval, amendments to existing language in our Plan of Operations and Internal Controls.

We are requesting to replace our existing Stadium Three Card Poker to Stadium Ultimate Texas Hold'em. Ultimate Texas Hold'em is an approved table game on our gaming floor. Stadium Ultimate Texas Hold'em is a dealer assisted table game version of the already approved game offered by Light & Wonder. Cards are dealt from an electronic shoe by a dealer and a digital facsimile of those cards is displayed on a terminal for players to play. All buy in's, cash outs, bets, and payouts are handled electronically by the player terminals.

Upon approval of this game, Running Aces will replace Stadium Three Card Poker with Stadium Ultimate Texas Hold'em Poker. The existing 11 player terminals linked to Three Card Poker will be changed to Ultimate Texas Hold'em Poker.

The requested changes as described below:

## **Addition to Plan of Operations, page # 128**

### **Stadium Ultimate Texas Hold'em Poker**

#### **How to Play**

Stadium Ultimate Texas Hold'em is a variation of traditional Ultimate Texas Hold'em. It is played with one 52-card deck and dealt from an automatic shuffler. Each player will be given the opportunity to play from one to three hands prior to the cards being dealt. When the betting window has exhausted, the dealer will lay out four two card packs on the layout. The first three two card packs are the players hands and are face up, the fourth two card pack are the dealer's cards and are face down.

#### **Rules of Play**

1. The Dealer will begin the betting round by pressing "New Game" on the dealer terminal (DT) Touchscreen.
2. Before any cards are dealt, the player must make two equal wagers called the Ante and the Blind. If allowed they may also make Trips Bonus wager, Bad Beat, ultimate Pairs, and Play the Board.
3. If available each player can bet up to three different hands.
4. Each player will then be dealt two cards face up, while the dealer will then be dealt two cards face down.
5. Players now have a choice:
  - a. Check (do nothing); or

- b. Make a Play bet of 3x or 4x their Ante. Once players bet, they cannot bet again and they cannot change their bet.
6. The Dealer will then reveal three community cards (the flop) face up.
7. Players that have not yet made a Play bet have a choice:
  - a. Check; or
  - b. Make a Play bet of 2x their Ante.
8. The Dealer will then reveal the final two community cards (the turn and river) and they are dealt face up.
9. Players that have not yet made a Play bet have a choice:
  - a. Fold; or
  - b. Make a Play bet of 1x their Ante.
10. The Dealer will then reveal their two hole cards and resolve all wagers still in action.
11. The Dealer then presses “confirm” on the dealer terminal (DT) Touchscreen to end the round. Wages are automatically reconciled by the system.

### **Stadium Ultimate Texas Hold'em Poker Optional Side Bets**

#### **Ultimate Pairs Side Bet**

- Dealer Assist Stadium Ultimate Texas Hold'em Ultimate Pairs side bet wager is an optional bonus side bet.
- Dealer Assist Stadium Ultimate Texas Hold'em Ultimate Pairs side bet wager is evaluated based on the player's two individual cards and — in the case of one award — the dealer's two cards. If the cards meet one of the qualifying conditions, the wager wins and pays according to scenario. Otherwise, the wager loses.
- Dealer Assist Stadium Ultimate Texas Hold'em Ultimate Pairs uses one of the paytables attached to this letter.

#### **Play the Board Side Bet**

- Dealer Assist Stadium Ultimate Texas Hold'em Play the Board side bet wager is an optional bonus side bet.
- The Play the Board wager is based on the Poker hand formed from the 5 community cards. If the hand is a Pair of 10s or better, the wager wins and pays according to rank. Otherwise, the wager loses.
- Dealer Assist Stadium Ultimate Texas Hold'em Play the Board side bet wager uses one of the paytables attached to this letter.

#### **Bad Beat Side Bet**

- Dealer Assist Stadium Ultimate Texas Hold'em Bad Beat wager is an optional bonus side bet.
- Dealer Assist Stadium Ultimate Texas Hold'em Bad Beat wager is based on the player's and dealers final hands. If the losing hand — regardless of whether player or dealer — is a Three of a Kind or better, the Bad Beat wager wins and pays according to the rank of the losing hand, as given in the attached pay table. Otherwise, the wager loses. The Bad Beat wager is based on the player's and dealers final hands. If the losing hand — regardless of whether player or dealer — is a Three of a Kind or better, the Bad Beat wager wins and pays according to the rank of the losing hand. Otherwise, the wager loses.
- Dealer Assist Stadium Ultimate Texas Hold'em Bad Beat wager uses one of the paytables attached to this letter.

**Trips Bonus Wager Side Bet**

- Dealer Assist Stadium Ultimate Texas Hold'em Trips Bonus Wager is an optional bonus side bet.
- Players win the Trips Bonus if their final five-card hand is three of a kind or higher.
- Dealer Assist Stadium Ultimate Texas Hold'em Trips Bonus Wager uses one of the existing approved paytables found in of the Plan of Operations for the game of Three Card Poker and attached to this letter.

**Addition to Plan of Operations Paytable, page # 258**

**Stadium Ultimate Texas Hold'em Paytables**

**Play the Board**

Hand	PTB-01	PTB-02	PTB-03
Royal Flush	1000 to 1	1000 to 1	1000 to 1
Straight Flush	200 to 1	200 to 1	200 to 1
Four of a Kind	100 to 1	100 to 1	100 to 1
Full House	50 to 1	50 to 1	50 to 1
Flush	40 to 1	40 to 1	40 to 1
Straight	25 to 1	25 to 1	40 to 1
Three of a Kind	7 to 1	6 to 1	6 to 1
Two Pair	3 to 1	3 to 1	3 to 1
Pair – 10's or Better	1 to 1	1 to 1	1 to 1

**Blind**

Hand	BLD-01	BLD-02
Royal Flush	500 to 1	250 to 1
Straight Flush	50 to 1	50 to 1
4 of a Kind	10 to 1	10 to 1
Full House	3 to 1	2 to 1
Flush	3 to 2	3 to 2
Straight	1 to 1	N/A

**Ultimate Pairs Bonus**

Hand	UPB-01	UPB-02
A-A (Player& Dealer Hand)	N/A	1000 to 1
A-A	30 to 1	30 to 1
A-K Suited	25 to 1	25 to 1
A-Q or A-J Suited	20 to 1	20 to 1
A-K Unsited	15 to 1	15 to 1
Pair J's Q's or K's	10 to 1	10 to 1
A-Q or A-J Unsited	5 to 1	5 to 1
Pair 2's – 10's	3 to 1	3 to 1

Hand	UPB-03	UPB-04	UPB-05	UPB-06
A-Hearts/ A-Diamonds	N/A	100 to 1	50 to 1	N/A
Pair A's	30 to 1	30 to 1	25 to 1	25 to 1
Ace-Face Suited	20 to 1	20 to 1	20 to 1	20 to 1
Ace-Face Unsited	10 to 1	10 to 1	10 to 1	10 to 1
Pair	5 to 1	4 to 1	5 to 1	5 to 1

**Bad Beat Bonus**

Hand	BBB-01	BBB-02	BBB-03
Straight Flush	10000 to 1	7500 to 1	2500 to 1
4 of a Kind	500 to 1	500 to 1	500 to 1
Full House	40 to 1	50 to 1	50 to 1
Flush	25 to 1	30 to 1	30 to 1
Straight	20 to 1	20 to 1	20 to 1
3 of a Kind	9 to 1	9 to 1	9 to 1

MRC Executive Staff

March 6th, 2024

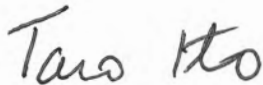
Page 4

**Trips**

<b>Hand</b>	<b>UTH-01</b>	<b>UTH-02</b>	<b>UTH-03</b>	<b>UTH-04</b>	<b>UTH-05</b>
Straight Flush	40 to 1	40 to 1	40 to 1	40 to 1	40 to 1
4 of a Kind	30 to 1	30 to 1	30 to 1	30 to 1	30 to 1
Full House	9 to 1	8 to 1	8 to 1	7 to 1	7 to 1
Flush	7 to 1	6 to 1	7 to 1	6 to 1	6 to 1
Straight	4 to 1	5 to 1	4 to 1	5 to 1	5 to 1
3 of a Kind	3 to 1	3 to 1	3 to 1	3 to 1	3 to 1

We appreciate your review and approval of this request. Please call me with questions or comments at 651-925-4566. Thank you for your assistance in this matter.

Sincerely,



Taro Ito  
President & CEO  
Running Aces Casino and Racetrack



<b>Certification Number</b>	SY-63-SHU-23-01 SY-63-SHU-23-02
<b>Issue Date</b>	21 April 2023
<b>Regulatory Recipient</b>	Tribes and State of Minnesota
<b>Submitting Party</b>	LNW Gaming, Inc. 6601 S Bermuda Road Las Vegas, NV 89119
<b>Issued By</b>	Gaming Laboratories World Headquarters 600 Airport Road, Lakewood, NJ 08701
<b>Product Name(s)</b>	Quartz Hybrid 16.8.0.1
<b>Testing Results</b>	<b>Complies</b>
<b>Standards for Compliance</b>	<ul style="list-style-type: none"><li>• The provisions of the Tribal-State Compacts between the Tribes and the State of Minnesota</li></ul>





**Product Details**

File Number	Product ID	Version
SY-63-SHU-23-01	ARCDISP64	ARCDISP64
SY-63-SHU-23-01	ARCDISP64_RES	ARCDISP64_RES
SY-63-SHU-23-01	ADTALL74	ADTALL74
SY-63-SHU-23-02	A222-000-1091	1091
SY-63-SHU-23-02	273955TS	16.8.0.1
SY-63-SHU-23-02	273956S	14.8.0.1



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## Descriptions

### "Quartz Hybrid"

"Quartz Hybrid" is a table game system which allows multiple player terminals to connect to multiple electronic table games. Game outcomes can be provided from live dealing tables, automated devices or through software RNG. A live video feed of the game action can be displayed on the player terminals for the selected table. Large display screens and additional smaller end-of-row screens display game results and historical game information. Quartz Hybrid consists of the following games, based on the personality program used: "Roulette", "Baccarat", "Sic Bo", "Stadium Blackjack", "Stadium Casino War", "Craps", "Stadium Three Card Poker", and "Stadium Ultimate Texas Hold'em". A configurable Quartz Hybrid tournament can also be implemented on any of the available games.

### "Roulette"

"Roulette" is a wheel game that can be configured to either single zero, double zero wheels or Roulette X/Roulette Flex paytables. Depending on the payable configured, the game may include wagers that may be placed on 'Straight Up', 'Split', 'Corner', 'Column', 'Five Number', 'Even Money Bets', 'Dozen', 'Street', 'Six Line', 'Grand Series', 'Orphelins', 'Tiers', 'Neighbors' and 'Finales'.

### "Sic Bo"

"Sic Bo" is a dice game that is played with three dice. The game includes wagers for a single die or multiple dice combinations.

### "Baccarat"

"Baccarat" is a card game played with eight standard decks of 52 cards. The game includes wagers that may be placed on the 'Player' hand, 'Dealer' hand, 'Tie', 'Dragon Bonus' and 'Fortune 7'.

### "Stadium Blackjack"

"Stadium Blackjack" is a card game played with six standard decks of 52 cards. The game includes 'Stadium Blackjack' and 'General Blackjack' and wagers that may be placed on the 'Bet', 'Royal Match 21', 'Bet the Set 21', 'TriLux', and 'TriLux Super 3'.

### "Stadium Casino War"



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"Stadium Casino War" is a card game played with six standard decks of 52 cards. The game includes 'Stadium Casino War' and 'Casino War'. The player may place an 'ANTE' wager on multiple betting hands, configurable up to 7 player hands. Optionally, the player may also place a 'TIE' wager on any of the hands that has the 'ANTE' wager placed. When wagering is completed, the dealer deals one card to each of the player hands and also deals a dealer's card.

#### "Stadium Three Card Poker"

"Stadium Three Card Poker" is a card game played with a standard deck of 52 cards. The game includes "Stadium Three Card Poker" and "General Three Card Poker". The game includes an 'Ante Bonus', 'Pair Plus' optional side bet and 'Six Card Bonus' wager.

#### "Craps"

"Craps" is a simulated table video game with touch screen capability at the player terminals. The game is played with a set of two dice with each die having six dots numbered 1 through 6. The game is played by tossing the dice and payouts are made based on the number combination displayed when the dice come to rest. "Craps" has different types of bets, some always resolve in a single roll and others may take multiple rolls to determine the outcome:

**Unresolved Contract Bets:** These bets may take one or more rolls to determine the outcome and to award wins. These bets cannot be removed by the player in subsequent rolls and will be active until the outcome is resolved. Example: Pass Line, Don't Pass Line bets.

**Unresolved Non-Contract Bets:** These bets may take one or more rolls to determine the outcome and award wins. However, unlike the contract bets, these bets may be removed or set "off" by the player in subsequent rolls. Unresolved non-contract bets will be active until removed, set "off" or the outcome is resolved by a roll. Example: Place, Buy, Lay bets.

**One Roll Bets:** These bets are always resolved in a single roll and wins are awarded to the player based on the outcome in the same roll. Example: One roll bets, Field bets.

#### "Stadium Ultimate Texas Hold'em"

"Stadium Ultimate Texas Hold'em" is a card game played with a standard deck of 52 cards. The game includes "Stadium Ultimate Texas Hold'em" and "Ultimate Texas Hold'em". The game includes 'Play the Board Bonus', 'Trips Side Bet', 'Ultimate Pairs Bonus' and 'Bad Beat Bonus'.



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### Server Control

The Server Control software is utilized to handle the security, backup and restoration of the SQL database.

### Admin Console

The Admin Console software is responsible for setting up configuration, player accounts, user management, reports, history, table configuration setup, optional tournament setup and Terminal configuration.

### Dealer Terminal

The Dealer Terminal software is the primary input of the dealer to provide the game results, payouts, buy ins, etc.

### Central Display

The Central Display component displays game related messages, game play outcomes and theme specific game play statistics to the player.

### Central Display Resource

The Central Display Resource component is the sound and graphics for the Auto RNG feature that is used with the Central Display.



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**Software**

ID Number	Version	Type	Product Name
ARCDISP64	ARCDISP64	2 GB CFast	Central Display
ARCDISP64_RES	ARCDISP64_RES	4 GB CFast	Central Display Resource
ADTALL74	ADTALL74	2 GB CFast	Dealer Terminal
A222-000-1091	1091	FILE(S)	Game Personality
273955TS	16.8.0.1	FILE(S)	ETS Server - Single Site
273956S	14.8.0.1	FILE(S)	Admin Console

ID Number	Version	Kobe4	SHA-1	CDCK
ARCDISP64	ARCDISP64	1CA0	5FF3CCFCC2CABE04E5C40BE935B9A69 ABBCD0143	D019
ARCDISP64_RES	ARCDISP64_RES	C02P	BF323140F37BADDAA0216269C7453D0 8EB4E252CC	CF00
ADTALL74	ADTALL74	1CA0	5FF3CCFCC2CABE04E5C40BE935B9A69 ABBCD0143	D019
A222-000-1091	1091	CC2H	FC45FDE80C4F5273B66E1479B235E6E 551FD4AC2	9C46
273955TS	16.8.0.1	F022	9C450D3FA127B5810C61F9AD9D02F4E EE7F029AD	715C
273956S	14.8.0.1	1U9P	139179CC617F4D62090FC340DD09B98 7FBFABF82	F8DC

ID Number	Version	Type	Kobe4	CDCK	SHA-1
ADTALL74	ADTALL74	Partition	1CA0	D019	5FF3CCFCC2CABE04E5C40BE



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ID Number	Version	Type	Kobe4	CDCK	SHA-1
		0			935B9A69ABBBCD0143
ADTALL74	ADTALL74	Partition 2	1UP8	44D6	593AAEB8644B7E6008EB75F 4D210C948AF7ADBCF
ADTALL74	ADTALL74	Partition 3	FC4A	8CF7	2EFD27301A658E8D58065C8 D0D5737B5BCD27780
ARCDISP64	ARCDISP64	Partition 0	1CA0	D019	5FF3CCFCC2CABE04E5C40BE 935B9A69ABBBCD0143
ARCDISP64	ARCDISP64	Partition 2	1UP8	44D6	593AAEB8644B7E6008EB75F 4D210C948AF7ADBCF
ARCDISP64	ARCDISP64	Partition 3	FF24	3976	1D905BC9DE6907B3151FF5B 59A3849DD5EA398C6

ID Number	Version	MD5
ARCDISP64	ARCDISP64	88ECFA77A09AE8EAE330E431EB16669E
ARCDISP64_RES	ARCDISP64_RES	A767BE3733B634875C0B199C43F6E719
ADTALL74	ADTALL74	88ECFA77A09AE8EAE330E431EB16669E
A222-000-1091	1091	6F2B5A60566F193C48D8470017E89CFA
273955TS	16.8.0.1	55A765AB03FD963536FFED122FFFC192
273956S	14.8.0.1	1CD1845ACF7C783F9EEADA3ABB582D72

Post-Install Signatures

ID Number	ArgOS Verification Utility SHA-1	ArgOS Verification Utility CDCK
A222-000-1091	CE31996B9208622E765ECAC9147BBF6A73D24260	62AB



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Game Information

Paytable ID	Game Name	Max Bet	GLI's RTP %
Baccarat Paytable 1	Baccarat	1000000	85.64 - 98.94
Baccarat Paytable 2	Baccarat	1000000	90.63 - 98.94
Baccarat Paytable 3	Baccarat	1000000	85.64 - 98.98
Baccarat Paytable 4	Baccarat	1000000	90.63 - 98.98
Craps Paytable 1	Craps	1000000	83.33 - 99.98
Craps Paytable 2	Craps	1000000	83.33 - 99.98
Craps Paytable 3	Craps	1000000	83.33 - 99.98
Craps Paytable 4	Craps	1000000	83.33 - 99.98
Craps Paytable 5	Craps	1000000	83.33 - 99.98
Craps Paytable 6	Craps	1000000	83.33 - 99.98
Craps Paytable 7	Craps	1000000	83.33 - 99.98
Craps Paytable 8	Craps	1000000	83.33 - 99.98
Craps Sharp Shooter SS-02	Craps	1000000	78.83 - 78.83
Craps Sharp Shooter SS-04	Craps	1000000	79.22 - 79.22
Craps Sharp Shooter SS-05	Craps	1000000	79.92 - 79.92
Craps Sharp Shooter SS-06	Craps	1000000	78.39 - 78.39
Craps Fire Bet FB-01	Craps	1000000	79.25 - 79.25
Craps Fire Bet FB-02	Craps	1000000	79.25 - 79.25
Craps Fire Bet FB-03	Craps	1000000	79.27 - 79.27



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Paytable ID	Game Name	Max Bet	GLI's RTP %
Craps Fire Bet FB-04	Craps	1000000	79.27 - 79.27
Craps Fire Bet FB-05	Craps	1000000	76.13 - 76.13
Craps Fire Bet FB-06	Craps	1000000	76.13 - 76.13
Craps Sharp Shooter SS-01	Craps	1000000	78.13 - 78.13
Craps Sharp Shooter SS-03	Craps	1000000	80.56 - 80.56
Craps Sharp Shooter SS-07	Craps	1000000	84.81 - 84.81
Roulette Paytable 1	Roulette	1000000	97.30 - 97.30
Roulette Paytable 2	Roulette	1000000	92.11 - 94.74
Roulette Paytable 3	Roulette	1000000	96.34 - 97.30
Roulette Paytable 4	Roulette	1000000	96.23 - 97.30
Roulette Paytable 5	Roulette	1000000	92.11 - 94.74
Roulette Paytable 6	Roulette	1000000	92.11 - 94.74
Roulette Paytable 7	Roulette	1000000	92.11 - 94.74
Sic Bo Paytable 1	Sic Bo	1000000	83.80 - 97.22
Sic Bo Paytable 2	Sic Bo	1000000	41.67 - 97.22
Stadium Blackjack Paytable 1	Stadium Blackjack	1000000	89.39 - 99.64
Stadium Blackjack Paytable 2	Stadium Blackjack	1000000	89.39 - 98.49
Stadium Blackjack Paytable 3	Stadium Blackjack	1000000	89.39 - 99.45
Stadium Blackjack Paytable 4	Stadium Blackjack	1000000	89.39 - 98.31
Stadium Blackjack Paytable 5	Stadium Blackjack	1000000	90.60 - 97.87
Stadium Blackjack Trilux TRI-01	Stadium Blackjack	1000000	96.76 - 96.76



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Paytable ID	Game Name	Max Bet	GLI's RTP %
Stadium Blackjack Trilux TRI-02	Stadium Blackjack	1000000	95.59 - 95.59
Stadium Blackjack Trilux TRI-03	Stadium Blackjack	1000000	86.61 - 86.61
Stadium Blackjack Trilux Super 3 SUP-01	Stadium Blackjack	1000000	88.93 - 88.93
Stadium Casino War Paytable 1	Stadium Casino War	1000000	88.75 - 97.83
Stadium Casino War Paytable 2	Stadium Casino War	1000000	81.35 - 97.83
Stadium Three Card Poker Paytable 1	Stadium Three Card Poker	1000000	92.72 - 97.99
Stadium Three Card Poker Paytable 2	Stadium Three Card Poker	1000000	91.44 - 97.99
Stadium Ultimate Texas Hold'em Paytable 1	Stadium Ultimate Texas Hold'em	1000000	85.13 - 99.44
Stadium Ultimate Texas Hold'em Paytable 2	Stadium Ultimate Texas Hold'em	1000000	85.13 - 99.44
Stadium Ultimate Texas Hold'em Paytable 3	Stadium Ultimate Texas Hold'em	1000000	85.13 - 99.44
Stadium Ultimate Texas Hold'em Paytable 4	Stadium Ultimate Texas Hold'em	1000000	85.13 - 99.44
Stadium Ultimate Texas Hold'em Paytable 5	Stadium Ultimate Texas Hold'em	1000000	83.34 - 97.89
Stadium Ultimate Texas Hold'em Paytable 6	Stadium Ultimate Texas Hold'em	1000000	83.34 - 97.89
Stadium Ultimate Texas Hold'em Paytable 7	Stadium Ultimate Texas Hold'em	1000000	83.34 - 97.89

The above shaded payable(s) are being blocked and/or not available for the operator to select when used with the compatible Jurisdictional specific program. The shaded payable(s) that are up to 100% RTP are available for those tribal entities which have adopted the amendment for a 100% maximum RTP and are using a Jurisdictional specific program designed for this limit.



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## Modifications

The 273955TS is MODIFYING the previously certified 273955P. The modification(s) is/are as follows:

1. Added support for a separate multi-site and single site installer.
2. Added support for sharing tables between linked sites.
3. Modifications have been made to implement secure WAN communications.
4. Added support for a diagnostic tool to support field engineers with troubleshooting configuration, network, and setup issues.
5. Added support for a video media server.
6. Added a new configuration for Don't Pass Bets for Craps tables.
7. Added support for turning Come bet odds OFF and allowing automatic PUSH if the Come bet is resolved while the Come bet odds is still OFF for Craps.
8. Added a new "Allow with Additional Bet" option for the 6 Card Bonus side bet for Three Card Poker.
9. Added support for displaying the Roulette Flex logo for RouletteX.
10. Modifications have been made to the default values of table configurations when installed in unrestricted mode.
11. Modifications have been made to allow multi-site connections to retry connecting if communications are lost.
12. Modifications were made to add columns to the SQL Database to indicate the timestamps for Voucher In and Voucher Out transactions and enhance performance for SQL purge data backups.
13. Previously, a race condition could occur in the ETS Server while processing the last game request that could cause a tournament to complete one game before the configured number of tournament games. Modifications were made to prevent this from occurring.
14. Modifications were made to prevent a rare case where the tournament session score would not be updated on the player terminal.
15. Modifications were made so that the ETS Server automatically reconnects and resends messages when a disconnection occurs between the ETS Server and Cool Sign display, ensuring that the score for a fixed games tournament is correctly updated from the games played.
16. Previously, when a player achieved a Blackjack win in Stadium Blackjack and the game was voided, the Central Display would include the voided game in the last player blackjack count. Modifications were made to ensure that the last player blackjack count will no longer include the results from the voided game.
17. Previously, player terminals would have a gameplay delay or freeze if the maintenance job was executed on the ETS server while voucher expiration dates were set to 0. Modifications have been made to remedy the gameplay delay and freezing.





The *ARCDISP64* and *ARCDISP64\_RES* is MODIFYING the previously certified *ARCDISP63* and *ARCDISP63\_RES*, respectively. The modification(s) is/are as follows:

1. Added support for displaying the Roulette FleX logo for RouletteX.
2. Previously, cold number statistics on the central display and player terminal would not match if a Roulette game was voided during the "Place Your Bets" timer. Modifications have been made to now synchronize the cold number statistics on the central display and dealer terminal.
3. Modifications were made to add a Nano editor library for the Qxi-7000 dealer terminal hardware to allow support for changing editable files.

The *ADTALL74* is MODIFYING the previously certified *ADTALL73*. The modification(s) is/are as follows:

1. Modifications were made to display a "Game in progress. Tournament session will start shortly" message and OK button when a tournament with fixed games and manual start enabled is not started when the "Start Session" button is clicked.
2. Modifications were made to add a Nano editor library for the Qxi-7000 dealer terminal hardware to allow support for changing editable files.
3. Added future support for new versions of panel PCs for the Qxi-4000 dealer terminal hardware.
4. Modifications were made to ensure that EFL-1043S serial communication monitors will respond to touch for configurations using the Qxi-4000 and Qxi-7000 dealer terminal hardware.
5. Modifications were made to ensure that, when all Roulette games are completed after pressing the "Last 3 Games" button, the "New Game" button will be disabled.

The *2739565* is MODIFYING the previously certified *2739560*. The modification(s) is/are as follows:

1. Added a new configuration for Don't Pass Bets for Craps tables.
2. Added support for changing bet limits for line bets for Craps.
3. Added support for turning Come bet odds OFF and allowing automatic PUSH if the Come bet is resolved while the Come bet odds is still OFF.
4. Added a new option for the 6 Card Bonus side bet.
5. Added a new option for the Roulette FleX Logo.
6. Modifications have been made to the default values of table configurations when installed in unrestricted mode.
7. Added support for linking sites.



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8. Added support for sharing tables between linked sites.
9. Added support for creating virtual tables from shared remote tables.
10. Modifications have been made to the admin console installer.
11. Modifications have been made to the camera configuration page.

The A222-000-1091 is MODIFYING the previously certified A222-000-1080. The modification(s) is/are as follows:

1. Added a new configuration for Don't Pass Bets for Craps tables.
2. Added support for turning Come bet odds OFF and allowing automatic PUSH if the Come bet is resolved while the Come bet odds is still OFF for Craps.
3. Added support for changing bet limits for line bets for Craps.
4. Added a new "Allow with Additional Bet" option for the 6 Card Bonus side bet for Three Card Poker.
5. Added support for changing camera stream protocol between dynamic and HTTP.
6. Added support for displaying the Roulette Flex logo for RouletteX.
7. Updates have been made to Spanish, German, and French translations.
8. Fixed payable information displayed for the Any Triple bet position on Sic Bo for French and German translations.
9. Fixed behavior with incorrect numbers being shown in the previous history bar for Roulette after disconnecting the Player Terminal after 250 games.
10. Fixed behavior with incorrect multipliers appearing in the previous history bar in RouletteX after a rollback of a game where a multiplier win was achieved.
11. Previously for Roulette, Neighbors Bets were not disabled when Group Bets were placed. Modifications have been made to disable Neighbors Bets when a Group Bet is placed.
12. Updates have been made to the Dealer Bet help screen for Craps to indicate that Dealer Bets are "only allowed on the Hardways position".
13. Previously, the player terminal audio would not announce "Place Your Bets" or "No More Bets" when configured for auto passive mode. Now, both phrases are said in auto passive mode.
14. Modifications were made to ensure that the "New Shoe" text is not truncated for the Baccarat game for the German language.
15. Modifications were made to display a "Game in progress. Tournament session will start shortly" message and OK button when a tournament with fixed games and manual start enabled is not started when the "Start Session" button is clicked.
16. Modifications were made to ensure that the win meter will not flicker when the "Tournament Session





- Over" banner is shown after the last tournament game played is a win.
17. Previously on rare occasions, the tournament game state would not be updated after the player terminal was RAM cleared and connected to the Dealer Terminal. Modifications were made to prevent this from occurring.
  18. Modifications were made to ensure that a grey screen error will not be shown on the player terminal when tournament sessions are continuously made back-to-back.
  19. Previously on rare occasions, after credits are cashed out from the player terminal during tournament preparation time, a "Please Cashout" message would be shown without the "Join" button, requiring a power cycle to allow the player terminal to join the tournament. Modifications were made to prevent this behaviour from occurring.
  20. Modifications were made to ensure that, when the top menu button positions of the player terminal UI are changed from the database during a tournament, the collect button will be disabled on the player terminal.
  21. Previously, when the Roulette game was configured for New Zealand 00 and the "Random Lucky Number" tournament bonus feature, the lucky chip number was shown as -1 when the tournament is joined. Modifications were made to the source code to ensure that this cannot occur for Standard 00 Roulette configurations for North American and EMEA markets.
  22. Previously, in rare cases, when two player terminals joined a tournament before the start of the tournament session, only one of the player terminals would successfully join. Modifications were made to ensure that, in this scenario, both player terminals will join the tournament.
  23. Previously, when Three Card Poker was configured as a tournament game with a minimum ante bet of \$1000 and started with \$500 on the credit meter of the player terminal, the tournament session did not end. Modifications were made to ensure that the tournament session would end when credits are available to play both Ante and Play bets for Three Card Poker.
  24. Previously, deleting a Roulette table while the player terminal was on that table would result in a grey screen on the player terminal. Now, the player terminal does not turn grey if a Roulette table is deleted on the Admin Console.
  25. Previously, the player terminal screen would become grey if RAM cleared while a game is being rolled back on the Dealer Terminal. Modifications were made to ensure that this behavior no longer occurs.
  26. Previously, on a Craps table, if a rollback was cancelled with no unresolved bets on the felt, the collect button would be grayed out. Modifications have been made so that the collect button does not gray out.
  27. Updates have been made to the English, German, Spanish, French, and Chinese help screens.
  28. Previously, on a Craps table, if a rollback was cancelled with no unresolved bets on the felt, the collect button would be grayed out. Modifications have been made so that the collect button does not gray





out.

Note: Modified hardware/software does not have to be removed from the field. The changes were cosmetic or enhancements to the previously certified version. This hardware/software, in addition to the previously certified version, will be listed on your Certified Report.



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## Notes

Please note the software certified within this report contains elements of skill. GLI confirmed the component(s) being certified are compliant with the technical standards within this report; however, the final determination on any classification of this software lies with the appropriate Gaming Regulatory Authority.

Internal controls are recommended to ensure the "Enable Auto RNG - Restricted Configurations (North America)" option is selected during the installation of the ETS Server which is the configuration that was utilized during the testing of the software being certified within this report.

Please note that the Blackjack paytables can be enabled in either autoRNG (ETG) or Dealer (DCETG) modes. All other available games' paytables can only be enabled in autoRNG (ETG) mode.

Please note, this software contains control program functionality and must be housed within a separate locked internal enclosure (logic area).

Please note this game contains skill elements which have an impact on the actual return percentage of the game. The return percentages included within this report were calculated by GLI using an optimal play strategy. Thus, the calculations of the actual return percentage may vary from the manufacturer's calculations, and therefore could be lower than what is listed in this report.



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## Verification Procedures

The ArgOS Verification Utility is an application developed by GLI to generate a post-install CDCK and SHA-1 signature of the personality program, main program, Windows Component, jurisdictional program, and BIOS on the "ArgOS" platform. The ArgOS Verification Utility resides on a USB drive.

### ArgOS Verification Utility Procedure:

1. With the power off, open the logic door inside the ArgOS cabinet.
2. Insert the ArgOS Verification Utility USB drive into a USB 3.0 port inside the ArgOS logic box.
3. Power ON the gaming machine
4. The gaming machine will boot up to the ArgOS Verification Utility screen and generate CDCK and SHA-1 signatures of the personality program, main program, Windows Component, jurisdictional program, and BIOS.
5. The process is complete when the message 'Verification Passed' appears on the video screen.
6. If one or more corrupted software images are detected, the message 'Verification Failed' will appear and display the corrupted image(s).

### Verify+ by Kobetron™ - Verification Procedure for Personality:

1. Open Verify+ by Kobetron™
2. Select the 'File' radio button
3. Under the File Method drop down menu, select 'Windows Filesystem'
4. Click "Browse", specify the file you wish to signature and click the "Open" button
5. If a different seed is needed, click the 'Options', then 'General Options' and enter a new seed
6. If needed, other File options can be found by clicking 'Options' then 'File Options'
7. Click the "Verify" button
8. The current file being checked will be displayed in the window
9. The program will generate the aforementioned signatures and display the results

### Verify+ by Kobetron™ - Verification Procedure for the Admin Console and Server Control:

1. Open Verify+ by Kobetron™
2. Select the 'File' radio button
3. Click "Browse", specify the file you wish to signature and click the "Open" button
4. If a different seed is needed, click the 'Options', then 'General Options' and enter a new seed
5. If needed, other File options can be found by clicking 'Options' then 'File Options'



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6. Click the "Verify" button
7. The current file being checked will be displayed in the window
8. The program will generate the aforementioned signatures and display the results

Admin Console and Server Control files can be found in the default installation folders below:

C:\Scientific Games\RapidExpress Server\ServerControl.exe

C:\Scientific Games\Admin Console\AdminConsole.exe

Verify+ by Kobetron™ - Verification Procedure for Central Display and Dealer Terminal:

1. Open Verify+ by Kobetron™
2. Select the 'Device' radio button and click 'Browse' button
3. From the 'Browse' window, determine what hard disks and partitions already exist on the PC being used to perform the verification
4. Click the 'Cancel' button on the 'Browse' window
5. Insert the CFast Card in the CF card reader
6. Select the 'Device' radio button and click 'Browse' button
7. From the 'Browse' window, a new disk with partitions should be displayed
8. Select the specific partition to signature of that disk
9. Click on the 'Verify' button
10. The program will generate the aforementioned signatures and display the results

Verify+ by Kobetron™ - Verification Procedure for Central Display Resource:

1. Open Verify+ by Kobetron™
2. Select the 'Device' radio button
3. Click the "Browse" button and select a removable device
4. If a device size is to be used, click 'Options' then 'Device Options'
5. Click the "Verify" button
6. The program will generate the aforementioned signatures and display the results



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### Test Environment

Testing was performed by GLI using compatible components as defined by the manufacturer and the software/hardware being certified within this report is expected to be used in conjunction with previously and/or subsequently certified and compatible software, hardware and system(s). A list of all components used during the evaluation performed by GLI has been internally documented and can be made available upon request.



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**Registration Number of Accreditation applicable to this report:**

**A2LA 2428.05**

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If you should have any questions regarding this information, please feel free to contact our office.

Sincerely,

Christine M. Gallo

Senior Vice President, Quality and Technical Compliance



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Ultimate Texas Hold 'Em

Software Part Numbers
A222-000-1050

Revision History		
Date	Author	Notes
10/14/2021	D. Reichmuth	Initial Version
6/2/2022	D. Reichmuth	Corrected errors in confidence intervals

Paytable Summary					
Game	Paytable ID	Paytable #	Min %	Max %	Optional Feature Bet
Ultimate Texas Hold 'Em	BLD-01	RUTH	99.16%	99.16%	N/A
	UTH-01	N/A	99.10%	99.10%	Yes
Trips Sidebet	UTH-02	N/A	98.10%	98.10%	Yes
	UTH-03	N/A	96.50%	96.50%	Yes
	UTH-04	N/A	93.82%	93.82%	Yes
	UTH-05	N/A	95.50%	95.50%	Yes
	UPB-01	N/A	91.10%	91.10%	Yes
Ultimate Pairs Sidebet	UPB-02	N/A	91.46%	91.46%	Yes
	UPB-03	N/A	95.48%	95.48%	Yes
	UPB-04	N/A	95.32%	95.32%	Yes
	UPB-05	N/A	95.10%	95.10%	Yes
	UPB-06	N/A	93.21%	93.21%	Yes
	Bad Beat Sidebet	BBB-01	N/A	79.76%	79.76%
BBB-02		N/A	85.36%	85.36%	Yes
BBB-03		N/A	83.51%	83.51%	Yes
Play the Board Sidebet	PTB-01	N/A	96.89%	96.89%	Yes
	PTB-02	N/A	94.78%	94.78%	Yes
	PTB-03	N/A	92.82%	92.82%	Yes

<b>RUTH</b>	<b>Ultimate Texas Hold 'Em</b>	<b>Max %</b>	<b>99.16%</b>
<b>Poker</b>		<b>Min %*</b>	<b>99.16%</b>

\* Min % excludes sidebet wagers

**Ultimate Texas Hold 'Em**

**Game Rules:**

Before any cards are dealt, the Player must make two equal wagers called the Ante and the Blind Bonus. Each Player will be dealt two cards face up, while the Dealer will then be dealt two cards face down. He will then have the option to either bet either three or four times the Ante as a Raise bet, or he may 'Check' and do nothing. The Dealer will then reveal three community cards. At this point, any Player that has already 'Raised' may not bet again. If the Player 'Checked', he will have the option to bet two times his Ante as a Raise bet or again, he may check. The Dealer will then reveal the final two community cards. Any Player that has already Raised (4 times or 2 times) may not bet again. All other Players must now either bet one times his Ante as a Raise bet or he must Fold, forfeiting all his Ante and Blind Bonus wager. The Dealer will then reveal his two cards and resolve all wagers still in action.

Each Player and the Dealer are trying to make the best possible 5-card Poker hand using their initial 2-card deal, plus the 5 community cards. The Player or Dealer may use 3, 4 or all 5 of the community cards to make his hand.

If the Dealer's hand outranks the Player's hand, the Player loses his Blind Bonus and Raise wagers. If the Dealer's hand does not contain at least a Pair, he does not qualify, and the Ante wager is a push. If the Dealer qualifies, the Player loses the ante wager as well.

If the Dealer's hand and the Player's hand ties, all wagers push.

If the Player's hand outranks the Dealer's hand, the Player will be paid as follows:

Ante wager – If the Dealer has at least a Pair, the Player will be paid even money on this wager. If the Dealer does not have a pair, this bet pushes.

Raise wager – The Player will be paid even money.

Blind Bonus wager – If the Player wins with a Three of a Kind or less, this wager pushes. If the Player wins with a Straight or better, he will be paid according to the following payable:

**Blind Bonus Paytable**

Paytable		BLD-01	
Hand	Pays	Frequency	
Royal Flush	500	0.0033%	
Straight Flush	50	0.0262%	
Four of a Kind	10	0.1545%	
Full House	3	2.2698%	
Flush	3 to 2	2.5621%	
Straight	1	3.7189%	

**Ultimate Texas Hold 'Em Overall Payback**      99.16%

**Trips Sidebet**

**Rules:**

The optional Trips Sidebet is an optional sidebet based on the 5-card Poker rank using the Player's 7 cards (the initial 2 plus the 5 community cards).

**Trips Sidebet Paytables**

Pavtable: UTH-01				
Hand	Pavs*	Frequency	Contribution	Volatility
Royal Flush	51	0.00%	0.16%	0.0808
Straight Flush	41	0.03%	1.14%	0.4458
Four of a Kind	31	0.17%	5.21%	1.5135
Full House	10	2.60%	25.96%	2.1071
Flush	8	3.03%	24.20%	1.4863
Straight	5	4.62%	23.10%	0.7424
Three of a Kind	4	4.83%	19.32%	0.4373
			99.10%	6.8132

Pavtable: UTH-02				
Hand	Pavs*	Frequency	Contribution	Volatility
Royal Flush	51	0.00%	0.16%	0.0808
Straight Flush	41	0.03%	1.14%	0.4460
Four of a Kind	31	0.17%	5.21%	1.5146
Full House	9	2.60%	23.36%	1.6694
Flush	7	3.03%	21.18%	1.0961
Straight	6	4.62%	27.72%	1.1637
Three of a Kind	4	4.83%	19.32%	0.4402
			98.10%	6.4108

Pavtable: UTH-03				
Hand	Pavs*	Frequency	Contribution	Volatility
Royal Flush	51	0.00%	0.16%	0.0809
Straight Flush	41	0.03%	1.14%	0.4464
Four of a Kind	31	0.17%	5.21%	1.5162
Full House	9	2.60%	23.36%	1.6761
Flush	8	3.03%	24.20%	1.4973
Straight	5	4.62%	23.10%	0.7521
Three of a Kind	4	4.83%	19.32%	0.4449
			96.50%	6.4138

Pavtable: UTH-04				
Hand	Pavs*	Frequency	Contribution	Volatility
Royal Flush	51	0.00%	0.16%	0.0809
Straight Flush	41	0.03%	1.14%	0.4470
Four of a Kind	21	0.17%	3.53%	0.6764
Full House	8	2.60%	20.77%	1.2947
Flush	7	3.03%	21.18%	1.1117
Straight	6	4.62%	27.72%	1.1836
Three of a Kind	4	4.83%	19.32%	0.4528
			93.82%	5.2471

Pavtable: UTH-05				
Hand	Pavs*	Frequency	Contribution	Volatility
Royal Flush	51	0.00%	0.16%	0.0809
Straight Flush	41	0.03%	1.14%	0.4466
Four of a Kind	31	0.17%	5.21%	1.5172
Full House	8	2.60%	20.77%	1.2885
Flush	7	3.03%	21.18%	1.1056
Straight	6	4.62%	27.72%	1.1757
Three of a Kind	4	4.83%	19.32%	0.4478
			95.50%	6.0623

\* Includes the return of the original wager

**Ultimate Pairs Sidebet**

**Rules:**

The optional Ultimate Pairs Sidebet is an optional sidebet based on the initial two cards dealt to each Player. In one case, if the Player has Ace/Ace, the Dealer's hand will be reviewed to see if it too has Ace/Ace.

**Ultimate Pairs Sidebet Paytables**

Paytable:		UPB-01			
Hand	Pavs*	Frequency	Contribution	Volatility	
A-A	31	0.45%	14.03%	4.0967	
A-K Suited	26	0.30%	7.84%	1.8991	
A-Q or A-J Suited	21	0.60%	12.67%	2.4347	
A-K Unsuited	16	0.91%	14.48%	2.0605	
Pair J's, Q's or K's	11	1.36%	14.93%	1.3818	
A-Q or A-J Unsuited	6	1.81%	10.86%	0.4688	
Pair 2's - 10's	4	4.07%	16.29%	0.3886	
			91.10%	12.7301	

Paytable:		UPB-02			
Hand	Pavs*	Frequency	Contribution	Volatility	
A-A (Player AND Dealer)	1001	0.00%	0.37%	4.0007	
A-A	31	0.45%	14.02%	4.0921	
A-K Suited	26	0.30%	7.84%	1.8985	
A-Q or A-J Suited	21	0.60%	12.67%	2.4339	
A-K Unsuited	16	0.91%	14.48%	2.0595	
Pair J's, Q's or K's	11	1.36%	14.93%	1.3808	
A-Q or A-J Unsuited	6	1.81%	10.86%	0.4681	
Pair 2's - 10's	4	4.07%	16.29%	0.3877	
			91.46%	16.7212	

Paytable:		UPB-03			
Hand	Pavs*	Frequency	Contribution	Volatility	
Pair A's	31	0.45%	14.03%	4.0848	
Ace-Face Suited	21	0.91%	19.00%	3.6364	
Ace-Face Unsuited	11	2.71%	29.86%	2.7395	
Pair	6	5.43%	32.58%	1.3822	
			95.48%	11.8429	

Paytable:		UPB-04			
Hand	Pavs*	Frequency	Contribution	Volatility	
Ace Hearts/Ace Diamonds	101	0.08%	7.62%	7.5471	
Pair A's	31	0.38%	11.69%	3.4045	
Ace-Face Suited	21	0.91%	19.00%	3.6369	
Ace-Face Unsuited	11	2.71%	29.86%	2.7403	
Pair	5	5.43%	27.15%	0.8892	
			95.32%	18.2180	

Paytable:		UPB-05			
Hand	Pavs*	Frequency	Contribution	Volatility	
Ace Hearts/Ace Diamonds	51	0.08%	3.85%	1.8887	
Pair A's	26	0.38%	9.80%	2.3661	
Ace-Face Suited	21	0.91%	19.00%	3.6378	
Ace-Face Unsuited	11	2.71%	29.86%	2.7416	
Pair	6	5.43%	32.58%	1.3842	
			95.10%	12.0184	

Paytable:		UPB-06			
Hand	Pavs*	Frequency	Contribution	Volatility	
Pair A's	26	0.45%	11.76%	2.8435	
Ace-Face Suited	21	0.91%	19.00%	3.6446	
Ace-Face Unsuited	11	2.71%	29.86%	2.7519	
Pair	6	5.43%	32.58%	1.3946	
			93.21%	10.6346	

\* Includes the return of the original wager

**Bad Beat Sidebet**

**Rules:**

The optional Bad Beat Sidebet is an optional sidebet based on the final 5-card rank of each the Player and Dealer Hand. If either hand is beaten by a Three of a Kind or Better, the Player will win per the payable in use. The Player is paid according to the rank of the hand that is beat. Thus, if the Player has a Full House and the Dealer has a Three of a Kind, the Player will be paid for the Three of a Kind that was beat.

**Bad Beat Sidebet Paytables**

Paytable: BBB-01				
Beat Hand	Pavs*	Frequency	Contribution	Volatility
Straight Flush	10001	0.00%	3.72%	400.0162
Four of a Kind	501	0.02%	8.53%	42.5344
Full House	41	0.30%	12.44%	4.9037
Flush	26	0.70%	18.21%	4.4487
Straight	21	0.66%	13.83%	2.6876
Three of a Kind	10	2.30%	23.04%	1.9508
			79.76%	456.5413

Paytable: BBB-02				
Beat Hand	Pavs*	Frequency	Contribution	Volatility
Straight Flush	7501	0.00%	2.79%	225.0088
Four of a Kind	501	0.02%	8.53%	42.5249
Full House	51	0.30%	15.47%	7.6295
Flush	31	0.70%	21.71%	6.3653
Straight	21	0.66%	13.83%	2.6727
Three of a Kind	10	2.30%	23.04%	1.9271
			85.36%	286.1282

Paytable: BBB-03				
Beat Hand	Pavs*	Frequency	Contribution	Volatility
Straight Flush	2501	0.00%	0.93%	25.0033
Four of a Kind	501	0.02%	8.53%	42.5280
Full House	51	0.30%	15.47%	7.6351
Flush	31	0.70%	21.71%	6.3731
Straight	21	0.66%	13.83%	2.6776
Three of a Kind	10	2.30%	23.04%	1.9349
			83.51%	86.1521

\* Includes the return of the original wager

**Play the Board Sidebet**

**Rules:**

The optional Play the Board Sidebet is an optional sidebet based on the final 5-card rank of the five community cards. If these five cards are a Pair of 10's or Better, the Player will win

**Play the Board Sidebet Paytables**

Paytable: PTB-01				
Hand	Pavs*	Frequency	Contribution	Volatility
Royal Flush	1001	0.00%	0.15%	1.5001
Straight Flush	201	0.00%	0.28%	0.5562
Four of a Kind	101	0.02%	2.42%	2.4025
Full House	51	0.14%	7.35%	3.6060
Flush	41	0.20%	8.06%	3.1495
Straight	26	0.39%	10.20%	2.4590
Three of a Kind	8	2.11%	16.90%	1.0445
Two Pair	4	4.75%	19.02%	0.4368
Pair – 10's or Better	2	16.25%	32.51%	0.1728
			96.89%	15.3273

Paytable: PTB-02				
Hand	Pavs*	Frequency	Contribution	Volatility
Royal Flush	1001	0.00%	0.15%	1.5002
Straight Flush	201	0.00%	0.28%	0.5563
Four of a Kind	101	0.02%	2.42%	2.4035
Full House	51	0.14%	7.35%	3.6090
Flush	41	0.20%	8.06%	3.1529
Straight	26	0.39%	10.20%	2.4631
Three of a Kind	7	2.11%	16.90%	0.7739
Two Pair	4	4.75%	19.02%	0.4429
Pair – 10's or Better	2	16.25%	32.51%	0.1799
			94.78%	15.0817

Paytable: PTB-03				
Hand	Pavs*	Frequency	Contribution	Volatility
Royal Flush	1001	0.00%	0.15%	1.5002
Straight Flush	201	0.00%	0.28%	0.5564
Four of a Kind	101	0.02%	2.42%	2.4045
Full House	51	0.14%	7.35%	3.6119
Flush	41	0.20%	8.06%	3.1559
Straight	21	0.39%	8.24%	1.5811
Three of a Kind	7	2.11%	16.90%	0.7790
Two Pair	4	4.75%	19.02%	0.4486
Pair – 10's or Better	2	16.25%	32.51%	0.1867
			92.82%	14.2243

\* Includes the return of the original wager

Ultimate Texas Hold 'Em w/BLD-01		
95% Volatility*		
Volatility Index		6.06
Games	Lower Limit	Uper Limit
1,000	80.00%	118.26%
10,000	93.10%	105.16%
100,000	97.18%	101.01%
1,000,000	98.49%	99.70%
10,000,000	98.91%	99.29%
100,000,000	99.04%	99.16%

Trips Sidebet UTH-01		
95% Volatility*		
Volatility Index		5.12
Games	Lower Limit	Uper Limit
1,000	82.92%	115.28%
10,000	93.98%	104.21%
100,000	97.48%	100.72%
1,000,000	98.59%	99.61%
10,000,000	98.94%	99.26%
100,000,000	99.05%	99.15%

Trips Sidebet UTH-02		
95% Volatility*		
Volatility Index		4.96
Games	Lower Limit	Uper Limit
1,000	82.40%	103.06%
10,000	93.13%	103.06%
100,000	96.53%	99.67%
1,000,000	97.60%	98.59%
10,000,000	97.94%	98.25%
100,000,000	98.05%	98.15%

Trips Sidebet UTH-03		
95% Volatility*		
Volatility Index		4.96
Games	Lower Limit	Uper Limit
1,000	80.81%	112.20%
10,000	91.54%	101.47%
100,000	94.93%	98.07%
1,000,000	96.01%	97.00%
10,000,000	96.35%	96.66%
100,000,000	96.45%	96.55%

Trips Sidebet UTH-04		
95% Volatility*		
Volatility Index		4.49
Games	Lower Limit	Uper Limit
1,000	79.62%	108.02%
10,000	89.33%	98.31%
100,000	92.40%	95.24%
1,000,000	93.37%	94.27%
10,000,000	93.68%	93.96%
100,000,000	93.77%	93.86%

<b>Trips Sidebet UTH-05</b>		
<b>95% Volatility*</b>		
<b>Volatility Index</b>	<b>4.83</b>	
<b>Games</b>	<b>Lower Limit</b>	<b>Uper Limit</b>
1,000	80.24%	110.76%
10,000	90.67%	100.33%
100,000	93.97%	97.03%
1,000,000	95.02%	95.98%
10,000,000	95.35%	95.65%
100,000,000	95.45%	95.55%

<b>Ultimate Pairs Sidebet UPB-01</b>		
<b>95% Volatility*</b>		
<b>Volatility Index</b>	<b>6.99</b>	
<b>Games</b>	<b>Lower Limit</b>	<b>Uper Limit</b>
1,000	68.99%	113.22%
10,000	84.11%	98.09%
100,000	88.89%	93.31%
1,000,000	90.40%	91.80%
10,000,000	90.88%	91.32%
100,000,000	91.03%	91.17%

<b>Ultimate Pairs Sidebet UPB-02</b>		
<b>95% Volatility*</b>		
<b>Volatility Index</b>	<b>8.01</b>	
<b>Games</b>	<b>Lower Limit</b>	<b>Uper Limit</b>
1,000	66.11%	116.80%
10,000	83.44%	99.47%
100,000	88.92%	93.99%
1,000,000	90.66%	92.26%
10,000,000	91.21%	91.71%
100,000,000	91.38%	91.54%

<b>Ultimate Pairs Sidebet UPB-03</b>		
<b>95% Volatility*</b>		
<b>Volatility Index</b>	<b>6.75</b>	
<b>Games</b>	<b>Lower Limit</b>	<b>Uper Limit</b>
1,000	74.15%	116.80%
10,000	88.73%	102.22%
100,000	93.34%	97.61%
1,000,000	94.80%	96.15%
10,000,000	95.26%	95.69%
100,000,000	95.41%	95.54%

<b>Ultimate Pairs Sidebet UPB-04</b>		
<b>95% Volatility*</b>		
<b>Volatility Index</b>	<b>8.37</b>	
<b>Games</b>	<b>Lower Limit</b>	<b>Uper Limit</b>
1,000	68.87%	121.78%
10,000	86.96%	103.69%
100,000	92.68%	97.97%
1,000,000	94.49%	96.16%
10,000,000	95.06%	95.59%
100,000,000	95.24%	95.41%



Ultimate Pairs Sidebet UPB-05		
95% Volatility*		
Volatility Index	6.79	
Games	Lower Limit	Uper Limit
1,000	73.61%	116.59%
10,000	88.30%	101.89%
100,000	92.95%	97.25%
1,000,000	94.42%	95.78%
10,000,000	94.88%	95.31%
100,000,000	95.03%	95.17%

Ultimate Pairs Sidebet UPB-06		
95% Volatility*		
Volatility Index	6.39	
Games	Lower Limit	Uper Limit
1,000	73.00%	113.43%
10,000	86.82%	99.60%
100,000	91.19%	95.23%
1,000,000	92.57%	93.85%
10,000,000	93.01%	93.41%
100,000,000	93.15%	93.28%

Bad Beat Sidebet BBB-01		
95% Volatility*		
Volatility Index	41.88	
Games	Lower Limit	Uper Limit
1,000	-52.67%	212.19%
10,000	37.88%	121.64%
100,000	66.51%	93.00%
1,000,000	75.57%	83.95%
10,000,000	78.43%	81.08%
100,000,000	79.34%	80.18%

Bad Beat Sidebet BBB-02		
95% Volatility*		
Volatility Index	33.15	
Games	Lower Limit	Uper Limit
1,000	-19.48%	190.21%
10,000	52.21%	118.52%
100,000	74.88%	95.85%
1,000,000	82.05%	88.68%
10,000,000	84.32%	86.41%
100,000,000	85.03%	85.70%

Bad Beat Sidebet BBB-03		
95% Volatility*		
Volatility Index	18.19	
Games	Lower Limit	Uper Limit
1,000	25.98%	141.04%
10,000	65.31%	101.70%
100,000	77.75%	89.26%
1,000,000	81.69%	85.33%
10,000,000	82.93%	84.08%
100,000,000	83.32%	83.69%

<b>Play the Board Sidebet PTB-01</b>		
<b>95% Volatility*</b>		
<b>Volatility Index</b>	<b>7.67</b>	
<b>Games</b>	<b>Lower Limit</b>	<b>Uper Limit</b>
1,000	72.62%	121.16%
10,000	89.22%	104.56%
100,000	94.46%	99.32%
1,000,000	96.12%	97.66%
10,000,000	96.65%	97.13%
100,000,000	96.81%	96.97%

<b>Play the Board Sidebet PTB-02</b>		
<b>95% Volatility*</b>		
<b>Volatility Index</b>	<b>7.61</b>	
<b>Games</b>	<b>Lower Limit</b>	<b>Uper Limit</b>
1,000	70.71%	118.85%
10,000	87.17%	102.39%
100,000	92.37%	97.18%
1,000,000	94.02%	95.54%
10,000,000	94.54%	95.02%
100,000,000	94.70%	94.85%

<b>Play the Board Sidebet PTB-03</b>		
<b>95% Volatility*</b>		
<b>Volatility Index</b>	<b>7.39</b>	
<b>Games</b>	<b>Lower Limit</b>	<b>Uper Limit</b>
1,000	69.44%	116.19%
10,000	85.42%	100.21%
100,000	90.48%	95.15%
1,000,000	92.08%	93.55%
10,000,000	92.58%	93.05%
100,000,000	92.74%	92.89%

\*Volatility based upon optimum play

# ULTIMATE TEXAS HOLD'EM TABLE CONFIG SETTINGS:

Bet/Tip Options:		Chip Settings:		
Dealer Tip Option:	Please Select	Chip 1:	Please Select	
Min Bet Option:	Disable (Default) *Recommended*	Chip 2:	Please Select	
Paytable		Chip 3:	Please Select	
Trips:	Please Select	Chip 4:	Please Select	
Ultimate Pairs Bonus:	Please Select	Chip 5:	Please Select	
Bad Beat Bonus:	Please Select	Bet Limits:		
Play The Board Bonus:	Please Select	Table Total:	Min:	Max:
Blind:	Please Select	Ante:	\$0	\$0
Rules		Ante Plus Blind:	+	+
Trips:	Allow with Ante (Default)	Blind:	\$5	\$0
Ultimate Pairs Bonus:	Allow with Ante (Default)	Trips	\$0	\$0
Bad Beat Bonus:	Allow with Ante (Default)	Ultimate Pairs Bonus:	\$0	\$0
Play The Board Bonus:	Allow with Ante (Default)	Bad Beat Bonus:	\$0	\$0
		Play The Board Bonus:	\$0	\$0
Bet Options				
Number of Hands to Wager:	3			
Decision Time (Seconds):	10			
Keep Standoff Bet:	Disabled (Default)			
Display Settings:				
Game Statistics - Number of Games:	150			
Card Draw Interval (Milliseconds)	2000			
UTH Logo:	Stadium UTH (Default)			

# PAYTABLES:

## PLAY THE BOARD

HAND	PTB-01	PTB-02	PTB-03
ROYAL FLUSH	1000 TO 1	1000 TO 1	1000 TO 1
STRAIGHT FLUSH	200 TO 1	200 TO 1	200 TO 1
FOUR OF A KIND	100 TO 1	100 TO 1	100 TO 1
FULL HOUSE	50 TO 1	50 TO 1	50 TO 1
FLUSH	40 TO 1	40 TO 1	40 TO 1
STRAIGHT	25 TO 1	25 TO 1	40 TO 1
THREE OF A KIND	7 TO 1	6 TO 1	6 TO 1
TWO PAIR	3 TO 1	3 TO 1	3 TO 1
PAIR - 10's or BETTER	1 TO 1	1 TO 1	1 TO 1

## ULTIMATE PAIRS BONUS

HAND	UPB-01	UPB-02
A-A (PLAYER & DEALER)	N/A	1000 TO 1
A-A	30 TO 1	30 TO 1
A-K SUITED	25 TO 1	25 TO 1
A-Q or A-J SUITED	20 TO 1	20 TO 1
A-K UNSUITED	15 TO 1	15 TO 1
PAIR J's Q's or K's	10 TO 1	10 TO 1
A-Q or A-J UNSUITED	5 TO 1	5 TO 1
PAIR 2's - 10's	3 TO 1	3 TO 1

## ULTIMATE PAIRS BONUS

HAND	UPB-03	UPB-04	UPB-05	UPB-06
ACE HEARTS/ ACE DIAMOND	N/A	100 TO 1	50 TO 1	N/A
PAIR A's	30 TO 1	30 TO 1	25 TO 1	25 TO 1
ACE-FACE SUITED	20 TO 1	20 TO 1	20 TO 1	20 TO 1
ACE-FACE UNSUITED	10 TO 1	10 TO 1	10 TO 1	10 TO 1
PAIR	5 TO 1	4 TO 1	5 TO 1	5 TO 1

## BLIND

PAYTABLE	STRAIGHT	FLUSH	FULL HOUSE	4 OF A KIND	STRAIGHT FLUSH	ROYAL FLUSH
BLD-01	1:1	3:2	3:1	10:1	50:1	500:1
BLD-02	N/A	3:2	2:1	10:1	50:1	250:1

## BAD BEAT BONUS

PAYTABLE	THREE OF A KIND	STRAIGHT	FLUSH	FULL HOUSE	FOUR OF A KIND	STRAIGHT FLUSH
BBB-01	9 TO 1	20 TO 1	25 TO 1	40 TO 1	500 TO 1	10000 TO 1
BBB-02	9 TO 1	20 TO 1	30 TO 1	50 TO 1	500 TO 1	7500 TO 1
BBB-03	9 TO 1	20 TO 1	30 TO 1	50 TO 1	500 TO 1	2500 TO 1

# PAYTABLES:

## TRIPS

PAYTABLE	THREE OF A KIND	STRAIGHT	FLUSH	FULL HOUSE	FOUR OF A KIND	STRAIGHT FLUSH
UTH-01	3:1	4:1	7:1	9:1	30:1	40:1
UTH-02	3:1	5:1	6:1	8:1	30:1	40:1
UTH-03	3:1	4:1	7:1	8:1	30:1	40:1
UTH-04	3:1	5:1	6:1	7:1	20:1	40:1
UTH-05	3:1	5:1	6:1	7:1	30:1	40:1

April 8, 2024

**Via Email**

Kyle Gustafson  
Minnesota Racing Commission – Running Aces  
15201 Zurich St., Ste. 212  
Columbus, MN 55025  
kyle.gustafson@state.mn.us

**Re: Running Aces' Request for Stadium Ultimate Texas Hold'em**

Dear Mr. Gustafson:

I write on behalf of the Shakopee Mdewakanton Sioux Community (“Community”). According to the Racing Commission’s Finance Committee Meeting Agenda for April 8, 2024, and the attached materials, Running Aces Casino and Racetrack (“Running Aces”) has requested that the Racing Commission (“Commission”) approve amendments to its Plan of Operations and Internal Controls to “replace [its] existing Stadium Three Card Poker [with] Stadium Ultimate Texas Hold'em.”

Stadium Ultimate Texas Hold'em is an electronic table game (“ETG”) operated much the same way as the other ETGs, including the Interblock games. The Community objects to this amendment for the reasons that it has objected to the racetracks’ operation of the other ETGs. The Community incorporates, by reference, the arguments it has repeatedly set forth in letters to the Commission dated July 13, 2023, and October 17, 2023, and in its opening appellate brief filed on March 6, 2024,<sup>1</sup> In sum, ETGs constitute gambling devices and video games of chance, which the racetracks cannot legally operate. Further, the operation of the ETGs is a violation of the statutory limit of 80 tables set under Minn. Stat. § 240.30, subd. 8(1). The Commission lacks authority to approve illegal games or a floor plan that violates the 80-table limit. Finally, in continuing to approve ETGs, the Commission is unlawfully enforcing an unpromulgated rule.

The Community urges the Finance Committee and the Commission to reject Running Aces’ request. The Community, as a federally recognized Indian tribe with a tribal-state compact to operate Class III games (and other games), is one of the eleven Minnesota tribes permitted by law to operate gambling devices or video games of chance. Minn. Stat. § 299L.07, subd. 2. Approval of the operation of gambling devices and video games of chance by entities other than

<sup>1</sup> The Community urges the Commission to review these materials, which are in its possession, when deciding whether to approve Stadium Ultimate Texas Hold'em.

those expressly permitted by statute has a direct negative impact on the Community and the ten other tribes, impinging on their legal right to operate such games and negatively impacting their gaming revenues.

Very truly yours,

*/s/ Josh Peterson*  
Josh Peterson

JP/ks

Item 6 –

Staff Reports

A. Chief Veterinarian's  
Report

B. Judges' Report

C. Steward' Report



## Judges Monthly Report - May 2024

On Sunday May 19, 2024, Running Aces 55-day harness racing season started in wonderful Columbus, Minnesota. The backside officially opened for business on May 5<sup>th</sup> and horses from around the country have flocked to the 5/8 Mile oval.

Multiple returning drivers and trainers are excited to be underway this season as well as a couple newcomers. James Kennedy has made the decision to give Running Aces a try after many years of competing in California at Cal-Expo and is a great addition to the driving colony here as well as addition to Jeff Hunt from Ontario, CA and Brad Irvine returning from Pennsylvania as well as Todd Warren making return from Illinois.

New association employees have been put into place by Running Aces and the Judges have been extremely happy with the additions and changes that have been made. Melanie Hinz was promoted to the Paddock Judge position and has brought a great sense of detail and organization to the paddock procedure while working with our new Identifier Jasmine Horvat who brings a great work ethic and horse knowledge to the organization. Conrad Rapp has been hired as the new Starter for Running Aces and has been great to work with and is always willing to adjust to any situation that allows for fair and equal starts.

Once again Ryan Hertling has returned as the Track Superintendent and has the surface of this track in tip top shape and has had tremendous remarks from the trainers on the track condition. Even after horrendous down pours on our second night of racing the track held up to amazing standards and the drivers and trainers were grateful for the well-maintained surface.

Thru the first month of racing the Judges had 4 rulings, they are as followed,

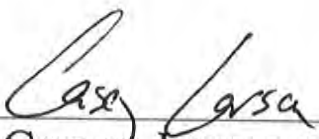
Failure To Complete Paperwork	\$250 Fine – (5 Horses/\$50)
Failure To Complete Paperwork	\$200 Fine – (4 Horses/\$50)
Changing Course In The Stretch	\$200 – Placing Was Required
Illegal Administration of Medication	\$1000 – (2 Horses/\$500)

The Judges enacted a new directive this year with coordination with the vet's office allowing on track stabled horses being required to be on association grounds at 9AM the day before the race to allow for the overflow and influx of horses coming to the State of Minnesota. The MRC Vets have been an amazing asset and the Judges are beyond thrilled to be able to work with such a great organization.

On 5/28/2024 during Race #8 we did have a horse sustain injuries during the race. The horse was immediately pulled up due to the quick thinking and action of the driver and was able to leave the track under its own power. It was determined by the State Veterinarians that this horse needed to be euthanized and was done so under the supervision of the State Vets. The horse was then transfer to Minnesota Diagnostic Lab for further analysis.

Here are the Average Stats for Running Aces,

Month	Races	Entries	Starters	Horse Per Race	Purse	On Track	Total Handle
May	9.5	97.5	77.5	8.2	\$77,433	\$10,866	\$173,465

  
Casey Larson  
Presiding Judge

  
Michael Hall  
Associate Judge

  
John Yinger  
Associate Judge

Item 7-

Racing Surfaces Reports

A. Runnings Aces Casino  
and Racetrack

5/26/2024

2024 Running Aces Track Report

Mr. Kyle Gustafson, Executive Director  
Minnesota Racing Commission

Dear Mr. Gustafson and Commissioners,

As we have completed a handful of Qualifiers and 3 nights of racing, I am happy to report that our racing surface at Running Aces is showing excellent signs of stability, both in warm and rainy conditions.

At the end of 2023 we had substantial rainfall which required us to scarify the track from 31.5 feet (crown) down to the pylons. This was challenging as the spring gave us more rainy days than not. Some research was done over the winter, and we sourced a material which consists of 1/8" crushed limestone. Using this material will help us better manage wet conditions as well as reduce wear on shoes, and equipment as opposed to the granite we have used in the past. The new material will also aid in a softer, kinder footing. We will keep the crushed granite as well as double washed limestone sand on hand in the case of extreme circumstances.

I have inspected and walked the track surface with Dr. Lynn Hovda, MRC Chief Commission Veterinarian and neither of us have observed any specific areas of concern. We have also discussed the change in track composition as well as potential problem areas.

I have also talked with several horsemen and women after the first race night and again after our second night in which 1.5" of rain fell on the track and have received only positive feedback.

If you have any questions or concerns, feel free to contact me at any time.

Respectfully,  
Regards,

Ryan Hertling  
Track Superintendent  
651-260-1695

Item 7-

Racing Surface Reports

B. Canterbury Park



**CANTERBURY  
PARK** SHAKOPEE, MINN

May 17, 2024

Kyle Gustafson  
Executive Director - Minnesota Racing Commission  
1100 Canterbury Road  
Shakopee, MN 55379

Executive Director Gustafson,

Pursuant to MN Rule 7875.0100, Subp. 4, Canterbury Park respectfully submits this report pertaining to our racing surfaces. Please contact me with any additional questions you may.

### **Track Superintendent & Staff**

Canterbury Park is pleased to continue to have the services of Javier Barajas as Track Superintendent. Mr. Barajas has over 45 years of experience, and has earned a reputation as a world-renowned track surface expert having installed and maintained race tracks all across the world including: Meydan Racecourse in Dubai UAE, Ellis Park, Fair Grounds Race Course, Arlington Park and Keeneland Racetrack. Mr. Barajas returned to Canterbury Park in 2023 after previously being part of the Canterbury Park team from 2013 to 2016. George Moncrief has also returned to Canterbury Park as the Surfaces Lead in 2023 and has many years of experience at our track.

Kevin Cole continues in his role of Turf and Grounds Superintendent. Since Cole took over the turf course in 2020, he has helped help cement Canterbury Park as home to one of the best turf courses in the country. Additionally, Kevin continues to collaborate with Barajas and Moncrief on the main track and assists in the annual preparation and closure of the racing surfaces each year.

Canterbury Park continues to assemble our track team with a strong commitment to being an industry leader in the safety and welfare of our racing participants.

### **Canterbury Park's Principal Soil Engineer**

Michael Heuer, Vice President – Principal Engineer, Braun Intertec, continues to provide soil analysis to Canterbury Park following his reengagement in the process in 2017. Mr. Heuer had worked directly with Joe King in the construction and original design of the racing surface in 1985 and has historical testing information through the early 2000s, when he served as Canterbury Downs & Canterbury Park's chief track consultant.

Mr. Heuer continues to test our surface multiple times per season and compare it to samples that were run throughout history. As a result of his test results, Canterbury Park continues to make improvements and modifications to the composition of our racing surface to try to match our statistical seasons for equine injuries.

### **Notes Regarding Racing Surface Work & Preparation**

#### Major Projects

- **Dirt Safety Rail:** In the fall of 2023, Canterbury Park completed our main dirt track rail replacement. The project included a complete removal of the original rail and installation of a new product mirroring other major racing facilities such as Keeneland and Oaklawn. Additionally, the base was inspected and new header board installed. This project is a significant investment and long-term commitment to creating a safe track.

- Chute Enhancements: At present, Canterbury Park is in the progress of constructing a new 7-furlong chute, which will add to the menu of racing options we are able to offer horsemen. As part of the project, the 6 ½ furlong chute was shortened and new fencing installed. The new chute is being constructed to accommodate easy access for all necessary equipment including the horse ambulance should it be needed behind the gate. Once complete, Canterbury Park will conduct morning trial runs with jockeys, trainers and MRC staff. Additionally, races will initially be limited to 8 horse fields until our horse persons have had time to adequately adjust to the new chute location.

Main Track Work Since 2023 Season

- Outside Dirt Rail repaired, padded and replaced where needed.
- Performed a 222-point depth check of racing surface prior to blading track.
- Complete surface blading done by Hentges & Sons to GPS specs that match the original elevations of the racing surface and pack to a uniform six inches.
- Rock picking completed with 8 full sessions of custom screens to screen out pea rock
- Main Track cut with condition harrows and open for training May 8, 2024

Turf Course Work Since 2023 Season

- End of 2023 meet refurbishment that included significant aeration and rolling to smooth the surface, as well as overseeding with 5 variants of Kentucky Bluegrass to enhance durability and usability.
- Started fertilizer regiment designed to maintain growth and enhance the integrity of turf grass.
- Implemented control management program to kill invasive species.
- Performed soil tests to identify poor areas of growth and overseeded where needed.
- Inspected sprinkler system and repaired as necessary.
- Purchased a new GPS assisted Turf Course sprayer.

**HISA Inspection & Accreditation**

Canterbury Park has been accredited by the National Thoroughbred Racing Association (NTRA) since 2010. In July 2022, the Horse Racing Integrity and Safety Authority (HISA) implemented enhanced protocols to maintain integrity and safety across all jurisdictions. Canterbury Park has HISA Accreditation status through December 31, 2026. The HISA Accreditation Team will be onsite in June of 2024 to review Canterbury Park's policies and procedures in person.

Canterbury Park looks forward to another successful and safe racing season in 2024, and we are pleased with the preparations and conditions of our dirt and turf surfaces.

Please feel free to contact me if you have any questions.

Sincerely,



John Groen  
General Manager & Senior Vice President Strategy  
Canterbury Park

CC: Randy Sampson, CEO and President, Canterbury Park  
Javier Barajas, Track Superintendent, Canterbury Park  
Kevin Cole, Turf & Grounds Superintendent, Canterbury Park  
Mike Cronin, Executive Director, Minnesota HBPA

Item 8-

Status Reports

A. Canterbury Park



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Pages 48-50 have been  
omitted under 2020  
Minnesota Statutes Chapter  
13D.05

Item 8-

Status Reports

B. Running Aces  
Casino, Hotel, and  
Racetrack

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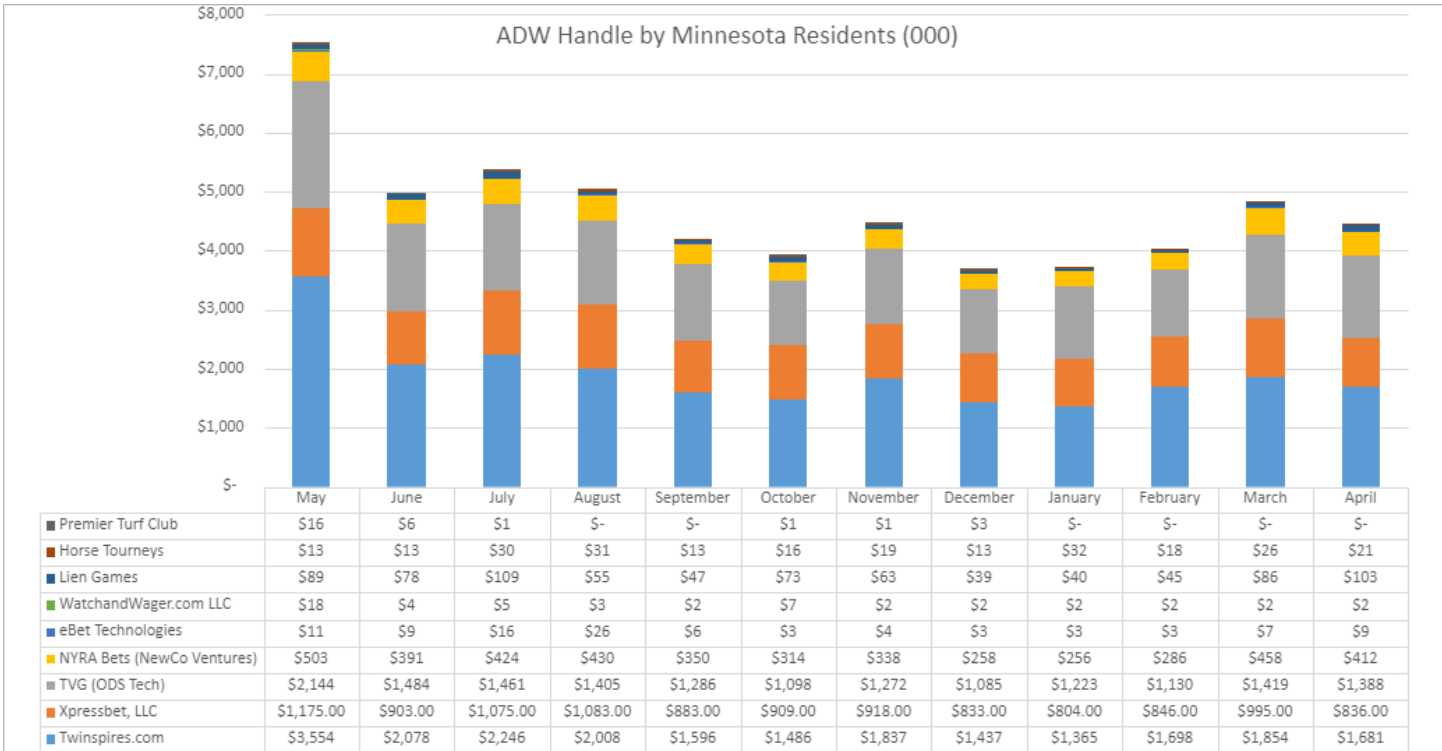
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13D.05

# Item 9 – Executive Directors Report

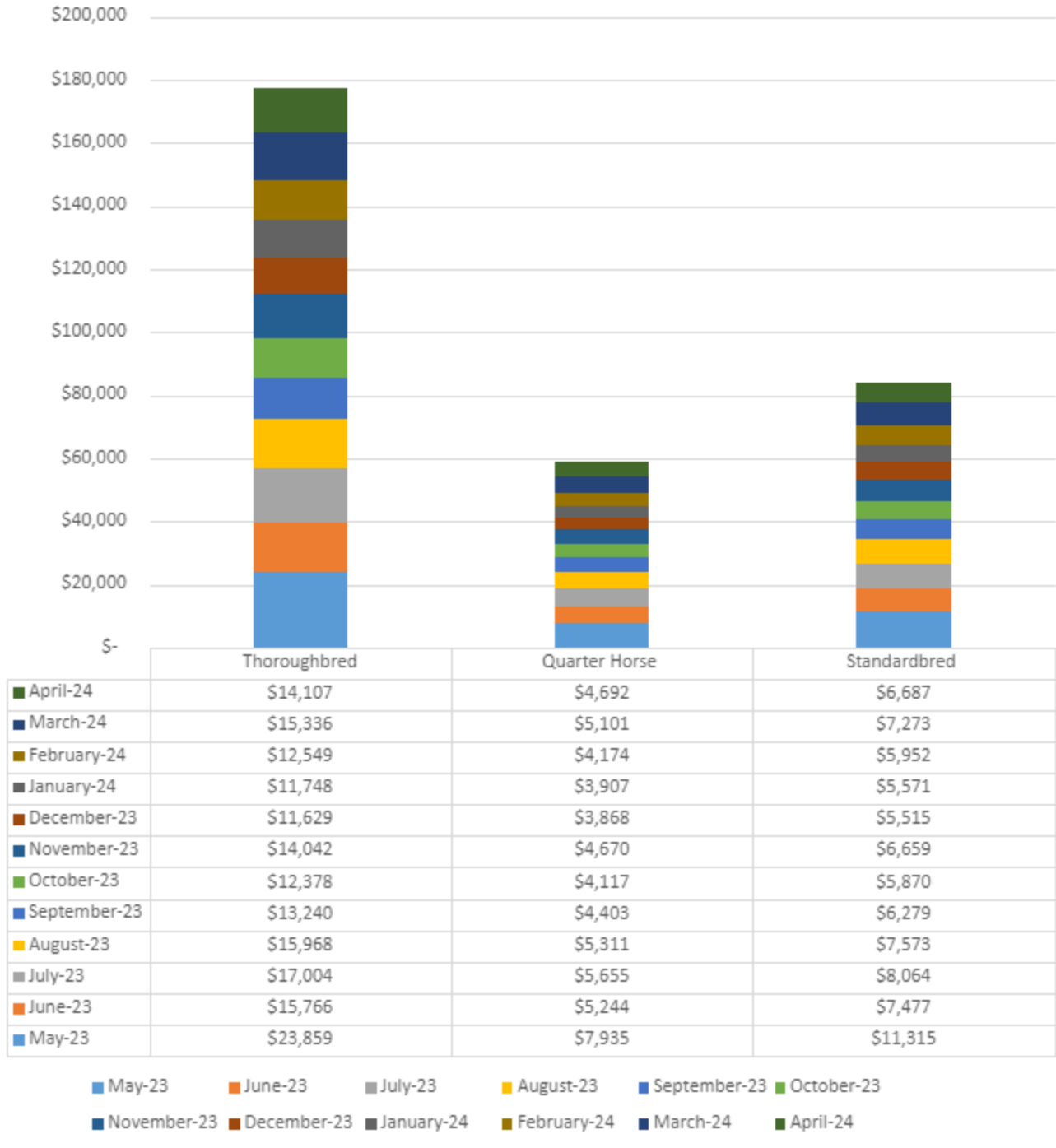
- A. Tribal Consultatin Policy  
Development Update
- B. Contract Approvals
- C. HISA Update
- D. Personnel Update
- E. ADW Report
- F. Licensing Report
- G. Other

Item 9 –  
E. ADW Report





## Incremental Breeders Awards via ADW



Item 9-

F. Licensing Report

## Minnesota Racing Commission

### May 2024 Licensing Report

Class C Applications Processed at Canterbury Park: 852

Class C Applications Processed at Running Aces: 387

Class C Large Racing/Gaming Vendors: 0

Class C Small Racing/Gaming Vendors: 0

Class C Non-racing/Gaming Vendors: 17

Class C Licensing Fees for May: **\$52,270**

Fingerprint Fees for May: **\$9,525**

(Fingerprint fees are forwarded to Public Safety for processing reports)

Fines Collected during 2024 Racing Season: **\$650**

# Item 11

## Future Meetings

Monday, July 15, 2024

– Full Commission –

Nutrena Conference  
Center