



Rules & Procedures

"Bonus Spin Xtreme for Craps - YO ELEVEN" 11

INTRODUCTION

Bonus Spin Xtreme for Craps – Yo 11 is an optional fixed-amount progressive wager that can be configured for any Craps games using two standard six-sided dice. The amount of the wager may be configured as either \$1 or \$5. This single-roll wager may be offered either before every roll or only before particular rolls at the discretion of the operator. The game is then played as normal per house rules.

BSX (TRIGGERING EVENTS)

The qualifying trigger event is based on the outcome of the dice roll. If the total of the two dice is equal to "YO ELEVEN" 11 during the "Come Out" roll, then Bonus Spin Xtreme wager wins and the wheel will be spun to determine the prize awarded, see posted payable. If "YO ELEVEN" 11 does not roll, BSX wager loses.

RULES OF PLAY

1. To begin, Players will place their normal Craps wager during the "Come Out" roll per house rules along with an optional BSX wager when trying to establish a point for the game of Craps.
 - **Important Note:** All BSX side wagers should be placed, booked, and collected prior to the dice rolling for the "Come Out" roll.
2. Once it's been determined that all BSX wagers have been placed, the Dealers and/or Supervisor will press "**Start Round**" on the Dealer Terminal and begin locking up all BSX side wagers. The target number "YO ELEVEN" 11 will be displayed on the BSX virtual wheel signage and Dealer terminal. The dealer and/or supervisor will send the dice out for the player to shoot the dice.
 - **Important Note:** Dealers and/or Supervisor should verify that all BSX side wagers have been placed and are accurately reflected on the Dealer Terminal before "**Start Round**" is pressed. If an error occurs, the Dealer will press "**Cancel Round**" on the Dealer Terminal cancelling out the current round. This will allow all sensors to be reset and played accurately before starting a round.



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RULES OF PLAY (CONT.)

3. The Dealers and/or Supervisor will lock up all BSX side wagers and the game of Craps will continue following their house dealing procedure during the "Come Out" roll.
4. Since this is a **single roll BSX wager**, if "YO ELEVEN" 11 does not roll, the BSX wager loses.
 - **Important Note:** Players will get another opportunity of placing the BSX wager during the "Come Out" roll if 2, 3, 7 & 12 are rolled. Once a point is established for the round, no BSX wagers allowed. Table Games Management will advise.
5. If the dice lands on "YO ELEVEN" 11 during the come-out roll, the BSX side wager wins and all participating BSX Player's will qualify for additional winnings.
 - The Dealers will follow their house dealing procedure with collecting any losing and/or pay any winning wagers for the game. Once those wagers have been settled, all BSX side wagers are settled before the next "Come Out" roll.
 - i. **Important Note:** If the dice land on any other number than "YO ELEVEN" 11 during the come-out roll, all BSX side wagers lose and the Dealer and/or Supervisor will press "**End Round**" on the Dealer Terminal to begin the next round of BSX.

SPIN WHEEL

6. If "**Spin**" is selected on the Dealer Terminal, a confirmation screen will appear confirming the wheel spin. The Dealer must press "**Confirm**" to begin the virtual wheel spin on the table signage. While the virtual wheel is spinning only the BSX Player's positions are displayed with participating Players highlighted.
 - **Important Note:** If the spin outcome lands on a seat which has not participated (no BSX side wager), then all participating Players with side wagers win the community prize randomly picked and indicated by the inner community wheel on the Table Signage.
7. If the spin outcome lands on a seat or seats for participating BSX Players, then the Player(s) at the winning position(s) are the Hot-Spot Prize winner and will spin the Hot-Spot wheel. The Hot-Spot winning position is highlighted on the Dealer Terminal screen and Table Signage.
 - **Important Note:** The Hot-Spot winner(s) only gets paid the Hot Spot prize (Outer wheel) and does not get paid the community prize (Inner wheel).



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SPIN WHEEL(CONT.)

8. The Dealer Terminal screen will prompt "**Enable Spin**" to activate the Players sensor in front of the Hot-Spot winner. When the Player is ready to initiate their spin, the Dealer will then press "**Enable Spin**" and at this point the Players sensor lights up and acts as a button to spin the BSX wheel.
9. Once the spin has been enabled, the Player will now place their hand over the sensor to initiate their spin. **Important Note:** Depending on the system settings or sensor malfunction, the Dealer may initiate the spin on behalf of the Player by pressing the highlighted Player position on the Dealer Terminal.
10. A "**Disable Spin**" will appear on the Dealer Terminal once the spin has been enabled and will allow the Dealer to again disable the spin should the need arise (Player is momentarily unable to initiate the spin).
11. Once the spin has been initiated by the Player, a spinning wheel animation of the Hot-Spot Prize wheel will appear on the BSX Table Signage and will land on a prize spot after a few seconds of spinning (5-6 seconds). After the wheel has spun one or two times depending on the Hot-Spot position and participation, the Dealer will be prompted to either "**Cancel Jackpot**" or "**Pay Jackpot**".
 - **Important Note:** The "**Cancel Jackpot**" should only be used in the event of system malfunction; any additional spins or Must Hit Jackpot be assumed valid and should be paid accordingly.
12. The Dealer will press "**Pay Jackpot**" to initiate the payouts for all participating Players. A payout confirmation will prompt on the Dealer Terminal showing the prize values along with Player's position to be paid.
13. After the Dealer completes all Players winning payouts for the table, the Dealer will press "**Paid**" on the Dealer Terminal concluding BSX round.
 - **Important Note:** The payouts should not be confirmed in this way until after all winning Players have received their prizes or in the case of a larger prize or Jackpot, a Pit Supervisor is notified of the win. Prize amounts over a certain threshold will require a Pit Supervisor or above to confirm the winning hand and spin by entering an authorization code "333333" into the Dealer Terminal.



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SPIN WHEEL (CONT.)

14. Once the payouts have been completed and/or authorized by a Pit Supervisor or above, the Dealer will press "**Paid**" to confirm the payouts. The Dealer Terminal will prompt "**End Round**" for the Dealer to complete the BSX round. This will signal the end of the round and the beginning of a new round of Craps w/BSX.

CANCEL ROUND & END ROUND

15. These two commands have two different primary functions.
 - **Cancel Round(s)** are **NOT** accounted and should be used to clear any/all misplaced BSX side wagers. This option can also be used if there was an operational error during gameplay.
 - **End Round(s)** are accounted for and should only be used to end a valid round and begin the new round. The Dealer screen will return the sensors to their awaiting wagers state to signal the end of the round and begin a new round.
16. A round should not be stopped except in the case of system malfunction or misdeal. If the system is configured to include "**Must Hit Jackpot**", after "**End Round**" is pressed, the system checks if any Player participating in BSX side wager in the current round won the Must Hit Jackpot. The system provides information on the Dealer Terminal which position has won the "Mystery" jackpot and its amount. The jackpot will be processed the same way as other jackpots.



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MATH

Probability Summary — Trigger Events	
Event	Probability
Roll 11	0.055556

Weights and Pays - Community Prize Wheel, \$1 Wager	
12 Positions	
Weight	Pay
300	\$25
400	\$20
500	\$17
900	\$15
1900	\$12
3000	\$10
6500	\$7
6500	\$5

Weights and Pays - Community Prize Wheel, \$5 Wager	
12 Positions	
Weight	Pay
250	\$100
300	\$80
400	\$75
1000	\$60
2050	\$50
5000	\$40
5500	\$30
5500	\$25



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Weights and Pays - Hot Spot Prize Wheel, \$1 Wager	
12 Positions	
Weight	Pay
Variable	Primary
Variable	Secondary
250	\$200
400	\$100
600	\$75
1200	\$50
2500	\$45
3500	\$40
5000	\$35
Remainder	\$30

Weights and Pays - Hot Spot Prize Wheel, \$5 Wager	
12 Positions	
Weight	Pay
Variable	Primary
Variable	Secondary
150	\$1,000
500	\$500
700	\$400
800	\$300
2000	\$250
4500	\$200
5000	\$175
Remainder	\$150