

HO-CHUNK GAMING MADISON HOUSE RULES

1. Guests must be 18 years of age or older and provide a valid State or Federal issued ID to play electronic gaming machines.
2. No one under the age of 18 is allowed on the gaming floor. Guests under the age of 18 must be accompanied by an adult 18 years of age or older while visiting non-gaming areas.
3. Alcohol and other drugs are strictly prohibited at Ho-Chunk Gaming Madison. Anyone found to be under the influence will not be admitted and we reserve the right to call local law enforcement.
4. No carry-ins allowed including, but not limited to, cans, glass bottles or any other beverage other than water. Security reserves the right to search any large handbags, backpacks, etc.
5. Management reserves the right to deny admittance or exclude any guest from the facility in accordance with the Ho-Chunk Nation Gaming Ordinance.
6. If your vehicle is illegally parked or must be moved for any reason. Security will attempt to notify you through the P.A. system. If you do not answer, your vehicle will be towed at your expense.
7. Any player disputes will be handled by the manager according to their procedures. If the player is unsatisfied with the manager's resolution they can follow the Ho-Chunk Nation's Patron Dispute Policy. Copies of this policy will be available upon request at Ho-Chunk Gaming Madison's Guest Services.
8. Guests are responsible for reading the rules of play found under the help screen of each gaming machine before playing and reporting all machine disputes to Ho-Chunk Gaming Madison staff immediately. If there are any discrepancies with the machine, it is the guest's responsibility to notify staff immediately, before leaving the machine.
9. If the guest has a payout dispute, it is the guest's responsibility to contact a Cage Cashier immediately.
10. Management is not responsible for lost or stolen property/tickets. It is the guest's responsibility to verify their ticket amount before leaving their machine.
11. Once the guest has completed a wager, there will be no refunds/exchanges.
12. Gaming is conducted and regulated by the Ho-Chunk Nation.
13. Management reserves the right to change or cancel operating times, procedures or promotions at any time for Class II Gaming operations. All marketing promotion rules and procedures are posted and must be followed.
14. Employees of the Ho-Chunk Nation's Gaming Facilities are ineligible for marketing and promotional programs in any of its gaming facilities under Gaming Ordinance Section 1502 and 1506.
15. Guests must provide a valid State or Federal issued photo ID and a social security card to claim prize of over \$600 for tax reporting purposes.
16. Machine malfunction voids all pays and plays.
17. The solicitation of memberships or pledges, collection of funds, circulation of petitions, distribution of any printed materials, trespass, and any other similar types of activities by non-employees, on behalf of any organization, group, society, or individual, is not permitted on the Nation's property, facilities or lands where Class II or Class III gaming is conducted, unless a written permit is given by the appropriate official of the nation.

POKER ROOM HOUSE RULES

1. Speaking a foreign language during a deal is not allowed.
2. Players will not be allowed to seat themselves. Management will seat players in an effort to balance all games. Any table changes need to be approved by management.
3. The proper time to draw attention to an error or irregularity is when it occurs or is first noticed. Any delay may affect the ruling.
4. Your table stakes may be removed if you are away from the table for more than 30 minutes. You may extend your absence if you notify a Host in advance. Frequent or continuous absences may cause your table stakes to be removed.
5. A seat lock-up in a new game will be re-opened after five minutes if someone is waiting to play.
6. A player is expected to pay attention to the game and not hold up play. Activity that interferes with this (such as reading at the table) is discouraged, and the player will be asked to cease if it causes a problem.
7. Only one person may play a hand.
8. No one is allowed to play another player's table stakes.
9. You must be present to add your name to a waiting list.
10. Players are responsible to be in the playing area to hear the list being called. Any player who intends to leave the playing area should notify floor personnel.
11. The house reserves the right to require that any two players not play in the same game (husband and wife, relatives, business partners, and so forth).
12. If you return to the same game within one hour of cashing out, your buy-in must be equal to the amount removed when leaving that game.
13. Management reserves the right to make decisions in the spirit of fairness, even if a strict interpretation of the rules may indicate a different ruling.
14. Decisions of the shift supervisor are final.