



Kansas Register

Kris W. Kobach, Secretary of State

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Pages 415-456

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State of Kansas

Legislature

Legislative Bills and Resolutions Introduced

The following numbers and titles of bills and resolutions were introduced March 22-28 by the 2012 Kansas Legislature. Copies of bills and resolutions are available free of charge from the Legislative Document Room, 58-S, State Capitol, 300 S.W. 10th Ave., Topeka, 66612, (785) 296-4096. Full texts of bills, bill tracking and other information may be accessed at <http://www.kslegislature.org/li/>.

House Resolutions

HR 6022, by Representatives Crum, Alford, Arpke, Aurand, Ballard, Bethell, Billinger, Bollier, Boman, Bowers, Brookens, Brown, Bruchman, Brunk, Burgess, Burroughs, Calloway, Carlin, Carlson, Cassidy, Collins, Colloton, Davis, DeGraaf, Denning, Dillmore, Donohoe, Fawcett, Feuerborn, Finney, Flaharty, Frownfelter, Garber, D. Gatewood, S. Gatewood, Goico, Gonzalez, Goodman, Gordon, Grange, Grant, Gregory, Grosserode, Hayzlett, Hedke, Henderson, Henry, Hermanson, Hildabrand, Hill, Hineman, Hoffman, C. Holmes, M. Holmes, Howell, Huebert, Johnson, Kelley, Kelly, Kerschen, Kiegerl, Kinzer, Kleeb, Knox, Kuether, Landwehr, Lane, LeDoux, Loganbill, Mah, Mast, McCray-Miller, McLeland, Meier, Meigs, Mesa, Montgomery, Moxley, O'Brien, O'Neal, Osterman, Otto, Patton, Pauls, Peck, Peterson, Phillips, Pottorff, Powell, Prescott, Proehl, Rhoades, Roth, Rubin, Ruiz, Ryckman, Scapa, Schroeder, Schwab, Schwartz, Seiwert, Shultz, Siegfried, Slattery, Sloan, Smith, Spalding, Suellentrop, Swanson, Tietze, Trimmer, Tyson, Vickrey, Victors, Ward, Weber, Wetta, Williams, Winn, K. Wolf, B. Wolf, Wolfe Moore and Worley, A RESOLUTION designating March 27, 2012 as American Diabetes Association Alert Day.

HR 6023, by Representative Gordon, A RESOLUTION encouraging participation in the American Public Health Association and the Kansas Public Health Association National Public Health Week, April 2-8, 2012.

HR 6024, by Representatives Alford, Arpke, Aurand, Ballard, Bethell, Billinger, Bollier, Boman, Bowers, Brookens, Brown, Bruchman, Brunk, Burgess, Burroughs, Calloway, Carlin, Carlson, Cassidy, Collins, Colloton, Crum, Davis, DeGraaf, Denning, Dillmore, Donohoe, Fawcett, Feuerborn, Finney, Flaharty, Frownfelter, Garber, D. Gatewood, S. Gatewood, Goico, Gonzalez, Goodman, Gordon, Grange, Grant, Gregory,

Grosserode, Hayzlett, Hedke, Henderson, Henry, Hermanson, Hildabrand, Hill, Hineman, Hoffman, C. Holmes, M. Holmes, Howell, Huebert, Johnson, Kelley, Kelly, Kerschen, Kiegerl, Kinzer, Kleeb, Knox, Kuether, Landwehr, Lane, LeDoux, Loganbill, Mah, Mast, McCray-Miller, McLeland, Meier, Meigs, Mesa, Montgomery, Moxley, O'Brien, O'Hara, O'Neal, Osterman, Otto, Patton, Pauls, Peck, Peterson, Phelps, Phillips, Pottorff, Powell, Prescott, Proehl, Rhoades, Roth, Rubin, Ruiz, Ryckman, Scapa, Schroeder, Schwab, Schwartz, Seiwert, Shultz, Siegfried, Slattery, Sloan, Smith, Spalding, Suellentrop, Swanson, Tietze, Trimmer, Tyson, Vickrey, Victors, Ward, Weber, Wetta, Williams, Winn, K. Wolf, B. Wolf, Wolfe Moore and Worley, A RESOLUTION designating every Sunday as "Cooking With Kids Day."

HR 6025, by Representative Goico, A RESOLUTION supporting the efforts of the Operation Freedom Memorial Foundation, Inc. to establish a war memorial in Veterans Memorial Park in Wichita, Kansas.

HR 6026, by Committee on Federal and State Affairs, A RESOLUTION requesting the Kansas Department of Health and Environment to conduct a study regarding tobacco harm reduction.

Senate Resolutions

SR 1844, by Senator Love, A RESOLUTION congratulating and commending Joe Hastings and Michael Wilhoite.

SR 1845, by Senators V. Schmidt, Kultala and Masterson, A RESOLUTION recognizing March 27th as American Diabetes Association Alert Day.

SR 1846, by Senator Emler, A RESOLUTION congratulating the Sterling High School Boys' Basketball Team on winning the 2012 Class 2A State Championship.

SR 1847, by Senator Kultala, A RESOLUTION congratulating and commending Leavenworth county treasurer Janice Young.

SR 1848, by Senator Umbarger, A RESOLUTION congratulating and commending the Labette Community College Cardinals for winning the 2012 NJCAA wrestling championship and Coach Joe Renfro for winning NJCAA wrestling coach of the year.

SR 1849, by Senator Ostmeyer, A RESOLUTION congratulating Gilbert and Barbara Knipp on being named the longest married couple in Kansas.

SR 1850, by Senator Ostmeyer, A RESOLUTION congratulating the Scott Community High School wrestling team on winning the 2012 Class 3-2-1A State Title.

Doc. No. 040408

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State of Kansas

Commission on Veterans' Affairs**Notice of Meeting**

The Kansas Commission on Veterans' Affairs will meet at 10 a.m. Wednesday, April 18, at the Kansas Soldiers' Home in the Eisenhower Hall Building, 714 Sheridan-Unit 128, Fort Dodge. The public is invited to attend. For more information, call (785) 296-3976.

Gregg Burden
Executive Director

Doc. No. 040401

State of Kansas

Board of Emergency Medical Services**Notice of Meeting**

The Board of Emergency Medical Services will conduct a special board meeting at 9 a.m. Tuesday, April 17, at the Topeka Country Club, 2700 S.W. Buchanan, Topeka, to discuss the Strategic Plan. All meetings of the board are open to the public. For more information, contact the executive director, Room 1031, Landon State Office Building, 900 S.W. Jackson, Topeka, 66612-1228, (785) 296-7296.

Steven Sutton
Executive Director

Doc. No. 040402

State of Kansas

**Department of Revenue
Division of Vehicles****Notice of Intent to Establish a New Line-Make for
an Existing New Motor Vehicle Dealer**

Notice has been received from Bob Hoss Dodge Chrysler Jeep Inc., of its intent to establish the franchise of Polaris "GEM cars" to its location at 6640 State Ave., Kansas City, Kansas.

Pursuant to K.S.A. 8-2430(a)(5), any existing new motor vehicle dealer may protest the proposed addition of the new franchise of Polaris "GEM cars" at Bob Hoss Dodge Chrysler Jeep Inc. if that existing new motor vehicle dealer has a franchise agreement for the same line-make vehicle as that which is to be sold or offered for sale by Bob Hoss Dodge Chrysler Jeep Inc. at 6640 State Ave., Kansas City, Kansas, and provided that the existing new motor vehicle dealer is physically located such that its relevant market area, as defined in K.S.A. 8-2430(e), includes the location where the new Polaris "GEM cars" dealership will be located.

Pursuant to K.S.A. 8-2430(a), any petition or complaint by any dealer with standing to protest must be filed with the Director of Vehicles within 30 days of this notice. Such petitions or complaints must be directed to the Kansas Department of Revenue, Director of Vehicles, 11th Floor, Docking State Office Building, 915 S.W. Harrison, Topeka, 66612.

Donna Shelite
Director of Vehicles

Doc. No. 040406

State of Kansas

Secretary of State**Code Mortgage Rate for April**

Pursuant to the provisions of K.S.A. 16a-1-301, Section 11, the code mortgage rate during the period of April 1, 2012 through April 30, 2012, is 12 percent.

Kris W. Kobach
Secretary of State

Doc. No. 040394

State of Kansas

Secretary of State**Usury Rate for April**

Pursuant to the provisions of K.S.A. 16-207, the maximum effective rate of interest per annum for notes secured by all real estate mortgages and contracts for deed for real estate (except where the note or contract for deed permits adjustment of the interest rate, the term of the loan or the amortization schedule) executed during the period of April 1, 2012 through April 30, 2012, is 5.11 percent.

Kris W. Kobach
Secretary of State

Doc. No. 040393

State of Kansas

**Department of Revenue
Division of Vehicles****Notice of Intent to Establish a New
Motor Vehicle Dealer License**

Notice has been received from Cyclezone, LLC of its intent to establish a new and used vehicle dealership inclusive of selling KTM Motorcycles at its location of 2921 N.W. U.S. Highway 24, Topeka, Kansas.

Pursuant to K.S.A. 8-2430(a)(5), any existing new motor vehicle dealer may protest the proposed establishment of the new KTM Motorcycle dealership, Cyclezone, LLC, at 2921 N.W. U.S. Highway 24, Topeka, Kansas, if that existing new motor vehicle dealer has a franchise agreement for the same line-make vehicle as that which is to be sold or offered for sale by Cyclezone, LLC, at 2921 N.W. U.S. Highway 24, Topeka, Kansas, and provided that the existing new motor vehicle dealer is physically located such that its relevant market area, as defined in K.S.A. 8-2430(e), includes the location where the new KTM Motorcycle dealership will be located.

Pursuant to K.S.A. 8-2430(a), any petition or complaint by any dealer with standing to protest must be filed with the Director of Vehicles within 30 days of this notice. Such petitions or complaints must be directed to the Kansas Department of Revenue, Director of Vehicles, 11th Floor, Docking State Office Building, 915 S.W. Harrison, Topeka, 66612.

Donna Shelite
Director of Vehicles

Doc. No. 040407

State of Kansas

Kansas Judicial Council

Notice of Meetings

The Kansas Judicial Council, its Advisory Committees and the Commission on Judicial Performance will meet according to the following schedule at the Kansas Judicial Center, 301 S.W. 10th Ave., Topeka, unless otherwise designated:

Date	Committee	Time	Location
April 20	Pattern Instructions for Kansas-Civil	9:30 a.m.	Room 269
April 20	Probate Law	9:30 a.m.	Suite 140
April 27	Lien Law Subcommittee	9:30 a.m.	Suite 140
May 4	Family Law	9:30 a.m.	Suite 140
May 18	Pattern Instructions for Kansas-Civil	9:30 a.m.	Room 269
May 18	Probate Law	9:30 a.m.	Suite 140
May 25	Juvenile Offender/Child in Need of Care	9:30 a.m.	Room 269

Hon. Lawton R. Nuss
Chairman

Doc. No. 040392

State of Kansas

Office of the Governor

**Executive Order 12-04 for Regional Emergencies
Conditional and Temporary Relief from
Motor Carrier Rules and Regulations**

WHEREAS, K.S.A. 48-925(b) provides that the Governor may issue orders and proclamations which shall have the force and effect of law under subsection (b) of K.S.A. 48-924; and

WHEREAS, Drought conditions exist which require the operation of motor carriers and drivers of commercial motor vehicles for the purposes of providing direct assistance for relief efforts in the of State of Kansas; and

WHEREAS, Drought conditions also exist in the States of Texas and Oklahoma, who have issued regional emergency declarations to aid in their relief efforts; and

WHEREAS, This disaster has caused or threatens to cause an emergency as defined in 49 C.F.R. 390.5, as adopted by K.A.R. 82-4-3f and which has or threatens to interrupt the delivery of essential services or essential supplies or otherwise immediately threatens physical harm or injury to persons, the public welfare and/or substantial damage to property.

NOW, THEREFORE, pursuant to the authority vested in me as Governor of the State of Kansas, I hereby acknowledge a state of emergency exists in Kansas and declare it necessary to assist and expedite all disaster recovery efforts. I also acknowledge the regional emergencies declared by the States of Texas and Oklahoma. In order to accommodate these needs and to provide assistance to the citizens of Kansas, Oklahoma and Texas in this extreme situation, I hereby order the following:

1. This declaration only applies to motor carriers hauling hay to livestock in any drought stricken areas; and

2. In accordance with Title 49 C.F.R. § 390.23, the requirements contained in the Federal Motor Carrier Safety Regulations, Title 49 C.F.R. Parts 390-399 are hereby suspended for motor carriers providing relief to the State of Kansas through the duration of the motor carrier's assistance in the disaster relief effort not to exceed a period of thirty (30) days from the date of the initial declaration unless the order is rescinded or expanded by executive order or concurrent resolution of the legislature; and
3. All other applicable state and federal laws/regulations shall apply including but not limited to: Title 49 C.F.R. Part 382, Controlled Substances and Alcohol Use and Testing; the Kansas Motor Vehicle Driver's License Act, K.S.A. 8-234 *et seq.* and Title 49 C.F.R. Part 383 Commercial Driver's License Standards as adopted by the Kansas Uniform Commercial Drivers' License Act, K.S.A. 8-2,125 *et seq.*, the federal Minimum Levels of Financial Responsibility (insurance requirements) Title 49 C.F.R. Part 387 as adopted by K.A.R. 82-4-3n and state insurance requirements as provided in K.A.R. 82-4-23; and, adherence to the regulations governing the Transportation of Hazardous Materials as provided in Title 49 C.F.R. 397 and adopted by K.A.R. 82-4-3k and Parts: 107, 171-173, 177, 178 and 180 as adopted by K.A.R. 82-4-20; and
4. For motor carriers providing relief to Kansas, Oklahoma and Texas, the registration and fuel tax permits as enforced by the Kansas Department of Revenue are temporarily suspended; and
5. For motor carriers providing relief to Kansas, Oklahoma and Texas the licensing, certification and permitting rules and regulations as required by the Kansas Corporation Commission are temporarily suspended; and
6. Participating motor carriers who are providing relief to Kansas, Oklahoma and Texas are not required to obtain an over-dimensional permit from the Kansas Department of Transportation; and
7. Participating motor carriers are not permitted to travel during nighttime; and
8. Participating motor carriers are not allowed to drive during inclement weather conditions. *Oversize or overweight loads shall not be transported when visibility is less than one-half mile, or when conditions of moderate to heavy rain, sleet, snow, fog, or smoke exist, or when highway surfaces are slippery due to ice, packed snow, or rain.*
9. Participating motor carriers are limited to a load that does not exceed 12 feet in width and does not exceed a height of 14 feet, six inches.

This document shall be filed with the Secretary of State as Executive Order No. 12-04 and shall become effective upon the expiration of Executive Order 12-02.

Dated March 23, 2012.

Sam Brownback
Governor

Doc. No. 040395

State of Kansas

Office of Judicial Administration

Notice Concerning Kansas Child Support Guidelines

On March 26, 2012, the Kansas Supreme Court issued Administrative Order No. 261, which superseded Administrative Order No. 260 and adopted amended Kansas Child Support Guidelines that are effective April 1, 2012. Strikeout and clean versions of the Kansas Child Support Guidelines, as well as other information regarding the guidelines, can be found at <http://www.kscourts.org/Rules-procedures-forms/Child-support-guidelines/2012-guidelines.asp>. General questions regarding the Kansas Child Support Guidelines may be directed to Mark Gleeson, Director of Trial Court Programs, at (785) 296-2256 or gleesonm@kscourts.org.

Nancy M. Dixon
Judicial Administrator

Doc. No. 040399

State of Kansas

Board of Regents Universities

Notice to Bidders

The universities of the Kansas Board of Regents encourage interested vendors to visit the various universities' purchasing offices' websites for a listing of all transactions, including construction projects, for which the universities' purchasing offices, or one of the consortia commonly utilized by the universities, are seeking information, competitive bids or proposals. The referenced construction projects may include project delivery construction procurement act projects pursuant to K.S.A. 76-7,125 et seq.

Emporia State University – Bid postings: www.emporia.edu/busaff/. Additional contact info: phone: 620-341-5145, fax: 620-341-5073, email: thouse@emporia.edu. Mailing address: Emporia State University, Controller's Office/Purchasing, Campus Box 4021, 1200 Commercial, Emporia, KS 66801.

Fort Hays State University – Bid postings: www.fhsu.edu/bids. Additional contact info: phone: 785-628-4251, fax: 785-628-4046, email: purchasing@fhsu.edu. Mailing address: Fort Hays State Purchasing Office, 601 Park St., 318 Sheridan Hall, Hays, KS 67601.

Kansas State University – Bid postings: www.k-state.edu/purchasing/rfq. Additional contact info: phone: 785-532-6214, fax: 785-532-5577, email: kspurch@k-state.edu. Mailing address: Division of Financial Services/Purchasing, 21 Anderson Hall, Kansas State University, Manhattan, KS 66506.

Pittsburg State University – Bid postings: www.pittstate.edu/office/purchasing. Additional contact info: phone: 620-235-4169, fax: 620-235-4166, email: jensch@pittstate.edu. Mailing address: Pittsburg State University, Purchasing Office, 1701 S. Broadway, Pittsburg, KS 66762-7549.

University of Kansas – Electronic bid postings: <http://www.purchasing.ku.edu/>. Paper bid postings and mailing address: KU Purchasing Services, 1246 W. Campus Road, Room 30, Lawrence, KS 66045. Additional contact info: phone: 785-864-5800, fax: 785-864-3454, email: purchasing@ku.edu.

University of Kansas Medical Center – Bid postings: <http://www2.kumc.edu/finance/purchasing/bids.html>. Additional con-

tact info: phone: 913-588-1100, fax: 913-588-1102. Mailing address: University of Kansas Medical Center, Purchasing Department, Mail Stop 2034, 3901 Rainbow Blvd., Kansas City, KS 66160.

Wichita State University – Bid postings: www.wichita.edu/purchasing. Additional contact info: phone: 316-978-3080, fax: 316-978-3528. Mailing address: Wichita State University, Office of Purchasing, 1845 Fairmount Ave., Campus Box 12, Wichita, KS 67260-0012.

Carla K. Bishop
Chair of Regents Purchasing Group
Director of Purchasing
Kansas State University

Doc. No. 039551

State of Kansas

Department of Administration
Procurement and Contracts

Notice to Bidders

Sealed bids for items listed will be received by the Director of Procurement and Contracts until 2 p.m. on the date indicated. For more information, call (785) 296-2376:

04/17/2012	EVT0001292	Janitorial Services — RTSM, Salina
04/17/2012	EVT0001318	Paint, Traffic Coating
04/24/2012	EVT0001306	Well Plugging — District 4
05/01/2012	EVT0013161	Computer Camp Administration Services
05/01/2012	EVT0001313	Special Education Complaint Investigators
05/02/2012	EVT0001320	Assistance Program Services

The above-referenced bid documents can be downloaded at the following website:

<http://www2.da.ks.gov/purch/contracts/bids.aspx>

Additional files may be located at the following website (please monitor this website on a regular basis for any changes/addenda):

<http://da.ks.gov/purch/adds/default.htm>

04/18/2012	A-011937	Reroof Geodesic Dome — Bucklin — Kansas Dept. of Transportation, Topeka
04/24/2012	A-011834	Masonry Restoration Project — Kelce Center — Pittsburg State University, Pittsburg
04/25/2012	A-011774	Indoor Practice Facility — Fort Hays State University, Hays
04/26/2012	A-011920	Primary Electrical Modifications — PH 1, 2 — Topeka Correctional Facility, Topeka
05/02/2012	A-011522	Standpipe Modifications — McCray Hall — Pittsburg State University, Pittsburg

Information regarding prequalification, projects and bid documents can be obtained at (785) 296-8899 or <http://da.ks.gov/fp/>.

Chris Howe, Director
Procurement and Contracts

Doc. No. 040412

State of Kansas

Office of Judicial Administration

Notice of Available Grant Funding

The Access to Justice Fund is administered by the Kansas Supreme Court and is intended as a source of grant funds for the operating expenses of programs that provide access for persons who would otherwise be unable to gain access to the Kansas civil justice system. Its purpose is to support programs that provide persons, who otherwise may not be able to afford such services, with increased access to legal assistance for *pro se* litigation and legal counsel for civil and domestic matters, as well as other legal advice and dispute resolution services.

Applications for grant funds will be due May 31. Grant application packets may be requested from the Office of Judicial Administration, 301 S.W. 10th Ave., Room B2, Topeka, 66612. Please direct inquiries to Art Thompson at (785) 291-3748 or thompsona@kscourts.org.

Nancy M. Dixon
Judicial Administrator

Doc. No. 040400

State of Kansas

Kansas Insurance Department

Notice of Hearing on Proposed
Administrative Regulations

A public hearing will be conducted at 2 p.m. Monday, June 4, in the third floor conference room of the Kansas Insurance Department, 420 S.W. 9th, Topeka, to consider the adoption of proposed rules and regulations.

The 60-day notice of the public hearing shall constitute a public comment period for the purpose of receiving written public comments on the proposed rules and regulations. All interested parties may submit written comments prior to the hearing to John Wine, Kansas Insurance Department, 420 S.W. 9th, Topeka, 66612-1678, via facsimile at (785) 291-3673, or via email at jwine@ksinsurance.org. All interested parties will be given a reasonable opportunity to present their views orally on the adoption of the proposed regulations during the hearing.

A summary of the proposed regulations and their economic impact follows:

K.A.R. 40-1-37. Audited financial reports; filing requirements. This regulation is being proposed to amend the current regulation relating to annual financial reports filed by insurance companies. K.S.A. 40-225 directs the commissioner to make amendments or additions to the reporting requirements prescribed by the National Association of Insurance Commissioners (NAIC). This proposed amendment to K.A.R. 40-1-37 adopts by reference the March 6, 2012 "Policy and Procedure Requiring Annual Audited Financial Reports," which is the current NAIC model regulation with Kansas-specific revisions. Companies currently voluntarily comply with the NAIC model regulation.

The proposed amended regulation is not mandated by federal law.

Because these national standards already exist, most companies will not change current practice or experience

any fiscal impact. There would be minimal impact on companies required to update their procedures, although these updates would be required by other states as well. The proposed amended regulation will not have any economic impact on other insurance companies, government agencies, regulated entities, large or small businesses or the general public.

K.A.R. 40-1-48. Risk-based capital instructions for health organizations. The proposed amended regulation achieves the stated purpose of prescribing the financial reporting requirements by the most effective and least costly method in accordance with K.S.A. 40-225 and K.S.A. 40-222b, and therefore no other methods were considered.

This regulation adopts by reference the most recent version of National Association of Insurance Commissioners (NAIC) health risk-based capital reports, including overview and instructions, for companies. Risk-based capital is a method of measuring the minimum amount of capital appropriate for an insurance entity to support its overall business operation in consideration of its size and risk profile. Risk-based capital standards for health organizations were enacted in Kansas in the year 2000 and have been amended. This regulation sets out the requirements and format of the risk-based capital report that all domestic health organizations are required to file each year.

The economic impact on companies, if any, is positive because the reports that are required to be filed in Kansas are uniform formats as established by the NAIC. NAIC rules, regulations and instructions are promulgated after input from the insurance industry and regulators nationwide. Companies will generally be familiar with the format and requirements of these reports.

The economic impact will be positive, if any, because the reports that are required to be filed in Kansas are uniform formats as established by the NAIC. There will be little or no economic impact on the Kansas Insurance Department, consumers, small businesses or other governmental agencies.

Any individual with a disability may request accommodation in order to participate in the public hearing and may request the proposed regulations and the economic impact statements in an accessible format. Requests for accommodation should be made at least five working days in advance of the hearing by contacting John Wine at (785) 296-7847 or via email at jwine@ksinsurance.org. Any individual desiring a copy of the regulations and/or the policy and procedure that is being adopted by reference, if applicable, may obtain a copy from the department's website at www.ksinsurance.org (under the Legal Issues link) or by contacting John Wine. The charge for copies is 50 cents per page.

Sandy Praeger
Kansas Insurance Commissioner

Doc. No. 040403

State of Kansas
Crime Victims Compensation Board

**Notice of Hearing on Proposed
 Administrative Regulations**

A public hearing will be conducted from 10 to 11 a.m. Thursday, June 14, at the Commonwealth Building, 720 S.W. Jackson, Suite 203, Topeka, to consider the revocation of rules and regulations for the Crime Victims Compensation Board.

This 60-day notice of the public hearing shall constitute a public comment period for the purpose of receiving written public comments on the proposed revocation of rules and regulations. All interested parties may submit written comments prior to the hearing to the Crime Victims Compensation Board, 120 S.W. 10th Ave., 2nd Floor, Topeka, 66612-1597, or by email to Frank.Henderson@ksag.org. All interested parties will be given a reasonable opportunity to present their views orally regarding the proposed revocation during the public hearing. In order to provide all parties an opportunity to present their views, it may be necessary to request that each participant limit any oral presentations to five minutes.

Any individual with a disability may request accommodation in order to participate in the public hearing and may request the proposed regulations and economic impact statement in an accessible format. Requests for accommodation should be made at least five working days in advance of the hearing by contacting Frank S. Henderson, Jr. at (785) 296-2359 or Frank.Henderson@ksag.org. The west entrance of the Commonwealth Building is accessible. Handicapped parking is located on the east side of Jackson Street, in front of the entrance to the Commonwealth Building.

Copies of the regulations and the economic impact statement may be obtained at 720 S.W. Jackson, Suite 203, Topeka, or by accessing the following website: www.ag.ks.gov/cvcb.

A summary of proposed revocations follows:

K.A.R. 20-2-5, Review of decision on a claim; K.A.R. 20-3-1, Notice of formal hearing; and K.A.R. 20-3-2, Formal hearings: In 1980, the board enacted its regulations on the procedures to process claims. The Kansas Administrative Procedures Act (KAPA) became effective in 1984. As of July 1, 1989, K.S.A. 74-7307 requires that the board process a claim in accordance with the provisions of KAPA. The board's general counsel advises that the regulations could confuse an individual who seeks review of a claim because the procedure and terminology in the regulations are inconsistent with the procedure and terminology in the KAPA statutes. Upon revocation of these regulations, the procedures for processing a claim will be pursuant to the KAPA statutes.

Economic Impact Summary: The board does not anticipate economic impact upon the Crime Victims Compensation Board, other governmental agencies, private businesses or individuals.

Frank S. Henderson, Jr.
 Executive Director

Doc. No. 040409

State of Kansas
Pooled Money Investment Board

Notice of Investment Rates

The following rates are published in accordance with K.S.A. 75-4210. These rates and their uses are defined in K.S.A. 2011 Supp. 12-1675(b)(c)(d) and K.S.A. 2011 Supp. 12-1675a(g).

Effective 4-2-12 through 4-8-12

Term	Rate
1-89 days	0.12%
3 months	0.08%
6 months	0.14%
1 year	0.23%
18 months	0.30%
2 years	0.37%

Scott Miller
 Director of Investments

Doc. No. 040391

State of Kansas
**Department of Health
 and Environment**

Request for Comments

The Kansas Department of Health and Environment is soliciting comments regarding a proposed air quality operating permit. PostRock KPC Pipelines, LLC has applied for a Class I operating permit renewal in accordance with the provisions of K.A.R. 28-19-510 et seq. The purpose of a Class I permit is to identify the sources and types of regulated air pollutants emitted from the facility; the emission limitations, standards and requirements applicable to each source; and the monitoring, record keeping and reporting requirements applicable to each source as of the effective date of permit issuance.

PostRock KPC Pipelines, LLC, 19970 W. 161st St., Olathe, 66062, owns and operates a natural gas compressor station located at Section 32, Township 16S, Range 20E, Franklin County.

A copy of the proposed permit, permit application, all supporting documentation and all information relied upon during the permit application review process is available for a 30-day public review during normal business hours at the KDHE, Bureau of Air, 1000 S.W. Jackson, Suite 310, Topeka, and a copy of the proposed permit can be reviewed at the KDHE Northeast District Office, 800 W. 24th St., Lawrence. To obtain or review the proposed permit and supporting documentation, contact Kristin Fritchman, (785) 368-6683, at the KDHE central office, and to review the proposed permit only, contact Pat Simpson, (785) 842-4600, at the KDHE Northeast District Office. The standard departmental cost will be assessed for any copies requested.

Direct written comments or questions regarding the proposed permit to Kristin Fritchman, KDHE, Bureau of Air, 1000 S.W. Jackson, Suite 310, Topeka, 66612-1366. In order to be considered in formulating a final permit decision, written comments must be received before the close of business May 7.

(continued)

A person may request a public hearing be held on the proposed permit. The request for a public hearing shall be in writing and set forth the basis for the request. The written request must be submitted to Sharon Burrell, Bureau of Air, not later than the close of business May 7 in order for the Secretary of Health and Environment to consider the request.

The U.S. Environmental Protection Agency has a 45-day review period, which will start concurrently with the 30-day public comment period, within which to object to the proposed permit. If the EPA has not objected in writing to the issuance of the permit within the 45-day review period, any person may petition the administrator of the EPA to review the permit. The 60-day public petition period will directly follow the EPA's 45-day review period. Interested parties may contact KDHE to determine if the EPA's 45-day review period has been waived.

Any such petition shall be based only on objections to the permit that were raised with reasonable specificity during the public comment period provided for in this notice, unless the petitioner demonstrates that it was impracticable to raise such objections within such period, or unless the grounds for such objection arose after such period. Contact Ward Burns, U.S. EPA, Region VII, Air Permitting and Compliance Branch, 901 N. 5th St., Kansas City, KS 66101, (913) 551-7312, to determine when the 45-day EPA review period ends and the 60-day petition period commences.

Robert Moser, M.D.
Secretary of Health
and Environment

Doc. No. 040398

State of Kansas

Department of Health and Environment

Notice Concerning Kansas/Federal Water Pollution Control Permits and Applications

In accordance with Kansas Administrative Regulations 28-16-57 through 63, 28-18-1 through 17, 28-18a-1 through 33, 28-16-150 through 154, 28-46-7, and the authority vested with the state by the administrator of the U.S. Environmental Protection Agency, various draft water pollution control documents (permits, notices to revoke and reissue, notices to terminate) have been prepared and/or permit applications have been received for discharges to waters of the United States and the state of Kansas for the class of discharges described below.

The proposed actions concerning the draft documents are based on staff review, applying the appropriate standards, regulations and effluent limitations of the state of Kansas and the Environmental Protection Agency. The final action will result in a Federal National Pollutant Discharge Elimination System Authorization and/or a Kansas Water Pollution Control permit being issued, subject to certain conditions, revocation and reissuance of the designated permit or termination of the designated permit.

Public Notice No. KS-AG-12-086/097

Pending Permits for Confined Feeding Facilities

Name and Address of Applicant	Legal Description	Receiving Water
Evans Cattle Inc. (West Lot) Brent Evans 798 County Road 52 Gove, KS 67736	SW/4 of Section 30, T14S, R28W, SE/4 of Section 25, T14S, R29W, Gove County	Smoky Hill River Basin

Kansas Permit No. A-SHGO-C013 Federal Permit No. KS0096822

This permit is being reissued with modifications for a concentrated animal feeding operation with the capacity for 2,000 head (2,000 animal units) of cattle weighing more than 700 pounds. This represents a reduction of 1,000 head (750 animal units) from the previous permit. The permit contains modifications consisting of the raising of the south berm of Cell 2 of the existing two-cell earthen retention structure. No other changes to the facility are being proposed.

Name and Address of Applicant	Legal Description	Receiving Water
Fowler Farms Larry Fowler 1672 Road 170 Emporia, KS 66801	SE/4 of Section 10, & NE/4 of Section 15, T19S, R12E, Lyon County	Neosho River Basin

Kansas Permit No. A-NELY-B004

This is a permit modification and reissuance for an existing livestock facility with the maximum capacity of 700 head (700 animal units) of cattle weighing greater than 700 pounds. The facility consists of approximately 7.8 acres of open lot pens, a sediment basin, a waste storage pond and vegetated buffer areas. Proposed modifications include the construction of approximately 0.9 acre of working/sick pens. Surface runoff from the proposed pen area will be directed to the waste storage pond. There is no change in the permitted animal units.

Name and Address of Applicant	Legal Description	Receiving Water
Braun Farms Spencer Braun 600 Pool Drive Norton, KS 67654	NW/4 of Section 10, T02S, R24W, Norton County	Upper Republican River Basin

Kansas Permit No. A-URNT-B008

A permit is being reissued to an existing facility with a maximum capacity of 500 head (500 animal units) of cattle weighing more than 700 pounds. The animal unit capacity has not changed since the previous permit.

Name and Address of Applicant	Legal Description	Receiving Water
Feldkamp Farms North Jim Feldkamp 1335 H Road Centralia, KS 66415	SE/4 of Section 31, T03S, R12E, Nemaha County	Big Blue River Basin

Kansas Permit No. A-BBNM-S006

A permit is being reissued to an existing facility with a maximum capacity of 730 head (292 animal units) of swine weighing more than 55 pounds and 1,160 head (116 animal units) of swine weighing 55 pounds or less. The animal unit capacity has not changed since the previous permit.

Name and Address of Applicant	Legal Description	Receiving Water
Feldkamp Farms South Jim Feldkamp 1335 H Road Centralia, KS 66415	NE/4 of Section 06, T04S, R12E, Nemaha County	Big Blue River Basin

Kansas Permit No. A-BBNM-S045

A permit is being reissued to an existing facility with a maximum capacity of 1,700 head (680 animal units) of swine weighing more than

55 pounds. The animal unit capacity has not changed since the previous permit.

Name and Address of Applicant	Legal Description	Receiving Water
Ferguson Brothers, Inc. 779 E. 1400 Road Kensington, KS 66951	NW/4 & SE/4 of Section 12, T02S, R16W, Phillips County	Solomon River Basin

Kansas Permit No. A-SOPL-C001 Federal Permit No. KS0090484

This permit is being reissued for an existing facility with a maximum capacity of 3,000 head (3,000 animal units) of cattle more than 700 pounds. This represents a decrease in permitted animal units from the previous permit.

Name and Address of Applicant	Legal Description	Receiving Water
Meade County Feeders II, LLC Matthew Welsh 10096 18 Road Meade, KS 67864	NE/4 of Section 10, T32S, R29W, Meade County	Cimarron River Basin

Kansas Permit No. A-CIME-C001 Federal Permit No. KS0118478

This permit is being reissued for an existing facility for 4,400 head (4,400 animal units) of cattle weighing more than 700 pounds. There is no change in the permitted animal units from the previous permit. An approved Nutrient Management Plan for the facility is on file with KDHE.

Name and Address of Applicant	Legal Description	Receiving Water
Whitham Farms Feedyard —Krey Lot Whitham Farms Feedyard LP 462 N. County Road 5 Leoti, KS 67861	S/2 of Section 14, T18S, R38W, Wichita County	Upper Arkansas River Basin

Kansas Permit No. A-UAWH-B003

This permit is being reissued for an existing facility for 999 head (999 animal units) of cattle weighing more than 700 pounds. There is no change in the permitted animal units from the previous permit.

Name and Address of Applicant	Legal Description	Receiving Water
Wiechman Feedyard LP Jay Wiechman 4030 N. Highway 83 Scott City, KS 67871	SW/4 of Section 30, T17S, R32W, Scott County	Smoky Hill River Basin

Kansas Permit No. A-SHSC-C008 Federal Permit No. KS0115804

This permit is being reissued for an existing facility for 3,000 head (3,000 animal units) of cattle weighing more than 700 pounds and 2,000 head (1,000 animal units) of cattle weighing less than 700 pounds, for a total capacity of 5,000 head (4,000 animal units) of cattle. There is no change in the permitted animal units from the previous permit. An approved Nutrient Management Plan for the facility is on file with KDHE.

Name and Address of Applicant	Legal Description	Receiving Water
F & R Swine, Inc. — McNeal Facility 6240 Humboldt Creek Road Dwight, KS 66849	SW/4 of Section 01, NE/4 of Section 13, T13S, R07E, Geary County	Kansas River Basin

Kansas Permit No. A-KSGE-H002 Federal Permit No. KS0116378

This is a permit reissuance for an existing swine facility with the maximum capacity of 5,500 head (2,200 animal units) of swine weighing greater than 55 pounds and 8,000 head (800 animal units) of swine weighing 55 pounds or less, for a total of 3,000 animal units of swine. The facility consists of 15 enclosed swine buildings with concrete pits, a mortality composting pad and five earthen waste storage

ponds. There is no change in the permitted animal units. This facility has an approved Nutrient Management Plan on file with KDHE.

Name and Address of Applicant	Legal Description	Receiving Water
Hanke Farms Johnny R. Yocum 1030 W. Limestone Road Prairie View, KS 67664	NE/4 of Section 36, T02S, R20W, Phillips County	Solomon River Basin

Kansas Permit No. A-SOPL-S015

This permit is being reissued for an existing facility with a maximum capacity of 460 head (184 animal units) of swine more than 55 pounds. This represents a decrease in the permitted animal units from the previous permit.

Name and Address of Applicant	Legal Description	Receiving Water
Werner Feeders — West Brad Werner 3583 S.E. Tri-City Road Sharon, KS 67138	NE/4 of Section 28, T32S, R10W, Barber County	Lower Arkansas River Basin

Kansas Permit No. A-ARBA-B004

This is a new permit for an existing facility for 699 head (699 animal units) of cattle weighing greater than 700 pounds.

Persons wishing to comment on the draft documents and/or permit applications must submit their comments in writing to the Kansas Department of Health and Environment if they wish to have the comments considered in the decision-making process. Comments should be submitted to the attention of the Livestock Waste Management Section for agricultural-related draft documents or applications, or to the Technical Services Section for all other permits, at the Kansas Department of Health and Environment, Division of Environment, Bureau of Water, 1000 S.W. Jackson, Suite 420, Topeka, 66612-1367.

All comments regarding the draft documents or application notices received on or before May 5 will be considered in the formulation of the final determinations regarding this public notice. Please refer to the appropriate Kansas document number (KS-AG-12-086/097) and name of the applicant/permittee when preparing comments.

After review of any comments received during the public notice period, the Secretary of Health and Environment will issue a determination regarding final agency action on each draft document/application. If response to any draft document/application indicates significant public interest, a public hearing may be held in conformance with K.A.R. 28-16-61 (28-46-21 for UIC).

All draft documents/applications and the supporting information including any comments received are on file and may be inspected at the offices of the Kansas Department of Health and Environment, Bureau of Water. These documents are available upon request at the copying cost assessed by KDHE. Application information and components of plans and specifications for all new and expanding swine facilities are available on the Internet at <http://www.kdheks.gov/feedlots>. Division of Environment offices are open from 8 a.m. to 5 p.m. Monday through Friday, excluding holidays.

Robert Moser, M.D.
Secretary of Health and Environment

Doc. No. 040405

State of Kansas

Secretary of State

Certification of New State Laws

I, Kris W. Kobach, Secretary of State of the State of Kansas, do hereby certify that each of the following bills is a correct copy of the original enrolled bill now on file in my office.

Kris W. Kobach
Secretary of State

(Published in the Kansas Register April 5, 2012.)

HOUSE BILL No. 2412

AN ACT concerning cities; relating to dissolution, certain cities.

Be it enacted by the Legislature of the State of Kansas:

Section 1. Any city who has received public moneys in 2010 or 2011 from the United States environmental protection agency through the Kansas department of health and environment relating to the buyout and relocation of its residents and such residents have been relocated is hereby dissolved as a corporate body.

Sec. 2. This act shall take effect and be in force from and after its publication in the Kansas register.

(Published in the Kansas Register April 5, 2012.)

SUBSTITUTE HOUSE BILL No. 2470

AN ACT concerning scrap metal dealers; relating to unlawful acts; fees; amending K.S.A. 2011 Supp. 50-6,111 and 50-6,112a and repealing the existing sections.

Be it enacted by the Legislature of the State of Kansas:

Section 1. K.S.A. 2011 Supp. 50-6,111 is hereby amended to read as follows: 50-6,111. (a) It shall be unlawful for any such scrap metal dealer, or employee or agent of the dealer, to purchase any item or items of regulated scrap metal in a transaction for which K.S.A. 2011 Supp. 50-6,110, and amendments thereto, requires information to be presented by the seller, without demanding and receiving from the seller that information. Every scrap metal dealer shall file and maintain a record of information obtained in compliance with the requirements in K.S.A. 2011 Supp. 50-6,110, and amendments thereto. All records kept in accordance with the provisions of this act shall be open at all times to peace or law enforcement officers and shall be kept for two years. If the required information is maintained in electronic format, the scrap metal dealer shall provide a printout of the information to peace or law enforcement officers upon request.

(b) It shall be unlawful for any scrap metal dealer, or employee or agent of the dealer, to purchase any item or items of regulated scrap metal in a transaction for which K.S.A. 2011 Supp. 50-6,110, and amendments thereto, requires information to be presented by the seller, without obtaining from the seller a signed statement that: (1) Each item is the seller's own personal property, is free of encumbrances and is not stolen; or (2) that the seller is acting for the owner and has permission to sell each item.

(c) It shall be unlawful for any scrap metal dealer, or employee or agent of the dealer, to purchase any junk vehicle in a transaction for which K.S.A. 2011 Supp. 50-6,110, and amendments thereto, requires information to be presented by the seller, without: (1) Inspecting the vehicle offered for sale and recording the vehicle identification number; and (2) obtaining an appropriate vehicle title or bill of sale issued by a governmentally operated vehicle impound facility if the vehicle purchased has been impounded by such facility or agency.

(d) It shall be unlawful for any scrap metal dealer, or employee or agent of the dealer, to purchase or receive any regulated scrap metal from a minor unless such minor is accompanied by a parent or guardian or such minor is a licensed scrap metal dealer.

(e) It shall be unlawful for any scrap metal dealer, or employee or agent of the dealer, to purchase any of the following items of regulated scrap metal property without obtaining proof that the seller is an em-

ployee, agent or person who is authorized to sell the item of regulated scrap metal property on behalf of the governmental entity, utility provider, railroad, cemetery, civic organization or scrap metal dealer:

- (1) Utility access cover;
- (2) street light poles or fixtures;
- (3) road or bridge guard rails;
- (4) highway or street sign;
- (5) water meter cover;
- (6) traffic directional or traffic control signs;
- (7) traffic light signals;
- (8) any metal marked with any form of the name or initials of a governmental entity;
- (9) property owned and marked by a telephone, cable, electric, water or other utility provider or any such wire or cable that has had the sheathing removed, making ownership identification impossible;
- (10) property owned and marked by a railroad;
- (11) funeral markers or vases;
- (12) historical markers;
- (13) bales of regulated metal;
- (14) beer kegs;
- (15) manhole covers;
- (16) fire hydrants or fire hydrant caps;
- (17) junk vehicles with missing or altered vehicle identification numbers;
- (18) real estate signs;
- (19) bleachers or risers, in whole or in part; and
- (20) twisted pair copper telecommunications wiring of 25 pair or greater existing in 19, 22, 24 or 26 gauge.

(f) It shall be unlawful for any scrap metal dealer, or employee or agent of the dealer, to sell, trade, melt or crush, or in any way dispose of, alter or destroy any regulated scrap metal, junk vehicle or vehicle part upon notice from any law enforcement agency, or any of their agents or employees, that they have cause to believe an item has been stolen. A scrap metal dealer shall hold any of the items that are designated by or on behalf of the law enforcement agency for 30 days, exclusive of weekends and holidays.

Sec. 2. K.S.A. 2011 Supp. 50-6,112a is hereby amended to read as follows: 50-6,112a. (a) ~~On or after January 1, 2012,~~ No business shall purchase any regulated scrap metal without having first registered each place of business as herein provided. In case such place of business is located within the corporate limits of a city, the registration shall be made to the governing body of such city. In all other cases, the registration shall be made to the board of county commissioners in the county in which such place of business is to be located.

(b) A board of county commissioners shall provide the clerk of the township with written notice of the filing of a registration by a scrap metal dealer within 10 days of registration or renewal.

(c) The governing body of any city and the board of county commissioners shall provide the sheriff, chief of police or director of all law enforcement agencies in the county written notice of the filing of registration by a scrap metal dealer within 10 days of registration or renewal.

(d) A registration for a scrap metal dealer shall be verified and upon a form approved by the attorney general and contain:

- (1) The name and residence of the applicant;
- (2) the length of time that the applicant has resided within the state of Kansas and a list of all residences outside the state of Kansas during the previous 10 years;
- (3) the particular place of business for which a registration is desired;
- (4) the name of the owner of the premises upon which the place of business is located; and

(5) the applicant shall disclose any prior convictions within 10 years immediately preceding the date of making the registration for theft, as defined in K.S.A. 21-3701, prior to its repeal, or K.S.A. 2011 Supp. 21-5801, and amendments thereto, theft of property lost, mislaid or delivered by mistake, as defined in K.S.A. 21-3703, prior to its repeal, or K.S.A. 2011 Supp. 21-5802, and amendments thereto, theft of services, as defined in K.S.A. 21-3704, prior to its repeal, criminal deprivation of property, as defined in K.S.A. 21-3705, prior to its repeal, or K.S.A. 2011 Supp. 21-5803, and amendments thereto, or any other crime involving possession of stolen property.

(e) Each registration for a scrap metal dealer to purchase regulated scrap metal shall be accompanied by a fee of not less than \$100 nor more than \$400, as prescribed by the board of county commissioners or the governing body of the city, as the case may be.

(f) The board of county commissioners or the governing body of a city shall accept a registration for a scrap metal dealer as otherwise provided for herein, from any scrap metal dealer engaged in business

in such county or city and qualified to file such registration, to purchase regulated scrap metals. Such registration shall be issued for a period of 10 years.

(g) If an original registration is accepted, the governing body of the city or the board of county commissioners shall grant and issue renewals thereof upon application of the registration holder, if the registration holder is qualified to receive the same and the registration has not been revoked as provided by law. The registration fee for such renewal; ~~which shall be in addition to the fee provided by subsection (e)~~, shall be not less than \$25 nor more than \$50.

(h) No registration issued under this act shall be transferable.

(i) Violation of subsection (a) is a class A nonperson misdemeanor.

(j) This section shall not apply to a business licensed under the provisions of K.S.A. 8-2404, and amendments thereto, unless such business buys or recycles regulated scrap metal that are not motor vehicle components.

Sec. 3. K.S.A. 2011 Supp. 50-6,111 and 50-6,112a are hereby repealed.

Sec. 4. This act shall take effect and be in force from and after its publication in the Kansas register.

State of Kansas

Department of Wildlife, Parks, and Tourism

Permanent Administrative Regulations

Article 4.—BIG GAME

115-4-2. Big game and wild turkey; general provisions. (a) Possession.

(1) Each permittee shall sign, record the county, the date, and the time of kill, and attach the carcass tag to the carcass in a visible manner immediately following the kill and before moving the carcass from the site of the kill. The carcass tag shall remain attached to the carcass or in the possession of the permittee if transporting a quartered or deboned animal until the animal reaches the permittee's residence or a commercial place of processing or preservation and is processed for consumption. The permittee shall retain the carcass tag until the animal is consumed, given to another, or otherwise disposed of.

(2) Except for a wild turkey or big game animal taken with an "either sex" permit, the beard of the wild turkey shall remain naturally attached to the breast or the head of the big game animal shall remain naturally attached to the carcass while in transit from the site of the kill to the permittee's residence or to a commercial place of processing or preservation, unless the carcass has been tagged with a department check station tag, the permittee has obtained a transportation confirmation number after electronically registering the permittee's deer or wild turkey on the department's electronic registration site, or the permittee retains photographs necessary for electronic registration until registration occurs. "Electronically registering" shall mean submitting any necessary and relevant information and digital photographs of the deer head or turkey breast and of the completed carcass tag of sufficient clarity to display the species and the antlered or antlerless condition of the deer, the beard of the wild turkey, and the transaction number and signature on a completed carcass tag.

(3) Any legally acquired big game or wild turkey meat may be given to and possessed by another, if a dated written notice that includes the donor's printed name, signature, address, and permit number accompanies the meat. The person receiving the meat shall retain the no-

tice until the meat is consumed, given to another, or otherwise disposed of.

(4) Any person may possess a salvaged big game or wild turkey carcass if a department salvage tag issued to the person obtaining the carcass is affixed to the carcass. The salvage tag shall be retained as provided in paragraph (a)(1). Big game or wild turkey meat may be donated as specified in paragraph (a)(3) using the salvage tag number. Each salvage tag report prepared by the department agent issuing the tag shall be signed by the individual receiving the salvaged big game or wild turkey carcass. Each salvage tag shall include the following information:

(A) The name and address of the person to whom the tag is issued;

(B) the salvage tag number;

(C) the species and sex of each animal for which the tag is issued;

(D) the location and the date, time, and cause of death of each animal; and

(E) the date of issuance and the signature of the department agent issuing the salvage tag.

(b) Big game and wild turkey permits and game tags.

(1) A permit or game tag purchased during the open season shall not be valid until the next calendar day.

(2) Big game and wild turkey permits and game tags shall not be transferred to another person, unless otherwise authorized by law or regulation.

(3) In addition to other penalties prescribed by law, each big game and wild turkey permit or game tag shall be invalid from the date of issuance if obtained by an individual under any of these conditions:

(A) Through false representation;

(B) through misrepresentation; or

(C) in excess of the number of permits or game tags authorized by regulations for that big game species or wild turkey.

(4) No individual shall copy, reproduce, or possess any copy or reproduction of a big game or wild turkey permit or carcass tag.

(c) Hunting assistance. Subject to the hunting license requirements of K.S.A. 32-919 and amendments thereto, the license requirements of the implementing regulations, and the provisions of paragraphs (c)(1), (c)(2), and (c)(3), any individual may assist any holder of a big game or wild turkey permit or game tag during the permittee's big game or wild turkey hunting activity. This assistance may include herding, driving, or calling.

(1) An individual assisting the holder of a big game or wild turkey permit or game tag shall not perform the actual shooting of big game or wild turkey for the permittee, unless authorized by K.A.R. 115-18-15. However, a permittee who is, because of disability, unable to pursue a wounded big game animal or wild turkey may designate any individual to assist in pursuing and dispatching a big game animal or wild turkey wounded by the disabled permittee.

(2) The designated individual shall carry the disabled permittee's big game or wild turkey permit or game tag and shall attach the carcass tag to the carcass immediately after the kill and before leaving the site of the kill.

(continued)

(3) The designated individual shall use only the type of equipment authorized for use by the disabled permittee. (Authorized by and implementing K.S.A. 32-807, K.S.A. 2010 Supp. 32-937, and K.S.A. 2010 Supp. 32-969; effective June 1, 2001; amended April 22, 2005; amended April 16, 2010; amended April 20, 2012.)

115-4-4. Big game; legal equipment and taking methods. (a) Hunting equipment for the taking of big game during a big game archery season shall consist of the following:

(1) Archery equipment.

(A) Each bow shall be hand-drawn.

(B) No bow shall have a mechanical device that locks the bow at full or partial draw.

(C) Each bow shall be designed to shoot only one arrow at a time.

(D) No bow shall have any electronic device attached to the bow or arrow, with the exception of lighted pin, dot, holographic sights, or illuminated nocks.

(E) Each arrow used for hunting shall be equipped with a broadhead point incapable of passing through a ring with a diameter of three-quarters of an inch when fully expanded. A big game hunter using archery equipment may possess non-broadhead-tipped arrows while hunting if the arrows are not used to take or attempt to take big game animals.

(F) No bow with less than 50 pounds of draw weight shall be used to archery hunt for elk.

(2) Crossbows and locking draws as authorized under K.A.R. 115-18-7.

(3) For any individual possessing a youth big game permit or any individual 55 years of age or older, crossbows of not less than 125 pounds of draw weight, using arrows not less than 16 inches in length that are equipped with broadhead points incapable of passing through a ring with a diameter of three-quarters of an inch when fully expanded. A big game hunter using crossbow equipment may possess non-broadhead-tipped arrows while hunting if the arrows are not used to take or attempt to take big game animals.

(b) Hunting equipment for the taking of big game during a big game muzzleloader-only season shall consist of the following:

(1) Archery and crossbow equipment as authorized in subsection (a);

(2) muzzleloading rifles and muskets that can be loaded only through the front of the firing chamber with separate components and that fire a bullet of .39 inches in diameter or larger, except for the hunting of elk, which shall require a bullet of .49 inches in diameter or larger; and

(3) single-barrel muzzleloading pistols .45 caliber or larger that have a barrel length of 10 inches or greater and can be loaded only through the front of the barrel with separate components, except for the hunting of elk, which shall require a bullet of .49 inches in diameter or larger. Only hard-cast solid lead, conical lead, or sabot bullets shall be used with muzzleloading pistols.

(c) Hunting equipment for the taking of big game during a big game firearm season shall consist of the following:

(1) Archery equipment as authorized in subsection (a);
(2) muzzleloader-only season equipment as authorized in subsection (b);

(3) centerfire rifles and handguns that are not fully automatic, that fire a bullet larger than .23 inches in diameter, and that use a cartridge case that is 1.280 inches or more in length, while using only hard-cast solid lead, soft point, hollow point, or other expanding bullets, except for the hunting of elk, which shall require a bullet larger than .25 inches in diameter and a cartridge case that is 1.75 inches or more in length;

(4) shotguns using only slugs of 20 gauge or larger, except that the hunting of elk shall require a slug of 12 gauge or larger; and

(5) crossbows of not less than 125 pounds of draw weight, using arrows not less than 16 inches in length that are equipped with broadhead points incapable of passing through a ring with a diameter of three-quarters of an inch when fully expanded. A big game hunter using crossbow equipment may possess non-broadhead-tipped arrows while hunting if the arrows are not used to take or attempt to take big game animals.

(d) Accessory equipment.

(1) Each individual hunting deer or elk during a firearms deer or elk season and each individual assisting an individual hunting deer or elk as authorized by K.A.R. 115-4-2 or K.A.R. 115-18-15 during a firearms deer or elk season shall wear clothing of a bright orange color having a predominant light wavelength of 595-605 nanometers, commonly referred to as daylight fluorescent orange, hunter orange, blaze orange, or safety orange. This bright orange color shall be worn as follows:

(A) A hat with the exterior of not less than 50 percent of the bright orange color, an equal portion of which is visible from all directions; and

(B) at least 100 square inches of the bright orange color that is on the front of the torso and is visible from the front and at least 100 square inches that is on the rear of the torso and is visible from the rear.

(2) Nonelectric calls, lures, and decoys, except live decoys, shall be legal while hunting big game.

(3) Any individual may use blinds and stands while hunting big game.

(4) Optical scopes or sights that project no visible light toward the target and do not electronically amplify visible or infrared light may be used.

(5) Any range-finding device, if the device does not project visible light toward the target, may be used.

(6) Devices capable of dispensing chemicals to take big game animals shall not be used.

(e) Big game permittees shall possess hunting equipment while hunting only as authorized by this regulation and by the most restrictive big game permit in possession while hunting.

(f) Shooting hours for deer, antelope, and elk during each day of any deer, antelope, or elk hunting season shall be from one-half hour before sunrise to one-half hour after sunset.

(g) Horses and mules may be used while hunting big game, except that horses and mules shall not be used for herding or driving elk. (Authorized by and implementing K.S.A. 32-807 and K.S.A. 2011 Supp. 32-937; effective June

1, 2001; amended April 19, 2002; amended April 22, 2005; amended June 2, 2006; amended April 13, 2007; amended April 11, 2008; amended May 21, 2010; amended April 20, 2012.)

115-4-4a. Wild turkey; legal equipment and taking methods. (a) Hunting equipment for the taking of wild turkey during a wild turkey archery season shall consist of the following:

(1) Archery equipment.

(A) Each bow shall be hand-drawn.

(B) No bow shall have a mechanical device that locks the bow at full or partial draw.

(C) Each bow shall be designed to shoot only one arrow at a time.

(D) No bow shall have any electronic device attached to the bow or arrow, with the exception of lighted pin, dot, holographic sights, or illuminated nocks.

(E) Each arrow used for hunting shall be equipped with a broadhead point incapable of passing through a ring with a diameter of three-quarters of an inch when fully expanded. A wild turkey hunter using archery equipment may possess non-broadhead-tipped arrows while hunting if the arrows are not used to take or attempt to take wild turkeys.

(2) Crossbows and locking draws as authorized under K.A.R. 115-18-7.

(3) For any individual possessing a youth wild turkey permit or any individual 55 years of age or older, crossbows of not less than 125 pounds of draw weight, using arrows not less than 16 inches in length that are equipped with broadhead points incapable of passing through a ring with a diameter of three-quarters of an inch when fully expanded. A wild turkey hunter using crossbow equipment may possess non-broadhead-tipped arrows while hunting if the arrows are not used to take or attempt to take wild turkeys.

(b) Hunting equipment for the taking of wild turkey during a wild turkey firearm season shall consist of the following:

(1) Archery equipment as authorized in subsection (a);

(2) shotguns and muzzleloading shotguns not less than 20 gauge and using only size two shot through size nine shot; and

(3) only during the spring wild turkey firearm season, crossbows of not less than 125 pounds of draw weight, using arrows not less than 16 inches in length that are equipped with broadhead points incapable of passing through a ring with a diameter of three-quarters of an inch when fully expanded. A wild turkey hunter using crossbow equipment may possess non-broadhead-tipped arrows while hunting if the arrows are not used to take or attempt to take wild turkeys.

(c) Legal accessory equipment for the taking of wild turkey during any wild turkey season shall consist of the following:

(1) Nonelectric calls, lures, and decoys, except live decoys;

(2) blinds and stands;

(3) range-finding devices, if the devices do not project visible light toward the target; and

(4) optical scopes or sights that project no visible light toward the target and do not electronically amplify visible or infrared light.

(d) Each wild turkey permittee shall possess hunting equipment while hunting only as authorized by this regulation and by the most restrictive wild turkey permit or game tag in possession while hunting.

(e) Shooting hours for wild turkey during each day of any turkey hunting season shall be from one-half hour before sunrise to sunset.

(f) Each individual hunting turkey shall shoot or attempt to shoot a turkey only while the turkey is on the ground or in flight.

(g) Dogs may be used while hunting turkey, but only during the fall turkey season. (Authorized by and implementing K.S.A. 32-807 and K.S.A. 2011 Supp. 32-969; effective April 22, 2005; amended April 13, 2007; amended April 11, 2008; amended May 21, 2010; amended April 20, 2012.)

Robin Jennison
Secretary of Wildlife,
Parks, and Tourism

Doc. No. 040404

State of Kansas

Kansas Lottery

Temporary Administrative Regulations

Article 401.—HOLLYWOOD CASINO AT KANSAS SPEEDWAY (NORTHEAST GAMING ZONE)

111-401-51. Name of the game; rules and regulations. The Kansas lottery shall conduct a lottery facility game at the Hollywood Casino at Kansas Speedway in Kansas City, Kansas, entitled "Mississippi Stud Poker" beginning on or after January 1, 2012.

The rules and regulations for the game of "Mississippi Stud Poker" are contained in K.A.R. 111-401-51 through 111-401-58, and applicable generic rules are contained in K.A.R. 111-201-1 *et seq.* (Authorized by K.S.A. 2010 Supp. 74-8710 and 74-8748; implementing K.S.A. 2010 Supp. 74-8710; effective, T-111-2-9-12, Dec. 14, 2011.)

111-401-52. Object of game. Mississippi Stud Poker is a five-card stud poker game in which each player seeks a hand that qualifies for a posted payout, pair of 6s or better. (Authorized by K.S.A. 2010 Supp. 74-8710 and 74-8748; implementing K.S.A. 2010 Supp. 74-8710; effective, T-111-2-9-12, Dec. 14, 2011.)

111-401-53. Definitions. The following definitions, when used in the Northeast Kansas Lottery Gaming Zone, when pertaining to the game of "Mississippi Stud Poker" shall have the following meanings unless the context clearly indicates otherwise:

(a) "3rd street wager" means an additional wager made by a player, in an amount equal to one, two or three times the amount of the player's ante wager, after the player has been dealt his or her initial two cards.

(b) "4th street wager" means an additional wager made by a player, in an amount equal to one, two or three times the amount of the player's ante wager, after the first community card is revealed by the dealer.

(continued)

(c) "5th street wager" means an additional wager made by a player, in an amount equal to one, two, or three times the amount of the player's ante wager, after the second community card is revealed by the dealer.

(d) "Ante wager" shall mean the initial wager placed prior to any cards being dealt in order to participate in the round of play.

(e) "Bet wager" shall mean either a 3rd street wager, a 4th street wager, or a 5th street wager.

(f) "Community card" means any of the three cards that are initially dealt face down in the designated area in front of the dealer and, once revealed, shall be used by each player with his or her two cards to form a five card hand.

(g) "Hand" means the five (5) card hand formed for each player by combining the two (2) cards dealt to the player and the three (3) community cards.

(h) "Fold" means the withdrawal of a player from a round of play by discarding his or her two cards prior to placing a bet wager.

(i) "Push" means a player's hand resulting in neither payment on nor collection of the player's wagers.

(j) "Rank or ranking" shall mean the relative position of a card or group of cards.

(k) "Round of play" or "round" means one complete cycle of play during which all players then playing at the table have been dealt a hand, have folded or wagered upon it, and have had their wagers paid or collected.

(l) "Stub" means the remaining portion of the deck after all cards in the round of play have been dealt.

(m) "Suit" shall mean one of the four categories of cards, i.e., diamond, spade, club, or heart. (Authorized by K.S.A. 2010 Supp. 74-8710 and 74-8748; implementing K.S.A. 2010 Supp. 74-8710; effective, T-111-2-9-12, Dec. 14, 2011.)

111-401-54. Mississippi Stud Poker hand rankings. The rank of the cards used in Mississippi Stud Poker for the determination of winning hands, in order of highest to lowest rank, shall be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, and 2. Notwithstanding the foregoing, an ace may be used to complete a "straight flush" or a "straight" formed with a 2, 3, 4, and 5. An ace may not be used, however, with any other sequence of cards to form a "straight" (for example, queen, king, ace, 2 and 3). The permissible poker hands at the game of Mississippi Stud, in order of highest to lowest rank, are as follows:

(a) Royal flush - a hand consisting of ace, king, queen, jack, and 10 of the same suit.

(b) Straight flush - a hand consisting of five cards of the same suit in consecutive ranking except for a royal flush as defined above.

(c) Four-of-a-kind - a hand consisting of four cards of the same rank.

(d) Full house - a hand consisting of three of a kind and a pair.

(e) Flush - a hand consisting of five cards of the same suit, not in consecutive order.

(f) Straight - a hand consisting of five unsuited cards of consecutive rank

(g) Three-of-a-kind - a hand consisting of three cards of the same rank regardless of suit.

(h) Two pair - a hand consisting of two pairs.

(i) One pair - a hand consisting of two cards of the same rank regardless of suit.

(j) High card - a hand that does not encompass any of the hands above. (Authorized by K.S.A. 2010 Supp. 74-8710 and 74-8748; implementing K.S.A. 2010 Supp. 74-8710; effective, T-111-2-9-12, Dec. 14, 2011.)

111-401-55. Wagers. (a) All wagers at Mississippi Stud Poker shall be made by placing gaming chips and, if applicable, a match play coupon on the appropriate betting areas of the table layout. A verbal wager accompanied by cash shall not be accepted.

(b) Only players who are seated at the Mississippi Stud Poker table may touch the cards. Once a player has placed a wager and received cards, that player must remain seated until the completion of the round of play.

(c) All ante wagers at Mississippi Stud Poker shall be placed prior to the dealer dealing the first card. No ante wager at Mississippi Stud Poker shall be made, increased or withdrawn after the dealer has dealt the first card.

(d) Players who make an ante wager will receive two cards face down. They either fold or buy the first community card by making a 3rd Street wager (equal to 1x, 2x, or 3x their ante). When that card is revealed, they either fold or buy the second community card making a 4th Street wager (equal to 1x, 2x, or 3x their ante). After that card is revealed, a player may either fold or buy the last community card making a 5th Street wager (equal to 1x, 2x, or 3x their ante).

(e) After each round of play is complete, the dealer shall collect all losing wagers and pay off all winning wagers in accordance with the payout table. (Authorized by K.S.A. 2010 Supp. 74-8710 and 74-8748; implementing K.S.A. 2010 Supp. 74-8710; effective, T-111-2-9-12, Dec. 14, 2011.)

111-401-56. Play. (a) The starting position for the dealing of cards and the delivery of stacks of cards for the game of Mississippi Stud Poker may be determined in the following manner:

(1) The dealer shall deliver the first stack of three cards to the dealer, also known as the community cards, and will then deliver two cards dealt by the shuffling machine to the player farthest to his/her left, continuing to deal each player two cards face down in a clockwise manner. Each player shall receive two cards before the next player receives his or her cards.

(2) After all players have looked at their two cards, the players have a choice:

(A) Fold (and surrender their ante wager); or

(B) Make a 3rd Street bet equal to 1x, 2x, or 3x their ante wager.

(3) The dealer shall then reveal the first community card.

(4) The players have a choice:

(A) Fold (and surrender their ante wager and 3rd Street bet); or

(B) Make a 4th Street bet equal to 1x, 2x, or 3x their ante wager.

(5) The dealer shall then reveal the second community card.

(6) The players have a choice:

(A) Fold (and surrender their ante wager, 3rd Street bet, and 4th Street bet); or

(B) Make a 5th Street bet equal to 1x, 2x, or 3x their ante wager.

(7) The dealer shall then reveal the third community card.

(b) Working from right to left, the dealer reveals each player's two-card hand and determines their hand combined with the three community cards.

(c) The dealer pays and takes according to the pay table. (Authorized by K.S.A. 2010 Supp. 74-8710 and 74-8748; implementing K.S.A. 2010 Supp. 74-8710; effective, T-111-2-9-12, Dec. 14, 2011.)

111-401-57. Payout odds. (a) For a winning hand, the ante, 3rd, 4th, and 5th street wagers are paid the same payout odds ranging from 1 to 1 for a pair of jacks, queens, kings or aces to 500 to 1 for a royal flush.

(b) All winning wagers will receive payout odds using the following payout table:

Hand Ranking	Odds
Royal flush	500 to 1
Straight flush	100 to 1
Four-of-a-kind	40 to 1
Full house	10 to 1
Flush	6 to 1
Straight	4 to 1
Three-of-a-kind	3 to 1
Two pair	2 to 1
Pair of jacks or better	1 to 1
Pair of 6s to 10s	Push

(c) Notwithstanding the payout odds set forth in (b) above, the aggregate payout limit on all winning bonus wagers for any hand shall be \$25,000 or the maximum amount that one patron could win per round when betting the minimum wager, whichever is greater. The aggregate payout information shall be displayed at the Mississippi Stud poker table. (Authorized by K.S.A. 2010 Supp. 74-8710 and 74-8748; implementing K.S.A. 2010 Supp. 74-8710; effective, T-111-2-9-12, Dec. 14, 2011.)

111-401-58. Irregularities. (a) A card that is found face up in the shoe or the deck while the cards are being dealt shall void all hands and require a reshuffle. If more than one card is found face up in the shoe or the deck during the dealing of the cards, all hands shall be void and the cards shall be reshuffled.

(b) If any player is dealt an incorrect number of cards, that player's hand shall be void.

(c) Any automated card shuffling device or automated dealing shoe shall be removed from a gaming table before any other method of shuffling or dealing may be utilized at that table.

(d) If an automated card shuffling device is being used and the device jams, stops shuffling during a shuffle, or fails to complete a shuffle cycle, the cards shall be reshuffled.

(e) If an automated dealing shoe is being used and the device jams, stops dealing cards, or fails to deal all cards during a round of play, the round of play shall be void, and the cards shall be removed from the device and reshuffled with any cards already dealt.

(f) If cards become soiled in the course of play and the dealer finds that a card is unsuitable for use, a table games floor supervisor or higher ranking employee will bring a substitute card from the card reserve in the pit stand and the unsuitable card is placed in a sealed envelope or container. The table games floor supervisor or higher ranking casino employee will maintain the envelope in a secure place within the pit until collection by security.

(g) If a card sensor starts flashing during a round because the shuffler signaled an incorrect card count, the table games supervisor or higher ranking casino official will verify that the correct number of cards is in play. If all players and the dealer have the correct number of cards, the remaining cards in the deck will be counted. If the card count is correct (52 cards), the table games supervisor may direct the dealer to resume play. If the card count is incorrect (any number of cards other than 52), unless otherwise directed by the poker supervisor or higher ranking casino official the hand shall be void, all players' wagers returned to them, and the deck of cards shall be replaced with a new deck of cards.

(h) It will be a misdeal if the dealer presses the start button to unload the remaining cards in the shuffle machine prior to delivering the dealer's hand. (Authorized by K.S.A. 2010 Supp. 74-8710 and 74-8748; implementing K.S.A. 2010 Supp. 74-8710; effective, T-111-2-9-12, Dec. 14, 2011.)

111-401-59. Name of the game; rules and regulations. The Kansas lottery shall conduct a lottery facility game at the Hollywood Casino at Kansas Speedway in Kansas City, Kansas, entitled "Mississippi Stud Progressive," beginning on or after January 1, 2012.

The rules and regulations for the game of "Mississippi Stud Progressive" are contained in K.A.R. 111-401-59 through 111-401-66, and applicable generic rules are contained in K.A.R. 111-201-1 *et seq.* (Authorized by K.S.A. 2010 Supp. 74-8710 and 74-8748; implementing K.S.A. 2010 Supp. 74-8710; effective, T-111-2-9-12, Dec. 14, 2011.)

111-401-60. Object of game. The object of Mississippi Stud Progressive is to make the best possible five card poker hand. (Authorized by K.S.A. 2010 Supp. 74-8710 and 74-8748; implementing K.S.A. 2010 Supp. 74-8710; effective, T-111-2-9-12, Dec. 14, 2011.)

111-401-61. Method of play. (a) Mississippi Stud Progressive is played with a deck of 52 cards, no jokers, with backs the same color and design. A standard deck of playing cards consists of a 2, 3, 4, 5, 6, 7, 8, 9, 10, jack, queen, king and ace in each of four suits: hearts, diamonds, spades, and clubs.

(b) Hands will be ranked from highest to lowest as follows:

(1) Royal flush — consisting of an ace, king, queen, jack, and 10 of the same suit.

(2) Straight flush — consisting of five cards of the same suit in consecutive ranking with king, queen, jack, 10, and 9 being the highest straight flush and ace, 2, 3, 4, and 5 being the lowest ranking straight flush.

(3) Four-of-a-kind — consisting of four cards of the same rank, with four aces being the highest ranking four-

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of-a-kind and four 2s being the lowest ranking four-of-a-kind.

(4) Full house — consisting of three-of-a-kind plus an additional pair, with three aces and two kings being the highest ranking full house and three 2s and two 3s being the lowest ranking full house.

(5) Flush — consisting of five cards of the same suit not in sequence with ace, king, queen, jack, and 9 being the highest ranking flush and 7, 5, 4, 3, and 2 being the lowest ranking flush.

(6) Straight — consisting of five cards of consecutive rank, regardless of suit with an ace, king, queen, jack, and 10 being the highest ranking straight and ace, 2, 3, 4, and 5 being the lowest ranking straight.

(7) Three-of-a-kind — consisting of three cards of the same rank regardless of suit, with three aces being the highest ranking three-of-a-kind and three 2s being the lowest ranking three-of-a-kind.

(8) Two pair — consisting of two pair of cards of the same rank with two aces and two kings being the highest ranking two pair and two 3s and two 2s being the lowest ranking two pair.

(9) One pair — consisting of two cards of the same rank, regardless of suit, with two aces being the highest ranking pair and two 2s being the lowest ranking pair.

(10) High card — the highest ranking card in a five card hand not containing any of the above-listed combinations. (Authorized by K.S.A. 2010 Supp. 74-8710 and 74-8748; implementing K.S.A. 2010 Supp. 74-8710; effective, T-111-2-9-12, Dec. 14, 2011.)

111-401-62. Physical characteristics and table. (a)

The game of Mississippi Stud Progressive is played on a table consisting of five to seven betting areas on a layout approved by the Kansas lottery.

(b) Each betting area will contain:

- (1) An area for an ante wager,
- (2) An area for a third street wager,
- (3) An area for a fourth street wager,
- (4) An area for a fifth street wager, and

(5) An area for a progressive wager. (Authorized by K.S.A. 2010 Supp. 74-8710 and 74-8748; implementing K.S.A. 2010 Supp. 74-8710; effective, T-111-2-9-12, Dec. 14, 2011.)

111-401-63. Wagers and payout odds. (a)

Minimum and maximum wagers will be posted on a sign at each table.

(b) Maximum table payouts, if any, will be posted at each table and will not be less than the maximum bet times the maximum odds.

(c) If a player has been permitted to wager less than the table minimum, the dealer will take or pay the amount actually wagered. If a player has been permitted to wager more than the table maximum, the excess will be returned to the player and paid the correct odds on the correct wager. The player will be informed of the table minimum and maximum for subsequent wagers.

(d) The following describes a list of the permissible wagers, payout odds, and what constitutes a win, loss, or tie:

- (1) Ante:

(A) An ante wager is placed by a player prior to receiving his or her initial two cards in area designated for the ante.

(B) Winning ante wagers will be paid as follows:

- (i) Royal flush, 500 to 1;
- (ii) Straight flush, 100 to 1;
- (iii) Four-of-a-kind, 40 to 1;
- (iv) Full house, 10 to 1;
- (v) Flush, 6 to 1;
- (vi) Straight, 4 to 1;
- (vii) Three-of-a-kind, 3 to 1;
- (viii) Two pair, 2 to 1;
- (ix) Pair of jacks or higher ranking hand, 1 to 1.

(C) The ante wager will win if the player's five card hand contains a pair of jacks or higher ranking hand.

(D) The ante wager will lose if the player forfeits or the player's five card hand contains a pair of 5s or lower ranking hand.

(E) The ante wager will push (tie) if the player's five card hand contains a pair of 6s, 7s, 8s, 9s, or 10s.

(F) An additional ante wager may be made as a tip for the dealer.

(2) Third street:

(A) A third street wager is placed by a player after receiving his or her initial two cards in the area designated for the third street wager. The third street wager must be in an amount equal to one time, two times, or three times the ante wager.

(B) Winning third street wagers will be paid as follows:

- (i) Royal flush, 500 to 1;
- (ii) Straight flush, 100 to 1;
- (iii) Four-of-a-kind, 40 to 1;
- (iv) Full house, 10 to 1;
- (v) Flush, 6 to 1;
- (vi) Straight, 4 to 1;
- (vii) Three-of-a-kind, 3 to 1;
- (viii) Two pair, 2 to 1;
- (ix) Pair of jacks or higher ranking hand, 1 to 1.

(C) The third street wager will win if the player's five card hand contains a pair of jacks or higher ranking hand.

(D) The third street wager will lose if the player forfeits, or the player's five card hand contains a pair of 5s or lower ranking hand.

(E) The third street wager will push (tie) if the player's five card hand contains a pair of 6s, 7s, 8s, 9s, or 10s.

(F) An additional third street wager may be made as a tip for the dealer if the dealer has an ante wager.

(3) Fourth street:

(A) A fourth street wager is placed by a player after receiving his or her initial two cards and after the third street has been exposed in an area designated for the fourth street wager. The fourth street wager must be in an amount equal to one time, two times, or three times the ante wager.

(B) Winning fourth street wagers will be paid as follows:

- (i) Royal flush, 500 to 1;
- (ii) Straight flush, 100 to 1;
- (iii) Four-of-a-kind, 40 to 1;
- (iv) Full house, 10 to 1;
- (v) Flush, 6 to 1;
- (vi) Straight, 4 to 1;

(vii) Three-of-a-kind, 3 to 1;

(viii) Two pair, 2 to 1;

(ix) Pair of jacks or higher ranking hand, 1 to 1.

(C) The fourth street wager will win if the player's five card hand contains a pair of jacks or higher ranking hand.

(D) The fourth street wager will lose if the player forfeits, or the player's five card hand contains a pair of 5s or lower ranking hand.

(E) The fourth street wager will push (tie) if the player's five card hand contains a pair of 6s, 7s, 8s, 9s, or 10s.

(F) An additional fourth street wager may be made as a tip for the dealer if the dealer has an ante wager.

(4) Fifth street:

(A) A fifth street wager is placed by a player after receiving his or her initial two cards and after the third and fourth street cards have been exposed in an area designated for the fifth street wager. The fifth street wager must be in an amount equal to one time, two times, or three times the ante wager.

(B) Winning fifth street wagers will be paid as follows:

(i) Royal flush, 500 to 1;

(ii) Straight flush, 100 to 1;

(iii) Four-of-a-kind, 40 to 1;

(iv) Full house, 10 to 1;

(v) Flush, 6 to 1;

(vi) Straight, 4 to 1;

(vii) Three-of-a-kind, 3 to 1;

(viii) Two pair, 2 to 1;

(ix) Pair of jacks or higher ranking hand, 1 to 1.

(C) The fifth street wager will win if the player's five card hand contains a pair of jacks or higher ranking hand.

(D) The fifth street wager will lose if the player forfeits, or the player's five card hand contains a pair of 5s or lower ranking hand.

(E) The fifth street wager will push (tie) if the player's five card hand contains a pair of 6s, 7s, 8s, 9s or 10s.

(F) An additional fifth street wager may be made as a tip for the dealer if the dealer has an ante wager.

(5) Progressive:

(A) Players may participate in the optional progressive jackpot by placing a \$1 chip in the designated area. The progressive bet is considered a side wager and the dealer's hand has no bearing on the progressive bet's outcome. The player must have an ante wager to make a progressive bet.

(B) The progressive jackpot will be comprised of a base amount of \$10,000.

(C) The amount of the progressive jackpot will be displayed in a manner visible to patrons.

(D) Winning progressive bets will be paid at the rate of:

(i) If the player's hand consists of a three of a kind, 9 for 1.

(ii) If the players hand consists of a straight, 30 for 1.

(iii) If the player's hand consists of a flush, 40 for 1.

(iv) If the player's hand consists of a full house, 50 for 1.

(v) If the player's hand consists of four-of-a-kind, 300 for 1.

(vi) If the player's hand consists of a straight flush, 10 percent of the progressive jackpot.

(vii) If the player's hand consists of a royal flush, 100% of the progressive jackpot.

(E) A progressive bet will win if the player's hand consists of a three-of-a-kind, straight, flush, full house, four-of-a-kind, straight flush, or a royal flush.

(6) Winning progressive bets will be paid in the following manner:

(A) If the winning hand consists of a three-of-a-kind, straight, flush, or a full house, the table games supervisor will verify the winning hand and will verify the progressive bet was made, and direct the dealer to make the appropriate payout.

(B) If the winning hand consists of four-of-a-kind, straight flush, or a royal flush, the table games supervisor or higher ranking casino official will verify the winning hand and will verify the progressive bet was made. The table games supervisor or higher ranking casino official will notify the table games pit manager or higher ranking casino official. Surveillance will also be notified to verify the winning hand.

(i) The dealer will verify the deck of cards by counting down and sorting the remaining cards by suit.

(ii) Once the jackpot has been deducted from the progressive jackpot for the straight flush or royal flush, new cards will be placed on the table and play will resume.

(iii) In the case of a royal flush, the meter will reset to an amount equal to the sum of \$10,000.

(iv) In the event of multiple winning progressive hands consisting of Straight Flush or Royal Flush, the jackpot will be determined by whoever received their hand first according to the time on surveillance video at the lottery gaming facility.

(C) A progressive bet will lose if the player's hand consists of any combination of cards other than a three-of-a-kind, straight, flush, full house, four-of-a-kind, straight flush, or a royal flush.

(7) Envy bonus:

(A) Players who wager \$1 on the progressive bet qualify for the envy bonus.

(i) Only the seated player for a position qualifies for the envy bonus.

(ii) If two players have an envy bonus jackpot, the players are paid on both hands.

(iii) The dealer's hand never qualifies for the envy bonus.

(iv) The position which contains the qualifying envy bonus hand (royal flush or straight flush) cannot win the envy bonus.

(B) The envy bonus payouts are as follows:

(i) Royal flush, \$1,000;

(ii) Straight flush, \$300. (Authorized by K.S.A. 2010 Supp. 74-8710 and 74-8748; implementing K.S.A. 2010 Supp. 74-8710; effective, T-111-2-9-12, Dec. 14, 2011.)

111-401-64. Shuffling, cutting and dealing cards; game play. (a) Shuffling procedures:

(1) A shuffling machine may be used.

(2) In the event a shuffling machine is not used, the dealer will place the cards in the dealer's work area on the table layout and separate the deck into two stacks. The dealer will intermix the two stacks.

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(3) The dealer may be required to mix the cards prior to placing them into the shuffling machine.

(b) After a manual shuffle, the dealer sets the whole deck flat on the layout to cut the deck. The dealer will take approximately one-half of the cards from the deck and place them on top of the cut card. The dealer will then place the remaining portion of the deck on top of the other cards.

(c) Dealing and taking of cards:

(1) Placement of cards:

(A) When the shuffle machine is being used, cards will be dealt beginning with the three community cards first (cards available for use by all players which are known as "third street," "fourth street," and "fifth street" cards). Starting with the leftmost player and continuing clockwise the dealer will distribute cards to all players, two at a time until each player receives two cards face down.

(B) After the player receives his or her two card hand and before the dealer reveals the third street, he or she may choose to:

(i) Fold by discarding his or her two card hand and forfeiting the ante wager.

(ii) Bet by placing a third street wager equal to one times, two times, or three times the amount of his or her ante wager on the area designated for the third street wager.

(C) After all players have either folded or placed a third street wager, the dealer will reveal the third street card.

(D) After the third street card has been exposed, each player may choose to:

(i) Fold by discarding his or her two card hand and forfeiting the ante wager and the third street wager.

(ii) Bet by placing a fourth street wager equal to one times, two times, or three times the ante wager in the area designated for the fourth street wager.

(E) After all players have either folded or placed a fourth street wager, the dealer will expose the fourth street card.

(F) After the fourth street card has been exposed, each player may choose to:

(i) Fold by discarding his or her two card hand and forfeiting the ante wager and the third and fourth street wagers.

(ii) Bet by placing a fifth street wager equal to one times, two times, or three times the ante wager in the area designated for the fifth street wager.

(G) After all players have either folded or placed a fifth street wager, the dealer will reveal the fifth street card.

(2) Taking of cards:

(A) Prior to the dealer exposing any cards, cards will be collected from players who forfeit. The dealer will also collect the cards from any player who forfeits his or her hand after the third or fourth street cards have been exposed.

(B) After the dealer exposes the third, fourth, and fifth street cards, the dealer will expose the hand of each player starting with the rightmost player, one at a time. The dealer will pay each winning wager, collect each losing wager, or indicate a push for each wager placed by the player and collect the player's cards.

(3) In the event that a shuffle machine is not being used, hands will be distributed to players as follows:

(A) The hands will be distributed from left to right with each player limited to a single hand.

(B) The initial two cards will be dealt one at a time face down beginning with the leftmost player clockwise to all players.

(C) After all the players have been dealt two cards, the dealer will deal three community cards (referred to as third, fourth, and fifth street) one at a time which cards will be placed in the center of the dealer's working area on the table layout.

(d) After all cards for the game are dealt, the remaining cards will be burned (taken out of play). (Authorized by K.S.A. 2010 Supp. 74-8710 and 74-8748; implementing K.S.A. 2010 Supp. 74-8710; effective, T-111-2-9-12, Dec. 14, 2011.)

111-401-65. Collection and payout of bets. (a)

Losing bets will be collected beginning at the rightmost spot and continue counterclockwise. The dealer will expose the player's hand and in the event of a loss, the dealer will collect the wagers and the cards.

(b) Winning bets will be paid beginning at the rightmost spot and continue counterclockwise, except that if in the same round of play more than one hand is entitled to win a progressive prize the first hand dealt and entitled to win a progressive prize will be paid the progressive prize in the amount accumulated at that time and the second and any subsequent hand or hands dealt and entitled to win a progressive prize shall be paid the beginning re-set amount of the progressive prize. The dealer will expose the player's hand. In the event of a win, the dealer will pay winning hands and collect the cards. (Authorized by K.S.A. 2010 Supp. 74-8710 and 74-8748; implementing K.S.A. 2010 Supp. 74-8710; effective, T-111-2-9-12, Dec. 14, 2011.)

111-401-66. Irregularities of the game. (a)

An exposed card does not necessarily constitute a misdeal. The dealer, upon direction from the table games supervisor or higher ranking casino official, may turn the card over and continue dealing.

(b) A table games supervisor or higher ranking casino official will be notified of any incorrect number of cards being dealt. Depending on the situation, the table games supervisor or higher ranking casino official will determine how to proceed. Players receiving incorrect number of cards will have a dead (void) hand. If the dealer has an incorrect number of cards, the entire hand is a misdeal and the cards are dealt again.

(c) If the sensors start flashing during a round because the shuffler signaled an incorrect card count, the table games supervisor or higher ranking casino official will verify the correct number of cards is in play. If all players and the dealer have the correct number of cards, the remaining cards in the deck will be counted down. If the card count is correct (52 cards), the table games supervisor or higher ranking casino official may direct the dealer to resume play. If the card count is incorrect (any number of cards other than 52), unless otherwise directed by the table games supervisor or higher ranking casino official the hand shall be void, all players' wagers returned to them, and the deck of cards shall be replaced with a new deck of cards.

(d) It will be a misdeal if the dealer presses the start button to unload the remaining cards in the shuffle machine prior to delivering the dealer's hand. (Authorized by K.S.A. 2010 Supp. 74-8710 and 74-8748; implementing K.S.A. 2010 Supp. 74-8710; effective, T-111-2-9-12, Dec. 14, 2011.)

111-401-67. Name of the game; rules and regulations. The Kansas lottery shall conduct a lottery facility game at the Hollywood Casino at Kansas Speedway in Kansas City, Kansas, entitled "Omaha Poker" beginning on or after January 1, 2012.

The rules and regulations for the game of "Omaha Poker" are contained in K.A.R. 111-401-67 through 111-401-72, and applicable generic rules are contained in K.A.R. 111-201-1 *et seq.* (Authorized by K.S.A. 2010 Supp. 74-8710 and 74-8748; implementing K.S.A. 2010 Supp. 74-8710; effective, T-111-2-9-12, Dec. 14, 2011.)

111-401-68. Object of game. Omaha Poker is played at a large table with a maximum number of 10 players using one deck of playing cards. The object of the game is for a player to either:

(a) create a five-card poker hand of a higher rank than the poker hand of all other players, with each player utilizing two of the four cards dealt to them and three of the community cards available for use by all players; or

(b) remain the only player in the hand after all other players have folded (quit the hand). (Authorized by K.S.A. 2010 Supp. 74-8710 and 74-8748; implementing K.S.A. 2010 Supp. 74-8710; effective, T-111-2-9-12, Dec. 14, 2011.)

111-401-69. Definitions. The following words and terms, when pertaining to the game of Omaha Poker, shall have the following meanings unless the context clearly indicates otherwise:

(a) "All in" means when a player who has no funds remaining on the poker table to continue betting in a round of play still retains the right to contend for that portion of the pot in which the player has already placed a bet.

(b) "Ante" means a predetermined wager, which a player may be required to make prior to any cards being dealt in order to participate in the round of play.

(c) "Bet" or "wager" means an action by which a player places gaming chips into the pot on any betting round.

(d) "Betting round" means a complete wagering cycle in a hand of poker.

(e) "Blind bet" means a forced bet that only players sitting in specific betting positions at the poker table shall be required to place prior to looking at any cards.

(f) "Burn a card" means to remove a card from the top of a deck, which is discarded face down, which card is not in play and the identity of which remains unknown.

(g) "Button" or "dealer button" means an object, which is moved clockwise around the table after each hand is complete to denote an imaginary dealer and thereby determine the betting and dealing sequence.

(h) "Call" means a wager made in an amount equal to the immediately preceding wager.

(i) "Check" means when a player waives the right to initiate the betting in a betting round but retains the right to act if another player initiates the betting.

(j) "Collection" means another name for the rake collected by the house, which may be a specified amount charged to each player or as a percentage of the pot for each hand.

(k) "Community cards" means cards which are dealt face upward and which can be used by all players to form their best hand.

(l) "Cut" means to divide a deck of playing cards into two parts in order to change the order of the cards without revealing the identity of any cards in the deck.

(m) "Deck" means a standard collection of 52 playing cards with the following 13 cards in each of four suits: 2, 3, 4, 5, 6, 7, 8, 9, 10, jack, queen, king, and ace.

(n) "Face card" means a king, queen, or jack.

(o) "Flop" means the first three community cards dealt during a hand.

(p) "Fold" means the withdrawal of a player from a round of play by discarding his hand of cards during a betting round and refusing to equal a wager.

(q) "Forced bet" means a wager, which is required to start the wagering on the first betting round.

(r) "Half-kill" means in the game of Omaha high-low split eight or better poker when one player wins an entire qualifying pot, the betting limits are increased by one-half the posted table wagering limits for the next hand and remain in effect until a pot is split between one player winning the high hand and another player winning the low hand.

(s) "Hand" means one of two things, depending upon the context in which the term is used:

(1) the cards available to a player to use; or

(2) a complete round of play from the first ante or blind bet until the pot is awarded to a player.

(t) "Hole cards" means any cards dealt to a player face down, which are also "pocket cards," "in the hole," or "in the pocket."

(u) "Kill" means when one player wins an entire qualifying pot, the betting limits are twice the posted table wagering limits for the next hand and remain in effect until a pot is split between one player winning the high hand and another player winning the low hand.

(v) "Opening bet" means the first bet by each player in a round of play.

(w) "Pot" or "kitty" means the amount that is awarded to the winning player or players at the conclusion of a round of play and is equal to the total amount wagered by the players during the round of play minus any rake.

(x) "Raise" means a bet in an amount greater than the immediately preceding bet in that betting round.

(y) "Rake" means the amount of gaming chips collected on each hand by the dealer representing the predetermined amount to be included in net gaming revenue.

(z) "Round of plays" means the process by which cards are dealt, bets are placed and the winner of the pot is determined and paid in accordance with the rules of this game.

(aa) "Suit" means one of the following four categories of cards: diamonds, spades, clubs, or hearts.

(bb) "Table stakes" means the gaming chips on the table, which are in play. A player may not add or subtract

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from his or her gaming chips at any time during a betting round of play.

(cc) "Up cards" means any card dealt face up to a player or as community cards. (Authorized by K.S.A. 2010 Supp. 74-8710 and 74-8748; implementing K.S.A. 2010 Supp. 74-8710; effective, T-111-2-9-12, Dec. 14, 2011.)

111-401-70. Omaha Poker hand rankings. (a) The rank of the cards used in Omaha Poker for the determination of winning hands, in order of highest to lowest rank, shall be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, and 2. All suits shall be considered equal in rank. Notwithstanding the foregoing, an ace may be used to complete a "straight flush" or a "straight" formed with a 2, 3, 4, and 5.

(b) The permissible poker hands in order of highest to lowest rank, shall be:

(1) "Royal flush" is a hand consisting of an ace, king, queen, jack, and 10 of the same suit;

(2) "Straight flush" is a hand consisting of five cards of the same suit in consecutive ranking, with king, queen, jack, 10, and 9 being the highest ranking straight flush and ace, 2, 3, 4, and 5 being the lowest ranking straight flush;

(3) "Four-of-a-kind" is a hand consisting of four cards of the same rank regardless of suit, with four aces being the highest ranking four-of-a-kind and four 2s being the lowest ranking four of a kind;

(4) "Full house" is a hand consisting of a "three-of-a-kind" and a "pair," with the three aces and two kings being the highest ranking full house and three 2s and two 3s being the lowest ranking full house;

(5) "Flush" is a hand consisting of five cards on the same suit;

(6) "Straight" is a hand consisting of five cards of consecutive rank, regardless of suit with an ace, king, queen, jack, and 10 being the highest ranking straight and an ace, 2, 3, 4, and 5 being the lowest ranking straight, provided that an ace may not be combined with any other sequence of cards for purposes of determining a winning hand, (for example queen, king, ace, 2, 3);

(7) "Three-of-a-kind" is a hand consisting of three cards of the same rank regardless of suit, with three aces being the highest ranking three-of-a-kind and three 2s being the lowest ranking three-of-a-kind;

(8) "Two pairs" is a hand consisting of two "pairs," with two aces and two kings being the highest ranking two pair and two 3s and two 2s being the lowest ranking two pair; and

(9) "One pair" is a hand consisting of two cards of the same rank, regardless of suit with two aces being the highest ranking pair and two 2s being the lowest ranking pair;

(10) "High hand" is, when comparing two hands that are of otherwise identical poker rank, the hand with the highest-ranking card.

(c) When comparing two hands, if none of the above poker rankings are contained in a ranking hand, the hand with the highest-ranking card shall be considered the higher hand.

(d) If, after all five cards are compared and the hands are identical, they shall be considered a tie and the pot

split equally among those players that are tied. (Authorized by K.S.A. 2010 Supp. 74-8710 and 74-8748; implementing K.S.A. 2010 Supp. 74-8710; effective, T-111-2-9-12, Dec. 14, 2011.)

111-401-71. Wagers. (a) Only players who are seated at the poker table shall be permitted to receive cards and participate in each betting round.

(b) Depending upon the predetermined option for the poker game being dealt, a player may be required to:

(1) Place a predetermined ante prior to receiving any cards; or

(2) Place a predetermined blind bet prior to receiving any cards.

(c) A player may only participate in the wagering during a round of play with the table stakes gaming chips, which were already placed on the poker table in front of that player when the round of play commenced.

(d) A player may only add to his gaming chips between rounds of play and may not remove any of that player's gaming chips from the poker table at any time during ongoing play.

(e) A player who depletes his funds on the poker table prior to the completion of a round of play shall be deemed to be "all-in."

(f) An "all-in" player shall retain financial interest in the outcome of the round of play, but shall only be eligible to win the amount of the pot to which that player contributed.

(g) An "all-in" player shall continue to receive any cards to which that player would normally be entitled.

(h) Betting shall continue unimpeded among the other players by generating a separate secondary pot that only those active players shall be eligible to win.

(i) A verbal statement of "fold," "check," "call," "raise," or an announcement of a specific size wager by a player, assuming it is within the rules herein and the minimum and maximum wager limits for the poker table, shall be binding on the player if it is that player's turn to act.

(j) A player who announces a bet or raise of a certain amount but places a different amount of gaming chips in the pot shall be required to correct his or her bet or raise to the announced amount in accordance with the instructions of the dealer.

(k) A player shall be considered to have placed a wager if the player:

(1) Pushes gaming chips forward to indicate the intent of placing a wager;

(2) Releases gaming chips into the pot; or

(3) Releases gaming chips at a sufficient distance from the player and towards the pot to make it obvious that it is intended as a wager.

(l) A player shall not be permitted to make a wager and thereafter attempt to increase the amount of that wager.

(m) If the player wishes to add additional gaming chips to a wager, the player must indicate at the time the wager is being made that the wager is not yet complete.

(n) A player who puts the proper amount of gaming chips into the pot to call a wager, without indicating his or her intention to raise, may not thereafter raise the previous wager.

(o) No player may touch any of the gaming chips once placed into the pot until a decision on the hand has been made.

(p) Unless a raise has been verbally announced by that player, a player who puts into the pot a single gaming chip that is larger than required is assumed to have only called the preceding wager and to be awaiting change from the dealer.

(q) Unless specifically posted at the gaming table to the contrary, a player shall be permitted to raise after that player has previously checked in a betting round. (Authorized by K.S.A. 2010 Supp. 74-8710 and 74-8748; implementing K.S.A. 2010 Supp. 74-8710; effective, T-111-2-9-12, Dec. 14, 2011.)

111-401-72. Play. (a) Prior to dealing the cards, the player in the first playing position clockwise from the player who has the dealer button must post a small blind bet and the player to the immediate left of the player posting a small blind bet must post a big blind bet. This constitutes the initial betting action.

(b) The dealer must deal four cards one at a time face down to each player. The first player to receive a card is the player in the first player position clockwise from the player assigned the button. The last player to receive cards is the player assigned the button.

(c) After each player receives four cards there is a first round of betting. The player to the left of the player placing the big blind bet may call, raise, or fold and each player following in order shall have the same option to call, raise, or fold.

(d) After the first round of betting is complete the dealer will burn one card and deal three community cards from the deck. Each card will be dealt face up and placed in the center of the table. Community cards are common to the hand of every active player in the hand. Community cards are also known as the "flop."

(e) Following the flop, a second round of betting occurs. The player in the first position clockwise from the player assigned the button shall either check or bet and each player following in order shall call, raise, or fold.

(f) The dealer will burn another card on top of the first burn card. Following the burn card, the dealer then deals another community card face up in the center of the table.

(g) A third round of betting occurs. The player in the first position clockwise from the player assigned the button shall either check or bet and each player following in order shall call, raise, or fold.

(h) Following the third round of betting, the dealer will burn a third card. The dealer then deals the fifth and final community card and places it face up in the center of table and the final betting round is conducted. The player in the first position clockwise from the player assigned the button shall either check or bet and each player following in order shall call, raise, or fold.

(i) Upon the completion of the final betting round, the cards belonging to each active player are turned face-up and the highest ranking five-card poker hand using two of the player's cards and three of the community cards wins the pot, unless there is a tie, in which case the pot is split equally between the active players holding tied hands. (Authorized by K.S.A. 2010 Supp. 74-8710 and 74-

8748; implementing K.S.A. 2010 Supp. 74-8710; effective, T-111-2-9-12, Dec. 14, 2011.)

111-401-73. Name of the game; rules and regulations. The Kansas lottery shall conduct a lottery facility game at the Hollywood Casino at Kansas Speedway in Kansas City, Kansas, entitled "Omaha High-Low," beginning on or after January 1, 2012.

The rules and regulations for the game of "Omaha High-Low" are contained in K.A.R. 111-401-73 through 111-401-78, and applicable generic rules are contained in K.A.R. 111-201-1 *et seq.* (Authorized by K.S.A. 2010 Supp. 74-8710 and 74-8748; implementing K.S.A. 2010 Supp. 74-8710; effective, T-111-2-9-12, Dec. 14, 2011.)

111-401-74. Object of game. Omaha High-Low is a game played player versus player. The house takes a rake or percentage from each qualifying pot. The pot is built by a series of antes, checks, raises, and calls by players who wish to remain in the hand. The object of the game is to attain the highest ranking poker hand using a combination of cards dealt to each player and if applicable to the rules of the game cards placed in the center of the table. (Authorized by K.S.A. 2010 Supp. 74-8710 and 74-8748; implementing K.S.A. 2010 Supp. 74-8710; effective, T-111-2-9-12, Dec. 14, 2011.)

111-401-75. Gaming equipment and ranking of hands. (a) Omaha High-Low is played on an oval-shaped table with a layout approved by the Lottery.

(b) Omaha High-Low is played with one standard deck of 52 playing cards with no jokers. A standard deck of 52 playing cards consists of a 2, 3, 4, 5, 6, 7, 8, 9, 10, jack, queen, king and ace in each of the following four suits: hearts, clubs, diamonds and spades.

(c) Unless specifically provided otherwise in the rules of each poker game all hands will be ranked from highest to lowest as follows:

(1) Royal flush — consisting of an ace, king, queen, jack, and 10 of the same suit.

(2) Straight flush — consisting of five cards of the same suit in consecutive ranking with king, queen, jack, 10, and 9 being the highest ranking straight flush and ace, 2, 3, 4, and 5 being the lowest ranking straight flush.

(3) Four-of-a-kind — consisting of four cards of the same rank, with four aces being the highest ranking four-of-a-kind and four 2s being the lowest ranking four-of-a-kind.

(4) Full house — consisting of three-of-a-kind plus an additional pair, with three aces and two kings being the highest ranking full house and three 2s and two 3s being the lowest ranking full house.

(5) Flush — consisting of five cards of the same suit not in sequence with ace, king, queen, jack, and 9 being the highest ranking flush and 7, 5, 4, 3, and 2 being the lowest ranking flush.

(6) Straight — consisting of five cards of consecutive rank, regardless of suit with an ace, king, queen, jack, and 10 being the highest ranking straight and ace, 2, 3, 4, and 5 being the lowest ranking straight.

(7) Three-of-a-kind — consisting of three cards of the same rank regardless of suit, with three aces being the

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highest ranking three-of-a-kind and three 2s being the lowest ranking three-of-a-kind.

(8) Two pair — consisting of two pair of cards of the same rank with two aces and two kings being the highest ranking two pair and two 3s and two 2s being the lowest ranking two pair.

(9) One pair — consisting of two cards of the same rank, regardless of suit, with two aces being the highest ranking pair and two 2s being the lowest ranking pair.

(10) High card — the highest ranking card in a five card hand not containing any of the above-listed combinations.

(11) If two or more players' hands have an otherwise equal value, then the rank of the remaining cards in the five-card hand will determine the higher ranking hand. If two or more players' hands are identical, regardless of the suit of the cards in each hand the hand will be declared a draw with no winner or loser. (Authorized by K.S.A. 2010 Supp. 74-8710 and 74-8748; implementing K.S.A. 2010 Supp. 74-8710; effective, T-111-2-9-12, Dec. 14, 2011.)

111-401-76. Shuffling and cutting cards. (a) Before any cards are dealt in a game of Omaha High-Low they must be shuffled and the deck cut. A shuffling machine may be used to shuffle the cards. Prior to placing the cards into the card shuffling machine, the dealer may wash the cards (manually mix the cards on the poker table layout). In the event a shuffling machine is not used, the dealer will wash the cards and then proceed to shuffle the cards manually.

(b) After the shuffle, the dealer will set the deck flat on the poker table layout in order to cut the deck. The dealer will take approximately one-half of the deck from the top and place it on top of the cut cards. The dealer will then place the remaining cards on top of what was the upper half. (Authorized by K.S.A. 2010 Supp. 74-8710 and 74-8748; implementing K.S.A. 2010 Supp. 74-8710; effective, T-111-2-9-12, Dec. 14, 2011.)

111-401-77. House rules. House rules for Omaha High-Low shall be posted in the poker room, which rules shall include the following:

(a) Only players who are at the poker table are permitted to place wagers at the game. Once a player has placed a wager and received cards, the player must remain at the table until the completion of the round of play.

(b) A player may only add to the player's chips between rounds of play and may not remove any of the player's chips from the poker table at any time during ongoing play. A player cannot use chips out of the player's pocket after a hand has started.

(c) A player who depletes his or her funds on the poker table prior to the completion of the round of play will be deemed to be "all in." An "all in" player will retain financial interest in the outcome of the round of play, but will only be eligible to win the amount of the pot to which the player contributed. An all-in player will continue to receive any cards to which the player would normally be entitled. Betting will continue unimpeded among the other players by generating a separate secondary pot(s), which only those players will be eligible to win.

(d) Any action taken by a player out of turn, whether verbal or physical, will be binding unless a skipped player changes the action, or unless the player acting out of turn was misled into believing it was player's turn to act by the dealer or another player.

(e) String bets will not be permitted. A "string bet" is making one type of bet followed by making another type of bet. A player may not state the player calls a bet made by another player and then state he or she is raising the other player's prior bet.

(f) A player who announces a bet or raise of a certain amount, but places a different amount of chips in the pot, will be required to correct player's bet or raise to the announced amount.

(g) A player will be considered to have placed a bet if the player:

(1) pushes the chips forward to indicate the intent of placing a bet;

(2) releases chips into the pot (the center of the table); or

(3) releases chips at a sufficient distance from the player and towards the pot to make it obvious that the release is intended as a bet.

(h) A player will not be permitted to make a bet and thereafter attempt to increase the amount of that bet.

(i) If the player wishes to add additional chips to the bet, the player must indicate at the time the bet is being made that the bet is not yet complete. (Authorized by K.S.A. 2010 Supp. 74-8710 and 74-8748; implementing K.S.A. 2010 Supp. 74-8710; effective, T-111-2-9-12, Dec. 14, 2011.)

111-401-78. Play. In Omaha High-Low, a poker hand will consist of the best five-card hand using two of the four cards dealt and three of the five community cards dealt on the board (the game table layout).

(a) The order in which the cards will be dealt and the order in which players will be required to have the option to bet will be determined as follows:

(1) A flat disk called the button will be used to indicate an imaginary dealer.

(2) At the commencement of play, the dealer will shuffle, either manually or through the use of a shuffling machine, cut the cards and deliver one card to each player, starting with the player in the first position to the left of the dealer. The highest ranking card will receive the button and become the imaginary dealer.

(3) Thereafter, the button will rotate around the table in a clockwise manner after each round of play.

(b) The first player to the left of the button will be required to initiate the first betting round by placing a blind bet (small blind). An additional blind bet (big blind) may be made subsequent to the small blind by the player immediately to the left of the player placing the small blind bet. The small blind will be equal to or less than half of the table minimum wager. The big blind will be equal to or less than the table minimum wager. The required amount of all blind bets, if any, will be posted on a sign at the table.

(c) Starting with the first player to the left of the button and continuing in a clockwise rotation around the table, the dealer will deal four rounds of cards face down to

each player with the player with the button being the last player to receive a card each time.

(d) Following the placement of the blind bet(s) and delivery of the first four cards, each player will in turn, in a clockwise rotation around the table, either fold, call or raise the bet. The option to raise will apply to the player who made the blind bet(s). After the last player has responded to the most recent bet, the betting round will be considered complete.

(e) The dealer will then burn the top card of the deck and proceed to deal three community cards face up in the center of the table. The next betting round will commence with the option to bet or check belonging to the first player to the left of the button who has not folded. Each subsequent player may, in clockwise rotation, fold, call, raise the bet or, if preceding players have not made a bet, make an opening bet or check. The betting round will be considered complete when each player has either folded or called to the most recent bet.

(f) Upon completion of the betting round above, the dealer will again burn the top card of the deck and then deal a fourth community card face up in the center of the table. The next betting round will be commenced and completed in the same procedure as set forth above.

(g) Upon completion of the betting round above, the dealer will again burn the top card of the deck and deal a fifth and final community card face up in the center of the table. The final betting round will be commenced and completed in accordance with the same procedure set forth above.

(h) If more than one player remains in the round of play after the final betting round has been completed, a show-down (determination of each remaining player's highest ranking hand) will be used to determine the winner of the pot. Each player remaining in the game will form the player's highest ranking five-card poker hand and/or the player's lowest ranking five-card poker hand by using in any combination of two of the player's own four cards and three of the five community cards available on the table. The player may use a different combination of hole cards (cards dealt face down) for the player's high and low hand, as long as the player uses exactly two hole cards and three community cards for each.

(i) The player with the highest ranking five-card poker hand wins half of the pot, and the player with the lowest ranking five-card poker hand wins the other half. If there is no qualifying low hand, the player with the highest ranking hand wins the entire pot.

(j) A qualifying low hand consists of five cards which have a ranking of eight or lower, with an ace counting as the lowest ranking card. No pairs can exist in the low hand, but a straight and/or a flush may. The lowest possible qualifying low hand is ace, 2, 3, 4, and 5. The highest possible qualifying low hand is 8, 7, 6, 5, and 4.

(k) Whenever a pot cannot be split evenly, any odd chip will go to the first player in action (still in play for that round) clockwise from the button. (Authorized by K.S.A. 2010 Supp. 74-8710 and 74-8748; implementing K.S.A. 2010 Supp. 74-8710; effective, T-111-2-9-12, Dec. 14, 2011.)

111-401-79. Name of the game; rules and regulations. The Kansas lottery shall conduct a lottery facility

game at the Hollywood Casino at Kansas Speedway in Kansas City, Kansas, entitled "Let It Ride Bonus" beginning on or after January 1, 2012.

The rules and regulations for the game of "Let It Ride Bonus" are contained in K.A.R. 111-401-79 through 111-401-90, and applicable generic rules are contained in K.A.R. 111-201-1 *et seq.* (Authorized by K.S.A. 2010 Supp. 74-8710 and 74-8748; implementing K.S.A. 2010 Supp. 74-8710; effective, T-111-2-9-12, Dec. 14, 2011.)

111-401-80. Definitions. The following definitions shall apply to the "Let It Ride Bonus" game:

(a) "Community cards" means any cards which are initially dealt face down to the dealer and which are used by all players to form a five-card hand.

(b) "Deck of cards" means a standard deck of playing cards consisting of four different suits in each of the following 13 cards in rank order from highest to lowest: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, and 2. No jokers shall be included in a deck of cards.

(c) "Hand" means the five-card hand formed for each player by combining the three cards dealt to the player and the two community cards.

(d) "Let It Ride" means when a player chooses not to take back either of the two wagers made during a round of play.

(e) "Lock out the hand" means when the dealer determines all bets on a hand have been made and that no further bets will be allowed for that hand.

(f) "Round of play" or "round" means one complete cycle of play during which all players and the dealer have been dealt three cards, have wagered upon their hand, and had their wagers paid off or collected.

(g) "Stub" means the remaining portion of the deck of cards after all cards in the round of play have been dealt.

(h) "Suit" means one of four categories of cards: Clubs, diamonds, hearts, or spades, with no suit being higher in rank than another. (Authorized by K.S.A. 2010 Supp. 74-8710 and 74-8748; implementing K.S.A. 2010 Supp. 74-8710; effective, T-111-2-9-12, Dec. 14, 2011.)

111-401-81. Table characteristics. (a) The cloth covering a Let It Ride Bonus poker table (the layout) shall have seven separate designated betting areas for the placement of wagers. Each designated betting area shall include three separate places to place wagers. There shall also be a separate designated area located directly in front of the table inventory container and dealer for the placement of the community cards.

(b) A designated sensor circle for each position shall be located in front of the betting circles. This sensor circle shall be used for placing a bet for a bonus payout.

(c) A sign shall be posted at each Let It Ride Bonus table stating the \$25,000.00 aggregate win per round limit along with an explanation of the details and the ramifications of this aggregate win limit. The aggregate win limit shall be exclusive of any bonus payout.

(d) Payout tables will be either printed on the layout or conspicuously posted at the table. (Authorized by K.S.A. 2010 Supp. 74-8710 and 74-8748; implementing K.S.A. 2010 Supp. 74-8710; effective, T-111-2-9-12, Dec. 14, 2011.)

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111-401-82. Dealing the cards. (a) All cards used to play Let It Ride Bonus poker shall be dealt from an automated shuffling device which dispenses cards in stacks of three.

(b) The dealer shall announce "no more bets" prior to dispensing any cards and shall collect all bonus bets wagered.

(c) The dealer shall deliver the first stack of cards dispensed by the automated shuffling device to the player farthest to the dealer's left. As the remaining stacks of cards are dispensed to the dealer by the automated shuffling device, the dealer shall deliver a stack, in turn, to each of the other players, including the dealer, moving clockwise around the table. The dealer shall deliver each stack face down. After all stacks of three cards have been dispensed and delivered to each player and the dealer, the dealer shall place the remaining cards in the automatic shuffling device into the discard rack without exposing the cards.

(d) The automated shuffling device shall contain a feature which counts each card in the deck and indicates whether or not 52 cards are contained therein. The dealer shall observe the device to determine whether the deck contains 52 cards. Should the shuffling device indicate fewer than 52 cards are in the deck of cards, a misdeal shall be declared and the hand is considered "dead" (void). (Authorized by K.S.A. 2010 Supp. 74-8710 and 74-8748; implementing K.S.A. 2010 Supp. 74-8710; effective, T-111-2-9-12, Dec. 14, 2011.)

111-401-83. Hand rankings. (a) The rank of cards used in Let It Ride Bonus poker for the determination of winning hands in order of highest to lowest rank shall be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, and 2. Notwithstanding the foregoing, an ace may be used to complete a "straight flush" or "straight" formed with a 2, 3, 4, and 5.

(b) The permissible poker hands at the game of Let It Ride Bonus poker, in order of highest to lowest rank shall be:

(1) "Royal flush," which is a hand consisting of an ace, king, queen, jack, and 10 of the same suit;

(2) "Straight flush," which is a hand consisting of five cards of the same suit in consecutive ranking with king, queen, jack, 10, and 9 being the highest ranking straight flush and ace, 2, 3, 4, and 5 being the lowest ranking straight flush;

(3) "Four-of-a-kind," which is a hand consisting of four cards of the same rank regardless of suit with four aces being the highest ranking four-of-a-kind and four 2s being the lowest ranking four-of-a-kind;

(4) "Full house," which is a hand consisting of three-of-a-kind and a pair, with three aces and two kings being the highest ranking full house and two 2s and three 3s being the lowest ranking full house;

(5) "Flush," which is a hand consisting of five cards of the same suit;

(6) "Straight," which is a hand consisting of five cards of consecutive rank, regardless of suit with an ace, king, queen, jack, and 10 being the highest ranking straight and an ace, 2, 3, 4, and 5 being the lowest ranking straight, provided that an ace may not be combined with any other

sequence of cards for purposes of determining a winning hand (for example, queen, king, ace, 2, 3);

(7) "Three-of-a-kind," which is a hand consisting of three cards of the same rank regardless of suit with three aces being the highest ranking three-of-a-kind and three 2s being the lowest ranking three-of-a-kind;

(8) "Two pairs," which is a hand consisting of two pairs with two aces and two kings being the highest ranking two pair and two 3s and two 2s being the lowest ranking two pair;

(9) "One pair," which is a hand containing two cards of the same rank regardless of suit with two aces being the highest ranking pair and two 2s being the lowest ranking pair. (Authorized by K.S.A. 2010 Supp. 74-8710 and 74-8748; implementing K.S.A. 2010 Supp. 74-8710; effective, T-111-2-9-12, Dec. 14, 2011.)

111-401-84. Posting of signs and non-bonus wagers. (a) Rules concerning the operation of the game, including minimum and maximum wagers, payoffs, and the winning hands that qualify for a bonus payout shall be posted at each gaming table offering the Let it Ride Bonus for play.

(b) Signs shall be posted on all Let It Ride Bonus tables stating that simultaneous winning Let It Ride hands shall be paid in aggregate and split between the winning players. The aggregate shall be exclusive of any bonus payout.

(c) Each player can make either three or four wagers in Let It Ride Bonus:

(1) Each player shall be required to place three equal but separate wagers for each round of play. The wagers shall be identified as bet number 1, bet number 2, and bet number 3. Bet number 1 and bet number 2 may be removed by the player during the course of play (corresponding with rules of play), with bet number 3 remaining until the final decision (win/loss) is made at the end of the round.

(2) A sensor circle shall be located at each gaming position. Each player has the option of making a fourth wager during a round of play by wagering on the bonus payout by placing a \$1.00 chip on the sensor circle (see separate rules for bonus wager).

(d) Before each hand is dealt, the dealer shall inform the players that the bonus bet option is closed by saying, "No more bets."

(e) All wagers at Let It Ride Bonus shall be made by placing gaming chips on the appropriate areas of the layout and, if played, gaming chips on the sensor circle for the bonus bet. Verbal and/or cash wagers shall not be accepted at the game of Let It Ride Bonus.

(f) Once the first hand has been dealt, no player shall handle, remove, or alter any wagers that have been made until a decision has been rendered and implemented with respect to that wager except as otherwise explicitly permitted by the rules of this game. (Authorized by K.S.A. 2010 Supp. 74-8710 and 74-8748; implementing K.S.A. 2010 Supp. 74-8710; effective, T-111-2-9-12, Dec. 14, 2011.)

111-401-85. Wagering a bonus bet. (a) Each player has the option of wagering a bonus bet. In front of each set of betting circles on the gaming table is a sensor circle where the player may wager a bonus bet for the upcoming hand. The bonus wager is always treated as a side

bet. Only players who place a wager in the normal game of Let It Ride shall be allowed to make a bonus bet.

(b) Only one \$1.00 gaming chip may be wagered per sensor circle per hand.

(c) All bonus bets must be placed before the dealer delivers the cards. Before any cards are delivered, the dealer, utilizing one hand, shall activate the lock out which will prevent the player from wagering after the first card is delivered, then collect all bonus wagers.

(d) All valid bonus bets are indicated by activated red sensor circle lights located at each gaming position and on the dealer keypad. A hand that would qualify for a bonus payout shall be honored only if the sensor circle light is on. The player shall be responsible for ensuring that the sensor circle light goes on when he places a bonus bet. A gaming position on Let It Ride Bonus with a defective sensor circle light shall be closed until repaired.

(e) Bonus bet qualifying hands, approved pay tables and their payout schedules are based on a \$1.00 bonus wager. Pay tables shall be posted at each table offering this game denoting the payoffs. The pay table for each bonus bet is as follows:

(1) Royal flush (any suit)	\$20,000
(2) Straight flush (any suit)	\$2,000
(3) Four-of-a-kind	\$300
(4) Full house	\$150
(5) Flush	\$50
(6) Straight	\$25
(7) Three-of-a-kind	\$5

(f) Once a bonus hand of a royal flush or a straight flush has been determined, it shall be left exposed on the layout. The pit supervisor or higher ranking casino official in charge of the pit, the table games shift manager, and the surveillance shift supervisor shall be notified regarding the possible bonus payoff.

(g) Any additional winning bonus hands shall also be left exposed on the layout in the same fashion. The dealer shall push the appropriate bonus hand and player position buttons on the keypad. The pit supervisor or above shall verify the hand and verify activation of the sensor circle light. The pit supervisor or higher ranking casino official shall then press the "ENTER" button on the keypad for all hands consisting of straights or higher ranking hands. The digital display on the keypad shall instruct the casino official when to insert and remove the corresponding bonus key. No additional key is required for a three-of-a-kind or lower ranking hand bonus payoff. All multiple bonus payoffs shall be paid to players in order from right to left. (Authorized by K.S.A. 2010 Supp. 74-8710 and 74-8748; implementing K.S.A. 2010 Supp. 74-8710; effective, T-111-2-9-12, Dec. 14, 2011.)

111-401-86. Three card bonus. To qualify for the three card bonus payoff, a wager must be made equal to the minimum and no more than the maximum table limits. Only the three cards dealt to the player are used to determine the outcome of the three card bonus bet. The bonus payoff is separate and is paid in addition to the maximum aggregate payoff of \$25,000 for the poker hands. The hands qualifying for the three card bonus and payout odds are as follows:

(a) Straight flush (any three consecutive cards in the same suit), pays at odds of 40 to 1;

(b) Three of a kind (any three cards of the same rank, regardless of suit), pays at odds of 30 to 1;

(c) Straight (any three consecutive cards regardless of suit), pays at odds of 6 to 1;

(d) Flush (any three cards of the same suit), pays at odds of 3 to 1; and,

(e) One pair (any two cards of the same rank), pays at odds of 1 to 1. (Authorized by K.S.A. 2010 Supp. 74-8710 and 74-8748; implementing K.S.A. 2010 Supp. 74-8710; effective, T-111-2-9-12, Dec. 14, 2011.)

111-401-87. Bonus payoff procedures. (a) For the bonus wager option, the dealer via an electronic keypad shall lock out the hand after all bonus wagers have been made and before the dealer starts to deal the cards. The dealer shall then access the electronic keypad and input the winning bonus hands and player positions and then press the "ENTER" button. Bonus payouts of a straight or higher ranking hands will be verified by the casino pit supervisor. Once all hands have been acted upon, the dealer shall then press the "GAME OVER" button so that players may place a bonus bet for the next hand.

(b) If the winning hand is three-of-a-kind or lower, the following steps shall be completed:

(1) The dealer shall input the hand and the player position. The dealer verifies that the bonus hand matches the buttons pressed on the keypad.

(2) The dealer shall press the "ENTER" button on the keypad.

(3) The dealer shall pay the correct amount of the bonus payout to the player.

(4) The dealer shall then press the "CLEAR" button on the keypad.

(c) If the winning hand is a flush, full house, four-of-a-kind, or a straight, the following steps shall be completed:

(1) The dealer shall input the hand and player position. The dealer shall verify that the bonus hand matches the buttons pressed on the keypad.

(2) The dealer shall press the "ENTER" button on the keyboard.

(3) The dealer shall have the pit supervisor verify the bonus payout.

(4) The dealer shall pay the correct amount of the bonus payout to the player.

(5) The pit supervisor or higher ranking casino official shall then complete all entries on the Let It Ride Bonus payout log and the dealer shall then press the "CLEAR" button on the keypad.

(d) If the winning hand is a straight flush or a royal flush, both the pit supervisor or higher ranking casino official and the table games shift manager shall verify the winning hand.

(e) If the pit supervisor or higher ranking casino official determines that the bonus payout is not valid, the dealer shall push the "CLEAR" button on the keypad. This cancels the pending bonus payout.

(f) A royal flush and straight flush shall be documented on a Let It Ride Bonus payout slip. (Authorized by K.S.A. 2010 Supp. 74-8710 and 74-8748; implementing K.S.A. 2010 Supp. 74-8710; effective, T-111-2-9-12, Dec. 14, 2011.)

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111-401-88. Minimum and maximum bets. (a) Limits shall be prominently posted on all games and if asked the dealers shall inform a player of the minimum and the maximum amount which can be wagered.

(b) It is the dealer's responsibility to know minimum and maximum limits when going onto a game. Table limits for Let It Ride Bonus will be the same as for regular Let It Ride game.

(c) When the player bets less than the posted table minimum and the dealer does not notice it before the cards are dealt, the dealer shall pay the amount actually bet and inform the player of the minimum.

(d) The dealer shall inspect any bet that appears to be large before the cards are dealt to ensure it is within the table limit. The dealer shall call out, "Pay or take to the table limit" and proceed as follows:

(1) If the bet wins, the dealer shall pay the player up to the table maximum.

(2) If the bet loses and the bet was in excess of the table maximum, the dealer shall take chips up to the table maximum and return all chips over the maximum to the player.

(3) If "Pay or take to the table limit" is not called, the dealer shall notify a pit supervisor or higher ranking casino official for instructions on how to proceed.

(e) A player may only play one hand.

(f) Prior to the first card being dealt, each player shall make a separate but equal bet on the three betting areas within the player position.

(g) No original bet shall be increased, decreased, or withdrawn after the first card has been dealt, except as explicitly permitted by the rules of this game. (Authorized by K.S.A. 2010 Supp. 74-8710 and 74-8748; implementing K.S.A. 2010 Supp. 74-8710; effective, T-111-2-9-12, Dec. 14, 2011.)

111-401-89. Payout odds for bet numbers 1, 2, and 3.

(a) The payout odds for winning wagers on bet numbers 1, 2, and 3 shall be printed on the layout at each table.

(b) Each winning wager on bet numbers 1, 2, and 3 shall be paid off at the odds listed below subject to the payout limitation in subsection (c) below:

(1) Royal flush	1,000 to 1
(2) Straight flush	200 to 1
(3) Four-of-a-kind	50 to 1
(4) Full house	11 to 1
(5) Flush	8 to 1
(6) Straight	5 to 1
(7) Three-of-a-kind	3 to 1
(8) Two pair	2 to 1
(9) Pair of 10s or better	1 to 1

(c) Notwithstanding the payout odds in subsection (b) above, the payout limit for any hand shall be \$25,000. The aggregate shall be exclusive of a bonus payout.

(d) With regard to dividing payouts to multiple winners that may exceed the maximum aggregate limit, exclusive of a bonus payout, on table games which is \$25,000, the mathematical solution would be as follows:

(1) The individual awards each shall be determined (A1, A2, etc.).

(2) The sum total of these awards would be determined (SUM).

(3) The ratio of \$25,000/SUM would be determined as a percentage.

(4) Each player would be paid the product of A1, A2, etc. multiplied by the percentage. (Authorized by K.S.A. 2010 Supp. 74-8710 and 74-8748; implementing K.S.A. 2010 Supp. 74-8710; effective, T-111-2-9-12, Dec. 14, 2011.)

111-401-90. Collecting and paying. (a) The dealer shall collect all bonus wagers prior to the dealing of any cards.

(b) The dealer shall verify that the amount of chips collected for a bonus wager equals the number of sensor circles which have been activated.

(c) Each player who makes a wager shall be responsible for his or her hand and no other person other than the player or the dealer may touch the cards of that player. Each player shall be required to keep the cards in full view of the dealer at all times.

(d) After three cards have been dealt to each player, the dealer picks up the next hand and places it in front of the dealer placing all three cards on top of each other.

(e) After the players have examined their cards, the dealer shall, beginning from his or her left and moving clockwise, ask each player if he or she wishes to withdraw bet number 1 or let it ride. The cards must stay within the radius of the table and in full view of the dealer at all times. Players may only use one hand to hold their cards unless accommodation is required for any player who is physically unable to hold the cards in only one hand.

(1) If a player chooses to let bet number 1 ride, that bet must stay until the end of the round of play.

(2) If a player chooses to withdraw bet number 1, the dealer shall move the gaming chips toward the player who shall then immediately remove the gaming chips from the betting area.

(3) If a player chooses to let it ride, the player shall give a stay hand signal or the player may tuck his or her cards under the last bet to indicate that he or she is letting it all ride.

(4) If a player chooses to take back his or her bet, he or she shall give a hit motion. The dealer shall then push that bet behind the betting area in front of the player.

(f) After each player has made a decision regarding bet number 1, the dealer shall then burn the bottom card in the stack of three cards dealt to dealer. The burned card shall be placed in the discard rack, face down. The dealer shall then turn, face up, the second of the three cards in the stack of cards dealt to the dealer and place it on top of the remaining dealer card. The card shall become a community card.

(g) After the first community card is exposed, the dealer shall, beginning from left moving clockwise, ask each player if he or she wishes to withdraw bet number 2 or let it ride. This decision shall be made regardless of the decision made for bet number 1.

(1) If a player chooses to let bet number 2 ride, that bet must stay until the end of the round of play.

(2) If a player chooses to withdraw bet number 2, the dealer shall move the gaming chips toward the player who shall then immediately remove the gaming chips from the betting area.

(3) If a player chooses to let it ride, the player shall give a stay hand signal or the player may tuck his or her cards

under the last bet to indicate that he or she is letting it all ride.

(4) If a player chooses to take back his or her bet, he or she shall give a hit motion. The dealer shall then push that bet behind the betting area in front of the player.

(5) After each player makes his or her decision for bet number 2, the player tucks his or her cards under the third bet (unless the player has previously made the decision to let all ride and tucked his or her cards under his or her bet).

(h) The dealer shall then move the first community card to the right of the remaining face down card, of the three originally dealt to the dealer, and turn the remaining face down card, face up. This card shall become the second community card.

(i) The two community cards shall be used by each player, in conjunction with his or her three cards to complete a five card hand.

(j) The dealer exposes players' hands from right to left, spreading the cards behind the bet. Winning hands shall be paid and losing hands and bets shall be picked up and the cards shall be placed in the discard rack immediately. A winning hand of four-of-a-kind, straight flush, or a royal flush shall be paid after all losing hands are picked up and all other winning hands have been paid. The dealer shall pay winners from right to left according to the payout schedule and/or aggregate per round, aggregate being exclusive of all bonus payouts. All bonus payouts and payouts of \$200 or more shall be verified by a pit supervisor prior to any payout being made.

(k) The dealer's two cards (community cards) shall be picked up last and placed on top of the discards. (Authorized by K.S.A. 2010 Supp. 74-8710 and 74-8748; implementing K.S.A. 2010 Supp. 74-8710; effective, T-111-2-9-12, Dec. 14, 2011.)

111-401-91. Name of the game; rules and regulations. The Kansas lottery shall conduct a lottery facility game at the Hollywood Casino at Kansas Speedway in Kansas City, Kansas, entitled "Let It Ride Progressive," beginning on or after January 1, 2012.

The rules and regulations for the game of "Let It Ride Progressive" are contained in K.A.R. 111-401-91 through 111-401-98, and applicable generic rules are contained in K.A.R. 111-201-1 *et seq.* (Authorized by K.S.A. 2010 Supp. 74-8710 and 74-8748; implementing K.S.A. 2010 Supp. 74-8710; effective, T-111-2-9-12, Dec. 14, 2011.)

111-401-92. Object of game. The object of Let It Ride Progressive is to make the best possible five card poker hand, combining the player's three cards and the dealer's two cards. (Authorized by K.S.A. 2010 Supp. 74-8710 and 74-8748; implementing K.S.A. 2010 Supp. 74-8710; effective, T-111-2-9-12, Dec. 14, 2011.)

111-401-93. Method of play. (a) Let It Ride Progressive is played with a standard deck of 52 cards, no jokers, with backs the same color and design. A standard deck of playing cards consists of a 2, 3, 4, 5, 6, 7, 8, 9, 10, jack, queen, king and ace in each of four suits: hearts, diamonds, spades, and clubs.

(b) Hands will be ranked from highest to lowest as follows:

(1) Royal flush — consisting of an ace, king, queen, jack, and 10 of the same suit.

(2) Straight flush — consisting of five cards of the same suit in consecutive ranking with king, queen, jack, 10, and 9 being the highest straight flush and ace, 2, 3, 4, and 5 being the lowest ranking straight flush.

(3) Four-of-a-kind — consisting of four cards of the same rank, with four aces being the highest ranking four-of-a-kind and four 2s being the lowest ranking four-of-a-kind.

(4) Full house — consisting of three-of-a-kind plus an additional pair, with three aces and two kings being the highest ranking full house and three 2s and two 3s being the lowest ranking full house.

(5) Flush — consisting of five cards of the same suit not in sequence with ace, king, queen, jack, and 9 being the highest ranking flush and 7, 5, 4, 3, and 2 being the lowest ranking flush.

(6) Straight — consisting of five cards of consecutive rank, regardless of suit with an ace, king, queen, jack, and 10 being the highest ranking straight and ace, 2, 3, 4, and 5 being the lowest ranking straight.

(7) Three-of-a-kind — consisting of three cards of the same rank regardless of suit, with three aces being the highest ranking three-of-a-kind and three 2s being the lowest ranking three-of-a-kind.

(8) Two pair — consisting of two pair of cards of the same rank with two aces and two kings being the highest ranking two pair and two 3s and two 2s being the lowest ranking two pair.

(9) One pair — consisting of two cards of the same rank, regardless of suit, with two aces being the highest ranking pair and two 2s being the lowest ranking pair.

(10) High card — the highest ranking card in a five card hand not containing any of the above-listed combinations. (Authorized by K.S.A. 2010 Supp. 74-8710 and 74-8748; implementing K.S.A. 2010 Supp. 74-8710; effective, T-111-2-9-12, Dec. 14, 2011.)

111-401-94. Physical characteristics, gaming equipment, and table. (a) The game of Let It Ride Progressive will have betting positions for five to seven players on a layout approved by the Kansas lottery.

(b) Within each betting position, there will be three separate designated betting spaces for the placement of wagers. Each betting position will also have a separate area for the placement of an additional \$1 progressive wager and an area for the placement of a three card bonus wager.

(c) Each Let It Ride Progressive table will have a table controller. The table controller is a microprocessor keypad to assist the dealer in dealing the game. The table controller controls the automatic shuffling device, reads the security keys and registers the placement of the additional \$1 progressive wager by the player. (Authorized by K.S.A. 2010 Supp. 74-8710 and 74-8748; implementing K.S.A. 2010 Supp. 74-8710; effective T-111-2-9-12, Dec. 14, 2011.)

111-401-95. Wagers and payout odds. (a) Minimum and maximum wagers will be posted on a sign at each table.

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(b) Maximum table payouts, if any, will be posted at each table and will not be less than the maximum bet times the maximum odds.

(c) If a player has been permitted to wager less than the table minimum, the dealer will take or pay the amount actually wagered. If a player has been permitted to wager more than the table maximum, the excess will be returned to the player and the player will be paid the correct odds on the correct wager. The player will be informed of the table minimum and maximum for subsequent wagers.

(d) The following describes a list of the permissible wagers, payout odds, and what constitutes a win or a loss:

(1) Each player will be required to place three equal but separate original wagers for each round of play. The wagers will be identified as bet number 1, bet number 2, and bet number 3. Bet number 1 and bet number 2 may be withdrawn by the player, or he may choose to Let It Ride, but bet number 3 is a contract bet and must remain in play until the completion of the hand. An additional wager may be made as a tip for the dealer on bet number 1, bet number 2, and/or bet number 3.

(A) A player's hand consists of the player's own three cards and the dealer's two community cards. Basic game payouts are made to winning hands for each wager not withdrawn during play. A winning hand consists of a pair of 10s or higher ranking hand.

(B) Wagers not withdrawn during play will lose if the player's hand does not consist of a pair of 10s or higher ranking hand.

(2) Each player will also have the option to place an additional \$1 progressive wager for a progressive payout to the player(s) who receive a poker hand of three of a kind or higher ranking hand.

(A) Progressive wagers will win if the player has two pairs or higher ranking hand.

(B) Progressive wagers will lose if the player does not have two pairs or higher ranking hand.

(3) Each player will also have the option to place an additional three card bonus wager. A wager placed on the three card bonus is betting the player's three card hand will contain a pair or higher ranking hand to win based on the posted pay table. An additional three card bonus wager may be made as a tip for the dealer. Winning and losing three card bonus wagers shall be as follows:

(A) Three card bonus wagers will win if the player's three cards contain a pair or higher ranking hand.

(B) Three card bonus wagers will lose if the player's three cards do not contain a pair or higher ranking hand.

(4) Payout odds on a winning original wager will be:

(A) If the player's hand consists of a royal flush, 500 to 1.

(B) If the player's hand consists of a straight flush, 200 to 1.

(C) If the player's hand consists of a four-of-a-kind, 50 to 1.

(D) If the player's hand consists of a full house, 11 to 1.

(E) If the player's hand consists of a flush, 8 to 1.

(F) If the player's hand consists of a straight, 5 to 1.

(G) If the player's hand consists of a three-of-a-kind, 3 to 1.

(H) If the player's hand consists of two pair, 2 to 1.

(I) If the player's hand consists of a pair of 10s or better, 1 to 1.

(5) Payout odds on winning three card bonus wagers will be paid at the rate of:

(A) If the players' three card hand contains a pair, 1:1.

(B) If the players' three card hand contains a three card flush, 3 to 1.

(C) If the players' three card hand contains a three card straight, 6 to 1.

(D) If the players' three card hand contains a three of a kind, 30 to 1.

(E) If the players' three card hand contains a three card straight flush, 40 to 1.

(6) Progressive:

(A) Players may participate in the optional progressive jackpot by placing a \$1 chip in the designated area. The progressive bet is considered a side wager and the ranking of the dealer's hand has no bearing on the progressive bet's outcome. The dealer's cards may be utilized by the player to create the player's five-card hand. The player must have an ante wager to make a progressive bet.

(B) The progressive jackpot will be comprised of a base amount of \$10,000.

(C) The amount of the progressive jackpot will be displayed in a manner visible to patrons.

(D) Winning progressive bets will be paid at the rate of:

(i) If the player's hand consists of a three of a kind, 9 for 1.

(ii) If the players hand consists of a straight, 30 for 1.

(iii) If the player's hand consists of a flush, 40 for 1.

(iv) If the player's hand consists of a full house, 50 for 1.

(v) If the player's hand consists of four-of-a-kind, 300 for 1.

(vi) If the player's hand consists of a straight flush, 10 percent of the progressive jackpot.

(vii) If the player's hand consists of a royal flush, 100% of the progressive jackpot.

(E) A progressive bet will win if the player's hand consists of a three-of-a-kind, straight, flush, full house, four-of-a-kind, straight flush, or a royal flush.

(7) Winning progressive bets will be paid in the following manner:

(A) If the winning hand consists of a three-of-a-kind, straight, flush, or a full house, the table games supervisor will verify the winning hand and will verify the progressive bet was made, and direct the dealer to make the appropriate payout from the tray.

(B) If the winning hand consists of four-of-a-kind, straight flush, or a royal flush, the table games supervisor or higher ranking casino official will verify the winning hand and will verify the progressive bet was made. The table games supervisor or higher ranking casino official will notify the table games pit manager. Surveillance will also be notified to verify the winning hand.

(i) The dealer will verify the deck of cards by counting down and sorting the remaining cards by suit.

(ii) Once the jackpot has been deducted from the progressive jackpot for the straight flush or royal flush, new cards will be placed on the table and play will resume.

(iii) In the case of a royal flush, the meter will reset to an amount equal to the sum of \$10,000.

(iv) In the event of multiple winning progressive hands consisting of a straight flush or royal flush, the jackpot will be determined by whoever received their hand first according to the time on surveillance video at the lottery gaming facility.

(C) A progressive bet will lose if the player's hand consists of any combination of cards other than a three-of-a-kind, straight, flush, full house, four-of-a-kind, straight flush, or a royal flush.

(8) Envy bonus:

(A) Players who wager \$1 on the progressive bet qualify for the envy bonus.

(i) Only the seated player for a position qualifies for the envy bonus.

(ii) If two players have an envy bonus jackpot, the players get paid on both hands.

(iii) The dealer's hand never qualifies for the envy bonus.

(iv) The position which contains the qualifying envy bonus hand (royal flush or straight flush) cannot win the envy bonus.

(B) The envy bonus payouts are as follows:

(i) Royal flush, \$1,000;

(ii) Straight flush, \$300. (Authorized by K.S.A. 2010 Supp. 74-8710 and 74-8748; implementing K.S.A. 2010 Supp. 74-8710; effective, T-111-2-9-12, Dec. 14, 2011.)

111-401-96. Shuffling and cutting cards. (a) Shuffling procedures.

A shuffling machine may be used to deal Let It Ride Progressive. The shuffler distributes the cards in stacks of three. The dealer may manually mix the cards prior to placing them into the shuffling machine.

(b) No card cutting procedures are used for Let It Ride Progressive.

(c) Dealing and taking cards:

(1) After each player has had the opportunity to place his or her wagers, including any bonus wagers, the dealer will press the lock out button on the table controller device.

(2) The dealer will collect the bonus wagers and place them in the chip tray.

(3) Placement of cards:

(A) Hands will be distributed to players based on the following criteria:

(i) The hands will be distributed from left to right.

(ii) Each player will receive a stack of three cards face down.

(iii) The dealer will receive three cards face down with the bottom card burned without exposing the card. The two remaining cards become the community cards.

(B) After each player has examined his cards, the dealer will ask each player from left to right if he wishes to withdraw bet number 1 or let it ride (leave the bet in place until the end of the round of play). If the player chooses to withdraw bet number 1, the dealer will move the chips toward the player. If the player chooses to let bet number 1 ride, the bet must remain until the end of the round of play.

(C) After each player has made a decision regarding bet number 1, the dealer turns over the card in the left rectangle of the area designated for community cards. This card becomes the first community card (card available for use by all players). After the first community card is exposed, the dealer, beginning on his left, will ask each player if he or she wishes to withdraw bet number 2 or let it ride. This decision will be made regardless of the decision made for bet number 1. If the player decides to withdraw bet number 2, the dealer will move the chips toward the player. If the player chooses to let bet number 2 ride, the bet must remain until the end of the round of play. Once the determination is made on bet number 2, each player will place his or her cards face down. The dealer will now turn over the card located in the right rectangle and it becomes the second community card.

(4) After the dealer exposes his second community card, the dealer will expose the hand of each player starting with the rightmost player, one at a time. The dealer will, for each individual player, either pay each winning wager or collect each losing wager and collect the player's cards before proceeding with the next player.

(d) Burning cards:

(1) The dealer will burn (remove from play) the third community card (the bottom card of the dealer's three cards).

(2) After all positions with a wager and the dealer's position are dealt a hand, the remaining cards will be burned. (Authorized by K.S.A. 2010 Supp. 74-8710 and 74-8748; implementing K.S.A. 2010 Supp. 74-8710; effective, T-111-2-9-12, Dec. 14, 2011.)

111-401-97. Collection and payout of bets. (a) Losing bets will be collected beginning at the rightmost player position. The dealer will expose the player's hand and in the event of a loss, the dealer will collect the wagers and the cards.

(b) Winning bets will be paid beginning at the rightmost player position. The dealer will expose the player's hand and in the event of a win, the dealer will pay winning hand and collect the cards. (Authorized by K.S.A. 2010 Supp. 74-8710 and 74-8748; implementing K.S.A. 2010 Supp. 74-8710; effective, T-111-2-9-12, Dec. 14, 2011.)

111-401-98. Irregularities of the game. (a) An exposed card does not necessarily constitute a misdeal. The dealer, upon direction from the table games supervisor or higher ranking casino official, may turn the card over and continue dealing.

(b) A table games supervisor or higher ranking casino official will be notified of any incorrect number of cards being dealt. Depending on the situation, the table games supervisor will determine how to proceed. Players receiving incorrect number of cards will have a dead (void) hand. If the dealer has an incorrect number of cards, the entire hand is a misdeal and the cards are dealt again.

(c) If the sensors start flashing during a round because the shuffler signaled an incorrect card count, the table games supervisor or higher ranking casino official will verify the correct number of cards is in play. If all players and the dealer have the correct number of cards, the remaining cards in the deck will be counted down. If the

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card count is correct (52 cards), the table games supervisor or higher ranking casino official may direct the dealer to resume play.

(d) It will be a misdeal if the dealer presses the start button to unload the remaining cards in the shuffle machine prior to delivering the dealer's hand. (Authorized by K.S.A. 2010 Supp. 74-8710 and 74-8748; implementing K.S.A. 2010 Supp. 74-8710; effective, T-111-2-9-12, Dec. 14, 2011.)

111-401-99. Name of the game; rules and regulations. The Kansas lottery shall conduct a lottery facility game at the Hollywood Casino in Kansas City, Kansas, entitled "Three Card Poker" beginning on or after January 1, 2012.

The rules and regulations for the game of "Three Card Poker" are contained in K.A.R. 111-401-99 through 111-401-104, and applicable generic rules are contained in K.A.R. 111-201-1 *et seq.* (Authorized by K.S.A. 2010 Supp. 74-8710 and 74-8748; implementing K.S.A. 2010 Supp. 74-8710; effective, T-111-2-9-12, Dec. 14, 2011.)

111-401-100. Object of game. Three Card Poker is a game which the player may play against the dealer and/or play against a posted pay table. The dealer and player each receive three cards. (Authorized by K.S.A. 2010 Supp. 74-8710 and 74-8748; implementing K.S.A. 2010 Supp. 74-8710; effective, T-111-2-9-12, Dec. 14, 2011.)

111-401-101. Definitions. The following definitions, when used at the Hollywood Casino at Kansas Speedway in Kansas City, Kansas, when pertaining to the game of "Three Card Poker," shall have the following meanings unless the context clearly indicates otherwise.

(a) "Ante wager" means the wager that a player is required to make prior to any cards being dealt in order to compete against the dealer's hand in a round of play. This is not a required wager to play the game.

(b) "Hand" means the three card poker hand that is held by each player and the dealer after the cards are dealt.

(c) "Pair plus wager" means the wager that a player is required to make prior to any cards being dealt in order to compete against a posted pay table, regardless of the outcome of the player's hand against the dealer. This is not a required wager to play the game.

(d) "Play wager" means an additional wager, equal in value to his or her ante wager, that a player must make if the player opts to remain in competition against the dealer after the player reviews his or her hand.

(e) "Round of play" means one complete cycle of play during which all wagers have been placed, all cards have been dealt and all remaining wagers have been paid off or collected in accordance with the rules of this game.

(f) "Suit" means one of the four categories of cards: club, diamond, heart or spade. (Authorized by K.S.A. 2010 Supp. 74-8710 and 74-8748; implementing K.S.A. 2010 Supp. 74-8710; effective, T-111-2-9-12, Dec. 14, 2011.)

111-401-102. Poker rankings. (a) The rank of the cards used in three card poker, in order of highest to lowest rank, shall be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, and 2. All suits shall be considered equal in rank. Notwithstanding the foregoing, an ace may be used to com-

plete a "straight flush" or a "straight" with a two and three.

(b) The permissible poker hands in the game of three card poker, in order of highest to lowest rank, shall be:

(1) "Straight flush" is a hand consisting of three cards of the same suit in consecutive ranking, with ace, king, and queen being the highest ranking straight flush and three, two and ace being the lowest ranking straight flush.

(2) "Three-of-a-kind" is a hand consisting of three cards of the same rank, regardless of suit, with three aces being the highest ranking three-of-a-kind and three twos being the lowest ranking three-of-a-kind.

(3) "Straight" is a hand consisting of three cards of consecutive rank, regardless of suit, with ace, king and queen being the highest ranking straight and three, two and ace being the lowest ranking straight.

(4) "Flush" is a hand consisting of three cards of the same suit, regardless of rank.

(5) "Pair" is a hand consisting of two cards of the same rank, regardless of suit, with two aces being the highest ranking pair and two twos being the lowest ranking pair.

(c) When comparing two hands that are of identical poker hand rank pursuant to the provisions of (b) above, or that contain none of the hands authorized in (b) above, the hand that contains the highest ranking card as provided in (a) above that is not contained in the other hand shall be considered the higher ranking hand. If the hands are of identical rank after the application of this subsection, the hands shall be considered a "draw," the player does not win or lose the ante wager and play wager and the ante wager and play wager are void. (Authorized by K.S.A. 2010 Supp. 74-8710 and 74-8748; implementing K.S.A. 2010 Supp. 74-8710; effective, T-111-2-9-12, Dec. 14, 2011.)

111-401-103. Wagers. (a) The following wagers may be placed in the game of three card poker:

(1) A player may compete solely against the dealer by placing an ante wager in an amount within the posted minimum and maximum wagers and then placing a play wager in an amount equal to the ante wager; or

(2) A player may compete solely against a posted pay table by placing a pair plus wager in any amount within the posted minimum and maximum wagers; or

(3) A player may compete against both the dealer and the posted payable by placing wagers in accordance with the requirements of (a)(1) and (2) above.

(b) All wagers at three card poker shall be made by placing gaming chips or authorized coupons on the appropriate betting areas of the table layout. A verbal wager accompanied by cash is not permitted.

(c) Only players who have placed wagers at a gaming position at a three card poker table are eligible to receive cards.

(d) All ante wagers and pair plus wagers shall be placed prior to dealing any cards. No wager shall be made, increased, or withdrawn after the first card has been dealt. (Authorized by K.S.A. 2010 Supp. 74-8710 and 74-8748; implementing K.S.A. 2010 Supp. 74-8710; effective, T-111-2-9-12, Dec. 14, 2011.)

111-401-104. Play. (a) All play wagers shall be placed as provided below:

(1) Play-dealing. All ante wagers and pair plus wagers shall be placed prior to the first card being dealt.

(2) Each player and the dealer are dealt three cards face down.

(b) After the dealing above has been completed, each player may examine his or her cards. Each player who wagers at three card poker shall be responsible for his or her own hand and no person other than the dealer and the player to whom the cards were dealt may touch the cards of that player.

(c) After examination of his or her cards, each player who has placed an ante wager shall have the option to either make a play wager in an amount equal to the player's ante wager or forfeit the ante wager and end his or her participation in the round of play. The dealer shall offer this option to each player, starting with the player farthest to the left of the dealer and moving clockwise around the table in order. If a player has placed an ante wager and a pair plus wager but does not make a play wager, the player shall forfeit both the ante wager and the pair plus wager. After each player has either placed a wager on the table in the play wager area or forfeited his or her wager and hand, the dealer shall collect all forfeited wagers and associated cards, placing them in the discard rack or automatic shuffling machine. The dealer shall then reveal the dealer's cards and place the cards so as to form the highest possible ranking hand.

(d) The dealer shall then settle the wagers remaining on the table by performing the procedure in (e) immediately below. The cards shall be placed in the discard rack or automatic shuffling machine after all cards have been collected.

(e) The dealer shall, for each of the following procedures, start with the player farthest to the dealer's right and continue counterclockwise around the table until the procedure has been completed as to all players:

(1) Reveal the three card hand of each remaining player;

(2) Collect all losing wagers;

(3) Pay each winning wager in accordance with the payout odds listed below; and

(4) Collect all player hands and place them in the discard rack or automatic shuffling machine.

(f) All cards collected by the dealer shall be picked up in order and placed in the discard rack or automatic shuffling machine in such a way that they can be readily arranged to reconstruct each hand in the event of a question or dispute.

(g) There are three payout types, as follows:

(1) A player in competition against the dealer shall be paid 1 to 1 on both the ante wager and the play wager if the player's hand is ranked higher than the dealer's hand; however, a player's hand must beat the dealer's qualifying hand of a queen or higher ranking card to win both wagers. If the dealer does not hold a hand with a "queen high or better" rank, the ante wager shall automatically be paid 1 to 1 and the play wager shall be returned to the player as a "draw."

(2) A player placing a pair plus wager, shall be paid in accordance with a posted pay table at no less than the following odds:

Pair	1 to 1
Flush	3 to 1
Straight	6 to 1
Three-of-a-kind	30 to 1
Straight flush	40 to 1

(3) A player placing an ante wager and a play wager shall be paid an ante bonus if the player's hand consists of one of the following:

Straight	pays	1 to 1
Three-of-a-kind	pays	4 to 1
Straight flush	pays	5 to 1

If the dealer's hand beats the player's hand, the player loses the ante and the play bets, but the player receives the ante bonus as specified above. The ante bonus is paid even if the player does not wager the pair plus wager. (Authorized by K.S.A. 2010 Supp. 74-8710 and 74-8748; implementing K.S.A. 2010 Supp. 74-8710; effective, T-111-2-9-12, Dec. 14, 2011.)

111-401-105. Name of the game; rules and regulations. The Kansas lottery shall conduct a lottery facility game at the Hollywood Casino at Kansas Speedway in Kansas City, Kansas, entitled "Three Card Poker Progressive," beginning on or after January 1, 2012.

The rules and regulations for the game of "Three Card Poker Progressive" are contained in K.A.R. 111-401-105 through 111-401-112, and applicable generic rules are contained in K.A.R. 111-201-1 *et seq.* (Authorized by K.S.A. 2010 Supp. 74-8710 and 74-8748; implementing K.S.A. 2010 Supp. 74-8710; effective, T-111-2-9-12, Dec. 14, 2011.)

111-401-106. Object of game. The object of Three Card Poker Progressive is to obtain a combination of cards constituting a winning hand. (Authorized by K.S.A. 2010 Supp. 74-8710 and 74-8748; implementing K.S.A. 2010 Supp. 74-8710; effective, T-111-2-9-12, Dec. 14, 2011.)

111-401-107. Method of play. (a) Three Card Poker Progressive is played with a standard deck of 52 cards, no jokers, with backs the same color and design. The rank of the cards used in three card poker, in order of highest to lowest rank, shall be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, and 2. All suits shall be considered equal in rank. Notwithstanding the foregoing, an ace may be used to complete a "straight flush" or a "straight" with a two and three.

(b) The permissible poker hands in the game of three card poker, in order of highest to lowest rank, shall be:

(1) "Straight flush" or "three card straight flush" is a hand consisting of three cards of the same suit in consecutive ranking, with ace, king, and queen being the highest ranking straight flush and three, two and ace being the lowest ranking straight flush.

(2) "Three-of-a-kind" is a hand consisting of three cards of the same rank, regardless of suit, with three aces being the highest ranking three-of-a-kind and three twos being the lowest ranking three-of-a-kind.

(3) "Straight" or "three card straight" is a hand consisting of three cards of consecutive rank, regardless of suit, with ace, king and queen being the highest ranking

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straight and three, two and ace being the lowest ranking straight.

(4) "Flush" or "three card flush" is a hand consisting of three cards of the same suit, regardless of rank, with ace, king and jack being the highest ranking flush and 2, 3, and 5 being the lowest ranking flush.

(5) "Pair" is a hand consisting of two cards of the same rank, regardless of suit, with two aces being the highest ranking pair and two twos being the lowest ranking pair.

(6) "High card" is the highest ranking card when no higher ranking hand or card exists. (Authorized by K.S.A. 2010 Supp. 74-8710 and 74-8748; implementing K.S.A. 2010 Supp. 74-8710; effective, T-111-2-9-12, Dec. 14, 2011.)

111-401-108. Physical characteristics, gaming equipment, and table. (a) The game of Three Card Poker Progressive is played on a table consisting of five to seven betting areas on a table layout approved by the lottery.

(b) Each betting area will contain:

- (1) An area for a pair plus wager,
- (2) An area for an ante wager,
- (3) An area for a play wager,

(4) An area for a progressive wager. (Authorized by K.S.A. 2010 Supp. 74-8710 and 74-8748; implementing K.S.A. 2010 Supp. 74-8710; effective, T-111-2-9-12, Dec. 14, 2011.)

111-401-109. Wagers and payout odds. (a) Minimum and maximum wagers will be posted on a sign at each table.

(b) Maximum table payouts, if any, will be posted at each table and will not be less than the maximum bet times the maximum odds.

(c) If a player has been permitted to wager less than the table minimum, the dealer will take or pay based upon the amount actually wagered. If a player has been permitted to wager more than the table maximum, the excess will be returned to the player and the player will be paid the correct odds on the correct wager. The player will be informed of the table minimum and maximum for subsequent wagers.

(d) The following describes a list of the permissible wagers, payout odds, and what constitutes a win, loss, or tie:

(1) Pair plus wager:

(A) An optional wager placed by a player in the designated area for the purpose of wagering the player's hand will contain a pair or better.

(B) An additional pair plus wager may be made as a tip for the dealer.

(C) Payout odds on a winning pair plus wager will be:

- (i) If the player's hand contains a pair, 1 to 1;
- (ii) If the player's hand contains a three card flush, 3 to 1;
- (iii) If the player's hand contains a three card straight, 6 to 1;
- (iv) If the player's hand contains three-of-a-kind, 30 to 1;
- (v) If the player's hand contains a three card straight flush, 40 to 1.

(D) A pair plus wager will win if the player's hand contains a pair, a three card flush, a three card straight, three-of-a-kind, or a three card straight flush.

(E) Pair plus wager will lose if the player's hand does not contain a pair, a three card flush, a three card straight, three-of-a-kind, or a three card straight flush.

(2) Ante wager:

(A) An optional wager placed by a player in the designated area for the purpose of playing against the dealer's three card hand.

(B) An additional ante bet may be made as a tip for the dealer.

(C) Payout odds on winning ante bets will be:

(i) If the player decides to continue by adding an additional play bet in an amount equal to the original ante bet, winning ante bets will be paid odds at the rate of 1 to 1.

(ii) A bonus payout will be paid if the player's hand consists of a three card straight, 1 to 1; if the player's hand consists of a three of a kind, 4 to 1; and if the player's hand consists of a three card straight flush, 5 to 1.

(D) The ante bet will win if:

(i) The dealer's hand does not contain a queen high or better, or

(ii) The player's hand consists of any combination of cards ranking higher than the dealer's hand consisting of a queen high or better.

(E) The ante bet will lose if:

(i) The player forfeits, or

(ii) The player's hand consists of any combination of cards ranking lower than the dealer's hand consisting of a queen high or better.

(F) The ante bet will tie or push when the dealer's hand contains at least a queen high and the player's hand is equivalent to the dealer's hand.

(3) Play wager:

(A) An additional wager placed by a player in the designated area. A play bet is only allowed if the player has also placed an ante bet for the purpose of playing against the dealer's three card hand.

(B) An additional play bet may be made as a tip for the dealer only if the player has made an ante bet for the dealer.

(C) Payout odds on a winning play bet will be 1 to 1.

(D) Play bets will win if the dealer's hand consists of at least a queen high or better and the player's hand consists of a combination of cards ranking higher than the dealer's hand.

(E) Play bets will lose if the dealer's hand consists of at least a queen high or better and the player's hand consists of a combination of cards ranking lower than the dealer's hand.

(F) Play bets will tie or push if:

(i) The dealer's hand consists of a combination of cards ranking lower than at least a queen high, or

(ii) The dealer's hand consists of a combination of cards equivalent to the player's cards.

(4) Progressive wager:

(A) Players may participate in the optional progressive jackpot by placing a \$1 chip in the designated area. The progressive bet is considered a side wager and the dealer's hand has no bearing on the progressive bet's outcome. The player must have an ante wager and/or a pair plus wager to make a progressive bet.

(B) The progressive jackpot will be comprised of a base amount of \$1,000.

(C) The amount of the progressive jackpot will be displayed in a manner visible to players.

(D) Winning progressive bets will be paid at the rate of:

(i) If the player's hand consists of a straight, 6 to 1.

(ii) If the player's hand consists of three-of-a-kind, 90 to 1.

(iii) If the player's hand consists of a straight flush, 100 to 1.

(iv) If the player's hand consists of an ace, king, queen suited hearts/diamonds/clubs, 500 to 1;

(v) If the player's hand consists of an ace, king, queen of spades, 100% of the progressive jackpot.

(E) A progressive bet will win if the player's hand consists of an ace, king, queen of spades; ace, king queen suited hearts/diamonds/clubs; straight flush; three-of-a-kind; or a straight.

(5) Winning progressive bets will be paid in the following manner:

(A) If the winning hand consists of an ace, king, queen suited hearts/diamonds/clubs, straight flush, or three-of-a-kind, the table games supervisor or higher ranking casino official will verify the winning hand and will verify the progressive bet was made, and direct the dealer to make the appropriate payout.

(B) If the winning hand consists of an ace, king, queen of spades, the table games supervisor or higher ranking casino official will verify the winning hand and will verify the progressive bet was made. The table games supervisor or higher ranking casino official will notify the table games pit manager. Surveillance will also be notified to verify the winning hand. Upon completion of all verifications and notifications required herein, the table games supervisor or higher ranking casino official will direct the dealer to make the appropriate payout to the player holding the winning hand.

(i) The dealer will verify the deck of cards by counting down and sorting the remaining cards by suit.

(ii) Once the jackpot has been deducted from the progressive jackpot for the winning hand of ace, king, queen of spades or ace, king, queen suited hearts/diamonds/clubs, new cards will be placed on the table and play will resume.

(iii) In the case of an ace, king, queen of spades, the meter will reset to an amount equal to the sum of \$2,000.

(iv) In the event of multiple winning progressive hands at different gaming tables consisting of an ace, king, queen of spades, the jackpot will be determined by whoever received their hand first according to the time on surveillance video at the lottery gaming facility.

(C) A progressive bet will lose if the player's hand consists of any combination of cards other than an ace, king, queen of spades, ace, king queen suited (in the same suit) in hearts, diamonds, or clubs, straight flush, three-of-a-kind, or a straight.

(6) Envy bonus:

(A) Players who wager \$1 on the progressive bet qualify for the envy bonus.

(i) Only the seated player for a position qualifies for the envy bonus.

(ii) If two players have an envy bonus jackpot, the players get paid on both hands.

(iii) The dealer's hand never qualifies for the envy bonus.

(iv) The position which contains the qualifying envy bonus hand (royal flush or straight flush) cannot win the envy bonus.

(B) The envy bonus payouts are as follows:

(i) Ace, king queen of spades, \$100;

(ii) Ace, king queen suited (in the same suit) in hearts, diamonds, or clubs, \$25. (Authorized by K.S.A. 2010 Supp. 74-8710 and 74-8748; implementing K.S.A. 2010 Supp. 74-8710; effective, T-111-2-9-12, Dec. 14, 2011.)

111-401-110. Shuffling and cutting cards. (a) Shuffling procedures.

(1) A shuffling machine may be used. When a shuffle machine is used, the dealer may be required to mix the cards prior to placing them into the shuffling machine.

(2) In the event a shuffling machine is not used, the dealer will place the cards in the dealer's work area and separate the deck into two stacks. The dealer will mix the two stacks.

(b) No card cutting procedures are used in the game of Three Card Poker Progressive when using a shuffling machine. After a manual shuffle, the dealer sets the whole deck flat on the layout in front of the chip area to cut the deck. The dealer will take approximately one-half of the cards from the deck and place them on top of the cut card. The dealer will then place the remaining portion of the deck on top of the other cards.

(c) Dealing and taking of cards:

(1) Placement of cards

(A) Hands will be distributed to players as follows:

(i) The hands will be distributed face down from left to right.

(ii) In the event a shuffle machine is used, each player will receive all three cards at once.

(iii) In the event a manual shuffle is used, cards will be dealt beginning with the leftmost player clockwise to all players and the dealer face down and one at a time.

(B) Taking of cards:

(i) Prior to the dealer exposing any cards, cards will be collected from players who forfeit.

(ii) After the dealer exposes the dealer's hand, the dealer will expose the hand of each player starting with the rightmost player, one at a time. The dealer will pay each winning wager, collect each losing wager, or indicate a push for each wager placed by the player and collect the player's cards.

(iii) After all cards for the game are dealt, the remaining cards will be burned (removed from play). (Authorized by K.S.A. 2010 Supp. 74-8710 and 74-8748; implementing K.S.A. 2010 Supp. 74-8710; effective, T-111-2-9-12, Dec. 14, 2011.)

111-401-111. Collection and payout of bets. (a) Losing bets will be collected beginning at the rightmost player position. The dealer will expose the player's hand and in the event of a loss the dealer will collect the wager(s) and the cards.

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(b) Winning bets will be paid beginning at the right-most position. The dealer will expose the player's hand. In the event of a win, the dealer will pay winning hands and collect the cards. (Authorized by K.S.A. 2010 Supp. 74-8710 and 74-8748; implementing K.S.A. 2010 Supp. 74-8710; effective, T-111-2-9-12, Dec. 14, 2011.)

111-401-112. Irregularities of the game. (a) An exposed card does not necessarily constitute a misdeal. The dealer, upon direction from the table games supervisor or higher ranking casino official, may turn the card over and continue dealing as if the card were not exposed.

(b) A table games supervisor or higher ranking casino official will be notified of any incorrect number of cards being dealt. Depending on the situation, the table games supervisor or higher ranking casino will determine how to proceed. Players receiving an incorrect number of cards will have a dead (void) hand. If the dealer has an incorrect number of cards, the entire hand is a misdeal and the cards are dealt again.

(c) If the sensors start flashing during a round because the shuffler signaled an incorrect card count, the table games supervisor or higher ranking casino official will verify the correct number of cards is in play. If all players and the dealer have the correct number of cards, the remaining cards in the deck will be counted down. If the card count is correct (52 cards), the table games supervisor or higher ranking casino official may direct the dealer to resume play. If the card count is incorrect (any number of cards other than 52), that hand is void, all players' wagers shall be returned, and the deck of cards shall be replaced with a new deck of cards.

(d) It will be a misdeal if the dealer presses the start button to unload the remaining cards in the shuffle machine prior to delivering the dealer's hand. (Authorized by K.S.A. 2010 Supp. 74-8710 and 74-8748; implementing K.S.A. 2010 Supp. 74-8710; effective, T-111-2-9-12, Dec. 14, 2011.)

111-401-113. Name of the game; rules and regulations. The Kansas lottery shall conduct a lottery facility game at the Hollywood Casino at Kansas Speedway in Kansas City, Kansas, entitled "21 + 3" beginning on or after January 1, 2012.

The rules and regulations for the game of "21 + 3" are contained in K.A.R. 111-401-113 through 111-401-118, and applicable generic rules are contained in K.A.R. 111-201-1 *et seq.* (Authorized by K.S.A. 2010 Supp. 74-8710 and 74-8748; implementing K.S.A. 2010 Supp. 74-8710; effective, T-111-2-9-12, Dec. 14, 2011.)

111-401-114. Object of game and method of play.

(a) The object of the "21 + 3" game is to have the total point value of the player's hand exceed the total point value of the dealer's hand without going over a total point value of 21.

(b) The game of "21 + 3" offers an optional 3-card poker wager.

(c) The game of "21 + 3" will be dealt from a dealing shoe or shuffling machine. (Authorized by K.S.A. 2010 Supp. 74-8710 and 74-8748; implementing K.S.A. 2010 Supp. 74-8710; effective, T-111-2-9-12, Dec. 14, 2011.)

111-401-115. Definitions. The following definitions when pertaining to the game of "21 + 3" shall have

the following meanings unless the context clearly indicates otherwise:

(a) "Blackjack" shall mean an ace and any card having a point value of 10 dealt as the initial two cards to a player or a dealer, except that this shall not include an ace and a ten point value card dealt to a player who has split pairs.

(b) "Burn" or "burning" a card shall mean to remove a card from play.

(c) "Dealer" shall mean the person responsible for dealing the cards.

(e) "Discard rack" shall mean the receptacle into which cards are placed after each round of decisions is rendered in a game.

(f) "Flush" shall mean three cards in the same suit.

(g) "Hard total" shall mean the total point count of a hand which contains no aces or which contains one or more aces that are each counted as having one point in value.

(h) "Push" or "tie" shall mean the player does not lose or win the hand played.

(i) "Shoe" shall mean the receptacle into which cards are placed to be held for dealing to the players and dealer.

(j) "Soft total" shall mean the total point count of a hand containing an ace when the ace is counted as having 11 points in value.

(k) "Straight" shall mean three consecutive cards, for example 8, 9, and 10.

(l) "Straight flush" shall mean three cards in consecutive order and all in the same suit.

(m) "Three-of-a-kind" shall mean three cards of the same rank. (Authorized by K.S.A. 2010 Supp. 74-8710 and 74-8748; implementing K.S.A. 2010 Supp. 74-8710; effective, T-111-2-9-12, Dec. 14, 2011.)

111-401-116. Characteristics of the game. (a) The game "21 + 3" shall be played on a table consisting of five to seven individual betting areas.

(b) The game of "21 + 3" is played on a layout approved by the lottery that is similar to a blackjack layout with an additional betting area for the three-card poker bet. (Authorized by K.S.A. 2010 Supp. 74-8710 and 74-8748; implementing K.S.A. 2010 Supp. 74-8710; effective, T-111-2-9-12, Dec. 14, 2011.)

111-401-117. Wagers and payout odds. (a) Minimum and maximum wagers will be posted on a sign at each table.

(b) Maximum table payouts, if any, will be posted at each table and will not be less than the maximum wager times the maximum odds.

(c) If a player has been permitted to wager less than the table minimum, the dealer will take or pay the amount actually wagered. If a player has been permitted to wager more than the table maximum, the excess will be returned to the player and the dealer will pay the correct odds on the posted maximum amount. The player will be informed of the table minimum or maximum for subsequent wagers.

(d) A player may play two hands at double the table minimum per hand not to exceed the table maximum. A player may play three hands at five times the table minimum, per hand, not to exceed the table maximum. Ex-

ceptions to this rule are permitted if approved by the pit manager, casino shift manager, or higher ranking casino official.

(e) The following describes a list of permissible wagers, payout odds, and what constitutes a win, loss, or tie:

(1) Original wagers:

(A) An original wager will be made by the player prior to the first card of the hand being dealt.

(B) An additional original wager may be made as a tip for the dealer.

(C) An original wager will win if the total point value of the player's cards exceeds the total point value of the dealer's cards without exceeding a total point value of 21. In the event the player's first two cards have a total point value of 21, the player will have a blackjack.

(D) An original wager will lose if the total point value of the player's cards exceeds 21 or is lower than the total point value of the dealer's cards.

(E) An original wager will tie ("push") if the total point value of the player's cards is equivalent to the total point value of the dealer's cards. A blackjack beats a hand with a total point value of 21 that uses the point value of three or more cards.

(F) When a player's hand consists of a blackjack, the winning hand will be paid out at a rate of 3 to 2. All winning original wagers, except hands consisting of a blackjack, will be paid out at the rate of 1 to 1.

(2) Insurance wager:

(A) An insurance wager is a one-time wager in an amount up to one-half of the original wager that may be taken when the dealer has an ace for his up card (the first card dealt to the dealer, which card is dealt face up). An insurance wager will be made prior to the dealer looking at the hole card (the second card dealt to the dealer, which card is dealt face down).

(B) An additional insurance wager may be made as a tip for the dealer.

(C) An insurance wager will win at the rate of 2 to 1 if the dealer has a blackjack.

(D) An insurance wager will lose if the dealer does not have a blackjack.

(3) Double down wager:

(A) An additional wager made by the player up to the amount of the player's original wager on the condition only one additional card will be dealt to the player. This wager can be made on any hand consisting of two cards including after splitting, except that the wager may not be made after splitting aces.

(B) An additional double down wager may be made as a tip for the dealer only if the player has made an original wager for the dealer.

(C) A double down wager will win if the total point value of the player's cards exceeds the total point value of the dealer's cards without exceeding a total point value of 21.

(D) A double down wager will lose if the total point value of the player's cards exceeds 21 or is less than the total point value of the dealer's cards.

(E) A double down wager will tie ("push") if the player's hand and the dealer's hand are of equal total point value.

(F) A winning double down wager will be paid at the rate of 1 to 1.

(4) Split wager:

(A) An additional wager made when a player's initial two cards are of the same face value provided the player makes a wager equal to the original wager. A player may split up to three times for a total of four hands. A player may double down after splitting with the exception of after splitting aces. A player will only receive one additional card after splitting aces.

(B) A split wager will win if the total point value of the player's cards exceeds the total point value of the dealer's cards without exceeding a total point value of 21.

(C) A split wager will lose if the total point value of the player's cards exceeds 21 or is less than the total point value of the dealer's cards.

(D) A split wager will tie ("push") if the player's hand and the dealer's hand are of equal total point value.

(E) A winning split wager will be paid at the rate of 1 to 1.

(F) An additional split wager may be made as a tip for the dealer only if the player has made an original wager for the dealer.

(f) The following describes a list of the permissible wagers, payout odds, and what constitutes a win, loss, or tie for three-card wagers:

(1) An optional three-card wager may be made by the player prior to the first card of the hand being removed from the shoe in an area designated for the three-card wager. The player must make an original blackjack wager in order to place the three-card wager.

(2) An additional three-card wager may be made as a tip for the dealer.

(3) A three-card wager will win if the dealer's up card and the player's original two cards combined equal a flush, straight, three-of-a-kind, or straight flush.

(4) A three-card wager will lose if the dealer's up card and the player's original two cards combined do not equal a flush, straight, three-of-a-kind, or straight flush.

(5) Winning three-card wagers will be paid out as follows:

(A) When the player's original two cards and the dealer's up card combined equal a flush, straight, three-of-a-kind, or a straight flush, the hand will be paid at a rate of 9 to 1.

(B) All three-card wagers will be taken or paid before the blackjack portion of the game continues. (Authorized by K.S.A. 2010 Supp. 74-8710 and 74-8748; implementing K.S.A. 2010 Supp. 74-8710; effective, T-111-2-9-12, Dec. 14, 2011.)

111-401-118. Game operations. (a) The following procedures for shuffling shall be implemented:

(1) The cards will be shuffled at various times including, but not limited to, the following circumstances:

(A) New decks are put into play.

(B) A shuffle will be performed after the completion of the hand in which the cut card appeared.

(C) The decks have been dropped or otherwise mishandled.

(D) When instructed to do so by a table games supervisor or higher ranking casino official.

(continued)

(2) The cards may be shuffled manually.

(3) Alternatively, a shuffling machine may be used to shuffle the cards.

(b) The following procedures for card cutting shall be implemented:

(1) Upon completion of the shuffle, the dealer will offer the decks to a player to cut. In the event players at the table fail or refuse to perform the cut, the dealer or table games supervisor will cut the cards.

(2) On a game utilizing more than two decks of cards, the cut will be performed by inserting the cut card a minimum of approximately one deck from either end of the stack, as determined by the dealer.

(3) Once the deck has been cut, the dealer will insert the cut card approximately one and one-half decks from the back of a six deck shoe unless otherwise instructed by the table games supervisor or pit manager.

(c) The following procedures for dealing and taking cards shall be implemented:

(1) All original wagers must be in place before the first card is dealt from the shoe.

(2) Cards are distributed to the players, one at a time, from left to right. The dealer distributes one card to himself face up before continuing. The dealer deals a second card to each player, one at a time, from left to right and deals a second card to himself face down directly under the up card.

(3) Beginning with the first player position to the left of the dealer, each player will indicate whether the player wishes to stand (take no more cards) or hit (take one or more cards). The player will indicate wanting a hit by making a clearly visible motion with his or her hand. Cards will continue being distributed to each player, one at a time, receiving an additional signal from the player af-

ter each card, until the player indicates his or her desire to stand or the player's hand exceeds a total of 21 ("busts"), whichever comes first. To indicate a player's wish to stand, a player should motion slightly with his or her hands, palm down, toward the dealer.

(4) After all of the players have stood or broken, the hole card will be turned face up announcing the total point value of the two cards. If any player's hand is still in action, the dealer will hit if the dealer holds cards with a total point value of 16 or less or a soft 17. The dealer will stand on a hard 17 or higher total point value. A "soft 17" hand contains an ace that is being counted as 11 points. A "hard 17" hand does not contain an ace that is being counted as 11 points.

(5) Winning wagers will be paid and losing wagers will be collected beginning on the right and working towards the left.

(6) The winning three-card bets will be paid and losing three-card bets will be collected prior to the continuation of the game.

(7) If a player has a losing hand, the dealer will remove the player's chips and pick up the cards for placement into the discard rack.

(d) The following procedures for burning cards shall be implemented:

(1) Dealers will burn a card after completion of the shuffle; and,

(2) Dealers will burn a card upon entering a game. (Authorized by K.S.A. 2010 Supp. 74-8710 and 74-8748; implementing K.S.A. 2010 Supp. 74-8710; effective, T-111-2-9-12, Dec. 14, 2011.)

Dennis Wilson
Executive Director

Doc. No. 040396

INDEX TO ADMINISTRATIVE REGULATIONS

This index lists in numerical order the new, amended and revoked administrative regulations and the volume and page number of the *Kansas Register* issue in which more information can be found. Temporary regulations are designated with a (T) in the Action column. This cumulative index supplements the 2009 Volumes of the *Kansas Administrative Regulations* and the 2010 Supplement of the *Kansas Administrative Regulations*.

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through		
26-40-305	New	V. 29, p. 1777-1793
26-42-103	New	V. 30, p. 1349

AGENCY 28: DEPARTMENT OF HEALTH AND ENVIRONMENT

Reg. No.	Action	Register
28-1-27	New	V. 30, p. 111
28-1-30	New	V. 30, p. 369
28-1-31	New	V. 30, p. 370
28-1-32	New	V. 30, p. 370
28-4-92	Amended (T)	V. 29, p. 1348
28-4-92	Amended	V. 29, p. 1705
28-4-93	New	V. 31, p. 80
28-4-113	Amended	V. 31, p. 80
28-4-114	Amended	V. 31, p. 81
28-4-114a	New	V. 31, p. 83
28-4-115	Amended	V. 31, p. 83
28-4-115a	New	V. 31, p. 85
28-4-116	Amended	V. 31, p. 86
28-4-116a	New	V. 31, p. 87
28-4-120	Revoked	V. 31, p. 88
28-4-121	Revoked	V. 31, p. 88
28-4-370		
through		
28-4-379	Revoked	V. 29, p. 1024
28-4-428a	New	V. 31, p. 88
28-4-440	Amended	V. 31, p. 89
28-4-503	Amended	V. 29, p. 1662
28-4-505	Amended	V. 29, p. 1662
28-4-514	Amended	V. 29, p. 1663
28-4-520	New	V. 29, p. 1663
28-4-521	New	V. 29, p. 1663
28-4-1300		
through		
28-4-1318	New	V. 29, p. 1024-1032
28-16-28g	Amended	V. 30, p. 1023
28-19-200a	New	V. 29, p. 1634
28-19-202	Amended	V. 29, p. 1509
28-19-325	New	V. 29, p. 1634
28-19-350	Amended	V. 29, p. 1635
28-19-517	Amended	V. 29, p. 1510
28-19-645a	New (T)	V. 30, p. 232
28-19-645a	New	V. 30, p. 1181
28-19-712	New	V. 29, p. 866
28-19-712a		
through		
28-19-712d	New	V. 29, p. 867
28-19-713	New	V. 29, p. 867
28-19-713a		
through		
28-19-713d	New	V. 29, p. 867, 868
28-19-720	Amended	V. 29, p. 1510
28-19-728	Revoked	V. 29, p. 1511
28-19-728a		
through		
28-19-728f	Revoked	V. 29, p. 1511
28-19-735	Amended	V. 29, p. 1511
28-19-750	Amended	V. 29, p. 1511
28-19-750a	Amended	V. 29, p. 1511
28-21-1	Revoked	V. 29, p. 725
28-21-6	Revoked	V. 29, p. 725
28-21-7	Revoked	V. 29, p. 725
28-21-8	Revoked	V. 29, p. 725
28-21-9	Revoked	V. 29, p. 725
28-21-10	Revoked	V. 29, p. 726
28-21-11	Revoked	V. 29, p. 726
28-21-20a	Revoked	V. 29, p. 726
28-21-21a	Revoked	V. 29, p. 726
28-21-22a	Revoked	V. 29, p. 726
28-21-23a	Revoked	V. 29, p. 726
28-21-24a	Revoked	V. 29, p. 726
28-21-25a	Revoked	V. 29, p. 726
28-21-26a	Revoked	V. 29, p. 726
28-21-27a	Revoked	V. 29, p. 726
28-21-28a	Revoked	V. 29, p. 726
28-21-29a	Revoked	V. 29, p. 726
28-21-30a	Revoked	V. 29, p. 726
28-21-31a	Revoked	V. 29, p. 726
28-21-32a	Revoked	V. 29, p. 726
28-21-33a	Revoked	V. 29, p. 726

(continued)

28-21-34a	Revoked	V. 29, p. 726	28-31-263a	New	V. 30, p. 429	28-46-35	Amended	V. 29, p. 1145
28-21-35a	Revoked	V. 29, p. 726	28-31-264	New	V. 30, p. 429	28-46-40	Amended	V. 29, p. 1145
28-21-40a	Revoked	V. 29, p. 726	28-31-264a	New	V. 30, p. 431	28-46-41	Amended	V. 29, p. 1145
28-21-41a	Revoked	V. 29, p. 726	28-31-265	New	V. 30, p. 432	28-46-44	Amended	V. 29, p. 1145
28-21-42a	Revoked	V. 29, p. 726	28-31-265a	New	V. 30, p. 433	28-46-45	New	V. 29, p. 1145
28-21-43a	Revoked	V. 29, p. 726	28-31-266	New	V. 30, p. 433	28-53-1	Amended	V. 30, p. 463
28-21-44a	Revoked	V. 29, p. 726	28-31-267	New	V. 30, p. 434	28-53-2	Amended	V. 30, p. 463
28-21-50a	Revoked	V. 29, p. 726	28-31-267a	New	V. 30, p. 434	28-53-4	Amended	V. 30, p. 463
28-21-51a	Revoked	V. 29, p. 726	28-31-268	New	V. 30, p. 434	28-54-1	through	
28-21-52a	Revoked	V. 29, p. 726	28-31-270	New	V. 30, p. 434	28-54-5	Amended	V. 31, p. 280-282
28-21-53a	Revoked	V. 29, p. 726	28-31-270a	New	V. 30, p. 435	28-61-1	Amended	V. 29, p. 419
28-21-54a	Revoked	V. 29, p. 726	28-31-273	New	V. 30, p. 436	28-61-2	Amended	V. 30, p. 336
28-21-55a	Revoked	V. 29, p. 726	28-31-279	New	V. 30, p. 436	28-61-3	Amended	V. 30, p. 337
28-21-56a	Revoked	V. 29, p. 726	28-31-279a	New	V. 30, p. 437	28-61-4	Amended	V. 30, p. 337
28-21-57a	Revoked	V. 29, p. 726	28-34-126	New (T)	V. 30, p. 1000	28-61-5	Amended	V. 29, p. 420
28-21-58a	Revoked	V. 29, p. 726	28-34-126	New	V. 30, p. 1471	28-61-8	Amended	V. 29, p. 422
28-21-59a	Revoked	V. 29, p. 726	28-34-127	New (T)	V. 30, p. 1000	28-72-1	Revoked	V. 29, p. 357
28-21-60a	Revoked	V. 29, p. 726	28-34-127	New	V. 30, p. 1472	28-72-1a	New	V. 29, p. 357
28-21-61a	Revoked	V. 29, p. 726	28-34-129	through		28-72-1c	New	V. 29, p. 357
28-21-62a	Revoked	V. 29, p. 726	28-34-144	New (T)	V. 30, p. 1000-1006	28-72-1d	New	V. 29, p. 358
28-21-63	Revoked	V. 29, p. 726	28-34-129	through		28-72-1e	New	V. 29, p. 358
28-21-64	Revoked	V. 29, p. 726	28-34-144	New	V. 30, p. 1472-1478	28-72-1g	New	V. 29, p. 358
28-21-70a	Revoked	V. 29, p. 726	28-34-144	Amended	V. 30, p. 195	28-72-1h	New	V. 29, p. 358
28-21-71a	Revoked	V. 29, p. 726	28-35-135l	Amended	V. 30, p. 196	28-72-1i	New	V. 29, p. 359
28-21-72a	Revoked	V. 29, p. 726	28-35-135t	Amended	V. 30, p. 197	28-72-1k	New	V. 29, p. 359
28-21-82	through		28-35-135w	Amended	V. 30, p. 197	28-72-1l	New	V. 29, p. 359
28-21-85	Revoked	V. 29, p. 726	28-35-175a	Amended	V. 30, p. 198	28-72-1m	New	V. 29, p. 360
28-23-4	Revoked	V. 29, p. 726	28-35-178b	Amended	V. 30, p. 198	28-72-1n	New	V. 29, p. 360
28-23-9	Revoked	V. 29, p. 726	28-35-178e	Amended	V. 30, p. 200	28-72-1o	New	V. 29, p. 360
28-23-10	Revoked	V. 29, p. 726	28-35-178j	Amended	V. 30, p. 201	28-72-1p	New	V. 29, p. 360
28-23-20	through		28-35-180b	Amended	V. 30, p. 201	28-72-1r	New	V. 29, p. 361
28-23-24	Revoked	V. 29, p. 726	28-35-181a	Amended	V. 30, p. 203	28-72-1s	New	V. 29, p. 361
28-23-26	through		28-35-181e	Revoked	V. 30, p. 203	28-72-1t	New	V. 29, p. 361
28-23-32	Revoked	V. 29, p. 726	28-35-181j	Amended	V. 30, p. 203	28-72-1v	New	V. 29, p. 361
28-23-34	through		28-35-181m	Amended	V. 30, p. 204	28-72-1x	New	V. 29, p. 361
28-23-36	Revoked	V. 29, p. 727	28-35-181o	Amended	V. 30, p. 205	28-72-2	Amended	V. 29, p. 361
28-23-41	through		28-35-192b	Amended	V. 30, p. 206	28-72-3	Amended	V. 29, p. 362
28-23-55	Revoked	V. 29, p. 727	28-35-192c	Amended	V. 30, p. 206	28-72-4	Amended	V. 29, p. 362
28-23-70	Revoked	V. 29, p. 727	28-35-192d	Revoked	V. 30, p. 207	28-72-4a	Amended	V. 29, p. 366
28-23-71	Revoked	V. 29, p. 727	28-35-192e	Amended	V. 30, p. 207	28-72-4b	Revoked	V. 29, p. 368
28-23-73	Revoked	V. 29, p. 727	28-35-192g	Amended	V. 30, p. 207	28-72-4c	Amended	V. 29, p. 368
28-23-75	Revoked	V. 29, p. 727	28-35-194a	Amended	V. 30, p. 207	28-72-5	Amended	V. 29, p. 369
28-23-78	through		28-35-212a	Amended	V. 30, p. 208	28-72-6	Amended	V. 29, p. 370
28-23-80	Revoked	V. 29, p. 727	28-35-216a	Amended	V. 30, p. 209	28-72-6a	New	V. 29, p. 371
28-29-1a	New	V. 30, p. 1541	28-35-225b	New	V. 30, p. 210	28-72-7	Amended	V. 29, p. 373
28-31-1	Revoked	V. 30, p. 414	28-35-231c	Amended	V. 30, p. 210	28-72-7a	New	V. 29, p. 373
28-31-2	Revoked	V. 30, p. 414	28-35-242	Amended	V. 30, p. 210	28-72-8	Amended	V. 29, p. 374
28-31-3	Revoked	V. 30, p. 414	28-35-264	Amended	V. 30, P. 210	28-72-9	Amended	V. 29, p. 375
28-31-4	Amended	V. 30, p. 414	28-35-334	Amended	V. 30, p. 211	28-72-10	Amended	V. 29, p. 376
28-31-5	Revoked	V. 30, p. 415	28-35-346	Amended	V. 30, p. 212	28-72-10a	New	V. 29, p. 377
28-31-6	Amended	V. 30, p. 415	28-35-411	Amended	V. 30, p. 212	28-72-11	Amended	V. 29, p. 378
28-31-7	Revoked	V. 30, p. 415	28-35-600	through		28-72-12	Amended	V. 29, p. 378
28-31-8	Revoked	V. 30, p. 415	28-35-608	New	V. 31, p. 90-93	28-72-13	Amended	V. 29, p. 379
28-31-8b	Revoked	V. 30, p. 415	28-36-30	Revoked	V. 29, p. 727	28-72-14	Amended	V. 29, p. 379
28-31-9	Revoked	V. 30, p. 415	28-36-31	Revoked	V. 29, p. 727	28-72-15	Amended	V. 29, p. 380
28-31-10	Amended	V. 31, p. 196	28-36-70	through		28-72-16	Amended	V. 29, p. 380
28-31-12	Amended	V. 30, p. 416	28-36-89	Revoked	V. 29, p. 727	28-72-17	Amended	V. 29, p. 381
28-31-13	Amended	V. 30, p. 417	28-36-101	through		28-72-18	Amended	V. 29, p. 382
28-31-14	Revoked	V. 30, p. 417	28-36-109	Revoked	V. 29, p. 727	28-72-18a	Amended	V. 29, p. 383
28-31-15	Revoked	V. 30, p. 417	28-38-18	Amended	V. 30, p. 1346	28-72-18b	Amended	V. 29, p. 384
28-31-16	Revoked	V. 30, p. 417	28-39-162	Revoked	V. 29, p. 1777	28-72-18c	Amended	V. 29, p. 384
28-31-100	New	V. 30, p. 417	28-39-162a	Revoked	V. 29, p. 1777	28-72-18d	Amended	V. 29, p. 385
28-31-100a	New	V. 30, p. 418	28-39-162b	Revoked	V. 29, p. 1777	28-72-18e	Amended	V. 29, p. 386
28-31-100d	New	V. 30, p. 418	28-39-162c	Revoked	V. 29, p. 1777	28-72-19	Amended	V. 29, p. 387
28-31-100e	New	V. 30, p. 419	28-39-169a	Amended	V. 30, p. 1346	28-72-20	Amended	V. 29, p. 387
28-31-100f	New	V. 30, p. 420	28-39-169b	Amended	V. 30, p. 1347	28-72-21	Amended	V. 29, p. 387
28-31-100p	New	V. 30, p. 420	28-39-169c	Amended	V. 30, p. 1348	28-72-22	Amended	V. 29, p. 388
28-31-100q	New	V. 30, p. 420	28-43-1	through		28-72-51	Amended	V. 29, p. 388
28-31-100r	New	V. 30, p. 420	28-43-11	Revoked	V. 29, p. 1137	28-72-52	Amended	V. 29, p. 389
28-31-100s	New	V. 30, p. 421	28-46-1	Amended	V. 29, p. 1138	28-72-53	Amended	V. 29, p. 389
28-31-124	New	V. 30, p. 422	28-46-2a	Amended	V. 29, p. 1138			
28-31-124a	New	V. 30, p. 423	28-46-3	through				
28-31-124b	New	V. 30, p. 423	28-46-22	Amended	V. 29, p. 1139-1141			
28-31-124c	New	V. 30, p. 423	28-46-27	Amended	V. 29, p. 1141			
28-31-124d	New	V. 30, p. 424	28-46-28	Amended	V. 29, p. 1141			
28-31-124e	New	V. 30, p. 424	28-46-29	Amended	V. 29, p. 1141			
28-31-260	New	V. 30, p. 425	28-46-29a	New	V. 29, p. 1142			
28-31-260a	New	V. 30, p. 426	28-46-30	Amended	V. 29, p. 1142			
28-31-261	New	V. 30, p. 426	28-46-30a	New	V. 29, p. 1142			
28-31-261a	New	V. 30, p. 427	28-46-30b	New	V. 29, p. 1144			
28-31-262	New	V. 30, p. 427	28-46-31	Amended	V. 29, p. 1144			
28-31-262a	New	V. 30, p. 427	28-46-33	Amended	V. 29, p. 1144			
28-31-263	New	V. 30, p. 428	28-46-34	Amended	V. 29, p. 1145			

AGENCY 30: SOCIAL AND REHABILITATION SERVICES

Reg. No.	Action	Register
30-5-118a	Revoked	V. 29, p. 293

AGENCY 36: DEPARTMENT OF TRANSPORTATION

Reg. No.	Action	Register
36-39-2	Amended (T)	V. 29, p. 1090
36-39-2	Amended	V. 29, p. 1416
36-39-4	Amended (T)	V. 29, p. 1091
36-39-4	Amended	V. 29, p. 1416
36-39-6	Amended (T)	V. 29, p. 1091
36-39-6	Amended	V. 29, p. 1416
36-42-1	through	
36-42-9	New	V. 29, p. 502-504

AGENCY 40: KANSAS INSURANCE DEPARTMENT

Reg. No.	Action	Register
40-1-22	Amended	V. 30, p. 722
40-1-37	Amended	V. 30, p. 193
40-1-48	Amended	V. 29, p. 1752
40-3-33	Revoked	V. 30, p. 232
40-3-43	Amended	V. 29, p. 1337
40-4-42c	Amended	V. 31, p. 170
40-4-43	New	V. 29, p. 703
40-5-7	Revoked	V. 31, p. 114
40-7-26	New	V. 29, p. 1752
40-7-27	New	V. 29, p. 1753
40-9-23	New	V. 29, p. 1813
40-10-16	New	V. 30, p. 556

AGENCY 44: DEPARTMENT OF CORRECTIONS

Reg. No.	Action	Register
44-5-115	Amended	V. 31, p. 301
44-9-101	Amended	V. 31, p. 302
44-9-105	Amended	V. 31, p. 303
44-9-107	New	V. 31, p. 304
44-9-501 through 44-9-504	New	V. 31, p. 304, 305
44-11-111	Amended	V. 31, p. 193
44-11-113	Amended	V. 31, p. 194
44-11-119	Amended	V. 31, p. 195
44-11-121	Amended	V. 31, p. 195
44-11-123	Amended	V. 31, p. 195
44-11-127	Amended	V. 31, p. 195
44-11-129	Amended	V. 31, p. 196
44-11-132	Amended	V. 31, p. 196

AGENCY 45: PRISONER REVIEW BOARD

Reg. No.	Action	Register
45-100-1	Revoked	V. 31, p. 306
45-500-1 through 45-500-4	Revoked	V. 31, p. 306

AGENCY 48: DEPARTMENT OF LABOR—EMPLOYMENT SECURITY BOARD OF REVIEW

Reg. No.	Action	Register
48-1-1 through 48-1-6	Amended	V. 29, p. 15-17
48-2-1 through 48-2-5	Amended	V. 29, p. 17
48-3-1	Amended	V. 29, p. 18
48-3-2	Amended	V. 29, p. 18
48-3-4	Amended	V. 29, p. 18
48-3-5	Amended	V. 29, p. 18
48-4-1	Amended	V. 29, p. 18
48-4-2	Amended	V. 29, p. 18

AGENCY 49: DEPARTMENT OF LABOR

Reg. No.	Action	Register
49-55-1 through 49-55-12	New	V. 29, p. 675, 676

AGENCY 50: DEPARTMENT OF LABOR—DIVISION OF EMPLOYMENT

Reg. No.	Action	Register
50-2-21a	New (T)	V. 29, p. 701
50-2-21a	New	V. 29, p. 1214

AGENCY 51: DEPARTMENT OF LABOR—DIVISION OF WORKERS COMPENSATION

Reg. No.	Action	Register
51-3-8	Amended	V. 30, p. 1649
51-7-8	Amended	V. 30, p. 1541
51-9-7	Amended	V. 30, p. 1577

AGENCY 60: BOARD OF NURSING

Reg. No.	Action	Register
60-16-105	Revoked	V. 29, p. 1115

AGENCY 63: BOARD OF MORTUARY ARTS

Reg. No.	Action	Register
63-1-6	Amended	V. 30, p. 1215
63-4-1	Amended	V. 30, p. 1215
63-6-2	Amended	V. 30, p. 1215

63-6-3	Amended	V. 30, p. 1216
63-7-1	Amended	V. 30, p. 1216
63-7-2	Amended	V. 30, p. 1217
63-7-6	Amended	V. 30, p. 1217
63-7-7	Amended	V. 30, p. 1217
63-7-9	New	V. 30, p. 1218
63-7-10	New	V. 30, p. 1218
63-7-11	New	V. 30, p. 1218

AGENCY 65: BOARD OF EXAMINERS IN OPTOMETRY

Reg. No.	Action	Register
65-4-3	Amended	V. 29, p. 990

AGENCY 66: BOARD OF TECHNICAL PROFESSIONS

Reg. No.	Action	Register
66-7-1	Amended	V. 30, p. 1681
66-8-6	Amended	V. 29, p. 794
66-9-7	Amended	V. 30, p. 1681
66-10-1	Amended	V. 30, p. 1681
66-10-3	Amended	V. 30, p. 1681
66-12-1	Amended	V. 30, p. 1681
66-14-10	Amended	V. 29, p. 794

AGENCY 68: BOARD OF PHARMACY

Reg. No.	Action	Register
68-1-1b	Amended	V. 29, p. 465
68-2-22	Amended	V. 30, p. 537
68-7-11	Amended	V. 29, p. 1053
68-7-21	New	V. 29, p. 465
68-20-10a	Amended	V. 30, p. 538
68-20-24	New (T)	V. 30, p. 357
68-20-25	New (T)	V. 30, p. 357
68-20-26	New (T)	V. 30, p. 357
68-20-27	New (T)	V. 30, p. 357
68-20-28	New (T)	V. 30, p. 635
68-20-29	New (T)	V. 30, p. 635
68-21-1 through 68-21-7	New	V. 29, p. 1417-1420
68-21-2	Amended	V. 30, p. 370
68-22-1 through 68-22-5	New	V. 30, p. 1515

AGENCY 70: BOARD OF VETERINARY MEDICAL EXAMINERS

Reg. No.	Action	Register
70-7-1	Amended	V. 31, p. 14

AGENCY 71: KANSAS DENTAL BOARD

Reg. No.	Action	Register
71-4-1	Amended	V. 30, p. 1680
71-5-1 through 71-5-6	Revoked	V. 29, p. 1593
71-5-7 through 71-5-13	New	V. 29, p. 1593-1597

AGENCY 74: BOARD OF ACCOUNTANCY

Reg. No.	Action	Register
74-4-8	Amended	V. 29, p. 1636
74-4-9	Amended	V. 29, p. 1638
74-5-2	Amended	V. 29, p. 1638
74-5-101	Amended	V. 29, p. 1639
74-5-202	Amended	V. 29, p. 1639
74-5-203	Amended	V. 29, p. 1639
74-6-2	Amended	V. 29, p. 1640
74-11-6	Amended	V. 29, p. 1640
74-11-7	Amended	V. 29, p. 1640
74-12-1	Amended	V. 29, p. 1641
74-15-2	Revoked	V. 29, p. 1641

AGENCY 81: OFFICE OF THE SECURITIES COMMISSIONER

Reg. No.	Action	Register
81-2-1	Amended	V. 30, p. 1048
81-5-21	New	V. 30, p. 1049
81-20-1	Revoked	V. 30, p. 866
81-20-2	Revoked	V. 30, p. 866
81-22-1	Amended	V. 30, p. 866
81-22-2	Revoked	V. 30, p. 866
81-23-1	Revoked	V. 30, p. 867
81-23-2	Revoked	V. 30, p. 867
81-24-1	Revoked	V. 30, p. 867
81-25-1	Revoked	V. 30, p. 867

81-25-2	Revoked	V. 30, p. 867
81-25-3	Revoked	V. 30, p. 867
81-26-3	Revoked	V. 30, p. 867
81-28-1	Revoked	V. 30, p. 867
81-28-2	Revoked	V. 30, p. 867
81-30-1	Revoked	V. 30, p. 867

AGENCY 82: STATE CORPORATION COMMISSION

Reg. No.	Action	Register
82-1-219	Amended	V. 29, p. 1099
82-3-101a	New	V. 29, p. 1508
82-3-120	Amended	V. 29, p. 1508
82-3-311a	New	V. 29, p. 181
82-3-1100 through 82-3-1120	New	V. 29, p. 182-190
82-4-1	Amended	V. 30, p. 1478
82-4-2	Amended	V. 29, p. 1443
82-4-2a	New	V. 30, p. 1480
82-4-3a	Amended	V. 30, p. 1480
82-4-3d	Amended	V. 29, p. 1444
82-4-3f	Amended	V. 30, p. 1481
82-4-3g	Amended	V. 30, p. 1484
82-4-3i	Amended	V. 30, p. 1486
82-4-3n	New	V. 29, p. 1444
82-4-3o	New	V. 29, p. 1445
82-4-6a	Amended	V. 29, p. 1446
82-4-6d	Amended	V. 30, p. 1488
82-4-8a	Amended	V. 30, p. 1489
82-4-8h	Amended	V. 29, p. 1446
82-4-20	Amended	V. 30, p. 1489
82-4-21	Amended	V. 29, p. 1446
82-4-22	Amended	V. 29, p. 1446
82-4-23	Amended	V. 29, p. 1447
82-4-24a	Amended	V. 29, p. 1447
82-4-26	Amended	V. 29, p. 1447
82-4-26a	Amended	V. 29, p. 1447
82-4-27	Amended	V. 29, p. 1447
82-4-27a	Amended	V. 29, p. 1448
82-4-27c	Amended	V. 29, p. 1448
82-4-27e	Amended	V. 29, p. 1449
82-4-28	Revoked	V. 29, p. 1449
82-4-28a	Revoked	V. 29, p. 1449
82-4-28b	Revoked	V. 29, p. 1449
82-4-30a	Amended (T)	V. 29, p. 702
82-4-30a	Amended	V. 29, p. 1392
82-4-31	Revoked	V. 29, p. 1450
82-4-32	Amended	V. 29, p. 1450
82-4-33	Amended	V. 29, p. 1450
82-4-35	Amended	V. 29, p. 1450
82-4-35a	Amended	V. 29, p. 1450
82-4-37	Revoked	V. 29, p. 1450
82-4-40	Amended	V. 29, p. 1450
82-4-42	Amended	V. 29, p. 1450
82-4-48	Amended	V. 29, p. 1451
82-4-48a	Amended	V. 29, p. 1451
82-4-53	Amended	V. 29, p. 1451
82-4-54	Amended	V. 29, p. 1452
82-4-55	Amended	V. 29, p. 1452
82-4-56a	Amended	V. 29, p. 1452
82-4-57	Amended	V. 29, p. 1453
82-4-58	Amended	V. 29, p. 1453
82-4-62	Revoked	V. 29, p. 1453
82-4-63	Amended	V. 29, p. 1453
82-4-65	Amended	V. 29, p. 1453
82-4-77	Amended	V. 29, p. 1454
82-11-4	Amended	V. 30, p. 1026
82-11-10	Amended	V. 30, p. 1030
82-12-7	Amended	V. 30, p. 1085

New V. 29, p. 1598-1601

New V. 29, p. 1136, 1137

AGENCY 88: BOARD OF REGENTS

Reg. No.	Action	Register
88-24-1	Amended	V. 29, p. 1415
88-28-1	Amended	V. 30, p. 193
88-28-6	Amended (T)	V. 30, p. 1047
88-28-6	Amended	V. 30, p. 1377
88-29-1	Amended	V. 31, p. 380
88-29-3 through 88-29-7	Amended	V. 30, p. 947, 948

(continued)

88-29-5	Amended	V. 31, p. 381
88-29-6	Amended	V. 31, p. 382
88-29-7	Amended	V. 31, p. 382
88-29-7a	Amended	V. 31, p. 382
88-29-8	Amended	V. 30, p. 949
88-29-8c	New	V. 30, p. 949
88-29-9		
through		
88-29-12	Amended	V. 30, p. 949-952
88-29-10	Amended	V. 31, p. 382
88-29-18	Amended	V. 30, p. 953
88-29-19	Amended	V. 30, p. 953
88-29a-5	Amended	V. 31, p. 383
88-29a-6	Amended	V. 31, p. 384
88-29a-7	Amended	V. 31, p. 384
88-29a-7a	Amended	V. 31, p. 385
88-29a-8	New	V. 30, p. 956
88-29a-8c	New	V. 30, p. 956
88-29a-9	New	V. 30, p. 956
88-29a-10	Amended	V. 31, p. 385
88-29a-11	Amended	V. 31, p. 387
88-29a-18	Amended	V. 31, p. 388
88-29a-19	Amended	V. 31, p. 389
88-30-1	Amended	V. 30, p. 194

AGENCY 91: DEPARTMENT OF EDUCATION

Reg. No.	Action	Register
91-1-200		
through		
91-1-204	Amended	V. 30, p. 1050-1057
91-1-230	Amended	V. 30, p. 1060
91-1-231	Amended	V. 30, p. 1060
91-1-232	Amended	V. 30, p. 1061
91-1-235	Amended	V. 30, p. 1062
91-1-236	Amended	V. 30, p. 1063
91-40-1	Amended	V. 29, p. 1093
91-40-27	Amended	V. 29, p. 1098

AGENCY 92: DEPARTMENT OF REVENUE

Reg. No.	Action	Register
92-12-66a	Amended	V. 30, p. 1415
92-19-3	Revoked	V. 30, p. 280
92-19-3a	New	V. 30, p. 280
92-19-3b	New	V. 30, p. 283
92-19-3c	New	V. 30, p. 285
92-19-10	Revoked	V. 30, p. 285
92-19-16a	Amended	V. 30, p. 285
92-19-16b	Revoked	V. 30, p. 286
92-19-40	Revoked	V. 30, p. 286
92-19-42	Revoked	V. 30, p. 286
92-19-49b	Amended	V. 30, p. 286
92-19-55b	New	V. 30, p. 287
92-19-59	Amended	V. 30, p. 289
92-19-73	Amended	V. 30, p. 289
92-24-23	Amended	V. 29, p. 1633
92-51-25a	New	V. 29, p. 1281

AGENCY 94: COURT OF TAX APPEALS

Reg. No.	Action	Register
94-2-1		
through		
94-2-21	Revoked	V. 29, p. 1478, 1479
94-3-2	Amended	V. 30, p. 1213
94-5-1		
through		
94-5-25	New	V. 29, p. 1479-1485
94-5-8	Amended	V. 30, p. 1213

Agency 97: COMMISSION ON VETERANS' AFFAIRS

Reg. No.	Action	Register
97-7-1		
through		
97-7-6	New	V. 29, p. 252-254

AGENCY 99: DEPARTMENT OF AGRICULTURE—DIVISION OF WEIGHTS AND MEASURES

Reg. No.	Action	Register
99-25-1	Amended	V. 29, p. 1242
99-25-9	Amended	V. 29, p. 1242
99-25-12	New	V. 29, p. 1242

AGENCY 100: BOARD OF HEALING ARTS

Reg. No.	Action	Register
100-11-1	Amended	V. 29, p. 650
100-28a-5	Amended	V. 31, p. 323

100-28a-10	Amended	V. 31, p. 324
100-29-1	Amended	V. 29, p. 598
100-49-4	Amended	V. 29, p. 651
100-55-1	Amended	V. 29, p. 704
100-55-7	Amended	V. 29, p. 651
100-69-12	New	V. 29, p. 704
100-72-2	Amended	V. 29, p. 705
100-73-2	Amended	V. 29, p. 598

AGENCY 102: BEHAVIORAL SCIENCES REGULATORY BOARD

Reg. No.	Action	Register
102-2-3	Amended	V. 29, p. 340
102-5-3	Amended	V. 30, p. 371
102-6-1	Revoked	V. 31, p. 114
102-6-2	Revoked	V. 31, p. 114
102-6-4	Revoked	V. 31, p. 114
102-6-5	Revoked	V. 31, p. 114
102-6-8	Revoked	V. 31, p. 114
102-6-9	Revoked	V. 31, p. 114
102-6-9a	Revoked	V. 31, p. 114
102-6-10	Revoked	V. 31, p. 114
102-6-11	Revoked	V. 31, p. 114
102-6-12	Revoked	V. 31, p. 114
102-7-1	New (T)	V. 30, p. 1542
102-7-1	New	V. 31, p. 16
102-7-2	New (T)	V. 30, p. 1543
102-7-2	New	V. 31, p. 17
102-7-3	New (T)	V. 30, p. 1543
102-7-3	New	V. 31, p. 17
102-7-4	New (T)	V. 30, p. 1546
102-7-4	New	V. 31, p. 20
102-7-4a	New (T)	V. 30, p. 1548
102-7-4a	New	V. 31, p. 21
102-7-4b	New (T)	V. 30, p. 1548
102-7-4b	New	V. 31, p. 22
102-7-5	New (T)	V. 30, p. 1549
102-7-5	New	V. 31, p. 23
102-7-6	New (T)	V. 30, p. 1550
102-7-6	New	V. 31, p. 23
102-7-7	New (T)	V. 30, p. 1552
102-7-7	New	V. 31, p. 25
102-7-7a	New (T)	V. 30, p. 1552
102-7-7a	New	V. 31, p. 25
102-7-8	New (T)	V. 30, p. 1552
102-7-8	New	V. 31, p. 26
102-7-9	New (T)	V. 30, p. 1552
102-7-9	New	V. 31, p. 26
102-7-10	New (T)	V. 30, p. 1553
102-7-10	New	V. 31, p. 27
102-7-11	New (T)	V. 30, p. 1554
102-7-11	New	V. 31, p. 27
102-7-11a	New (T)	V. 30, p. 1556
102-7-11a	New	V. 31, p. 29
102-7-12	New (T)	V. 30, p. 1556
102-7-12	New	V. 31, p. 29

AGENCY 105: BOARD OF INDIGENTS' DEFENSE SERVICES

Reg. No.	Action	Register
105-4-1	Amended (T)	V. 29, p. 1338
105-4-1	Amended	V. 29, p. 1506
105-4-2	Amended (T)	V. 30, p. 1086
105-4-2	Amended	V. 30, p. 1466
105-4-3	Amended (T)	V. 30, p. 1086
105-4-3	Amended	V. 30, p. 1466
105-5-2	Amended (T)	V. 29, p. 1339
105-5-2	Amended	V. 29, p. 1506
105-5-3	Amended (T)	V. 29, p. 1339
105-5-3	Amended	V. 29, p. 1506
105-5-6	Amended (T)	V. 29, p. 1339
105-5-6	Amended	V. 29, p. 1506
105-5-7	Amended (T)	V. 29, p. 1339
105-5-7	Amended	V. 29, p. 1507
105-5-8	Amended (T)	V. 29, p. 1340
105-5-8	Amended	V. 29, p. 1507
105-11-1	Amended (T)	V. 30, p. 1086
105-11-1	Amended	V. 30, p. 1466

AGENCY 108: STATE EMPLOYEES HEALTH CARE COMMISSION

Reg. No.	Action	Register
108-1-1	Amended (T)	V. 29, p. 1340
108-1-1	Amended	V. 30, p. 166
108-1-3	Amended (T)	V. 29, p. 1342
108-1-3	Amended	V. 30, p. 168
108-1-4	Amended (T)	V. 29, p. 1344
108-1-4	Amended	V. 30, p. 170

AGENCY 109: BOARD OF EMERGENCY MEDICAL SERVICES

Reg. No.	Action	Register
109-1-1	Amended	V. 31, p. 48
109-1-1a	New (T)	V. 30, p. 138
109-1-1a	New	V. 30, p. 573
109-1-2	Amended	V. 31, p. 51
109-2-1	Amended	V. 31, p. 51
109-2-2	Amended	V. 31, p. 51
109-2-4	Revoked	V. 31, p. 52
109-2-5	Amended	V. 31, p. 52
109-2-6	Amended	V. 31, p. 54
109-2-8	Amended	V. 31, p. 55
109-2-10a	New	V. 31, p. 56
109-2-11	Amended	V. 31, p. 57
109-2-12	Amended	V. 31, p. 58
109-2-13	Amended	V. 31, p. 58
109-3-3	New	V. 31, p. 246
109-3-4	New	V. 31, p. 247
109-3-5	New	V. 31, p. 247
109-5-1	Amended (T)	V. 30, p. 138
109-5-1	Amended	V. 30, p. 573
109-5-1a	New (T)	V. 30, p. 139
109-5-1a	New	V. 30, p. 574
109-5-1b	New (T)	V. 30, p. 139
109-5-1b	New	V. 30, p. 574
109-5-1c	New	V. 31, p. 247
109-5-1d	New (T)	V. 30, p. 139
109-5-1d	New	V. 30, p. 574
109-5-1e	New (T)	V. 30, p. 139
109-5-1e	New	V. 30, p. 574
109-5-1f	New (T)	V. 30, p. 139
109-5-1f	New	V. 30, p. 574
109-5-3	Amended	V. 29, p. 1282
109-5-4	Revoked	V. 29, p. 113
109-5-5	Amended	V. 30, p. 1154
109-5-7a	New (T)	V. 30, p. 139
109-5-7a	New	V. 30, p. 574
109-5-7b	New (T)	V. 30, p. 140
109-5-7b	New	V. 30, p. 575
109-5-7c	New (T)	V. 31, p. 245
109-5-7d	New (T)	V. 30, p. 141
109-5-7d	New	V. 30, p. 576
109-6-1	Amended	V. 29, p. 113
109-6-2	Amended	V. 29, p. 113
109-7-1	Amended	V. 31, p. 248
109-8-1	Amended (T)	V. 30, p. 141
109-8-1	Amended	V. 30, p. 576
109-8-2	New	V. 31, p. 225
109-9-1	Amended	V. 30, p. 1154
109-9-4	Amended	V. 30, p. 1154
109-10-1a	New (T)	V. 30, p. 141
109-10-1a	New	V. 30, p. 577
109-10-1b	New (T)	V. 30, p. 142
109-10-1b	New	V. 30, p. 577
109-10-1c	New	V. 31, p. 225
109-10-1d	New (T)	V. 30, p. 142
109-10-1d	New	V. 30, p. 577
109-10-1e	New (T)	V. 30, p. 142
109-10-1e	New	V. 30, p. 577
109-10-1f	New (T)	V. 30, p. 142
109-10-1f	New	V. 30, p. 577
109-10-1g	New (T)	V. 30, p. 142
109-10-1g	New	V. 30, p. 578
109-10-3	Amended	V. 30, p. 1155
109-10-5	Revoked	V. 30, p. 1155
109-10-6	Amended (T)	V. 30, p. 143
109-10-6	Amended	V. 30, p. 578
109-10-7	New	V. 29, p. 113
109-11-1	Amended	V. 29, p. 1283
109-11-1a	New (T)	V. 30, p. 143
109-11-1a	New	V. 30, p. 578
109-11-3	Amended	V. 29, p. 1284
109-11-3a	New (T)	V. 30, p. 144
109-11-3a	New	V. 30, p. 579
109-11-4	Amended	V. 29, p. 1284
109-11-4a	New	V. 31, p. 225
109-11-6	Amended	V. 29, p. 1285
109-11-6a	New (T)	V. 30, p. 144
109-11-6a	New	V. 30, p. 579
109-13-1	Amended	V. 31, p. 248
109-15-1	Amended	V. 30, p. 1155
109-15-2	Amended	V. 30, p. 1156

AGENCY 110: DEPARTMENT OF COMMERCE

Reg. No.	Action	Register
110-4-1		
through		
110-4-5	Amended	V. 30, p. 25-27
110-21-1		
through		
110-21-5	New	V. 30, p. 411-413

110-22-1 through 110-22-5	New (T)	V. 30, p. 984, 985
110-22-1 through 110-22-6	New	V. 30, p. 1416, 1417

AGENCY 111: KANSAS LOTTERY

A complete index listing all regulations filed by the Kansas Lottery from 1988 through 2000 can be found in the Vol. 19, No. 52, December 28, 2000 Kansas Register. A list of regulations filed from 2001 through 2003 can be found in the Vol. 22, No. 52, December 25, 2003 Kansas Register. A list of regulations filed from 2004 through 2005 can be found in the Vol. 24, No. 52, December 29, 2005 Kansas Register. A list of regulations filed from 2006 through 2007 can be found in the Vol. 26, No. 52, December 27, 2007 Kansas Register. A list of regulations filed from 2008 through November 2009 can be found in the Vol. 28, No. 53, December 31, 2009 Kansas Register. A list of regulations filed from December 1, 2009 through Dec. 21, 2011, can be found in the Vol. 30, No. 52, December 29, 2011 Kansas Register. The following regulations were filed after Dec. 22, 2011:

Reg. No.	Action	Register
111-2-270 through 111-2-276	New	V. 31, p. 114-116
111-4-3135	New	V. 31, p. 116
111-4-3136	New	V. 31, p. 121
111-4-3137 through 111-4-3142	New	V. 31, p. 274-278
111-4-3144 through 111-4-3158	New	V. 31, p. 345-354
111-5-23 through 111-5-28	Amended	V. 31, p. 355-358
111-5-31	Amended	V. 31, p. 359
111-5-33	Amended	V. 31, p. 279
111-5-194	Amended	V. 31, p. 359
111-5-200	New	V. 31, p. 360
111-9-174	New	V. 31, p. 122
111-9-175	New	V. 31, p. 123
111-9-176	New	V. 31, p. 124
111-9-177	New	V. 31, p. 360
111-17-3	New	V. 31, p. 279
111-201-14	Amended	V. 31, p. 361
111-401-1 through 111-401-50	New	V. 31, p. 389-407
111-501-9	Amended	V. 31, p. 124
111-501-14 through 111-501-26	New	V. 31, p. 124-129
111-501-35 through 111-501-81	New	V. 31, p. 129-146

AGENCY 112: RACING AND GAMING COMMISSION

Reg. No.	Action	Register
112-100-2	Amended	V. 30, p. 1605
112-101-6	Amended	V. 30, p. 290
112-101-8	Amended	V. 30, p. 1605
112-102-2	Amended	V. 30, p. 1605
112-102-8	Amended	V. 30, p. 290
112-102-10	Amended	V. 30, p. 1605
112-103-2	Amended	V. 30, p. 291
112-103-4	Amended	V. 30, p. 292
112-103-5	Amended	V. 30, p. 292

112-103-8	Amended	V. 30, p. 292
112-103-11	Amended	V. 30, p. 1605
112-103-15	Amended	V. 30, p. 292
112-104-1	Amended	V. 30, p. 293
112-104-5	Amended	V. 30, p. 1606
112-104-6	Amended	V. 30, p. 1606
112-104-8	Amended	V. 30, p. 294
112-104-13	Amended	V. 30, p. 295
112-104-14	Amended	V. 30, p. 297
112-104-15	Amended	V. 30, p. 297
112-104-16	Amended	V. 30, p. 298
112-104-32	Amended	V. 30, p. 300
112-104-42	New	V. 30, p. 1608
112-105-1	Amended	V. 30, p. 301
112-105-2	Amended	V. 30, p. 301
112-105-3	Amended	V. 30, p. 301
112-106-1	Amended	V. 30, p. 301
112-106-2	Amended	V. 30, p. 303
112-106-5	Amended	V. 30, p. 303
112-106-6	Amended	V. 30, p. 304
112-107-3	Amended	V. 30, p. 304
112-107-5	Amended	V. 30, p. 307
112-107-10	Amended	V. 30, p. 308
112-107-21	Amended	V. 30, p. 309
112-107-22	Amended	V. 30, p. 310
112-108-18	Amended	V. 30, p. 311
112-108-23	Amended	V. 30, p. 1609
112-108-36	Amended	V. 30, p. 312
112-108-55	Amended	V. 30, p. 313
112-110-1	Amended	V. 30, p. 1611
112-110-3	Amended	V. 30, p. 313
112-110-14	Amended	V. 30, p. 1612
112-112-1	Amended	V. 30, p. 314
112-112-3	Amended	V. 30, p. 314
112-112-4	Amended	V. 30, p. 314
112-112-7	Amended	V. 30, p. 315
112-112-9	Amended	V. 30, p. 315

AGENCY 115: DEPARTMENT OF WILDLIFE, PARKS, AND TOURISM

Reg. No.	Action	Register
115-1-1	Amended	V. 30, p. 943
115-2-1	Amended	V. 29, p. 1602
115-2-2	Amended	V. 30, p. 1665
115-2-3	Amended	V. 30, p. 1466
115-2-3a	Revoked	V. 30, p. 1180
115-4-2	Amended	V. 29, p. 408
115-4-4	Amended	V. 29, p. 658
115-4-4a	Amended	V. 29, p. 659
115-4-6	Amended	V. 29, p. 409
115-4-6b	New	V. 30, p. 332
115-4-11	Amended	V. 30, p. 332
115-5-1	Amended	V. 30, p. 944
115-5-2	Amended	V. 30, p. 945
115-7-1	Amended	V. 29, p. 1606
115-7-3	Amended	V. 30, p. 1665
115-7-6	Amended	V. 30, p. 1665
115-7-8	Revoked	V. 29, p. 1607
115-7-9	Amended	V. 30, p. 536
115-7-10	Amended	V. 30, p. 1665
115-8-1	Amended	V. 30, p. 1467
115-8-6	Amended	V. 30, p. 1665
115-8-9	Amended	V. 30, p. 1467
115-8-10	Amended	V. 30, p. 1468
115-8-12	Amended	V. 30, p. 1666
115-8-13	Amended	V. 30, p. 1180
115-16-3	Amended	V. 30, p. 1180
115-16-5	Amended	V. 30, p. 334
115-17-1	Amended	V. 30, p. 1468
115-17-2	Amended	V. 30, p. 1468
115-17-2a	New	V. 30, p. 1469
115-17-3	Amended	V. 30, p. 1469
115-17-4	Amended	V. 30, p. 1470
115-17-5	Amended	V. 30, p. 1470
115-17-10	Amended	V. 30, p. 1470
115-17-11	Amended	V. 30, p. 1470

115-17-12	Amended	V. 30, p. 1471
115-18-7	Amended	V. 29, p. 659
115-18-20	Amended	V. 29, p. 1608
115-20-7	New	V. 29, p. 659
115-30-13	New	V. 30, p. 1666

AGENCY 117: REAL ESTATE APPRAISAL BOARD

Reg. No.	Action	Register
117-2-1	Amended	V. 29, p. 412
117-2-2	Amended	V. 29, p. 413
117-3-1	Amended	V. 29, p. 414
117-3-2	Amended	V. 29, p. 415
117-4-1	Amended	V. 29, p. 416
117-4-2	Amended	V. 29, p. 417
117-6-1	Amended	V. 29, p. 656
117-6-3	Amended	V. 29, p. 656
117-7-1	Amended	V. 30, p. 92
117-8-1	Amended	V. 29, p. 418

AGENCY 120: KANSAS HEALTH POLICY AUTHORITY (FORMERLY HEALTH CARE DATA GOVERNING BOARD)

Reg. No.	Action	Register
120-1-2	Revoked	V. 30, p. 1024

AGENCY 121: DEPARTMENT OF CREDIT UNIONS

Reg. No.	Action	Register
121-10-1	Amended	V. 29, p. 675

AGENCY 123: JUVENILE JUSTICE AUTHORITY

Reg. No.	Action	Register
123-2-111	New (T)	V. 29, p. 1115
123-2-111	New	V. 29, p. 1415

AGENCY 129: DEPARTMENT OF HEALTH AND ENVIRONMENT—DIVISION OF HEALTH CARE FINANCE

Reg. No.	Action	Register
129-5-1	Amended	V. 31, p. 171
129-5-118	Amended	V. 29, p. 293
129-5-118a	New	V. 29, p. 294
129-5-118b	Amended	V. 29, p. 296
129-10-31	New	V. 30, p. 92

AGENCY 130: HOME INSPECTORS REGISTRATION BOARD

Reg. No.	Action	Register
130-1-2	New (T)	V. 29, p. 38
130-1-2	New	V. 29, p. 567
130-1-3	New (T)	V. 29, p. 38
130-1-3	New	V. 29, p. 567
130-1-4	Amended	V. 29, p. 567
130-2-1	Amended (T)	V. 30, p. 1629
130-2-1	Amended	V. 31, p. 224
130-3-1	New (T)	V. 29, p. 38
130-3-1	New	V. 29, p. 568
130-4-1	New (T)	V. 29, p. 39
130-4-1	New	V. 29, p. 794
130-4-2	New (T)	V. 29, p. 39
130-4-2	New	V. 29, p. 794
130-5-2	New	V. 29, p. 569

AGENCY 131: COMMITTEE ON SURETY BONDS AND INSURANCE

Reg. No.	Action	Register
131-1-1	New	V. 30, p. 195

AGENCY 132: KANSAS 911 COORDINATING COUNCIL

Reg. No.	Action	Register
132-2-1	New	V. 31, p. 223
132-4-1	New	V. 31, p. 224

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