



STATE OF WASHINGTON
GAMBLING COMMISSION

PO Box 42400 Olympia WA 98504-2400 (360) 486-3440 TDD (360) 486-3637 FAX (360) 486-3626

April 1, 2019

Bo Zarach
Bally Technologies
6601 S Bermuda Rd.
Las Vegas, NV 89119

RE: Blazing 7's Progressive Dealer's Up Card
Blazing 7's Progressive Player's Cards Only

Dear Ms. Zarach,

We have reviewed the changes made to your Blazing 7's Progressive – Dealer's Up Card and Blazing 7's Progressive Player's Cards Only games. Based on our review of the documentation we received from Bally Technologies, the Washington State Gambling Commission will approve the changes made to your game under the conditions listed below:

Commercial Card Rooms

- The above listed games shall be played and operated under the terms and conditions set forth in the respective game rules you provided, which are enclosed for each listed game.
- 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 above listed games shall be played and operated under the terms and conditions set forth in the respective game rules you provided, which are enclosed for each listed game.
- 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.

Any modifications to these games may affect this approval. Contact the Commission should you contemplate modifications. If you have any questions on commercial implementation, please contact Brian Lane at (509) 886-6231. 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, Regulation and Enforcement Division

Enclosure

cc: Jim Nicks, Special Agent in Charge, Regulation Unit
Cathy Harvey, Special Agent in Charge, Tribal Gaming Unit
Brian Lane, Special Agent, Regulation Unit
Jess Lohse, Special Agent, Regulation Unit
Kelly Main, Special Agent Supervisor, Tribal Gaming Unit
File

Dealer's Up Card



- *Blazing 7's Progressive is an optional Progressive wager. All rules pertaining to Blackjack and approved blackjack variation games as posted on the WSGC's website remain the same and are not altered in this game. If linked, the same paytable and the same number of decks must be used between all linked Blackjack games. This game uses a minimum of six decks.*
- *Operators cannot allow wagering limits to exceed the authorized limits set out in WAC 230-15-040 and WAC 230-15-140.*
- *Players are limited to wagering on a maximum of four games. Card room operators are required to post on the layout or on a placard at the table that players are limited to wagering on a maximum of four games.*
- *This game will use the approved Bally Technology owned progressive system Nexus Command Game Manager 2 v2.5.4 or higher and a Progressive display. The progressive display can either be provided by Bally or the operator.*
- *The progressive display should be a table mounted monitor with no additional intelligence or functionality, including but not limited to network capability (wired or wireless). This non-intelligent monitor can either be provided by Bally or the operator so long as it does not introduce any additional functionality.*
- *If the below game is to be hand dealt using a dealing shoe, dealers will shuffle according to house procedures. The dealer then follows the house dealing procedures. The dealer must comply with WAC 230-15-465. If any automatic shuffle machine is used in conjunction with this game, it must be a WSGC approved model, manufactured by a WSGC licensed manufacturer.*

NEXUS COMMAND

RULES OF PLAY:

1. Blazing 7's Progressive is an optional progressive bonus wager for blackjack.

2. Players must make a standard blackjack bet in order to make a Blazing 7's progressive wager.
3. The Blazing 7's Progressive considers both the player's initial two cards and the dealer's up card. If the player does not have at least one 7 in the player's initial two cards, the progressive bet will lose.
4. To begin each round, players must make their standard blackjack wager. They may also place an optional progressive wager. Players must place the progressive wagers on the sensor in front of their betting position. The sensor will light up.
5. Once all players place their bets, the dealer will press "START GAME" on the keypad. The sensors will then light up, indicating a progressive wager. The dealer will remove all progressive wagers on the table.
6. The dealer will then follow standard dealing procedures for blackjack.
7. The player's Blazing 7's wager will win if the player has any 7's in their initial two cards. (see payable)
8. If the player has two 7's in the first two cards and the dealer's up card is a 7, the player will qualify for one of the Three 7's payouts
 - a. Note: The "Two 7's" payout is based only upon the player's first two cards only.
9. After the dealer has completed the initial deal and revealed their up card, they may resolve the progressive wager immediately.
 - a. Working from right to left pay or take primary wager first.
 - b. Pay the progressive wager if applicable.
10. Once all bets have been reconciled the dealer will hit "END GAME."
11. Progressive Winner:
 - a. The percentage pays are paid from the progressive jackpot shown on the progressive meter.
 - b. Other hands are paid from the chip tray; they do not come off the meter.
 - c. In the event more than one progressive meter pay hits during the same round, the dealer will first pay the player farthest on their right and then move counter-clockwise to pay other players. As Regulatory procedures permit, this policy can be replaced by casino internal controls.
 - d. When a player has a progressive winner, the dealer will select the player spot corresponding to the player with the winning progressive hand. The dealer will then press the appropriate hand button on the display. (If the hand button is pressed by accident, pressing it again will turn it off.)
 - e. The dealer shall then contact a supervisor.
 - f. Once the casino verifies the progressive win, the supervisor will press the confirm button. To complete the action, a Supervisor or Executive card (depending on jackpot level) swipe is required. This records the win onto the Game Manager computer and adjusts the meter appropriately for the prize won. House procedures are then followed for paying the prize.
 - g. When the dealer reconciles all action, he presses "END GAME." This resets the system to begin the next hand.
 - h. Once the Supervisor or Executive card (depending on the jackpot level) is swiped the prize is logged into the Game Manager. If the progressive pay needs to be

backed out at this point, the award will need to be manually backed out using the Game Manager manual adjustment feature.

Blazing 7's Progressive

	1
Hand	Pays*
Three 7's - Same Suit	100%
Three 7's - Same Color	10%
Three 7's	200 for 1
First Two Cards - 7	25 for 1
Either of the First Two Cards - 7	2 for 1
Hold	24.78%
Hit Frequency	14.82%
*Original wager NOT returned	

Designed for 6 decks

	2
Hand	Pays*
Three 7's - Diamonds	100%
Three 7's - Suited (Other)	10%
Three 7's - Same Color	500 for 1
Three 7's	200 for 1
First Two Cards - 7	25 for 1
Either of the First Two Cards - 7	2 for 1
Hold	23.59%
Hit Frequency	14.82%
*Original wager NOT returned	

Designed for 6 decks

	ML03
Hand	Pays*
Three 7's - Diamonds	100% Mega
Three 7's - Suited (Other)	100% Major
Three 7's - Same Color	100% Minor
Three 7's	200 for 1
First Two Cards - 7's	25 for 1
Either of the First Two Cards - 7	2 for 1
Hold	21.65%
Hit Frequency	14.81%
*Original wager NOT returned	

Designed for 6 & 8 decks

	ML04
Hand	Pays*
Three 7's - Diamonds	100% Major
Three 7's - Suited (Other)	100% Minor
Three 7's - Same Color	500 for 1
Three 7's	200 for 1
First Two Cards - 7's	25 for 1
Either of the First Two Cards - 7	2 for 1
Hold	22.39%
Hit Frequency	14.82%
*Original wager NOT returned	

Designed for 6 decks



PROGRESSIVE SYSTEMS FLEXIBILITY and RECOMMENDATIONS:

- Progressive meter contribution
 - When using a pay table in which all payouts are deducted from the meter, we recommend utilizing the system to configure meter contribution rates anywhere between 0-100%.
 - Most pay tables with this style of math are designed to grow over time when a contribution rate of 70% or more is used. If less is contributed, the risk of the meter “running dry” increases.
 - When using a pay table in which only the progressive (percentage) pays are deducted from the meter, we recommend only reducing the pre-configured meter contribution rate if any changes are made. Adjusting the contribution rate above the pre-configured value would reduce the mathematical house advantage of the wager.

- Reserve contribution
 - We recommend contributing a small portion of each progressive wager to the reserve. This amount will be added on to any configured seed amount after a 100% award is given, and will help reduce the drop in play expected after a jackpot hits.
 - We do not recommend eliminating a seed amount entirely and using the reserve as the only seed mechanism. All games present a certain likelihood of back-to-back awards, and this method runs the risk of restarting the meter at a very low amount in that case.

- Seed amount
 - We recommend using the pre-configured seed amount in the system. This amount is specific to the pay table selected for use, and is designed to offer a reasonable starting point that works with the pay table’s math.
 - If any changes are made, we recommend the seed amount to be at least as large as the largest “fixed” award on the pay table.
 - We do not recommend configuring a \$0 seed amount.



BLACKJACK PAYS 3 TO 2
Dealer Must Hit Soft 17

• INSURANCE •

Pays 2 to 1

Pays 2 to 1

A diagram of a blackjack table layout for an insurance bet. It features a central curved banner with the text "BLACKJACK PAYS 3 TO 2 Dealer Must Hit Soft 17" and "• INSURANCE •". On either side of the banner, there are two rows of betting spots. The top row consists of a green circle followed by a red circle. The bottom row consists of a green circle, a red circle, a red circle, a red circle, and a green circle. The text "Pays 2 to 1" is written on both sides of the banner.