



Kansas Register

Kris W. Kobach, Secretary of State

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State of Kansas

**Department of Administration
Office of Facilities and Property Management**

**Notice of Requested "On-Call"
Engineering Services**

Notice is hereby given of the commencement of the selection process for "on-call" civil/structural/MEP engineering services for small projects for the Kansas Department of Wildlife, Parks, and Tourism. Two firms will be selected. Contracts will be for three years.

For more information contact Jacob Baldwin, (785) 296-3859. Firms interested in providing these services should be familiar with the requirements of Chapter 9 of the Building Design and Construction Manual at the website below.

To be considered, one (1) PDF file and one (1) bound proposal of the following should be provided: State of Kansas Professional Qualifications DCC Forms 051-054,

inclusive, and information regarding similar projects. State of Kansas Professional Qualifications DCC Form 050 for each firm and consultant should be provided at the end. Proposals should be less than 5 MB and follow the current State Building Advisory Commission guidelines, which can be found in Chapter 4 of the Building Design and Construction Manual at www.da.ks.gov/fp/manual.htm. Proposals should be sent to Barbara Schilling, Office of Facilities and Property Management, Suite 600 South, Landon State Office Building, 900 SW Jackson, Topeka, 66612. If you have questions call (785) 291-3695 or e-mail Barb.Schilling@da.ks.gov. Both the PDF and bound proposal submittals shall be delivered to the attention of Barbara Schilling before noon February 10.

Mark J. McGivern, Director
Office of Facilities and
Property Management

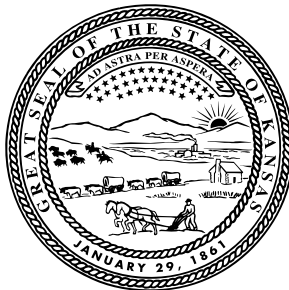
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**State of Kansas
State Conservation Commission**

Notice to Contractors

Sealed bids for the construction of a 15,500 cubic yard (fill) detention dam, Site 45 located in Marshall County, will be received by the Horseshoe Creek Watershed Joint District No. 110 at the office of the county clerk, Marshall County Courthouse, 1201 Broadway, P.O. Box 391, Marysville, 66508, (785) 562-5361, until 2 p.m. February 21, and then opened. Bids may be hand delivered prior to bid opening. A copy of the invitation for bids and the plans and specifications can be reviewed at and obtained from the office of CES Group P.A., 1102 Broadway, Marysville, 66508, (785) 562-5148. A \$25 nonrefundable deposit will be required for each set of plans requested. Plans can be sent electronically at no charge if requested at tduever@bluevalley.net.

Greg A. Foley, Executive Director
Division of Conservation
Kansas Department of Agriculture

Doc. No. 040184

**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 contact 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:

- 02/08/2012 EVT0001131 Vinyl replacement windows
- 02/08/2012 EVT0001149 Access road construction — Clinton State Park
- 02/14/2012 EVT0001153 Geo-probe Survey borings
- 02/15/2012 EVT0001157 Traffic signs
- 02/16/2012 EVT0001155 Aircraft, Cessna 206H
- 02/19/2012 EVT0001020 Renovate dormitory showers

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>

- 02/07/2012 A-011811 Geodesic dome reroof — Atwood — Dept. of Transportation, Topeka
- 02/16/2012 A-011847 Tunnel top replacement — Picken to Sheridan Hall — Fort Hays State University, Hays
- 02/27/2012 A-011575 Subarea bay addition — WaKeeney — Dept. of Transportation, Topeka
- 02/28/2012 A-011576 Subarea bay addition — Colby — Dept. of Transportation, Topeka

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. 040201

State of Kansas

911 Coordinating Council

Notice of Meeting

The Kansas 911 Coordinating Council will meet at 11 a.m. Friday, February 3, at the Eisenhower State Office Building, fourth floor, 700 S.W. Harrison, Topeka.

Melissa Wangemann
Kansas Association of Counties
Local Collection Point Administrator

Doc. No. 040200

State of Kansas

Legislature

Legislative Bills and Resolutions Introduced

The following numbers and titles of bills and resolutions were introduced January 12-18 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 Bills

HB 2437, AN ACT concerning elections; relating to voting; changing effective date of United States citizenship requirements; amending K.S.A. 2011 Supp. 25-2309 and repealing the existing section, by Committee on Elections.

HB 2438, AN ACT concerning county treasurers; amending K.S.A. 19-501 and repealing the existing section, by Committee on Elections.

HB 2439, AN ACT concerning school districts; relating to the counting of certain military pupils; amending K.S.A. 2011 Supp. 72-6448 and repealing the existing section, by Representatives Goodman and Fawcett.

HB 2440, AN ACT concerning crimes, criminal procedure and punishment; relating to reporting the death or disappearance of a child, by Committee on Corrections and Juvenile Justice.

HB 2441, AN ACT designating a portion of United States highway 75 as the Floyd H. Robinson memorial highway; amending K.S.A. 2011 Supp. 68-1051 and repealing the existing section, by Committee on Transportation.

HB 2442, AN ACT concerning individuals with disabilities; relating to employment and competitive bids for state contracts; amending K.S.A. 2011 Supp. 75-3739 and 75-3740 and repealing the existing sections, by Committee on Social Services Budget.

HB 2443, AN ACT concerning income taxation; relating to film production tax credits; amending K.S.A. 2011 Supp. 79-32,258, 79-32,259 and 79-32,260 and repealing the existing sections, by Committee on Joint Committee on Arts and Cultural Resources.

HB 2444, AN ACT concerning schools and school districts; relating to seclusion and restraint of pupils, by Committee on Children and Families.

HB 2445, AN ACT concerning public utilities; relating to rates and energy storage devices, by Committee on Energy and Utilities.

HB 2446, AN ACT concerning the renewable energy standards act; relating to energy storage; amending K.S.A. 2011 Supp. 66-1257 and repealing the existing section, by Committee on Energy and Utilities.

HB 2447, AN ACT concerning income tax credits; relating to plugging of abandoned wells; amending K.S.A. 2011 Supp. 79-32,207 and repealing the existing section, by Committee on Joint Committee on Energy and Environmental Policy.

HB 2448, AN ACT pertaining to the continuation of health insurance for firefighters, by Representative Ward.

HB 2449, AN ACT concerning livestock; relating to the Kansas equine education and promotion board, by Committee on Appropriations.

HB 2450, AN ACT concerning small, minority and woman-owned businesses; enacting the Kansas small, minority and woman-owned business development act, by Committee on Commerce and Economic Development.

HB 2451, AN ACT concerning water; relating to water right abandonment; amending K.S.A. 2011 Supp. 82a-718 and repealing the existing section, by Committee on Agriculture and Natural Resources.

HB 2452, AN ACT concerning wildlife, parks and tourism; relating to special big game permits, by Committee on Agriculture and Natural Resources.

HB 2453, AN ACT concerning the commission on disability concerns; amending K.S.A. 2011 Supp. 74-6701, 74-6702, 74-6703, 74-6706 and 74-6707 and repealing the existing sections; also repealing K.S.A. 2011 Supp. 74-6709, by Committee on Federal and State Affairs.

HB 2454, AN ACT concerning income taxation; providing a checkoff for the Kansas arts commission checkoff fund, by Representatives O'Neal, Arpke, Bruchman, Carlson, Cassidy, Crum, DeGraaf, Denning, Fawcett, Garber, Goico, Gonzalez, Goodman, Gordon, Grange, Gregory, Grosserode, Hedke, Hermanson, Hildabrand, Hill, Hoffman, Howell, Kelly, Kleebe, LeDoux, Mast, McLeland, Mesa, Osterman, Otto, Pottorff, Proehl, Rhoades, Ryckman, Seiwert, Spalding, Weber, K. Wolf and Worley.

HB 2455, AN ACT concerning utilities; creating the electricity high-way fee, by Committee on Energy and Utilities.

HB 2456, AN ACT concerning the underground utility damage prevention act; relating to appointment of members; amending K.S.A. 2011 Supp. 66-1805 and repealing the existing section, by Committee on Energy and Utilities.

HB 2457, AN ACT concerning developmental disabilities; relating to the MR/DD waiver program; amending K.S.A. 39-7,100 and 39-1804 and repealing the existing sections, by Representative Ward.

HB 2458, AN ACT regulating traffic; relating to penalties for violating size and weight laws, exceptions; amending K.S.A. 2011 Supp. 8-1901 and repealing the existing section, by Committee on Transportation.

HB 2459, AN ACT concerning driver's licenses; relating to motorcycles; amending K.S.A. 2011 Supp. 8-240 and repealing the existing section, by Representative Sloan.

HB 2460, AN ACT concerning retirement and benefits; relating to the Kansas public employees retirement system and systems thereunder; employer affiliation, participation by certain employees and contribution rate; amending K.S.A. 74-4910 and K.S.A. 2011 Supp. 74-4920 and repealing the existing sections, by Committee on Joint Committee on Pensions, Investments, and Benefits.

HB 2461, AN ACT concerning retirement and benefits, relating to the Kansas public employees retirement fund; alternative investments; amending K.S.A. 2011 Supp. 74-4921 and repealing the existing section, by Committee on Joint Committee on Pensions, Investments, and Benefits.

HB 2462, AN ACT regulating traffic; concerning traffic-control lights; amending K.S.A. 2011 Supp. 8-1508 and repealing the existing section, by Representative Goodman.

HB 2463, AN ACT concerning employment; relating to employment requirements in certain state contracts; relating to employment requirements for certain state tax benefits; amending K.S.A. 2011 Supp. 12-17,166, 74-50,131, 74-50,212, 79-32,154 and 79-32,243 and repealing the existing sections, by Committee on Commerce and Economic Development.

HB 2464, AN ACT concerning criminal procedure; relating to discovery; certain visual depictions; amending K.S.A. 2011 Supp. 22-3212 and repealing the existing section, by Committee on Judiciary.

HB 2465, AN ACT concerning crimes, punishment and criminal procedure; relating to lifetime electronic monitoring of certain offenders; amending K.S.A. 2011 Supp. 21-6604 and 22-3717 and repealing the existing sections, by Committee on Judiciary.

HB 2466, AN ACT concerning retirement and benefits; relating to the retirement of certain state officers and employees; election of health care benefit payments or lump sum payment, by Representative Grant.

HB 2467, AN ACT concerning crimes, criminal procedure and punishment; relating to transmission of sexually explicit or nude images of minors; amending K.S.A. 2011 Supp. 21-5510 and repealing the existing section, by Committee on Corrections and Juvenile Justice.

HB 2468, AN ACT concerning criminal procedure; relating to discovery and production requirements of defense attorneys; amending K.S.A. 2011 Supp. 22-3212 and repealing the existing section, by Committee on Corrections and Juvenile Justice.

HB 2469, AN ACT concerning crimes, criminal procedure and punishment; relating to payment of board of indigents' services fees; relating to parole revocation proceedings; amending K.S.A. 22-4529 and re-

pealing the existing section, by Committee on Corrections and Juvenile Justice.

HB 2470, AN ACT concerning regulated scrap metal; relating to unlawful acts; amending K.S.A. 2011 Supp. 50-6,111 and repealing the existing section, by Committee on Corrections and Juvenile Justice.

HB 2471, AN ACT concerning adult care homes; relating to the board of adult care home administrators; amending K.S.A. 2011 Supp. 65-3506 and repealing the existing section, by Committee on Aging and Long-term Care.

HB 2472, AN ACT concerning rural water districts; definitions; amending K.S.A. 2011 Supp. 82a-612 and repealing the existing section, by Committee on Energy and Utilities.

HB 2473, AN ACT concerning civil procedure; relating to pleadings and discovery; amending K.S.A. 2011 Supp. 60-208 and 60-226 and repealing the existing sections, by Committee on Judiciary.

HB 2474, AN ACT concerning alcoholic liquor; relating to class A clubs; amending K.S.A. 2011 Supp. 41-2637 and repealing the existing section, by Committee on Appropriations.

HB 2475, AN ACT concerning public health and welfare; relating to the funding for home and community-based services for the developmentally disabled program of the department of social and rehabilitation services; prescribing certain powers, duties and functions for preparation of caseload estimates; amending K.S.A. 2011 Supp. 75-3717 and repealing the existing section, by Committee on Children and Families.

House Concurrent Resolutions

HCR 5029, by Representatives Garber, Billinger, Boman, Calloway, Collins, Crum, Fawcett, Goico, Goodman, Gregory, Hayzlett, Hedke, Hoffman, Howell, Huebert, Knox, LeDoux, Mesa, O'Brien, Otto, Peck, Powell, Scapa, Seiwert and Wetta, A PROPOSITION to amend section 1 of the bill of rights of the constitution of the state of Kansas, relating to equal rights.

Senate Bills

SB 272, AN ACT concerning water; relating to administrative division of water right; fee; multi-year flex accounts; amending K.S.A. 2011 Supp. 82a-736 and repealing the existing section, by Committee on Agriculture.

SB 273, AN ACT concerning costs for examination of an insurance company; amending K.S.A. 2011 Supp. 40-223 and repealing the existing section, by Committee on Financial Institutions and Insurance.

SB 274, AN ACT concerning alcoholic beverages; relating to temporary permits under the club and drinking establishment act; authorizing extended permits; amending K.S.A. 2011 Supp. 41-2645 and repealing the existing section, by Committee on Federal and State Affairs.

SB 275, AN ACT concerning alcoholic beverages; repealing statutes pertaining to salesperson's permits; repealing K.S.A. 41-333, 41-334, 41-335, 41-336, 41-337, 41-338, 41-339, 41-340 and 41-341, by Committee on Federal and State Affairs.

SB 276, AN ACT concerning alcoholic beverages; relating to the employment of certain individuals by licensees under the club and drinking establishment act; amending K.S.A. 41-2610 and repealing the existing section, by Committee on Federal and State Affairs.

SB 277, AN ACT concerning alcoholic beverages; relating to the licensing of microdistilleries; amending K.S.A. 41-304, 41-316 and 41-320 and K.S.A. 2011 Supp. 41-102, 41-310, 41-317 and 41-319 and repealing the existing sections, by Committee on Federal and State Affairs.

SB 278, AN ACT concerning school districts; relating to policies against bullying; amending K.S.A. 2011 Supp. 72-8256 and repealing the existing section, by Committee on Education.

SB 279, AN ACT concerning crimes, punishment and criminal procedure; relating to unlawful sexual relations; amending K.S.A. 2011 Supp. 21-5512 and repealing the existing section, by Committee on Judiciary.

SB 280, AN ACT concerning commitment of sexually violent predators; relating to evaluations; testimony of expert witnesses; amending K.S.A. 59-29a05 and K.S.A. 2011 Supp. 59-29a06 and repealing the existing sections, by Committee on Judiciary.

SB 281, AN ACT concerning the Kansas judicial council; relating to the commission on judicial performance; amending K.S.A. 2011 Supp. 20-3201 and repealing the existing section, by Committee on Judiciary.

SB 282, AN ACT concerning covered offenses and conduct giving rise to forfeiture; relating to fleeing or eluding; amending K.S.A. 2011 Supp. 60-4104 and repealing the existing section, by Committee on Judiciary.

SB 283, AN ACT concerning sheriffs; relating to fees; amending K.S.A. 2011 Supp. 28-110 and repealing the existing section, by Committee on Judiciary.

SB 284, AN ACT enacting the Kansas employer e-verify accountability act, by Committee on Commerce.

SB 285, AN ACT concerning the misclassification of employees; pertaining to the penalty for violations; amending K.S.A. 2011 Supp. 44-766 and repealing the existing section, by Committee on Commerce.

SB 286, AN ACT pertaining to the use of credit history; enacting the fair use of credit history act; amending K.S.A. 50-703 and repealing the existing section, by Committee on Commerce.

SB 287, AN ACT concerning credit unions; relating to credit union insurance; amending K.S.A. 17-2204, 17-2227 and 17-2246 and repealing the existing sections; also repealing K.S.A. 17-2250, 17-2251, 17-2252, 17-2253, 17-2254, 17-2255, 17-2256, 17-2257, 17-2258, 17-2259, 17-2261, 17-2265, 17-2266 and 17-2267, by Committee on Financial Institutions and Insurance.

SB 288, AN ACT concerning alcoholic beverages; relating to sales of alcoholic liquor or cereal malt beverage by the drink; amending K.S.A. 41-2640 and K.S.A. 2011 Supp. 41-2601 and repealing the existing sections, by Committee on Federal and State Affairs.

SB 289, AN ACT concerning the veterinary practice act; relating to records inspection fee; powers of the board of veterinary examiners; grounds to suspend or revoke a license; amending K.S.A. 47-821 and K.S.A. 2011 Supp. 47-822, 47-830 and 47-842 and repealing the existing sections, by Committee on Agriculture.

SB 290, AN ACT concerning the addictions counselor licensure act; amending K.S.A. 2011 Supp. 65-6608, 65-6610 and 65-6613 and repealing the existing sections, by Committee on Public Health and Welfare.

SB 291, AN ACT concerning the uniform trust code; relating to modification or termination of noncharitable irrevocable trust; creditor claims against settlors; certification of trusts; amending K.S.A. 58a-505, 58a-1013 and 59-103 and K.S.A. 2011 Supp. 58a-411 and repealing the existing sections; also repealing K.S.A. 58a-818, by Committee on Judiciary.

SB 292, AN ACT concerning inheritance rights; relating to revocation upon divorce, by Committee on Judiciary.

SB 293, AN ACT concerning probate; relating to filing of wills; amending K.S.A. 2011 Supp. 59-618a and repealing the existing section; also repealing K.S.A. 59-621, by Committee on Judiciary.

SB 294, AN ACT concerning certain claims against the state, making appropriations, authorizing certain transfers, imposing certain restrictions and limitations, and directing or authorizing certain disbursements, procedures and acts incidental to the foregoing, by Joint Committee on Special Claims Against the State.

SB 295, AN ACT enacting the fair consideration of the unemployed act, by Committee on Commerce.

SB 296, AN ACT concerning income taxation; relating to credits; qualified tuition and related expenses, by Committee on Assessment and Taxation.

SB 297, AN ACT concerning domestic relations; relating to marital property; amending K.S.A. 2011 Supp. 23-2601 and repealing the existing section, by Committee on Judiciary.

SB 298, AN ACT regulating traffic; relating to penalties for violating size and weight laws, exceptions; amending K.S.A. 2011 Supp. 8-1901 and repealing the existing section, by Committee on Transportation.

SB 299, AN ACT concerning alcoholic beverages; relating to the club and drinking establishment act; creating a public venue license; amending K.S.A. 41-306, 41-306a, 41-307, 41-308, 41-701, 41-2608, 41-2613, 41-2614 and 41-2640 and K.S.A. 2011 Supp. 41-308a, 41-2601, 41-2622 and 41-2629 and repealing the existing sections, by Committee on Federal and State Affairs.

SB 300, AN ACT concerning motor vehicles; relating to temporary vehicle registration permits; extending the thirty-day registration to sixty days; amending K.S.A. 2011 Supp. 8-135 and 8-2409 and repealing the existing sections, by Committee on Transportation.

Senate Resolutions

SR 1802, by Senators Schodorf and Vratil, A RESOLUTION congratulating and commending the members of the 2012 Kansas Teacher of the Year team.

SR 1803, by Committee on Transportation, A RESOLUTION urging congress to amend the federal highway beautification act to allow businesses in small towns across Kansas to advertise with outdoor highway advertising signs.

SR 1804, by Committee on Transportation, A RESOLUTION concerning transportation; requesting a multi-year federal transportation funding program at current funding levels.

Doc. No. 040185

State of Kansas

Department of Transportation

Notice to Contractors

Sealed proposals for the construction of road and bridge work in the following Kansas counties will be received at the Bureau of Construction and Maintenance, KDOT, Topeka, or at the Eisenhower State Office Building, fourth floor west wing, 700 S.W. Harrison, Topeka, until 1 p.m. February 22 and then publicly opened:

District One — Northeast

Brown—7 C-0062-01 — County road 1.1 miles south of Padonia, grading and surfacing, 0.5 mile. (Federal Funds)

Marshall—110-58 KA-0025-01 — K-110 north fork Black Vermillion River drainage bridge, 0.6 mile north of U.S. 36, bridge replacement. (Federal Funds)

Wyandotte—435-105 KA-2132-01 — I-435 and Woodend Road, lighting, 0.1 mile. (Federal Funds)

Wyandotte—435-105 KA-2232-01 — I-435 bridge 1.8 miles north of K-32, bridge repair. (State Funds)

Wyandotte—70-105 KA-2233-01 — I-70 bridges 1.6 miles east of U.S. 40 and 1.6 miles east of Old K-132, bridge repair. (State Funds)

Wyandotte—70-105 KA-2255-01 — I-70 bridge 4.4 miles north of the Johnson County line, bridge repair. (State Funds)

Wyandotte—70-105 KA-2256-01 — I-70 bridge at the west junction of U.S. 69, bridge repair. (State Funds)

District Two — North Central

Ellsworth—70-27 KA-2465-01 — I-70 exits at K-232, west junction of K-14 and K-156, lighting, 16 miles. (State Funds)

McPherson—135-59 KA-2262-01 — I-135 bridge located 2 miles north of U.S. 81B, bridge repair. (State Funds)

Saline—70-85 KA-2466-01 — I-70, Hedville Road (Exit 244) and Halstead Road (Exit 249), lighting. (State Funds)

Saline—70-85 KA-2259-01 — I-70 bridge 5.5 miles east of K-143, bridge repair. (State Funds)

District Three — Northwest

Decatur—83-20 KA-2249-01 — U.S. 83 bridge located 3.6 miles north of the Sheridan city limits, bridge repair. (State Funds)

Rooks—258-82 KA-2634-01 — K-258 from the south end of Webster Reservoir State Park north 3.9 miles to the south end of the bridge over U.S. 24, seal, 3.9 miles. (State Funds)

Smith—36-92 KA-2635-01 — U.S. 36 from the Phillips-Smith county line east to the west junction of U.S. 281 in Smith Center, seal, 15.3 miles. (State Funds)

Smith—281-92 KA-2636-01 — U.S. 281 from the U.S. 36 east junction north to the Nebraska state line, seal, 15.5 miles. (State Funds)

District Four — Southeast

Neosho—47-67 KA-0699-01 — K-47 Neosho River, 3 miles east of U.S. 59, bridge replacement. (Federal Funds)

District Five — South Central

Harvey—50-40 K-9439-01 — U.S. 50, from 1 mile west of Anderson Avenue east to Old Main Street, grading, bridge and surfacing, 1.4 miles. (Federal Funds)

District Six — Southwest

Edwards—56-24 KA-1808-01 — U.S. 56, 0.4 mile north-east of the south junction of U.S. 183 at Kinsley, culvert construction. (State Funds)

Seward—54-88 K-9809-01 — North and northeast legs of U.S.54/U.S. 83/2nd Street/Bluebell junction in Liberal, grading and surfacing, 0.2 mile. (State Funds)

Each bidder shall file a sworn statement executed by or on behalf of the person, firm, association or corporation submitting the bid, certifying that such person, firm, association or corporation has not, either directly or indirectly, entered into any agreement, participated in any collusion, or otherwise taken any action in restraint of free competitive bidding in connection with the submitted bid.

This sworn statement shall be in the form of an affidavit executed and sworn to by the bidder before a person who is authorized by the laws of the state to administer oaths. The required form of affidavit will be provided by the state to each prospective bidder. Failure to submit the sworn statement as part of the bid approval package will make the bid nonresponsive and not eligible for award consideration.

Plans and specifications for the projects may be examined at the office of the respective county clerk or at the KDOT district office responsible for the work.

Barb Rankin

Acting Secretary of Transportation

Doc. No. 040192

State of Kansas

Department of Transportation

Notice to Consulting Engineers

The Kansas Department of Transportation is seeking a qualified consulting engineering firm prequalified in Category 211 – Highway Design-Major Facility – for a project manager consultant (PMC) for a design-build (D-B) project as listed below. A PDF (3 MB maximum size) of the interest response must be emailed to David J. Nagy, P.E., Assistant to the Bureau Chief of Design/Contracts Engineer, at DavidN@ksdot.org. Interest responses are limited to six pages, with a project history appendix (of PMC work) up to six pages on projects over \$25 million of construction; the subject line of the email and the PDF file name must read “435-46 KA-1002-06 - Firm Name”; and must be received by noon February 2 for the consulting engineering firm to be considered.

435-46 KA-1002-06**Project Manager Consultant Project**

The scope of the services is to be the agency’s Project Manager Consultant for the Design-Build “Gateway” Project at the I-435/I-35/K-10 interchange, Johnson County, Kansas (Project 435-46 KA-1002-04), currently estimated at \$250 million for construction and scheduled for a Spring 2014 award of contract to the D-B contractor. A partial listing of the services will include working with the current consultant that is preparing baseline plans and reviewing prepared plans through construction of the project and finalization of project. Additionally, the

consultant will develop a D-B manual, tailored to KDOT, utilizing other material already developed by other states, such as UDOT and MinDOT. The consultant will develop all materials necessary for the selection of the D-B contractor, including the RFQ and RFP; assist the efforts in the selection of the D-B contractor; develop a scoring system to be utilized in the selection of the D-B contractor; assist with alternate technical concepts (ATCs) and additional requested elements (AREs); provide PI efforts; develop/provide effective project management systems to keep track of project development issues; prepare and review estimates; develop the construction packages for D-B of the Gateway Project; and assist with contract administration through finalization of the project. In addition, the PMC will assist KDOT with the determination, assessment and mitigation of project risk factors such as project schedule, right-of-way issues and utilities. Additional services may be added or removed as the project progresses.

Baseline plans are to be completed by December 2012 (by others). The PMC is to be hired by April 2012. The design build contractor is to be selected by Spring 2014. The anticipated end of PMC services is by December 2017.

Additional project information can be located at the following websites:

<http://kdotapp.ksdot.org/TWorks/>
www.jocogateway.com

The selected consultant will be precluded from proposing as a member of an interested design-build team for the construction project. For more information or details regarding the PMC duties, contact Jim Kowach at kowach@ksdot.org.

The Consultant Shortlist Committee will select three to five of the most highly qualified firms expressing interest and schedule an individual interview. The consulting firms can more thoroughly discuss their experience related to the project at the interview and will be expected to discuss their approach to this project in detail and the personnel to be assigned to this project. Firms not selected to be short-listed will be notified. Categories may be viewed at www.ksdot.org/divengdes/prequal.

The Consultant Selection Committee, appointed by the Secretary of Transportation, will conduct the discussions with the firms invited to the individual interview conferences. The committee will select one firm to perform the professional services required for completing the advertised project. After the selection, the firms not selected will be notified of the outcome.

It is KDOT's policy to use the following criteria as the basis for selection of the consulting engineering firms:

1. Size and professional qualifications.
2. Experience of staff.
3. Location of firm with respect to project(s).
4. Work load of firm.
5. Firm's performance record.

The firm's accounting systems must have the following capabilities before the firm may be awarded a contract:

- Valid, reliable and current costs must be available within the system to support cost and pricing data.

- Capability to provide a means of measuring the reasonableness of incurred costs.
- Capability to identify and accumulate allowable costs by contract or project records that will reconcile with the general ledger.
- Ability to provide supporting documentation of actual expenditures for each billing, based on costs.

For more information, contact David Nagy at DavidN@ksdot.org.

Barb Rankin
Acting Secretary of Transportation

Doc. No. 040176

(Published in the Kansas Register January 26, 2012.)

City of Rose Hill, Kansas

Notice of Intent to Seek Private Placement General Obligation Bonds, Series 2012

Notice is hereby given that the city of Rose Hill, Kansas (the issuer), proposes to seek a private placement of the above-referenced bonds. The maximum aggregate principal amount of the bonds shall not exceed \$460,000. The proposed sale of the bonds is in all respects subject to approval of a bond purchase agreement between the issuer and the purchaser of the bonds and the passage of an ordinance and adoption of a resolution by the governing body of the issuer authorizing the issuance of the bonds and the execution of various documents necessary to deliver the bonds.

Dated January 17, 2012.

Kathy A. Raney
City Clerk

Doc. No. 040191

(Published in the Kansas Register January 26, 2012.)

City of Hiawatha, Kansas

Notice of Intent to Seek Private Placement General Obligation Bonds, Series 2012

Notice is hereby given that the city of Hiawatha, Kansas (the issuer), proposes to seek a private placement of the above-referenced bonds. The maximum aggregate principal amount of the bonds shall not exceed \$370,000*. The proposed sale of the bonds is in all respects subject to approval of a bond purchase agreement between the issuer and the purchaser of the bonds and the passage of an ordinance and adoption of a resolution by the governing body of the issuer authorizing the issuance of the bonds and the execution of various documents necessary to deliver the bonds.

Dated January 17, 2012.

Vivian Constable
City Clerk

*Subject to change.

Doc. No. 040202

State of Kansas

Department of Commerce

Notice of Hearings

The Department of Commerce, CDBG Program, will conduct two public hearings on the proposed FFY 2013 Community Development Block Grant Program. The purpose of these hearings is to gain citizen input on the proposed changes to the federally funded CDBG Program, as well as to take comments on the performance of past administration of this program. No preregistration is required. All citizens are invited to attend the public hearings, which are scheduled from 10 to 11:30 a.m. Wednesday, February 29, in Room 530 of the Curtis State Office Building, 1000 S.W. Jackson, Topeka, and from 9 to 10:30 a.m. Thursday, March 1, at the Front Door Community Center, 1615 10th St., Great Bend.

Anyone needing special accommodations should contact the Kansas Department of Commerce at least five business days in advance of the hearing at (785) 296-3004, fax (785) 296-3776 or TTY 711.

Proposed changes listed below will be discussed at the public hearing:

- Amend 2011 program year for water regionalization applications to expire on December 31, 2012, and renew the funds in the next program year.
- Amend 2012 program year so the KAN STEP program can open a round of pre-applications to be submitted not later than April 15, 2012. The KAN STEP application is due by December 15, 2012, with grant award not later than December 31, 2012.

2013 Proposed CDBG Changes

- Community Facility Applications
 - Total solution will be eliminated and the 5 points will be added to Project Need.
 - Past performance points (5) will be moved to leverage.
 - Negative points will be given for past performance — up to 5 points.
 - Water/Sewer will add negative 10 points if the project is feasible for regionalization and the applicant decides to opt out of the regional project.
- Bridge projects will have the \$2,000 per benefit apply to each bridge.
- No project will be funded by CDBG without a local investment. No 100 percent grants from all sources. Local investment must be for more than administration.
- Administration on projects that are CENST will be limited to \$10,000 or 10 percent, whichever is less. These are for projects such as fire trucks, ambulances and storm sirens.
- KAN Step will be offered twice a year on February 15 and August 15.
- Percentage of funding on the Community Facilities category will be changed to 10-30 percent and Housing will be changed to 10-25 percent.
- Surveys — new surveys will be required for applicants for the 2013 program. No old surveys will be acceptable.

- Housing changes:

Eligible CDBG Housing Activities

Homeowner/Rental rehabilitation units has no cost limits, must only be reasonable. Eligible activities include minor rehabilitation, Moderate/Substantial Rehabilitation, Reconstruction, Historical Preservation, Lead-based Paint Hazard Evaluation and Reduction, Code Enforcement, and Home-based businesses.

2013 Housing Point System — 150 possible

Assessment Tool / Exploration of Needs	15
Development of Project	45
Solution of Need	30
Public Interest	10
Leverage	<u>25</u>
Subtotal	125
Site Visit	<u>25</u>
Total	150

Pat George
Secretary of Commerce

Doc. No. 040187

State of Kansas

Department of Health
and Environment

Notice of Draft Combined Water Pollution
Control General Permit

The Kansas Department of Health and Environment has prepared a draft combined Kansas/NPDES Water Pollution Control General Permit for the discharge of hydrostatic test water from new pipelines and storage tanks, and/or existing pipelines and storage tanks exposed to crude oil and refined petroleum products or natural/liquified petroleum gases. This permit, when approved, will replace the current general permit for similar discharges scheduled to expire May 31, 2012.

A general wastewater permit is provided for those entities engaged in similar activities and discharging the same types of wastewater. The wastewater from these types of activities has a low public health and environmental risk. A general permit is placed on public notice once during the life of the permit and then is made available, without further public notice, to entities for activities that meet the requirements of the permit. The permittees also are required to meet all other federal, state and local requirements. To be covered under the draft permit, the permittee is required to submit the Notice of Intent and receive a signed and dated permit from KDHE.

The draft permit contains limits for oil and grease, pH and total suspended solids, and monitoring for flow and total residual chlorine (if present in the source water) for all discharges plus chemical oxygen demand, naphthalene and benzene limits for pipelines and storage vessels exposed to petroleum products.

Copies of the Notice of Intent application, instructions, draft permit and other supporting documents may be viewed at the KDHE website at www.kdheks.gov/water/index.html or requested in hard copy from the Kansas Department of Health and Environment, Bureau of Water

- Technical Services Section, 1000 S.W. Jackson, Suite 420, Topeka, 66612-1367.

Persons wishing to comment on the draft permit must submit written comments to the address above by February 25.

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

Doc. No. 040194

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

Request for Bids

Pursuant to the Kansas Childhood Lead Poisoning Prevention Program, sealed bids for lead hazard reduction at the following properties will be received by the Kansas Department of Health and Environment until 2 p.m. on the date indicated. For more information, call (316) 683-6629:

February 10, 2012

IFB 264-12-08

Project Safe at Home Wichita

- Property #1 1107 N. Larimar
Wichita, KS 67203
- Property #2 1638 S. Drollinger
Wichita, KS 67218
- Property #3 1720 Northeast Pkwy.
Wichita, KS 67208
- Property #4 4126 W. Bella Vista
Wichita, KS 67212
- Property #5 2912 N. Woodland
Wichita, KS 67204
- Property #6 639 S. St. Paul
Wichita, KS 67213
- Property #7 2044 N. Fairview
Wichita, KS 67203
- Property #8 2217 N. Fairview
Wichita, KS 67203
- Property #9 1207 N. Glendale
Wichita, KS 67208

Contractors will be required to attend a walkthrough of each property in order to be eligible to respond to the invitation for bid. For times and actual locations, call (316) 683-6629 or go to the following website:

<http://www.kshealthyhomes.org>

The above-referenced bid documents can be downloaded at the website listed above.

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

Doc. No. 040189

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, 28-18-1 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-12-014/022

Pending Permits for Confined Feeding Facilities

Name and Address of Applicant	Legal Description	Receiving Water
Georg Feeders Ken Georg 2490 136th Road Sabetha, KS 66534	SE/4 of Section 30, T03S, R15E, Brown County	Kansas River Basin

Kansas Permit No. A-KSBR-B002

This is a new permit for an existing livestock facility with the maximum capacity of 350 head (350 animal units) of cattle weighing greater than 700 pounds. The facility consists of approximately 3.6 acres of open lot pens, a concrete manure storage structure and an earthen retention control structure. A 0.25-acre pen will be added to the south area.

Name and Address of Applicant	Legal Description	Receiving Water
Walt Farms, Inc. Kevin Broeckelman 1028 D Road Quinter, KS 67752	NW/4 of Section 19, T10S, R25W, Graham County	Saline River Basin

Kansas Permit No. A-SAGH-C001 Federal Permit No. KS0100331

This is a new permit for an existing facility with a maximum capacity of 3,000 head (1,500 animal units) of cattle 700 pounds or less. The previous permit was for 999 head (999 animal units) of cattle more than 700 pounds. This represents an increase in animal units from the previous permit cycle. There is no new construction proposed. This facility has an approved Nutrient Management Plan on file with KDHE.

Name and Address of Applicant	Legal Description	Receiving Water
Denver R. Lawson 367 W. 126 Hwy. Pittsburg, KS 66762	NW/4 of Section 27, T30S, R23E, Crawford County	Neosho River Basin

Kansas Permit No. A-NECR-F001

This is a permit modification and reissuance for an existing facility with the maximum capacity of 54,000 (972 animal units) of turkeys. The

(continued)

facility consists of five enclosed confinement buildings, a litter storage building and a composting building. Proposed modifications include the construction of an additional enclosed confinement building. There is no change in the permitted animal units from the previous permit.

Name and Address of Applicant	Legal Description	Receiving Water
Doug Claassen 12247 N.W. 130th St. Whitewater, KS 67154	NW/4 of Section 10, T24S, R04E, Butler County	Walnut River Basin

Kansas Permit No. A-WABU-S018

This permit is being reissued for an existing swine facility for 500 head (200 animal units) of swine weighing more than 55 pounds. There is no change in the permitted animal units from the previous permit.

Name and Address of Applicant	Legal Description	Receiving Water
Lakin Feedyard Steven Landgraf P.O. Box 1026 Lakin, KS 67860	S/2 of Section 29, T25S, R36W, Kearny County	Upper Arkansas River Basin

Kansas Permit No. A-UAKE-C003 Federal Permit No. KS0039365

This permit is being reissued for an existing facility for 15,000 head (15,000 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
Watts Dairy Michael Watts 21350 Jackson Road Chanute, KS 66720	SW/4 of Section 20, T27S, R19E, Neosho County	Neosho River Basin

Kansas Permit No. A-NENO-M012

This permit is being reissued for an existing facility for 65 head (91 animal units) of mature dairy cattle and 25 head (12.5 animal units) of cattle weighing 700 pounds or less, for a total capacity of 103.5 animal units. There is no change in the permitted animal units from the previous permit.

Name and Address of Applicant	Legal Description	Receiving Water
Berntsen Dairy Donald A. Berntsen 525 N. Bluff Road Argonia, KS 67004	SE/4 of Section 24, T31S, R04W, Sumner County	Lower Arkansas River Basin

Kansas Permit No. A-ARSU-M004

This permit is being reissued for an existing dairy facility for 100 head (140 animal units) of mature dairy cattle. There is no change in the permitted animal units from the previous permit.

Name and Address of Applicant	Legal Description	Receiving Water
Art Regehr & Sons Wayne Regehr 566 Cheyenne Road Inman, KS 67546	SW/4 of Section 01, T21S, R05W, McPherson County	Little Arkansas River Basin

Kansas Permit No. A-LAMP-S024

This permit is being reissued for an existing facility with a maximum capacity of 504 head (201.6 animal units) of swine more than 55 pounds, 410 head (41 animal units) of swine 55 pounds or less and 500 head (500 animal units) of cattle more than 700 pounds, for a total of 742.6 animal units. There is no change in the permitted animal units from the previous permit cycle.

Name and Address of Applicant	Legal Description	Receiving Water
D & L Partnership Feedlot Donald L. Hazlett P.O. Box 947 Colby, KS 67701	SW/4 of Section 05, T05S, R23W, Norton County	Solomon River Basin

Kansas Permit No. A-SONT-B007

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

Public Notice No. KS-GP-12-001

Name and Address of Applicant	Legal Location	Type of Discharge
All applicants for hydrostatic test water discharges from pipelines and storage tanks	State of Kansas	Hydrostatic test water

General Permit No. G-HydrT-0112-1 Federal Tracking No. KSG670000
Legal Description: State of Kansas

The Kansas Department of Health and Environment has prepared a draft combined Kansas/NPDES Water Pollution Control General Permit for the discharge of hydrostatic test water from new pipelines and storage tanks and/or existing pipelines and storage tanks exposed to crude oil and refined petroleum products or natural/liquified petroleum gases. This permit, when approved, will replace the current general permit for similar discharges scheduled to expire May 1, 2012. Details of the proposed general permit are in a separate notice in this issue of the Kansas Register. The permit requirements are pursuant to the Kansas Surface Water Quality Standards, K.A.R. 28-16-28(b-f), and Federal Surface Water Criteria, and are water-quality based.

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 February 25 will be considered in the formulation of the final determinations regarding this public notice. Please refer to the appropriate Kansas document number (KS-AG-12-014/022, KS-GP-12-001) 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. 040193

State of Kansas

Department of Health and Environment

Notice of Major Administrative Actions at Hazardous Waste Facilities

The Hazardous Waste Permits Section of the Bureau of Waste Management (BWM) has available for review a list of all permit modifications and major administrative actions for facilities that treat, store or dispose of hazardous waste in Kansas that were finalized or approved from January 1, 2011 through December 31, 2011. The publication of this list fulfills the requirement of 40 CFR 270.42(i).

For more information, contact Mostafa Kamal, Chief, Hazardous Waste Permits Section, at (785) 296-1609.

Ashland Chemical — Speaker Road EPA I.D. KSD057889313
03/3/2011 Class 1 Modification for change of ownership and RCRA permit transfer; facility now known as Nexeo Solutions, LLC

Chemical Waste Management EPA I.D. KSD0700902952
01/14/11 Remedy Enhancement Study Supplemental Field Study Work Plan approval

Clean Harbor — Coffeyville EPA I.D. KSD981506025
09/20/11 Class 1 Permit Modification for change of emergency coordinator
10/11/11 Class 1 Permit Modification to reflect the replacement of equipment with functionally equivalent equipment

Exline, Inc. EPA I.D. KSD007127327
04/07/11 Class 1 Permit Modification for revisions to Hazardous Waste Contingency Plan

Former Lawrence Nitrogen Plant EPA I.D. KSD007128507
12/13/11 Operation and Maintenance Inspection Report finalized

Fort Riley Military Installation EPA I.D. KS6214020756
08/11/11 Draft RCRA Permit placed on public notice
11/22/11 Permit Renewal Issued

Kansas State University EPA I.D. KSD980632772
01/03/11 Consent Agreement and Final Order (10-E-179) signed
04/01/11 Groundwater Remediation System installed
05/26/11 Corrective Measures Implementation and Decommissioning Plan approved
10/17/11 Revised Sampling and Analysis Plan approved

Michigan Reutilization Properties EPA I.D. KSD087418695
06/10/11 RCRA Part B renewal application submitted
09/26/11 RCRA Part B renewal application determination of completeness concluded

National Cooperative Refinery Association EPA I.D. KSD007145956
09/13/11 Operation and Maintenance Inspection Report finalized
11/17/11 Part A Application and Post-Closure Plan revised to reflect change in facility contact

Nexeo Solutions, LLC (Formerly Ashland Chemical) EPA I.D. KSD057889313
08/04/11 Public Notice for RCRA Draft Permit Renewal
09/15/11 Public Notice for RCRA draft permit comment period extended 45-days
12/22/11 Permit Renewal Issued

Safety Kleen — Wichita EPA I.D. KSD000809723
06/10/11 Class 1 Permit Modification for change of primary and alternate emergency coordinator
08/29/11 Class 1 Permit Modification for change of alternate emergency coordinator

Sinclair Transportation Company EPA I.D. KSD091347898
02/28/11 Revised Site-Wide Sampling and Analysis Plan approved

Systech Environmental Corp.

EPA I.D. KSD980633250

01/06/11 Class 1 Modification for updates to inspection forms
03/08/11 Class 1 Modification for Tank 12 minor piping changes to provide additional flexibility to the facility's segregated waste code management process
09/27/11 Class 2 Modification for North Roll-off Container Storage Pad addition
10/06/11 Class 1a Modification for expansion of the container receiving dock
11/21/11 Class 1 Modification for recertification of Storage Tank #10
12/14/11 Class 2 Modification for West Truck Unloading Station addition

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

Doc. No. 040190

State of Kansas

Department of Health and Environment

Request for Comments

The Kansas Department of Health and Environment is soliciting comments regarding the amendment of a previously issued air quality construction permit. US Energy Partners, LLC, dba White Energy, 1224 E. 15th St., Russell, 67665, owns and operates the stationary source located at the same address. Certain requirements were found to no longer be appropriate in the construction permits dated November 8, 2005, and July 31, 2007. These requirements are being modified to increase the VOC limit on the DDGS cooling cyclone and increasing the source-wide VOC emission limit.

A copy of the modification is available for public inspection for a period of 30 days from the date of publication during normal business hours at the KDHE, Bureau of Air, 1000 S.W. Jackson, Suite 310, Topeka, and at the KDHE Northwest District Office, 2301 E. 13th St., Hays. To obtain or review the modification, contact Ashley Eichman, (785) 296-1713, at the KDHE central office, and to review the proposed permit only, contact Shelly Briley, (785) 625-5663, at the KDHE Northwest District Office. The standard departmental cost will be assessed for any copies requested.

Direct written comments or questions regarding the proposed modification to Ashley Eichman, 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 February 27.

A person may request a public hearing be held on the proposed modification. 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 February 27 in order for the Secretary of Health and Environment to consider the request.

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

Doc. No. 040197

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. Panhandle Eastern Pipe Line Company 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.

Panhandle Eastern Pipe Line Company, P.O. Box 4967, Houston, TX 77210-4967, owns and operates a natural gas transmission facility located at 29115 Metcalf Road, Louisburg, Miami County, Kansas.

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 Lynelle Ladd, (785) 296-1719, 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 Lynelle Ladd, 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 February 29.

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 February 29 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 im-

practicable to raise such objections within such period, or unless the grounds for such objection arose after such period. Contact Patricia Scott, 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. 040186

State of Kansas

**Department of Health
and Environment****Request for Comments**

The Kansas Department of Health and Environment is soliciting comments regarding a proposed modification to an air quality operating permit. US Energy Partners, LLC, dba White Energy, has applied for a Class II operating permit modification in accordance with the provisions of K.A.R. 28-19-544. Emissions of volatile organic compounds (VOCs) were evaluated during the permit review process. The purpose of a Class II permit is to limit the potential-to-emit for these pollutants to below major source thresholds. US Energy Partners, LLC, dba White Energy, has proposed a modification to the VOC emission limit for the DDGS cooler cyclone.

US Energy Partners, LLC, dba White Energy, 1224 E. 15th St., Russell, 67665, owns and operates a stationary source located at the same address.

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 public review for a period of 30 days from the date of publication during normal business hours at the KDHE, Bureau of Air, 1000 S.W. Jackson, Suite 310, Topeka, and at the KDHE Northwest District Office, 2301 E. 13th St., Hays. To obtain or review the proposed permit and supporting documentation, contact Ashley Eichman, (785) 296-1713, at the KDHE central office, and to review the proposed permit only, contact Shelly Briley, (785) 625-5663, at the KDHE Northwest District Office. The standard departmental cost will be assessed for any copies requested.

Direct written comments or questions regarding the proposed permit to Ashley Eichman, 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 February 27.

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 February 27 in order for the Secretary of Health and Environment to consider the request.

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

Doc. No. 040198

**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. 2010 Supp. 12-1675(b)(c)(d) and K.S.A. 2010 Supp. 12-1675a(g).

Effective 1-23-12 through 1-29-12

Term	Rate
1-89 days	0.09%
3 months	0.03%
6 months	0.06%
1 year	0.12%
18 months	0.19%
2 years	0.24%

Scott Miller
Director of Investments

Doc. No. 040183

**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 construction permit. Westar Energy, Inc. (Westar) has applied for an air quality construction permit in accordance with the provisions of K.A.R. 28-19-300 to initiate an emission reduction project at its Jeffrey Energy Center in St. Marys, Kansas. Emissions of oxides of nitrogen (NOx), carbon monoxide (CO) and carbon dioxide (CO₂) were evaluated during the permit review process.

Westar Energy, Inc., 818 S. Kansas Ave., P.O. Box 889, Topeka, 66601, proposes to initiate a NOx reduction project on Unit 3 at the Jeffrey Energy Center located at 25905 Jeffrey Road, St. Marys.

The proposed permit is to be issued in accordance with the provisions of K.A.R. 28-19-350, prevention of significant deterioration (PSD), which adopt the federal standards, procedures and requirements of 40 CFR 52.21 by reference. These air quality regulations apply to major stationary emission sources located in areas designated as "attainment" under the federal Clean Air Act (CAA). Attainment areas are areas where the air quality meets or exceeds the national ambient air quality standards (NAAQS).

The PSD regulations require evaluation of emission reduction techniques to identify the best available control technology (BACT) for each pollutant for which the emission rate exceeds the PSD significant level. The purpose of BACT is to affect the maximum degree of reduction achievable, taking into account energy, environmental and economic impacts for each pollutant under review. Evaluation of the estimated emissions for the proposed Jeffrey Energy Center Unit 3 (JEC3) project indicates that the emission rate of carbon monoxide exceeds the significance level. Westar conducted the required BACT analysis for CO. The department has reviewed Westar's

BACT analysis and concurs with its finding that good combustion practices are BACT for CO.

An ambient impact analysis was performed on the potential air emissions of CO from the proposed modifications to the low NOx combustion system on JEC3. The CO screening modeling analysis demonstrated no significant impact on the one-hour or eight-hour ambient air quality and that the emissions would not cause or contribute to any violation of ambient air standards. The EPA has not established Class II maximum allowable increments for CO. Accordingly, no calculation of the potential consumption of increment is possible. No Class I areas are located within 100 km of the facility. Any federal land manager who has reason to believe a Class I area is adversely impacted by the emissions from the expansion project has the opportunity to present KDHE with analysis of the adverse impact on the air quality-related values of that Class I area during the comment period. No adverse impacts on soils and vegetation in the area are expected.

A public comment period has been established until 5 p.m. February 29 to allow citizens the opportunity to express any concerns they may have about this proposed permitting action. All comments should be submitted in writing to Jessica Webb, KDHE, Bureau of Air, 1000 S.W. Jackson, Suite 310, Topeka, 66612-1366, or presented at the public hearing.

Any member of the public may request a public hearing be conducted to receive comments on the proposed issuance of the draft air quality construction permit. The request for a hearing shall be in writing and shall set forth the basis for the request. Written requests to hold a public hearing should be sent to the attention of Sharon Burrell at the address listed above or by fax to (785) 291-3953 and must be received by noon February 29.

If a request is received, a public hearing is tentatively scheduled at 5 p.m. March 7 at the City Hall, City Commission Meeting Room, 200 S. 7th St., St. Marys. The hearing will continue until all verbal and written comments have been submitted by participants.

If no requests to hold the public hearing are received by noon February 29, the public hearing will be cancelled. A notice of the cancellation will be posted at the KDHE website at <http://www.kdheks.gov/bar/publicnotice.html>.

If a hearing is conducted, all interested parties will be given a reasonable opportunity to present their views orally or by submission of written materials during the hearing. In order to give all parties an opportunity to present their views, it may be necessary to request that each participant limit oral presentations to a specific time limit.

Any individual with a disability may request accommodation in order to participate in the public hearing and may request the proposed materials in an accessible format. Requests for accommodation must be made not later than February 29.

Copies of the proposed permit, permit application, all supporting documentation and all information relied upon during the permit application review process are available for public review for a period of 30 days from the date of publication during normal business hours, 8

(continued)

a.m. to 5 p.m., at the KDHE, Bureau of Air, 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 Jessica Webb, (785) 296-1578, 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.

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

Doc. No. 040188

State of Kansas

Kansas Insurance Department

Permanent Administrative
Regulations

Article 5.—CREDIT INSURANCE

40-5-7. (Authorized by K.S.A. 40-103, 16a-4-112; implementing K.S.A. 16a-4-301; effective Jan. 1, 1966; amended Jan. 1, 1974; amended May 1, 1975; amended May 1, 1979; amended May 1, 1986; revoked Feb. 10, 2012.)

Sandy Praeger
Kansas Insurance Commissioner

Doc. No. 040196

State of Kansas

Behavioral Sciences Regulatory Board

Permanent Administrative
Regulations

Article 6.—REGISTERED ALCOHOL AND OTHER
DRUG ABUSE COUNSELORS

102-6-1. (Authorized by and implementing K.S.A. 74-7507(j); effective July 17, 1995; revoked Feb. 10, 2012.)

102-6-2. (Authorized by and implementing K.S.A. 65-6602(c) and 65-6603; effective July 17, 1995; revoked Feb. 10, 2012.)

102-6-4. (Authorized by K.S.A. 65-6602(b) and 74-7507(j) and implementing K.S.A. 65-6602; effective July 17, 1995; revoked Feb. 10, 2012.)

102-6-5. (Authorized by K.S.A. 74-7507(i) and implementing K.S.A. 65-6602(c); effective July 17, 1995; revoked Feb. 10, 2012.)

102-6-8. (Authorized by and implementing K.S.A. 2006 Supp. 74-7507; effective July 17, 1995; amended June 8, 2007; revoked Feb. 10, 2012.)

102-6-9. (Authorized by K.S.A. 74-7507; implementing K.S.A. 65-6603 and 74-7507; effective July 17, 1995; amended July 11, 2003; revoked Feb. 10, 2012.)

102-6-9a. (Authorized by and implementing K.S.A. 65-6603 and K.S.A. 2007 Supp. 74-7507; effective Feb. 13, 2009; revoked Feb. 10, 2012.)

102-6-10. (Authorized by and implementing K.S.A. 74-7507 and K.S.A. 65-6603; effective July 17, 1995; amended July 11, 2003; revoked Feb. 10, 2012.)

102-6-11. (Authorized by and implementing K.S.A. 74-7507(g) and K.S.A. 65-6603; effective July 17, 1995; revoked Feb. 10, 2012.)

102-6-12. (Authorized by and implementing K.S.A. 2007 Supp. 74-7507; effective July 17, 1995; amended Aug. 8, 2008; revoked Feb. 10, 2012.)

Tom Hawk, Ph.D.
Executive Director

Doc. No. 040195

State of Kansas

Kansas Lottery

Temporary Administrative
Regulations

Article 2.—LOTTERY RETAILERS

111-2-270. Cowley county fraternal veterans' games promotion. (a) The Kansas lottery shall conduct a promotion with the following participating retailers: VFW 1254 Arkansas City (retailer number 17381); American Legion 18 Arkansas City (retailer number 16607), American Legion 10 Winfield (retailer number 13829), and VFW 3544 Winfield (retailer number 18081). During the term of this promotion, Kansas lottery players can enter any valid non-winning \$1.00 veterans' games tickets into drop boxes at the designated retailer locations.

(b) The term of this promotion shall be from November 1, 2011, through the end of the business day on November 11, 2011.

(c) During the term of this promotion, drop boxes for the deposit of any valid non-winning \$1.00 veterans' games tickets shall be provided by the lottery and placed at the four participating retailer locations listed above. All drop boxes shall be retrieved by the Kansas lottery at the end of the promotion.

(d) After the term of this promotion has ended, one entry and two alternate entries shall be drawn by the Kansas lottery for each of the four participating retailers.

(e) The winner from each store shall win \$25 worth of Kansas lottery instant coupons.

(f) All of the entries from the four participating retailers, including the winners and alternates selected in subsection (d), shall be entered into a grand prize drawing for \$50 worth of Kansas lottery instant coupons.

(g) The participating retailer having the largest number of valid entries shall be awarded \$25 worth of Kansas lottery instant coupons.

(h) The drawing is tentatively set to be held on or about November 16, 2011, at Kansas lottery headquarters office. (Authorized by and implementing K.S.A. 2010 Supp. 74-8710; effective, T-111-12-22-11, Oct. 12, 2011.)

111-2-271. Method of entry. (a) Entry into the Cowley county fraternal veterans' games promotion shall be accomplished as follows:

(1) The entrant must purchase any Kansas lottery \$1 instant veterans' game ticket and the ticket must be determined to be a non-winning ticket.

(2) The entrant must complete the information on the back of any valid non-winning \$1.00 instant veterans' game ticket in a legible manner. Only one name shall appear on each ticket.

(3) The completed entry must be placed into any designated drawing receptacle provided at each of the four participating retailer locations no later than the close of business for that retailer on November 11, 2011.

(4) The holder of any entry is not required to personally attend the drawing or be present at the time of the drawing to be determined a winner.

(5) The drawing shall be conducted at Kansas lottery headquarters office after the entry deadline for the promotion. Two alternate entries per store shall be drawn by lottery personnel.

(b) There is no limit on the number of entries a person may make, but each person may only win once in the individual retailer drawings for \$25 worth of Kansas lottery instant coupons, regardless of the place of entry.

(c) All eligible ticket entries, which are deposited into a drawing receptacle by the end of business for that retailer on November 11, 2011, shall be entered into the drawing.

(d) Eligible entrants in the promotion must be 18 years of age or older.

(e) Completing the information on the back of the ticket and entering the ticket into any drawing constitutes authorization to publicly identify the person whose entry is drawn. (Authorized by and implementing K.S.A. 2010 Supp. 74-8710; effective, T-111-12-22-11, Oct. 12, 2011.)

111-2-272. Zarco Powerball promotion. (a) Beginning on or about November 17, 2011, and ending on or about December 23, 2011, the Kansas Lottery shall offer a Powerball ticket promotion to the following participating retailers of Zarco 66, chain number 1470: Zarco 66 number 4 (retailer number 14556 in Lawrence, Kansas); Zarco 66 number 6 (retailer number 15621 in Lawrence, Kansas); and Zarco 66 number 8 (retailer number 17193 in Ottawa, Kansas).

(b) For every made-to-order sandwich purchased at the "Sandbar Subs" eatery located within each participating Zarco 66 retailer location, with a minimum value of not less than \$4.50, Zarco 66 will provide the purchaser of the sandwich with one \$1.00 Kansas Powerball quick pick ticket.

(c) The purchaser of the sandwich described in subsection (b) must be 18 years of age or older to be eligible to receive a promotional Powerball ticket.

(d) Each participating Zarco 66 retailer location shall be eligible to give away no more than \$300 worth of Powerball tickets for the duration of this promotion.

(e) The term of this promotion shall be for 15 days, or until all tickets at any one participating Zarco 66 location are given away, whichever occurs first.

(f) Zarco 66 assumes any and all liability incurred as a result of participating in this promotion.

(g) All other applicable Kansas lottery rules, regulations, or laws shall apply to this promotion. (Authorized by and implementing K.S.A. 2010 Supp. 74-8710; effective, T-111-12-22-11, Oct. 12, 2011.)

111-2-273. Cosentino's Price Chopper grocery give-a-way. (a) During the term of this promotion with

participating chain numbers 1436 and 1732 Cosentino's Price Chopper stores in Kansas, for every Super Kansas Cash single ticket purchase of \$3 or more, the player shall receive an entry for the "Grocery Give-A-Way" promotion drawing. Lottery terminals shall automatically dispense an entry form for each \$3 or more Super Kansas Cash single ticket purchase at participating Cosentino's Price Chopper Kansas lottery retailers during the term of this promotion. The qualifying Super Kansas Cash purchase may be for a single draw or for multiple draws.

(b) The term of this promotion shall be from November 1, 2011, through the end of the business day on November 30, 2011.

(c) During the term of this promotion, drop boxes for the deposit of entries shall be provided by the lottery and placed at all participating Cosentino's Price Chopper locations. All drop boxes shall be retrieved by the Kansas lottery at the end of the promotion.

(d) After the term of this promotion has ended, one entry and two alternate entries shall be drawn by the Kansas lottery pursuant to standard lottery drawing procedures for each of the four Price Chopper grocery store locations.

(e) The winner from each store will win \$100 in groceries. The Kansas lottery will give each store a \$75 instant ticket credit. Cosentino's will pay the additional \$25 per store for the total \$100 prize.

(f) The drawing is tentatively set to be held during the week of December 12, 2011, at Kansas lottery headquarters.

(g) The game promotion procedure set forth hereinabove shall be repeated for the second eligible contestant and possible alternate winners. (Authorized by and implementing K.S.A. 2010 Supp. 74-8710; effective, T-111-12-22-11, Oct. 12, 2011.)

111-2-274. Method of entry. (a) Entry into the "Grocery Give-A-Way" promotion shall be accomplished as follows:

(1) During the term of this promotion, with every qualifying purchase of \$3 or more Super Kansas Cash on a single ticket, an entry form shall be automatically produced by the lottery online terminal.

(2) The purchaser must complete the information on the entry form in a legible manner. Only one name shall appear on each entry form.

(3) The completed entry form must be placed into the designated drawing receptacle provided at any participating Cosentino's Price Chopper store no later than the close of business for that store on November 30, 2011.

(4) The holder of the entry is not required to personally attend the drawing or be present at the time of the drawing to be determined a winner.

(5) The drawing shall be conducted at Kansas lottery headquarters during the week of December 12, 2011. Two alternate entries per store shall be drawn by lottery personnel pursuant to standard Kansas lottery procedures.

(6) Entry forms obtained during the stated period of time may be entered in the drawing.

(b) There is no limit on the number of entries a person may make, but each person may only win once regardless of the place of entry.

(continued)

(c) All eligible entry forms which are deposited into a drawing receptacle by the end of business for that participating store on November 30, 2011, shall be entered into the drawing.

(d) Eligible entrants in the promotion must be 18 years of age or older, and may not be an employee of any Cosentino's Price Chopper store in Kansas.

(e) Completing the information on the entry form and entering the ticket into any drawing constitutes authorization to publicly identify the person whose entry is drawn. (Authorized by and implementing K.S.A. 2010 Supp. 74-8710; effective, T-111-12-22-11, Oct. 12, 2011.)

111-2-275. Pete's Corporation "ask for the sale" promotion. (a) During the period beginning December 5, 2011, and ending December 11, 2011, in addition to compensation provided for in K.A.R. 111-2-4, the Kansas lottery also offers all Pete's Corporation stores located in Kansas an opportunity to participate in a bonus retailer "ask for the sale" incentive promotion of lottery tickets.

(b) Every day beginning December 5, 2011, through December 11, 2011, Pete's Corporation store personnel selling Kansas lottery tickets will ask every adult customer making a purchase if the customer would like to purchase a lottery ticket. If the employee fails to ask adult customers for the purchase of a lottery ticket and the customer brings it to the clerk's attention before leaving the premises, the retailer shall give the adult customer one \$1.00 instant lottery ticket of the retailer's choosing at no charge.

(c) All retailer employees at each location shall display special point-of-sale materials provided by the lottery each day during the promotion announcing the promotion to its customers. These promotional materials consist of:

(1) A tent card to be displayed at the point where tickets are sold.

(2) A window/monitor banner to be displayed at the front entrance of the business and/or below the lottery information display system monitor.

These materials must be on display during all hours of the promotion at the times and dates established in subsections (b) and (c) for a store to be eligible for a prize.

(d) Any tickets given away above the \$35 allowance representing 35 tickets per location will be the responsibility of Pete's Corporation.

(e) Each retail location shall maintain a ticket log form to be completed every time a lottery ticket is given away. The log will be picked up by the Kansas lottery district manager servicing the retailer location at the end of the promotion. If all terms of the promotion have been complied with by the retail location, \$35 will be credited to the retailer's lottery account. (Authorized by K.S.A. 2010 Supp. 74-8710; implementing K.S.A. 2010 Supp. 74-8710 and K.S.A. 74-8708; effective, T-111-12-22-11, Oct. 12, 2011.)

111-2-276. The Pantry dba Presto "ask for the sale" promotion. (a) During the period beginning November 21, 2011, and ending December 2, 2011, in addition to compensation provided for in K.A.R. 111-2-4, the Kansas lottery also offers all Presto stores located in Kansas an opportunity to participate in a bonus retailer "ask for the sale" incentive promotion of lottery tickets.

(b) Every day beginning November 21, 2011, through December 2, 2011, Presto store personnel selling Kansas lottery tickets will ask every adult customer making a purchase if the customer would like to purchase a lottery ticket. If the employee fails to ask adult customers for the purchase of a lottery ticket and the customer brings it to the clerk's attention before leaving the premises, the retailer shall give the adult customer one \$1.00 instant lottery ticket of the retailer's choosing at no charge.

(c) All retailer employees at each location shall display special point-of-sale materials provided by the lottery each day during the promotion announcing the promotion to its customers. These promotional materials consist of:

(1) A tent card to be displayed at the point where tickets are sold.

(2) A window/monitor banner to be displayed at the front entrance of the business and/or below the lottery information display system monitor.

These materials must be on display during all hours of the promotion at the times and dates established in subsections (b) and (c) for a store to be eligible for a prize.

(d) Any tickets given away above the \$50 allowance representing 50 tickets per location will be the responsibility of Presto.

(e) Each retail location shall maintain a ticket log form to be completed every time a lottery ticket is given away. The log will be picked up by the Kansas lottery district manager servicing the retailer location at the end of the promotion. If all terms of the promotion have been complied with by the retail location, \$50 will be credited to the retailer's lottery account. (Authorized by K.S.A. 2010 Supp. 74-8710; implementing K.S.A. 2010 Supp. 74-8710 and K.S.A. 74-8708; effective, T-111-12-22-11, Oct. 12, 2011.)

Article 4.—INSTANT GAMES AND DRAWINGS

111-4-3135. "25th Anniversary Game Book" instant ticket lottery game number 410. (a) The Kansas lottery shall conduct an instant winner lottery game entitled "25th Anniversary Game Book" commencing on or after November 1, 2011. The rules for this game are contained in K.A.R. 111-3-1 *et seq.* and 111-4-3135.

(b) The "play and prize symbols" and "captions" for this game are as follows:

Game 1 — Big Bonus Crossword

Play Symbols	Captions
A	
B	
C	
D	
E	
F	
G	
H	
I	
J	
K	
L	
M	
N	

O
P
Q
R
S
T
U
V
W
X
Y
Z

There are no prize symbols for Big Bonus Crossword.

Game 2 — Blackout Bingo

Game card play symbols: 01 — 02 — 03 — 04 — 05 —
06 — 07 — 08 — 09 — 10 — 11 — 12 — 13 — 14 — 15 —
16 — 17 — 18 — 19 — 20 — 21 — 22 — 23 — 24 — 25 —
26 — 27 — 28 — 29 — 30 — 31 — 32 — 33 — 34 — 35 —
36 — 37 — 38 — 39 — 40 — 41 — 42 — 43 — 44 — 45 —
46 — 47 — 48 — 49 — 50 — 51 — 52 — 53 — 54 — 55 —
56 — 57 — 58 — 59 — 60 — 61 — 62 — 63 — 64 — 65 —
66 — 67 — 68 — 69 — 70 — 71 — 72 — 73 — 74 — 75 —
FREE.

Caller's card play symbols: B01 — B02 — B03 — B04
— B05 — B06 — B07 — B08 — B09 — B10 — B11 — B12
— B13 — B14 — B15 — I16 — I17 — I18 — I19 — I20 —
I21 — I22 — I23 — I24 — I25 — I26 — I27 — I28 — I29
— I30 — N31 — N32 — N33 — N34 — N35 — N36 —
N37 — N38 — N39 — N40 — N41 — N42 — N43 — N44
— N45 — G46 — G47 — G48 — G49 G50 — G51 — G52
— G53 — G54 — G55 — G56 — G57 — G58 — G59 —
G60 — O61 — O62 — O63 — O64 — O65 — O66 — O67
— O68 — O69 — O70 — O71 — O72 — O73 — O74 —
O75.

There are no prize symbols for Blackout Bingo.

Game 3 — Lucky Lines

Play Symbols	Captions
Symbol of a gold bar	GLDBAR
Symbol of a bunch of cherries	CHERRIES
Symbol of a diamond	DIAMND
Symbol of a heart	HEART
Symbol of a club	CLUB
Symbol of a lady bug	LDYBUG
Symbol of a lime	LIME
Symbol of a gem	GEM
Symbol of a bell	BELL
Symbol of a pear	PEAR
Symbol of dice	DICE
Symbol of grapes	GRAPES
Symbol of a pineapple	PNAPLE
Symbol of a money bag	BAG
Symbol of a flower	FLOWER
Symbol of a watermelon	MELON
Symbol of a crown	CROWN
Symbol of a key	KEY
Symbol of the sun	SUN
Symbol of a star	STAR
Symbol of the moon	MOON
Symbol of a vault	VAULT
Symbol of a wishbone	WSHBONE

Symbol of a plum
Symbol of a spade
Symbol of a pot of gold

PLUM
SPADE
POT

Prize Symbols

\$5.⁰⁰
10.⁰⁰
20.⁰⁰
25.⁰⁰
30.⁰⁰
40.⁰⁰
50.⁰⁰
60.⁰⁰
75.⁰⁰
\$100
\$200
\$500
\$1000
\$10000
\$100000

Captions
FIVE\$
TEN\$
TWENTY
TWFN-FIV
THIRTY
FORTY
FIFTY
SIXTY
SVTYFIV
ONE-HUN
TWO-HUN
FIVE-HUN
ONETHOU
10-THOU
100-THOU

Game 4 — Bubble Bucks

Tub Number Play Symbols

12
13
14
15
16
17
18
19
20
21
22
23
24
25
26
27
28
29
30
31
32
33
34
35
36
37
38
39
40
41
42
43
44
45

Captions

TWL V
THR N
FR T N
FIFT N
SIX T N
SEVT N
EG T N
NINT N
TWNT Y
TWYONE
TWYTWO
TWYTHR
TWYFOR
TWYFIV
TWYSIX
TWYSEV
TWYEGT
TWNIN
THR T Y
THRONE
THR TWO
THR THR
THR FOR
THR FIV
THR SIX
THR SEV
THR EGT
THR NIN
FORT Y
FRYONE
FRY TWO
FRY THR
FRY FOR
FRY FIV

There are no prize symbols for Bubble Bucks.

Game 5 — Winning Combination

Secret Numbers Play Symbols

01

Captions

ONE

(continued)

02	TWO	Prize Symbols	Captions
03	THR	\$5 ⁰⁰	FIVE\$
04	FOR	10 ⁰⁰	TEN\$
05	FIV	20 ⁰⁰	TWENTY
06	SIX	25 ⁰⁰	TWEN-FIV
07	SEV	30 ⁰⁰	THIRTY
08	EGT	40 ⁰⁰	FORTY
09	NIN	50 ⁰⁰	FIFTY
10	TEN	60 ⁰⁰	SIXTY
11	ELVN	75 ⁰⁰	SVTYFIV
12	TWLV	\$100	ONE-HUN
13	THRN	\$200	TWO-HUN
14	FRTN	\$500	FIVE-HUN
15	FIFTN	\$1000	ONETHOU
16	SIXTN	\$10000	10-THOU
17	SEVTN	\$100000	100-THOU

Game 6 — Pyramids

18	EGTN	Your Numbers Play Symbols	Captions
19	NINTN		
20	TWNTY	01	ONE
21	TWYONE	02	TWO
22	TWYTWO	03	THR
23	TWYTHR	04	FOR
24	TWYFOR	05	FIV
25	TWYFIV	06	SIX
26	TWYSIX	07	SEV
27	TWYSEV	08	EGT
28	TWYEGT	09	NIN
29	TWYNIN	10	TEN
30	THIRTY	11	ELVN

Lock Combination
Play Symbols

01	01	12	TWLV
02	02	13	THRN
03	03	14	FRTN
04	04	15	FIFTN
05	05	16	SIXTN
06	06	17	SEVTN
07	07	18	EGTN
08	08	19	NINTN
09	09	20	TWNTY
10	10	21	TWYONE
11	11	22	TWYTWO
12	12	23	TWYTHR
13	13	24	TWYFOR
14	14	25	TWYFIV
15	15	26	TWYSIX
16	16	27	TWYSEV
17	17	28	TWYEGT
18	18	29	TWYNIN
19	19	30	THRTY
20	20	31	THRONE
21	21	32	THRTWO
22	22	33	THRTHR
23	23	34	THRFOR
24	24	35	THR FIV
25	25	36	THRSIX
26	26	37	THRSEV
27	27	38	THREGT
28	28	39	THRNIN
29	29	40	FORTY
30	30	41	FRYONE
		42	FRYTWO

43	FRYTHR
44	FRYFOR
45	FRYFIV
Pyramid 1 and 2	
Play Symbols	
01	
02	
03	
04	
05	
06	
07	
08	
09	
10	
11	
12	
13	
14	

Captions

H
I
J
K
L
M
N
O
P
Q
R
S
T
U
V
W
X
Y
Z

Puzzle Grid Play Symbols

Captions

15	
16	
17	
18	
19	
20	
21	
22	
23	
24	
25	
26	
27	
28	
29	
30	
31	
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36	
37	
38	
39	
40	
41	
42	
43	
44	
45	

A
B
C
D
E
F
G
H
I
J
K
L
M
N
O
P
Q
R
S
T
U
V
W
X
Y
Z

Symbol of a star

There are no prize symbols for Wild Star Crossword Tripler.

Game 8 — Keno

There are no prize symbols for Pyramids.

Game 7 — Wild Star Crossword Tripler

Keno Board Play Symbols

Captions

Your Letters	Play Symbols	Captions
A		ONE
B		TWO
C		THR
D		FOR
E		FIV
F		SIX
G		SEV
		EGT

01
02
03
04
05
06
07
08

ONE
TWO
THR
FOR
FIV
SIX
SEV
EGT

(continued)

09	NIN	28
10	TEN	29
11	ELVN	30
12	TWLV	31
13	THRN	32
14	FRTN	33
15	FIFTN	34
16	SIXTN	35
17	SEVTN	36
18	EGTN	37
19	NINTN	38
20	TWNTY	39
21	TWYONE	40
22	TWYTWO	
23	TWYTHR	
24	TWYFOR	
25	TWYFIV	
26	TWYSIX	
27	TWYSEV	
28	TWYEGT	
29	TWYNIN	
30	THIRTY	
31	THRONE	
32	THRTWO	
33	THRTHR	
34	THRFOR	
35	THRFIV	
36	THRSIX	
37	THRSEV	
38	THREGT	
39	THRNIN	
40	FORTY	

**Games 1 through 8
Play Symbols**

- 01
- 02
- 03
- 04
- 05
- 06
- 07
- 08
- 09
- 10
- 11
- 12
- 13
- 14
- 15
- 16
- 17
- 18
- 19
- 20
- 21
- 22
- 23
- 24
- 25
- 26
- 27

Captions

There are no prize symbols for Keno.

Game 9 — Bookworm

Play Symbols	Captions
A	
B	
C	
D	
E	
F	
G	
H	
I	
J	
K	
L	
M	
N	
O	
P	
Q	
R	
S	
T	
U	
V	
W	
X	
Y	
Z	

There are no prize symbols for Bookworm.

(c) For this booklet, a play/prize symbol shall appear in multiple play spots within the play area or areas.

(d) The ticket numbers in each book of tickets in this game shall start with 000 and end with 014.

(e) The price of instant tickets sold by a retailer for this game shall be \$20.00 each.

(f) The "25th Anniversary Game Book" is a ticket with nine different games over six pages. Game 1 is a Big Bonus Crossword game, page 1 of 6. A player will scratch the entire "YOUR LETTERS" area and the "BONUS" area to reveal 18 "YOUR LETTERS" and two "BONUS" letters. For each letter revealed in the "YOUR LETTERS" area and "BONUS" area, the player will scratch the same letter each time it is found in the "PUZZLE 1" and "PUZZLE 2" grids. If the player scratches four or more completed words in the same puzzle, the player wins the corresponding prize found in the prize legend. Only one

prize can be claimed per puzzle. Each puzzle plays separately.

Game 2 is Blackout Bingo, page 2 of 6. A player will scratch the "CALLER'S CARD" and "BONUS NUMBERS" to reveal 30 bingo numbers. The player will scratch the corresponding numbers on cards 1 through 5. If the player completes a horizontal, vertical, or diagonal line, all 4 corners, an "X" pattern (eight numbers plus FREE space), or a complete blackout, the player wins the corresponding prize for that card. Only one prize can be claimed per card.

Game 3 is Lucky Lines, page 3 of 6. A player will scratch "YOUR SYMBOLS" and all symbols in games 1 through 3 which exactly match any of the "YOUR SYMBOLS." If the player matches all symbols on any one horizontal line in any one game, the player wins the corresponding prize for that line.

Game 4 is Bubble Bucks, page 3 of 6. A player will scratch the "TUB NUMBERS" and all of the "BUBBLE NUMBERS" which exactly match any of the "TUB NUMBERS." A player wins the prize shown in the prize legend for the total number of bubbles matched. Only one prize can be claimed in this play area.

Game 5 is Winning Combination, page 4 of 6. A player will scratch the "SECRET NUMBERS" and all the numbers in locks 1 through 3 which exactly match any of the "SECRET NUMBERS." If the player matches all numbers on any one lock, the player wins the corresponding prize for that lock.

Game 6 is Pyramids, page 4 of 6. A player will scratch the "YOUR NUMBERS" and all the numbers in pyramid 1 and 2 which exactly match any of "YOUR NUMBERS." If the player matches all the numbers in any horizontal line in either pyramid, the player wins the corresponding prize for that line.

Game 7 is Wild Star Crossword Tripler, page 5 of 6. A player will scratch the entire "YOUR LETTERS" area to reveal 20 "YOUR LETTERS." For each letter revealed in the "YOUR LETTERS" area, the player will scratch the same letter each time it is found in the puzzle 1 and puzzle 2 grids. If the player scratches four or more completed words in the same puzzle, the player wins the corresponding prize found in the prize legend. If a completed word in a winning combination contains a "STAR" symbol, the prize triples. Only one prize can be claimed per puzzle. Each puzzle plays separately.

Game 8 is Keno, page 6 of 6. A player will scratch all the numbers on the "KENO BOARD" one number at a time. A player will scratch only the numbers in games 1 through 8 that match the numbers revealed on the "KENO BOARD." A player wins the prize in the corresponding legend for numbers matched in each game. Only one prize can be claimed per game.

Game 9 is Bookworm, page 6 of 6. A player will scratch the entire "CALL LETTERS" area to reveal 12 "CALL LETTERS." For each letter revealed in the "CALL LETTERS" area, the player will scratch the same letter each time it is found in words 1 through 6. If a player reveals a complete word, the player wins the prize shown for that word.

(g) Approximately 300,000 tickets shall be ordered initially for this instant game. Additional ticket orders shall

have the same prize structure, the same number of prizes per prize pool of 300,000 tickets, and the same odds as were contained in the initial ticket order.

(h) The expected number and value of instant prizes in this game shall be as follows:

Get	Prize	Expected Number of Prizes in Game	Expected Value in Game
\$10	\$10	15,000	\$150,000
(\$5 x 2)	\$10	25,000	250,000
\$20	\$20	12,000	240,000
(\$5 x 4)	\$20	12,000	240,000
(\$10 x 2)	\$20	11,000	220,000
\$5 TPL + \$5	\$20	2,000	40,000
\$25	\$25	6,000	150,000
(\$10 x 2) + \$5	\$25	6,400	160,000
(\$5 x 5)	\$25	6,500	162,500
\$30	\$30	1,000	30,000
\$20 + \$10	\$30	4,500	135,000
(\$10 x 3)	\$30	5,000	150,000
(\$5 x 4) + \$10	\$30	4,500	135,000
\$10 TPL	\$30	1,000	30,000
\$40	\$40	1,500	60,000
(\$20 x 2)	\$40	4,000	160,000
\$20 + \$10 + \$10	\$40	3,500	140,000
\$50	\$50	2,000	100,000
(\$25 x 2)	\$50	2,000	100,000
\$20 + \$25 + \$5	\$50	2,000	100,000
(\$5 x 10)	\$50	2,000	100,000
\$60	\$60	500	30,000
(\$30 x 2)	\$60	1,500	90,000
(\$20 x 3)	\$60	1,500	90,000
(\$25 x 2) + \$10	\$60	1,500	90,000
\$75	\$75	500	37,500
(\$25 x 3)	\$75	900	67,500
(\$5 x 5) + (\$10 x 5)	\$75	900	67,500
\$25 TPL	\$75	300	22,500
\$100	\$100	375	37,500
(\$50 x 2)	\$100	375	37,500
(\$20 x 5)	\$100	375	37,500
\$200	\$200	100	20,000
(\$10 x 5) + (\$25 x 4) + \$50	\$200	200	40,000
(\$20 x 3) + (\$40 x 2) + \$60	\$200	200	40,000
\$500	\$500	40	20,000
(\$100 x 5)	\$500	50	25,000
(\$50 x 3) + (\$75 x 2) + (\$100 x 2)	\$500	55	27,500
(\$200 x 2) + (\$50 x 2)	\$500	40	20,000
\$100 TPL + \$200	\$500	15	7,500
\$1,000	\$1,000	30	30,000
(\$500 x 2)	\$1,000	30	30,000
(\$25 x 4) + (\$50 x 4) + (\$100 x 5) + \$200	\$1,000	40	40,000
\$10,000	\$10,000	4	40,000
\$100,000	\$100,000	4	400,000
TOTAL		<u>138,433</u>	<u>\$4,200,000</u>

(i) The odds of winning a prize in this game are approximately one in 2.17. (Authorized by K.S.A. 74-8710; implementing K.S.A. 74-8710 and K.S.A. 74-8720; effective, T-111-12-22-11, Oct. 12, 2011.)

111-4-3136. "Super Red Hot Crossword" instant ticket lottery game number 421. (a) The Kansas lottery shall conduct an instant winner lottery game entitled "Super Red Hot Crossword" commencing on or after November 1, 2011. The rules for this game are contained in K.A.R. 111-3-1 *et seq.* and 111-4-3136.

(b) The "play and prize symbols" and "captions" for this game are as follows:

(continued)

Prize Symbols	Captions
\$5. ⁰⁰	FIVE\$
10. ⁰⁰	TEN\$
15. ⁰⁰	FIFTEEN
20. ⁰⁰	TWENTY
25. ⁰⁰	TWEN-FIV
50. ⁰⁰	FIFTY
75. ⁰⁰	SVTYFIV
\$100\$	ONE-HUN
GOOD LUCK	
MAYBE NEXT TIME	

Play Symbols	Captions
A	
B	
C	
D	
E	
F	
G	
H	
I	
J	
K	
L	
M	
N	
O	
P	
Q	
R	
S	
T	
U	
V	
W	
X	
Y	
Z	

(c) The ticket numbers in each book of tickets in this game shall start with 000 and end with 059.

(d) The price of instant tickets sold by a retailer for this game shall be \$5.00 each.

(e) "Super Red Hot Crossword" will feature four separate play areas, "YOUR LETTERS" area, two "CROSSWORD" puzzles, and a "BONUS" area. The top puzzle grid will be imaged in black. The bottom puzzle grid will be imaged in red.

In the "CROSSWORD" play area, a player will scratch the "YOUR LETTERS" play area to reveal 20 letters. Each of the "YOUR LETTERS" may be used in both crossword puzzles. A player will match the corresponding letters in both crossword puzzles by removing the scratch-off material covering the matching letter. If a player scratches four or more completed words across both puzzles, the player wins the corresponding prize in the prize legend. The entire word must be uncovered to win the corresponding prize. Only the highest corresponding prize can be won.

In the "BONUS" play area, if a player reveals any amount, the player wins that amount instantly. A player can win once in this game play area.

(f) To qualify as a complete word to win a prize in this game, the words revealed must meet the following requirements:

- (1) must contain at least three letters;
- (2) cannot be formed diagonally, run right to left or from bottom to top;
- (3) must appear in an unbroken horizontal or vertical string of letters in the "crossword" puzzle;
- (4) an unbroken string of letters cannot be interrupted by a black space and must contain every single letter square between two black spaces; and
- (5) every single letter in the unbroken string must be revealed in the "YOUR LETTERS" area and be included to form a word.

(g) Each ticket in this game may win up to two times.

(h) Approximately 900,000 tickets shall be ordered initially for this instant game. Additional ticket orders shall have the same prize structure, the same number of prizes per prize pool of 300,000 tickets, and the same odds as were contained in the initial ticket order.

(i) The expected number and value of instant prizes in this game shall be as follows:

Game 1	Bonus	Prizes	Expected Number of Prizes in Game	Expected Value in Game
Free Ticket		Free Ticket	150,000	\$0
\$5		\$5	18,000	90,000
\$10		\$10	17,100	171,000
	\$10	\$10	3,000	30,000
\$5	\$5	\$10	6,000	60,000
\$20		\$20	8,700	174,000
	\$20	\$20	1,800	36,000
\$10	\$10	\$20	3,900	78,000
\$25		\$25	4,800	120,000
	\$25	\$25	1,800	45,000
\$10	\$15	\$25	3,000	75,000
\$50		\$50	4,200	210,000
	\$50	\$50	1,500	75,000
\$25	\$25	\$50	2,700	135,000
	\$75	\$75	300	22,500
\$50	\$25	\$75	600	45,000
\$100		\$100	2,400	240,000
	\$100	\$100	600	60,000
\$50	\$50	\$100	1,350	135,000
\$200		\$200	150	30,000
\$1,000		\$1,000	99	99,000
\$5,000		\$5,000	30	150,000
\$50,000		\$50,000	6	300,000
TOTAL			<u>232,035</u>	<u>\$2,380,500</u>

(j) The odds of winning a prize in this game are approximately one in 3.88. (Authorized by K.S.A. 2010 Supp. 74-8710; implementing K.S.A. 2010 Supp. 74-8710 and K.S.A. 74-8720; effective, T-111-12-22-11, Oct. 12, 2011.)

Article 9.—PULL TAB GAMES

111-9-174. "Cheers" pull tab ticket lottery game number 402. (a) The Kansas lottery shall conduct a pull tab lottery game entitled "Cheers" commencing on or after November 1, 2011. The rules for this game are contained in K.A.R. 111-8-1 *et seq.* and K.A.R. 111-9-174.

(b) The price of pull tab tickets sold by a retailer for this game shall be \$2.00 each.

(c) Approximately 600,000 tickets shall be ordered initially for this pull tab game that shall be packaged in

packs of 150 tickets each. The ticket numbers in each pack in this game shall start with 000 and end with 149. Additional ticket orders shall have the same prize structure, the same number of prizes per pool of 300,000 tickets, and the same odds as were contained in the initial ticket order.

(d) The play symbols for this game are as follows:

- Symbol of a mug
- Symbol of a pretzel
- Symbol of a lime
- Symbol of a bartender
- Symbol of an olive
- Symbol of a martini glass
- Symbol of a peanut
- Symbol of a dart

(e) For this game, three play symbols shall appear under each of eight tabs on the back of each ticket. On the front of each ticket shall appear a legend of all winning combinations using the play symbols for this game along with the corresponding prize amount for each combination, as follows: three dart symbols equal \$2.00; three peanut symbols equal \$5.00; three martini glass symbols equal \$10.00; three olive symbols equal \$25.00; three bartender symbols equal \$50.00; three lime symbols equal \$100.00; three pretzel symbols equal \$250.00; three mug symbols equal \$2,500.00.

(f) All tabs on the back of each ticket are to be pulled open. For each combination of three play symbols matching the legend on the front of the ticket, the player wins the prize amount corresponding to each combination as shown in (e) above. All winning combinations shall be within a single window in a horizontal line.

(g) The number and value of prizes in this game and winning combinations shall be as follows: (See corresponding play symbol values in subsection (e) above.)

Get	Prizes	Expected Number of Prizes in Game	Expected Value in Game
\$2	\$2	82,000	\$164,000
\$2 + \$2	\$4	28,120	112,480
\$5	\$5	26,000	130,000
\$5 + \$2	\$7	16,000	112,000
\$10	\$10	4,000	40,000
\$5 + \$5	\$10	4,000	40,000
\$25	\$25	1,000	25,000
\$5 + \$10 + \$10	\$25	1,100	27,500
\$5 + \$5 + \$5 + \$5 + \$5	\$25	1,200	30,000
\$2 + \$2 + \$2 + \$2 + \$2 + \$5 + \$10	\$25	1,200	30,000
\$5 + \$5 + \$5 + \$5 + \$5 + \$5 + \$5	\$35	500	17,500
\$5 + \$10 + \$10 + \$10	\$35	500	17,500
\$50	\$50	250	12,500
\$5 + \$5 + \$5 + \$5 + \$5 + \$25	\$50	250	12,500
\$100	\$100	100	10,000
\$250	\$250	40	10,000
\$2,500	\$2,500	10	25,000
TOTAL		<u>166,270</u>	<u>\$815,980</u>

(h) Each ticket in this game may have up to seven winning combinations.

(i) The overall odds of winning a prize in this game are approximately one in 3.61. (Authorized by K.S.A. 2010 Supp. 74-8710; implementing K.S.A. 2010 Supp. 74-8710 and K.S.A. 74-8720; effective, T-111-12-22-11, Oct. 12, 2011.)

111-9-175. "Bull's Eye" pull tab ticket lottery game number 411. (a) The Kansas lottery shall conduct a pull tab lottery game entitled "Bull's Eye" commencing on or after November 1, 2011. The rules for this game are contained in K.A.R. 111-8-1 *et seq.* and K.A.R. 111-9-175.

(b) The price of pull tab tickets sold by a retailer for this game shall be \$1.00 each.

(c) Approximately 1,200,000 tickets shall be ordered initially for this pull tab game which shall be packaged in packs of 300 tickets each. The ticket numbers in each pack in this game shall start with 000 and end with 299. Additional ticket orders shall have the same prize structure, the same number of prizes per pool of 300,000 tickets, and the same odds as were contained in the initial ticket order.

(d) The play symbols for this game are as follows:

- Symbol of a bull's eye
- Symbol of a trophy
- Symbol of a bull
- Symbol of a dart board
- Symbol of a dart
- Symbol of a stack of coins

(e) For this game, three play symbols shall appear under each of four tabs on the back of each ticket. On the front of each ticket shall appear a legend of all winning combinations using the play symbols for this game along with the corresponding prize amount for each combination, as follows: three stack of coins symbols equal \$1.00; three dart symbols equal \$5.00; three dart board symbols equal \$10.00; three bull symbols equal \$25.00; three trophy symbols equal \$100.00; three bull's eye symbols equal \$1,000.00.

(f) All tabs on the back of each ticket are to be pulled open. For each combination of three play symbols matching the legend on the front of the ticket, the player wins the prize amount corresponding to each combination as shown in (e) above. All winning combinations shall be within a single window in a horizontal line.

(g) The number and value of prizes in this game and winning combinations shall be as follows: (See corresponding play symbol values in subsection (e) above.)

Get	Prizes	Expected Number of Prizes in Game	Expected Value in Game
\$1	\$1	220,000	\$220,000
\$5	\$5	40,000	200,000
\$1 + \$5	\$6	24,000	144,000
\$10	\$10	6,000	60,000
\$5 + \$10	\$15	3,200	48,000
\$25	\$25	1,740	43,500
\$10 + \$25	\$35	1,100	38,500
\$100	\$100	420	42,000
\$1,000	\$1,000	20	20,000
TOTAL		<u>296,480</u>	<u>\$816,000</u>

(h) Each ticket in this game may have up to two winning combinations.

(i) The overall odds of winning a prize in this game are approximately one in 4.05. (Authorized by K.S.A. 2010 Supp. 74-8710; implementing K.S.A. 2010 Supp. 74-8710 and K.S.A. 74-8720; effective, T-111-12-22-11, Oct. 12, 2011.)

(continued)

111-9-176. “Treasure Chest” pull tab ticket lottery game number 412. (a) The Kansas lottery shall conduct a pull tab lottery game entitled “Treasure Chest” commencing on or after November 1, 2011. The rules for this game are contained in K.A.R. 111-8-1 *et seq.* and K.A.R. 111-9-176.

(b) The price of pull tab tickets sold by a retailer for this game shall be \$1.00 each.

(c) Approximately 1,200,000 tickets shall be ordered initially for this pull tab game which shall be packaged in packs of 300 tickets each. The ticket numbers in each pack in this game shall start with 000 and end with 299. Additional ticket orders shall have the same prize structure, the same number of prizes per pool of 300,000 tickets, and the same odds as were contained in the initial ticket order.

(d) The play symbols for this game are as follows:

- Symbol of a treasure chest
- Symbol of a ship
- Symbol of a key
- Symbol of a map
- Symbol of a shovel
- Symbol of a stack of coins

(e) For this game, three play symbols shall appear under each of four tabs on the back of each ticket. On the front of each ticket shall appear a legend of all winning combinations using the play symbols for this game along with the corresponding prize amount for each combination, as follows: three stack of coins symbols equal \$1.00; three shovel symbols equal \$5.00; three map symbols equal \$10.00; three key symbols equal \$25.00; three ship symbols equal \$100.00; three treasure chest symbols equal \$1,000.00.

(f) All tabs on the back of each ticket are to be pulled open. For each combination of three play symbols matching the legend on the front of the ticket, the player wins the prize amount corresponding to each combination as shown in (e) above. All winning combinations shall be within a single window in a horizontal line.

(g) The number and value of prizes in this game and winning combinations shall be as follows: (See corresponding play symbol values in subsection (e) above.)

Get	Prizes	Expected Number of Prizes in Game	Expected Value in Game
\$1	\$1	220,000	\$220,000
\$5	\$5	40,000	200,000
\$1 + \$5	\$6	24,000	144,000
\$10	\$10	6,000	60,000
\$5 + \$10	\$15	3,200	48,000
\$25	\$25	1,740	43,500
\$10 + \$25	\$35	1,100	38,500
\$100	\$100	420	42,000
\$1,000	\$1,000	20	20,000
TOTAL		<u>296,480</u>	<u>\$816,000</u>

(h) Each ticket in this game may have up to two winning combinations.

(i) The overall odds of winning a prize in this game are approximately one in 4.05. (Authorized by K.S.A. 2010 Supp. 74-8710; implementing K.S.A. 2010 Supp. 74-8710 and K.S.A. 74-8720; effective, T-111-12-22-11, Oct. 12, 2011.)

Article 501.—SOUTH CENTRAL GAMING ZONE

111-501-9. Payment of blackjack. The following procedures will be adhered to for paying for a blackjack:

(a) If the first face up card dealt to the dealer is a 2, 3, 4, 5, 6, 7, 8, or 9 and a player has a blackjack, the dealer shall pay the blackjack at odds of 3 to 2. The dealer shall pay the player having a blackjack during the normal course of his or her take and pay procedures.

(b) If the first card dealt to the dealer is a king, queen, jack, or ten the dealer will “peek” at the hole card (down card) utilizing the device on the table used for said purpose. If the dealer’s hole card does not create a blackjack, the player having blackjack shall be paid in proper order at odds of 3 to 2. If the Dealer’s “hole card” creates a blackjack, the wager of a player having blackjack shall be void and constitute a push. All other player wagers will lose. If the dealer does not have blackjack, the dealer will act on all hands as necessary and then pay, take or push the player’s hands in the proper order.

(c) If the first card dealt to the dealer is an ace and the player has blackjack, the player may elect to be paid even money. This option must be exercised by the player with the blackjack prior to any other cards being dealt to other hands. If exercised, the dealer shall pay the player even money, remove the cards from the layout and place them in the discard rack before peeking or acting on any other player’s hands. (Authorized by K.S.A. 2010 Supp. 74-8710 and 74-8748; implementing K.S.A. 2010 Supp. 74-8710; effective, T-111-9-23-11, Aug. 17, 2011; amended, T-111-12-22-11, Oct. 12, 2011.)

111-501-14. Name of the game; rules and regulations. The Kansas lottery shall conduct a lottery facility game at the Kansas Star Casino in Mulvane, Kansas, entitled “Ultimate Texas Hold’em Poker” beginning on or after November 1, 2011.

The rules and regulations for the game of “Ultimate Texas Hold’em Poker” are contained in K.A.R. 111-501-14 through 111-501-20, 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-111-12-22-11, Oct. 12, 2011.)

111-501-15. Object of game. Ultimate Texas Hold’em Poker is a poker-based game between the player and the dealer, in which one or more players have multiple wager options. Players are dealt two cards and use the five community cards to make the highest ranking poker hand possible. Ultimate Texas Hold’em is played with one deck of 52 cards, the back of which cards shall all be identical in appearance. Each deck of playing cards shall consist of 13 value cards (ace, 2, 3, 4, 5, 6, 7, 8, 9, 10, jack, queen, and king) in each of four suits (hearts, spades, diamonds, and clubs). (Authorized by K.S.A. 2010 Supp. 74-8710 and 74-8748; implementing K.S.A. 2010 Supp. 74-8710; effective, T-111-12-22-11, Oct. 12, 2011.)

111-501-16. Definitions. The following words and terms, when used in the game of Ultimate Texas Hold’em Poker, shall have the following meanings unless the context clearly indicates otherwise:

(a) “Ante” or “ante wager” means an initial wager, separate from but equal in amount to the player’s blind

wager, required to be made prior to any cards being dealt in order to participate in the round of play.

(b) "Blind" or "blind wager" means an initial wager, separate from but equal in amount to the player's ante, required to be made prior to any cards being dealt in order to participate in the round of play.

(c) "Burn" means to remove the top or next card from the deck and place it face down in the discard rack without revealing it to anyone.

(d) "Check" means that the player waives the right to place a play wager but remains in the round of play.

(e) "Community card" means any of the five cards dealt face up in the center of the table, all of which may be used by each player and the dealer together with his or her own two cards to form the best possible five-card poker hand.

(f) "Flop" means the first three community cards dealt face up in the area designated for the placement of the community cards.

(g) "Fold" means the withdrawal of a player from a round of play by discarding his or her two cards and not making a play wager.

(h) "Hand" or "poker hand" means the highest ranking five-card hand that can be formed from the five community cards and the two cards dealt to the dealer or a player.

(i) "Play wager" means a wager made after two cards have been dealt to each player and the dealer, which wager can be made before the flop is dealt, after the flop is dealt but before the final two community cards are dealt, or after the final two community cards are dealt but before the dealer reveals his or her two cards.

(j) "Push" means a tie or draw, and occurs if the player's five-card hand and the dealer's five-card hand are of equal rank. In a push, the dealer shall not take or pay the player's ante, blind, or play wagers.

(k) "Rank" or "ranking" means the relative position of a card or group of cards as set forth in K.A.R. 111-501-17, "Ultimate Texas Hold'em hand rankings."

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

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

(n) "Suit" means one of the four categories of cards: club, diamond, heart, or spade, with no suit being higher in rank than another.

(o) "Trips wager" means an optional wager that a player may make prior to any cards being dealt that the player's best five-card hand will be a three-of-a-kind or better, with a winning trips wager being paid in accordance with a posted pay table regardless of the outcome of the player's hand against 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-111-12-22-11, Oct. 12, 2011.)

111-501-17. Ultimate Texas Hold'em hand rankings. (a) The rank of the cards used in Ultimate Texas Hold'em, 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 consid-

ered 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 at the game of Ultimate Texas Hold'em, 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 ace, king, queen, jack, and 10 being the highest ranking five-card straight flush and ace, 2, 3, 4, and 5 being the lowest ranking five-card 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 "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 of the same suit, not in consecutive order, with ace, king, queen, jack, and 9 being the highest ranking flush and 2, 3, 4, 5, and 7 being the lowest ranking flush;

(6) "Straight" is a hand consisting of five unsuited cards of consecutive rank, 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, 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, with two aces being the highest ranking pair and two 2s being the lowest ranking pair.

(c) When comparing two hands which are of identical poker rank as described herein as "permissible poker hands," or which contain none of the hands authorized in this section, the hand that contains the highest ranking card as provided in (a) above which 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 section, the hands shall be considered a push. (Authorized by K.S.A. 2010 Supp. 74-8710 and 74-8748; implementing K.S.A. 2010 Supp. 74-8710; effective, T-111-12-22-11, Oct. 12, 2011.)

111-501-18. Wagers. (a) All wagers at Ultimate Texas Hold'em shall be made by placing gaming chips or, 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) All ante, blind, and trips wagers shall be placed prior to the dealer dealing the hand. Except for a "play
(continued)

wager" as provided in K.A.R. 111-501-19, no wager shall be made, increased, or withdrawn after the dealer begins to deal the hand.

(c) Upon placing an ante wager and a blind wager, a player may also place a trips wager by placing a wager on the designated betting area of the layout. The outcome of the trips wager shall have no bearing on any other wager made by the player at the game of Ultimate Texas Hold'em.

(d) Play wagers shall be made in accordance with the provisions set forth in these rules.

(e) Only players who are seated at the Ultimate Texas Hold'em poker table may place a wager at the game. Once a player has placed a wager and received cards, that player must remain seated until the completion of the round of play.

(f) A player shall not be permitted to wager on more than one player position at an Ultimate Texas Hold'em table. (Authorized by K.S.A. 2010 Supp. 74-8710 and 74-8748; implementing K.S.A. 2010 Supp. 74-8710; effective, T-111-12-22-11, Oct. 12, 2011.)

111-501-19. Play. (a) For the start of play, the dealer shall remove 5 cards from the automatic shuffler and spread those cards in the community area, then starting with the player farthest to his or her left and continuing around the table in a clockwise manner, deal the cards as follows:

(1) Two cards at a time face down to each player who has placed wagers.

(2) Two cards face down to the area designated for the dealer's hand.

(b) After the dealing procedures specified above have been completed, each player shall examine his or her cards and replace the cards face down on the layout. The dealer shall then, starting with the player farthest to his or her left and proceeding in a clockwise manner around the table, ask each player if the player wishes to place a play wager prior to the dealing of the first three community cards. The player may either check or place a play wager in an amount equal to three or four times the amount of the player's ante wager.

(c) If a player places a play wager, the wager shall be placed in the designated play betting area.

(d) If a player checks, the player shall remain in the game and defer his or her decision to place a play wager to the next betting opportunity.

(e) Once all players have either placed a play wager or checked, the dealer shall turn the first three cards in the community area (the flop) face up.

(f) After the flop has been turned over, the dealer shall, starting with the player farthest to his or her left and proceeding in a clockwise manner around the table, ask each player who has not placed a play wager if he or she wishes to place a play wager prior to the dealing of the final two community cards. The player may either check or place a play wager in an amount equal to two times the amount of the player's ante wager.

(g) If a player places a play wager, the wager shall be placed in the designated play betting area.

(h) If a player checks, the player shall remain in the game and defer his or her decision to place a play wager to the next betting opportunity.

(i) Once all players have either placed a play wager or checked, the dealer shall then turn the next two cards in the community area face up.

(j) After the final two community cards have been turned face up, the dealer shall, starting with the player farthest to his or her left and proceeding in a clockwise manner around the table, ask each player who has not yet placed a play wager whether he or she wishes to fold his or her hand or place a play wager equal in amount to his or her ante wager.

(k) If a player places a play wager, the wager shall be placed in the designated play betting area.

(l) If a player folds, the ante and blind wagers of the player shall be collected by the dealer and placed in the table inventory container.

(m) If the player has also placed a trips wager, the dealer shall place the cards of the player face down underneath the player's trips wager pending its resolution at the conclusion of the round of play.

(n) If the player has not placed a trips wager, the dealer shall immediately spread the cards of the folded hand face down and place them back in the shuffle machine's discard area.

(o) After each player has either folded or placed a play wager, the dealer shall then turn his or her two cards face up, position his or her cards near the three community cards that can be used to form the best possible five-card hand and announce the dealer's hand to the players.

(p) If the dealer's best possible five-card hand is lower than a pair, the dealer shall, starting with the player farthest to the dealer's right who has placed a play wager and proceeding in a counterclockwise manner around the table, return each player's ante wager and resolve all other wagers in accordance with subsection (q) below.

(q) If the dealer's best possible five-card hand is a pair or above, the dealer shall, starting with the player farthest to the dealer's right who has placed a play wager and proceeding in a counterclockwise manner around the table, turn the two cards of each player who has placed a play wager face up and announce the best possible five-card poker hand that can be formed using the player's two cards and the five community cards. The wagers of each player shall be resolved one player at a time regardless of outcome. After all wagers placed by a player are settled, the player's cards shall then be immediately collected by the dealer and placed back in the shuffle machine's discard area.

(r) If the player's five-card hand is ranked lower than the dealer's five-card hand, the player shall lose and the dealer shall immediately collect any ante, blind and play wagers made by the player.

(s) If the player's five-card hand is ranked higher than the dealer's five-card hand, the player shall win and the dealer shall pay any ante, blind and play wagers made by the player in accordance with the payout odds set forth below in the section "payment odds," provided that the blind wager shall not be paid unless the player's winning hand has a rank of straight or higher.

(t) If the player's five-card hand and the dealer's five-card hand are of equal rank, the player's hand shall be a push. In such case, the dealer shall not collect or pay the player's ante, blind, or play wagers.

(u) After settling a player's ante, blind, and play wagers, the dealer shall settle any trips wager made by the player by determining whether the player's five-card hand qualifies for a payout in accordance with K.A.R. 111-501-20. A winning trips wager shall be paid without regard to the outcome of any other wager made 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-111-12-22-11, Oct. 12, 2011.)

111-501-20. Payout odds. (a) Each winning ante and play wager shall be paid at odds of 1 to 1.

(b) If a player's five-card hand ranks higher than the dealer's five-card hand, the player shall be paid on the player's blind wager in accordance with the following odds:

Player's Five-Card Hand	Payout Odds
Royal flush	500 to 1*
Straight flush	50 to 1*
Four-of-a-kind	10 to 1*
Full house	3 to 1*
Flush	3 to 2*
Straight	1 to 1*
Less than a straight	Push

*This does not include the return of the player's original bet.

(c) Players shall be paid on each winning trips wager at no less than the odds set forth in the alternative pay table set forth below that is implemented by the lottery gaming facility manager as approved by the executive director of the Kansas lottery:

Hand	Paytable A	Paytable B	Paytable C	Paytable D
Royal flush	50 to 1	50 to 1	50 to 1	50 to 1
Straight flush	40 to 1	40 to 1	40 to 1	40 to 1
Four-of-a-kind	30 to 1	30 to 1	30 to 1	20 to 1
Full house	9 to 1	8 to 1	8 to 1	7 to 1
Flush	7 to 1	6 to 1	7 to 1	6 to 1
Straight	4 to 1	5 to 1	4 to 1	5 to 1
Three-of-a-kind	3 to 1	3 to 1	3 to 1	3 to 1

*The payouts listed above do not include the return of the player's original bet. The trips bets are paid as each hand decision is made.

(d) The following rules regarding irregularities shall apply:

(1) If any card dealt to the dealer in Ultimate Texas Hold'em is exposed prior to each player having either folded or placed a play wager, all hands shall be void. Notwithstanding the foregoing, if a player has placed a trips wager, the community cards shall be dealt and each trips wager shall be settled.

(2) A card that is found face up in the shoe or the deck while the cards are being dealt shall not be used in the game and shall be placed in the discard rack. 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. Notwithstanding the foregoing, if the card(s) are found face up after each player and the dealer has received his or her initial two cards, the community cards shall be dealt and any trips wager shall be settled in accordance with the payout odds set forth above.

(3) A card drawn in error without its face being exposed shall be used as though it was the next card from the shoe or the deck.

(4) If a player is dealt an incorrect number of cards, that player's hand shall be void. If the dealer is dealt an incorrect number of cards, all players' hands shall be void unless the dealer can deal himself or herself the correct number of cards in sequence, provided that such cards have not already been turned face up and the deck contains the correct number of cards.

(5) 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.

(6) If an automated dealing shoe is being used and the device jams, stops dealing cards, or fails to deal 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.

(7) 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. (Authorized by K.S.A. 2010 Supp. 74-8710 and 74-8748; implementing K.S.A. 2010 Supp. 74-8710; effective, T-111-12-22-11, Oct. 12, 2011.)

111-501-21. Name of the game; rules and regulations. The Kansas lottery shall conduct a lottery facility game at the Kansas Star Casino in Mulvane, Kansas, entitled "Three-Card Poker" beginning on or after November 1, 2011.

The rules and regulations for the game of "Three-Card Poker" are contained in K.A.R. 111-501-21 through 111-501-26, 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-111-12-22-11, Oct. 12, 2011.)

111-501-22. Table characteristics. (a) Three-card poker is played on a standard blackjack-size table.

(b) There are seven places for the players on one side of the table and one for the dealer on the opposite side.

(c) Each player's designated betting area will have a spot for the player to post the player's ante, the player's play wager and an optional 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-111-12-22-11, Oct. 12, 2011.)

111-501-23. Cards utilized; value of cards; and ranking of hands. (a) Three-card poker is played with one standard deck of 52 cards (no jokers) at a time.

(b) The value of the cards contained in each deck shall be of traditional poker value and the ranking of the hands shall be as follows, from lowest to highest:

- (1) high card;
- (2) one pair;
- (3) flush;
- (4) straight;
- (5) three of a kind;
- (6) straight flush (no suit shall be ranked higher than any other). (Authorized by K.S.A. 2010 Supp. 74-8710 and 74-8748; implementing K.S.A. 2010 Supp. 74-8710; effective, T-111-12-22-11, Oct. 12, 2011.)

111-501-24. Wagers. (a) The minimum and maximum bets allowed shall be determined for each three-card poker table.

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(b) The table limits shall be and remain conspicuously posted on a sign at each table. Any wager made by a player that is less than the stated table minimum that is not rejected by either the dealer or table games supervisor or higher ranking casino official, prior to the commencement of play shall be treated as a valid wager. Any wager made by a player that is above the stated table maximum that is not rejected by either the dealer or table games supervisor or higher ranking casino official, shall play up to the posted maximum and the balance shall be returned to the player and not considered as part of the valid wager, subject to the following:

(1) If a wager appears to be over the table maximum and cards have already been dealt, the dealer shall announce that all chips play to the table limit.

(2) If the wager wins, the dealer shall segregate the maximum payoff on the table.

(3) If the wager loses, the dealer shall segregate the maximum wager on the table and return all chips over the maximum to the player.

(c) A player shall not be allowed to play more than one hand.

(d) A player can make two wagers plus a pair plus wager.

(e) Wagers, play, and payouts shall be made as follows:

(1) An "ante wager" is a mandatory wager made by each player. Each player must make an ante wager by placing one or more gaming chips in the designated ante betting area prior to any cards being dealt. Each player shall make an ante wager if the player wishes to be in direct competition with the dealer. The ante wager must be made prior to any player receiving a card from the dealer.

(2) The players and the dealer receive their cards. Each player may elect to fold or play against the dealer. If the player elects to fold, the ante wager is forfeited. If the player elects to compete with the dealer, the player shall place a wager in the designated play betting area (a "play wager"). The play wager shall be equal to the ante wager.

(3) If the dealer has a qualifying hand (a "qualifying hand" means a queen high card or better hand) and the player's hand outranks the dealer's hand the player is paid odds of 1 to 1 on the ante wager and the play wager.

(4) If the player's hand ties the dealer's qualifying hand, both the player's ante wager and play wager are a push or tie, and no amount is paid to the player or taken by the dealer.

(5) If the dealer's hand does not qualify (is ranked less than queen high), the player is paid odds of 1 to 1 on the ante wager and the play wager is a push.

(6) If the dealer's qualifying hand outranks the player's hand, the player loses and the ante and play wagers are collected accordingly.

(7) If the dealer has a hand higher than the player's hand, it has no effect on the ante bonus if the player has placed a play wager and has a qualifying hand for the ante bonus. Ante bonuses pay odds as follows:

Straight	1 to 1	A straight shall be any three cards in numeric sequence
Three of a kind	4 to 1	Three of a kind shall be three cards of the same value
Straight flush	5 to 1	A straight flush shall be three same suited cards in numeric sequence

(8) Each player may also elect to make a pair plus wager by placing one or more gaming chips in the designated pair plus betting area prior to any card being dealt. The pair plus wager shall not be less than the table minimum, nor greater than the table maximum. The "pair plus wager" is an optional wager on the outcome of the player's hand against a posted scale of payouts without competition against any other hand.

(9) Each player and dealer receive their cards. The player may elect to fold or play. If the player elects to fold, the pair plus wager is forfeited. If the player elects to compete with the dealer, the player shall place a wager in the designated play betting area. The play bet shall be equal to the ante wager.

(10) If the dealer has a hand higher than the player's hand, it has no effect on the pair plus wager, if the player has placed a play wager and has a qualifying hand for the pair plus payout.

(11) The pair plus payout odds will be as follows:

Pair	1 to 1	A pair shall be two cards of the same value
Flush	3 to 1	A flush shall be three cards of the same suit
Straight	6 to 1	A straight shall be three cards in numeric sequence
Three of a kind	30 to 1	Three of a kind shall be three cards of the same value
Straight flush	40 to 1	A straight flush shall be three cards in numeric sequence, all in the same suit

(12) Before each hand is dealt, the dealer shall inform the player(s) that wagering is closed by announcing there will be no more bets.

(13) All wagers shall be made by placing gaming chips on the appropriate areas of the layout. Verbal and/or cash wagers shall not be accepted.

(14) Once the first card of any 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 explicitly permitted by these rules. (Authorized by K.S.A. 2010 Supp. 74-8710 and 74-8748; implementing K.S.A. 2010 Supp. 74-8710; effective, T-111-12-22-11, Oct. 12, 2011.)

111-501-25. Shuffle, dealing, play, and payment of wagers. (a) The cards will be shuffled by an auto shuffle machine. In the event the automatic shuffler is not operational or for tournaments the cards may be shuffled by hand.

(b) After the cards have been shuffled, the dealer shall cut the deck by dividing the cards into two portions at a randomly selected place in the deck.

(c) The cards are placed into the shuffler without a player cutting them. The shuffler will complete the shuffle. Players will never cut the cards.

(d) After the dealer has announced that no more bets can be made, the dealer shall activate the shuffle machine which shall deal three cards out for each player at the gaming table, including the dealer. Beginning with the player to the extreme left of the dealer and rotating to the right, the dealer shall fan out each player's cards face down in front of the player's bet.

(e) Once each player and the dealer have received their cards, the shuffle machine shall count the remaining cards to verify that the deck contained 52 cards.

(f) Once the machine has completed the count, the dealer removes the remaining cards from the shuffler and places them in the discard rack.

(g) The dealer then announces that the players may look at their hands.

(h) Players then decide if they wish to play or fold.

(i) If a player folds, the dealer collects the ante wager, placing it into the tray and collects their cards. The cards are counted and placed in the discard rack.

(j) The dealer shall verify that all remaining players, if any, have made the proper play wager.

(k) The dealer then turns over the dealer's cards and creates the best three card poker hand.

(l) If the dealer does not have a qualifying hand of queen high or better, the dealer announces the dealer has no qualifying hand and pays all outstanding player wagers.

(m) If the dealer does have a qualifying hand, the dealer compares his hand to each player's hand individually and the highest three card poker hand wins. All winning wagers are paid. All losing wagers are collected. As the cards are removed they are counted and placed in the discard rack. The dealer compares, pays, and collects wagers right to left.

(n) The dealer must spread the cards, take all losing wagers and pay all winning wagers and then place the cards in the discard rack on each hand before the dealer goes to the next player. (Authorized by K.S.A. 2010 Supp. 74-8710 and 74-8748; implementing K.S.A. 2010 Supp. 74-8710; effective, T-111-12-22-11, Oct. 12, 2011.)

111-501-26. Irregularities of the game. (a) A card found upwards in the automatic shuffler shall constitute a misdeal for the gaming table.

(b) An incorrect number of cards dealt shall constitute a misdeal for the gaming table.

(c) Indication by the automatic shuffler that an incorrect number of cards is present shall constitute a misdeal for the gaming table.

(d) In the event of a misdeal, the deal is void and the cards must be reshuffled. (Authorized by K.S.A. 2010 Supp. 74-8710 and 74-8748; implementing K.S.A. 2010 Supp. 74-8710; effective, T-111-12-22-11, Oct. 12, 2011.)

111-501-35. Name of the game; rules and regulations. The Kansas lottery shall conduct a lottery facility game at the Kansas Star Casino in Mulvane, Kansas, entitled "Roulette" beginning on or after November 1, 2011.

The rules and regulations for the game of "Roulette" are contained in K.A.R. 111-501-35 through 111-501-40, 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-111-12-22-11, Oct. 12, 2011.)

111-501-36. Definitions. The following definitions shall apply to the "Roulette" game:

(a) "Ball out" means the ball popped out of the wheel and there is no valid spin.

(b) "Bank" means the specified amount of chips designated as the bankroll for the roulette table.

(c) "Basket" means a bet of "0, 00, and 2", which bet pays odds of 11 to 1.

(d) "Black bet" means a wager that one of the 18 black numbers will win.

(e) "Black or red" means betting on either the black numbers or red numbers, which bet pays even money.

(f) "Bottom track" means the slanting inner surface of the wheel.

(g) "Cheque down" or "chip down" means that playing chips are on the floor.

(h) "Cheques play to the table limit" or "chips play to the table limit" means a large number of chips have been wagered, not to exceed the table limit.

(i) "Color in" means non-value chips being cashed out for the value of chips, or a conversion of value chips.

(j) "Columns" means any one of 12 numbers in a straight column, designated as "first," "second," or "third" columns, which bets pay odds of 2 to 1.

(k) "Corner" means any one of four connected numbers as shown on the roulette layout, all of which bets pay odds of 8 to 1.

(l) "Dead table" means an open table without players.

(m) "Dolly" means an object used to mark the winning number.

(n) "Dozens" means any one of three sets of twelve numbers, as follows: 1 to 12, 13 to 24, or 25 to 36, all of which bets pay odds of 2 to 1.

(o) "Even Money Bets" means any one of the following bets: "outside," "first," or "top" numbers 1 to 18; even; red; black; odd; or, "second" or "bottom" numbers 19 to 36, all of which bets pay even money.

(p) "Floater" means the ball hangs revolving slowly above the numbers without dropping to any of the numbers.

(q) "Inside bet" means a wager made on the numbered portion of the layout (straight up, split, street, corner, first five numbers and line bets).

(r) "Line" means any one of six numbers connected on the roulette layout, which bet pays odds of 5 to 1.

(s) "Mucker" means the person who collects and sorts chips as the dealer sweeps the layout.

(t) "Non-value chips" means the chips whose specific color is assigned to a player. The player will determine the chip value when they buy-in.

(u) "Odd or even" means a bet that an odd number or a bet that an even number will win, which bet pays even money.

(v) "Outside bet" means a wager made on the outside of the numbered area of the roulette layout.

(w) "Payoff" means to pay a winning bet.

(x) "Plays to the table max" means the announcement made by the dealer when a wager is made that may be over the table limit.

(y) "Red bet" means a wager that one of the eighteen red numbers will win.

(z) "Shield" and/or "glass" means a protective shield around the wheel.

(aa) "Split" means a bet that any one of two connected numbers on the roulette layout will win, which bet pays at odds of 17 to 1.

(ab) "Stack" means a pile consisting of 20 chips.

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(bb) "Straight Up" means any one number alone, which bet pays at odds of 35 to 1.

(cc) "Street" means any one of three numbers connected in a straight row on the roulette layout; which pays at odds of 11 to 1.

(dd) "Toke" means a gratuity, a tip.

(ee) "Top line" and "first five" means the only 5 number bet where the player bets that "0, 00, 1, 2, or 3" will win, which bet pays at odds of 6 to 1.

(ff) "Track" means the area of the wheel in which the ball spins.

(gg) "Tub" means the area in which the wheel head spins.

(hh) "Wheel" means the roulette wheel.

(ii) "Wheel head" means the revolving central portion of a roulette wheel containing the numbered slots, or pockets. (Authorized by K.S.A. 2010 Supp. 74-8710 and 74-8748; implementing K.S.A. 2010 Supp. 74-8710; effective, T-111-12-22-11, Oct. 12, 2011.)

111-501-37. Table characteristics. (a) A roulette table is oblong in shape, with a roulette wheel at one end. The layout is imprinted with numbers and sections that correspond to the various wagers that can be made.

(b) Each roulette wheel shall be of the "double zero" variety as follows: Each double zero roulette wheel shall have a ring with 38 equally spaced pockets around the wheel with one marked zero ("0") and colored green, one marked double zero ("00") and colored green, and the others marked 1 to 36 and colored alternately red and black. The color of each pocket shall be a corresponding color to those depicted on the ring on which the various numbers are located. (Authorized by K.S.A. 2010 Supp. 74-8710 and 74-8748; implementing K.S.A. 2010 Supp. 74-8710; effective, T-111-12-22-11, Oct. 12, 2011.)

111-501-38. Round of play. (a) The ball must complete at least four revolutions to constitute a valid spin. If the ball is spun in the same direction of the wheel, the dealer will announce the spin is void (a "no spin") and attempt to remove the ball before it comes to rest in a compartment.

(b) A "no spin" will be called by the dealer or table games supervisor or higher ranking casino official if any of the following occur:

(1) The ball fails to make at least four (4) revolutions around the wheel.

(2) The ball leaves the wheel completely.

(3) The dealer drops the ball before spinning.

(4) A foreign object enters the wheel.

(5) The ball is spun in the same direction as the wheel.

(c) If the ball hangs up and does not drop into a numbered slot, the table games supervisor or higher ranking casino official shall be asked for a decision.

(d) Once a no spin has been announced, it will be an invalid spin regardless of whether the ball enters a compartment or not.

(e) After the dealer has spun the ball and prior to it coming to rest, the dealer will announce there shall be no more bets. When the ball comes to rest in one of the compartments in the wheel the dealer will announce the winning number and place a dolly on that number on the layout.

(f) After the ball has dropped and the winning number has been marked on the layout, the dealer will collect all losing bets, starting with the columns and dozens sections of the layout, then moving towards the wheel. Once the layout is clear of all losing bets, the dealer shall pay all winning bets, starting with the columns, dozens, even chances and finally the numbers bets on the layout. The wagers are paid from top to bottom by color. All bets of the same color are paid at the same time.

(g) No player is allowed to remove or make a bet until the dealer removes the marker or dolly from the most recent winning number.

(h) When a player bets less than the table minimum and the dealer and/or table games supervisor or higher ranking casino official does not notice it before the dealer announces no more bets, the dealer shall pay that player based upon the amount actually bet and inform the player of the table minimum.

(i) If a bet appears to be over the table maximum, the dealer shall do the following:

(1) If the bet wins, the dealer shall segregate the maximum payoff in the work area of the layout and pay the player in normal procedure. All chips over the maximum will be returned to the player.

(2) If the bet loses, the dealer shall return all chips over the maximum bet to the player.

(j) All table minimums and maximum bets will be posted at or near the roulette table. (Authorized by K.S.A. 2010 Supp. 74-8710 and 74-8748; implementing K.S.A. 2010 Supp. 74-8710; effective, T-111-12-22-11, Oct. 12, 2011.)

111-501-39. Placing wagers. (a) All wagers at roulette shall be made by placing one or more gaming chips on the appropriate area of the roulette layout.

(b) No player at a roulette table shall be issued or permitted to play with non-value chips that are identical in color and design to non-value chips being used by another player at the same game.

(c) Each player shall be responsible for the correct positioning of the player's wager or wagers on the roulette layout regardless of whether the player is assisted by the dealer. Each player shall be responsible for ensuring that any instructions the player gives to the dealer regarding the placement of the player's wager(s) are correctly carried out.

(d) Each wager shall be settled in accordance with its position on the layout when the ball falls to rest in a compartment of the wheel. (Authorized by K.S.A. 2010 Supp. 74-8710 and 74-8748; implementing K.S.A. 2010 Supp. 74-8710; effective, T-111-12-22-11, Oct. 12, 2011.)

111-501-40. Wagers permitted and payoff odds.

(a) A permissible wager or bet is any wager or combination of wagers that are recognizable to the dealer as a valid bet, providing that it meets the minimum and does not exceed the maximum posted limits for that table. The wagers permitted on the "outside" section of the layout are as follows:

(1) "Even" - Any wager made on the even section of the layout.

(2) "Odd" - Any wager made on the odd section of the layout.

(3) "1 to 18" - Any wager made on the 1 to 18 or low section of the layout.

(4) "19 to 36" - Any wager made on the 19 to 36 or high section of the layout.

(5) "Red" - Any wager made on the red section of the layout.

(6) "Black" - Any wager made on the black section of the layout.

(7) "1st dozen" - Any wager made on the 1st dozen section of the layout.

(8) "2nd dozen" - Any wager made on the 2nd dozen section of the layout.

(9) "3rd dozen" - Any wager made on the 3rd dozen section of the layout.

(10) "1st column" - Any wager made on the 1st column section of the layout.

(11) "2nd column" - Any wager made on the 2nd column section of the layout.

(12) "3rd column" - Any wager made on the 3rd column section of the layout.

(b) The wagers permitted on the "inside" or number section of the layout are as follows:

(1) "Double street" or "line" - Any wager that covers six numbers.

(2) "Street" - Any wager that covers three numbers.

(3) "Corner" - Any wager that covers four numbers.

(4) "Basket" - Any wager that intersects the 0-00-2 numbers.

(5) "First five numbers" - Any wager that covers the 0-00-1-2-3 numbers.

(6) "Split" - Any wager that covers two numbers.

(7) "Straight up" - Any wager that covers just one number.

(8) "Courtesy bet" - A split bet on 0 and 00 made on the line between the 2nd and 3rd dozen. (Authorized by K.S.A. 2010 Supp. 74-8710 and 74-8748; implementing K.S.A. 2010 Supp. 74-8710; effective, T-111-12-22-11, Oct. 12, 2011.)

111-501-41. Name of game; rules and regulations.

The Kansas lottery shall conduct a lottery facility game at the Kansas Star Casino in Mulvane, Kansas, entitled "Craps" beginning on or after November 1, 2011.

The rules and regulations for the game of "Craps" are contained in K.A.R. 111-501-41 through 111-501-45, 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-111-12-22-11, Oct. 12, 2011.)

111-501-42. General definitions. The following general definitions shall apply to the craps game (bet definitions are contained in KAR 111-501-44):

(a) "Come-out point" means a total of 4, 5, 6, 8, 9, or 10 thrown by the shooter on a come-out roll.

(b) "Come-out roll" means the first roll of the dice at the opening of the game and first roll of the dice after a decision with respect to a pass bet and don't pass bet that has been affected.

(c) "Come point" means a total of 4, 5, 6, 8, 9, or 10 thrown by the shooter on the next roll of the dice following placement of a come bet or don't come bet.

(d) "Seven out" means a total of seven thrown by the shooter subsequent to his/her establishment of a come-out point.

(e) "Seven winner" means a total of seven thrown by the shooter prior to his/her establishment of a come-out point.

(f) "Total" means the sum of the numbers (dots or spots) shown on the high or uppermost sides of the two dice on any given roll.

(g) "Roll" means the throw of the dice by the shooter.

(h) "Shooter" means the player who throws or rolls the dice.

(i) "Craps crew" means the dealers assigned to a single craps game.

(j) "Natural" means the total shown on the dice is seven or eleven when thrown on a come-out roll (first roll of the dice).

(k) "Self service bets" means wagers for which the player is responsible for the placement and removal, as follows: passline odds, don't pass lays, field, big six, and big eight. Notwithstanding, a dealer may also assist a player in the placement of those wagers upon request of the player.

(l) "Dirty money" means a bet that lost and was picked up by the dealer, and a winning bet was paid with same chips.

(m) "Check" or "chip" means a non-metal representative of value which is commonly used for betting purposes on the layouts of the games, instead of money. Each check or chip color shall have a different assigned value.

(n) "Boxperson" means an employee authorized to supervise a craps game only.

(o) "Ace" means a single die showing one spot up.

(p) "Aces - craps, two" means one die showing one spot up and the other die showing another one spot up.

(q) "Deuce" means a die with two spots up.

(r) "Ace-deuce-craps, three" means one die showing one spot up and the other die showing two spots up.

(s) "Sixes - Craps, twelve" means one die showing six spots up and the other die showing six spots up.

(t) "Craps out" means when the shooter rolls one of the craps numbers, 2, 3, or 12 on the come out roll.

(u) "Easy way" means to roll any number 4, 6, 8, or 10 in any way but the hardway.

(v) "One-roll bet" means a bet which is decided on the next roll of the dice (only one roll action). For example: field, seven, craps (two, three or twelve), eleven, horn bets, horn high bets and any craps.

(w) "Parlay" or "let it ride" means to leave the original bet and the winnings of that bet on the table and wager them again.

(x) "Press the bet" means to increase a wager after winning a bet for the same amount as the original bet.

(y) "Vigorish" or "juice" means the commission collected on some bets, such as buy bets or lay bets.

(z) "Buy bets (front side)" means wagers that are paid true and correct odds but are handled like place bets. On buy bets a player must pay a five percent vigorish on the player's original bet.

(aa) "Lay bet (back side)" means to buy a bet against the dice being exactly the opposite of front side buy bets.

(continued)

On lay bets a player must pay five percent vigorish on what he/she wins.

(bb) "Proposition bets" means the center bets or one roll bets. Example of proposition bets are: any seven, craps (two, three or twelve), eleven, horn bets, horn highs and any craps. Furthermore, hardway bets are also proposition bets, even though those bets are not a one roll bet.

(cc) "Puck" means the marker used to either notify the players that a come out roll is about to ensue ("off" mode) or identify the shooter's point ("on" mode).

(dd) "Stick" means the instrument used to move, present or gather dice.

(ee) "Bowl" means the container in which the dice shall be stored during a live game directly in front of the stickperson.

(ff) "Wager" or "bet" means the amount and type of gamble a player makes on a dice game.

(gg) "Dealer" means the casino employee responsible for paying winning wagers, collecting losing wagers, and placing wagers on a dice game.

(hh) "Stickperson" means the casino employee responsible for the dice, pace of the game, and proposition area. The stickperson is also one of the dealers. (Authorized by K.S.A. 2010 Supp. 74-8710 and 74-8748; implementing K.S.A. 2010 Supp. 74-8710; effective, T-111-12-22-11, Oct. 12, 2011.)

111-501-43. Table characteristics. (a) A craps table is oblong and surrounded by a vertical wall. The inside of the vertical wall is covered with a rubber-like material. A mirror is placed opposite the boxperson's position to allow the boxperson and table games supervisors or above to verify payoffs, change, and wagers.

(b) A table layout approved by the Kansas lottery will be used. (Authorized by K.S.A. 2010 Supp. 74-8710 and 74-8748; implementing K.S.A. 2010 Supp. 74-8710; effective, T-111-12-22-11, Oct. 12, 2011.)

111-501-44. Rules of the game and bet definitions. (a) The stickperson, boxperson, table games supervisor or a higher-ranking casino employee shall have the authority to invalidate a roll of the dice by calling "no roll" for any of the following reasons:

(1) If the wrong player picks up the dice and throws or rolls them.

(2) If the dice do not hit the end of the table opposite the shooter.

(3) The dice do not leave the shooter's hand simultaneously.

(4) Either or both of the dice come to rest on the chips constituting the craps bank (the chips in front of the boxperson).

(5) Either or both of the dice come to rest in the dice bowl in front of the stickperson or on one of the rails surrounding the table.

(6) Either or both of the dice go off the table.

(7) Whenever one die comes to rest on top of the other.

(8) The shooter does not have either a pass or don't pass bet.

(9) Either or both of the dice do not move with forward motion.

(10) If the player shooting the dice removes either one or both dice from the view of the boxperson or table

games supervisor or higher-ranking casino official immediately before he shoots them.

(11) If the player attempts to deface the dice purposely or unintentionally immediately before the player shoots the dice.

(b) Whenever new dice are put into the game or existing dice are returned to the game, they shall be inspected by the boxperson before being put into the dice bowl.

(c) Permissible wagers shall be as follows:

(1) "Pass bet" shall mean a wager placed on the pass line of the layout immediately prior to the come-out roll.

(2) The "pass bet" shall win if, on the come-out roll a total of 7 or 11 is thrown, or a total of 4, 5, 6, 8, 9, or 10 is thrown and that total is again thrown before a total of 7 appears.

(3) The "pass bet" shall lose if, on the come-out roll a total of 2, 3 or 12 is thrown, or a total of 4, 5, 6, 8, 9, or 10 is thrown and a 7 subsequently appears before that total is thrown again.

(4) "Don't pass bet" shall mean a wager placed on the don't pass line of the layout immediately prior to the come-out roll.

(5) The "don't pass bet" shall win if, on the come-out roll a total of 2 or 3 is thrown, or a total of 4, 5, 6, 8, 9, or 10 is thrown and a 7 subsequently appears before that total is again thrown.

(6) The "don't pass bet" shall lose if, on the come-out roll a total of 7 or 11 is thrown, or a total of 4, 5, 6, 8, 9, or 10 is thrown and that total is again thrown before a 7 appears.

(7) The "don't pass bet" shall be void if, on the come-out roll a total of 12 is thrown.

(8) "Come bet" shall mean a wager placed on the come line of the layout at any time after the come-out roll.

(9) The "come bet" shall win if, on the roll immediately following placement of such bet a total of 7 or 11 is thrown, or a total of 4, 5, 6, 8, 9, or 10 is thrown and that total is again thrown before a 7 appears.

(10) The "come bet" shall lose if, on the roll immediately following placement of such bet a total of 2, 3, or 12 is thrown, or a total of 4, 5, 6, 8, 9, or 10 is thrown and a 7 subsequently appears before that total is again thrown.

(11) "Don't come bet" shall mean a wager placed on the "don't come" area of the layout at any time after the come-out roll.

(12) The "don't come bet" shall win if, on the roll immediately following placement of such bet a total of 2 or 3 is thrown, or a total of 4, 5, 6, 8, 9, or 10 is thrown and a 7 subsequently appears before that total is again thrown.

(13) The "don't come bet" shall lose if, on the roll immediately following placement of such bet a total of 7 or 11 is thrown, or a total of 4, 5, 6, 8, 9, or 10 is thrown and that total is again thrown before a 7 appears.

(14) The "don't come bet" shall be void if, on the roll following placement of such bet a total of 12 is thrown.

(15) "Place bet to win" shall mean a wager that may be made at any time on any of the numbers 4, 5, 6, 8, 9 or 10 which shall win if the number on which wager was placed is thrown before a 7 and shall lose if a 7 is thrown before such number. All place bets shall be active on any roll, except the come-out roll, unless called "on" by the

player and confirmed by the dealer through placement of an "on" button on top of such player's wager.

(16) "Buy bets" shall mean a wager that may be made at any time, on the 4, 5, 6, 8, 9, and 10. A buy bet shall win if the particular number is thrown before a 7 is thrown and shall lose if a 7 is thrown before that number is thrown. In addition to the payout odds set forth in these rules for place bets on 4, 5, 6, 8, 9, and 10, the player may also be offered the option of receiving true odds on these bets in return for the player paying at the time of making the bet an amount not to exceed five percent of such wager.

(17) "Lay bets" shall mean a wager that may be made at any time, against any of the numbers 4, 5, 6, 8, 9, and 10. A lay bet shall win if a 7 is thrown before the particular number against which the wager is placed and shall lose if a particular number against which the wager is placed is thrown before a 7 is thrown. The player may also be offered true odds on these bets, for which the player may be charged a fee not to exceed five percent on the amount to be won.

(18) "Four the hardway" shall mean a wager, that may be made at any time, which shall win if a total of 4 is thrown the hardway (i.e., with 2 appearing on each die, before a 4 is thrown in any other way and before a 7 is thrown).

(19) "Six the hardway" shall mean a wager, that may be made at any time, which shall win if a total of 6 is thrown the hardway (i.e., with 3 appearing on each die before 6 is thrown in any other way and before a 7 is thrown).

(20) "Eight the hardway" shall mean a wager, that may be made at any time, which shall win if a total of 8 is thrown the hardway (i.e., with 4 appearing on each die before 8 is thrown in any other way and before a 7 is thrown).

(21) "Ten the hardway" shall mean a wager that may be made at any time, which shall win if a total of 10 is thrown the hardway (i.e., with 5 appearing on each die before 10 is thrown in any other way and before a 7 is thrown).

(22) "Field bet" shall mean a one-roll wager that may be made at any time which shall win if any of the totals of 2, 3, 4, 9, 10, 11, or 12 is thrown on the roll immediately following placement of such bets and shall lose if a total of 5, 6, 7, or 8 is thrown on such a roll.

(23) "Any seven" or "big red" shall mean a one-roll wager that may be made at any time which shall win if a total of 7 is thrown on the roll immediately following placement of such a bet and shall lose if any other total is thrown.

(24) "Any craps" shall mean a one roll wager that may be made at any time which shall win if a total of 2, 3, or 12 is thrown on the roll immediately following placement of such bet and shall lose if any other total is thrown.

(25) "Two Craps," "aces," or "low" shall mean a one-roll wager that may be made at any time which shall win if a total of 2 is thrown on the roll immediately following placement of such bet and shall lose if any other total is thrown.

(26) "Three Craps" or "ace-deuce" shall mean a one-roll wager that may be made at any time which shall win

if a total of 3 is thrown on the roll immediately following placement of such bet and shall lose if any other total is thrown.

(27) "Twelve Craps," "high," or "boxcars" shall mean a one-roll wager that may be made at any time which shall win if a total of 12 is thrown on the roll immediately following placement of such bet and shall lose if any other total is thrown.

(28) "Eleven" or "yo" shall mean a one-roll wager that may be made at any time which shall win if a total of 11 is thrown on the next roll and shall lose if any other total is thrown.

(29) "Horn bet" shall mean a one-roll wager that may be made at any time which shall win if a total of 2, 3, 11, or 12 is thrown on the roll immediately following placement of such bet and shall lose if any other total is thrown.

(30) "Horn high bet" shall mean a one-roll wager that may be made at any time, which shall win if any one of the totals 2, 3, 11, or 12 is thrown on the roll immediately following placement of such bet and shall lose, if any other total is thrown. A horn high bet will be placed in units of five, with four units wagered as a horn bet and an additional unit wagered on one of the totals 2, 3, 11, or 12.

(31) "World bet" shall mean a one-roll wager that may be made at any time, which shall win if any one of the totals 2, 3, 7, 11, or 12 is thrown on the roll immediately following placement of such bet and shall lose if any other total is thrown. A world bet shall be placed on the lower line of the any seven wager area in units of five with one unit wagered on each of the totals 2, 3, 7, 11, or 12.

(32) "3 way craps" shall mean a one-roll wager, that may be made at any time, which shall win, if any one of the following totals 2, 3, or 12 is thrown on the roll immediately following the placement of such bet and shall lose if any other total is thrown. A "3 way craps" bet will be placed with one unit wagered on each of the totals 2, 3, or 12. The dealer shall place such a wager touching the "C" of the any craps wager area and the horn or horn high wagering area.

(33) "Hop bet" means a one-roll wager that may be made at any time on a specific combination designated by the player which will win if the combination is thrown on a roll immediately following placement of such bet and will lose if any other combination is thrown.

(34) "Big six" or "big 6" means a wager placed in the area of the layout marked "big six" or "big 6," which shall win if a total of 6 is thrown before a 7 and shall lose if a 7 is thrown before a 6.

(35) "Big eight" or "big 8" means a wager placed on the area of the layout marked "big eight" or "big 8" and shall win if a total of eight is thrown before a 7, and shall lose if a 7 is thrown before an 8.

(36) "Split bet" means a one-roll wager that is placed on the line or area between two proposition bets. One half of the split bet is being bet on each side. Both bets will be left up and a net payoff is made to the player.

(37) "Craps-eleven" or "C and E" means a one-roll split bet on any craps and eleven.

(38) "High-low" means a one-roll split bet aces (2) and twelve (12).

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(39) "Ace deuce - any craps" means a one-roll bet which is unique because if ace deuce (3) rolls, both sides of the bet win.

(40) "Put bets" are bets that are made on the pass line after the come-out roll has already been made. (Authorized by K.S.A. 2010 Supp. 74-8710 and 74-8748; implementing K.S.A. 2010 Supp. 74-8710; effective, T-111-12-22-11, Oct. 12, 2011.)

111-501-45. Making and removal of wagers. (a)

All wagers at craps shall be made by placing gaming chips on the appropriate areas of the craps layout.

(b) Wagers shall be made before the dice are thrown.

(c) Wagers may be made by a player or may be made by verbal confirmation of a desired bet communicated to the dealer by the player with subsequent placement of said bet on the appropriate portion of the layout by the dealer.

(d) A wager made on any bet may be removed or reduced at any time prior to a roll that decided the outcome of such wager except that a pass line bet and a come bet shall not be removed or reduced after a come-out point or some point is established with respect to such bet. Pass line and come bets are always active.

(e) A don't come bet and a don't pass bet may be removed or reduced at any time but may not be replaced or increased after such removal or reduction until a new come-out roll.

(f) All place bets, come odds and hardways shall be inactive on any come-out roll unless requested "on" by the player and confirmed by the dealer through placement of an "on" button on top of the wager. All other wagers shall be considered active unless a player requests to have his bets inactive. The dealer through placement of an "off" button must confirm this.

(g) Minimum and maximum table limits will be posted.

(h) If a player wagers less than the table minimum bet and the dealer does not notice it, the dealer shall take or pay the amount actually bet and instruct the player of the minimum amount that must be wagered on subsequent bets.

(i) If in error a player has been permitted to wager more than the table maximum, the dealer shall remove the excess and return it to the player, pay the bet at the correct odds, and inform the player of the permissible amount that can be wagered on subsequent bets.

(j) In the event of a dealer placing a bet for a player, chips shall not be taken from the player's hands or from the rack in front of the player. All chips for the bet shall be set down on the layout by the player and the dealer shall clarify the purpose of the chips before picking them up.

(k) Wager and payout odds shall be as follows:

Wager	Payout odds
Pass	1 to 1
Don't pass	1 to 1
Come	1 to 1
Don't come	1 to 1
Big six	1 to 1
Big eight	1 to 1
Place bet 4 to win	9 to 5
Place bet 5 to win	7 to 5

Place bet 6 to win	7 to 6
Place bet 8 to win	7 to 6
Place bet 9 to win	7 to 5
Place bet 10 to win	9 to 5
Four the hardway	7 to 1
Six the hardway	9 to 1
Eight the hardway	9 to 1
Ten the hardway	7 to 1
Field bet	1 to 1 on 3, 4, 9, 10, 11 2 to 1 on 2 2 to 1 on 12
Any seven	4 to 1
Any craps	7 to 1
Craps 2	30 to 1
Craps 3	15 to 1
Craps 12	30 to 1
Eleven	15 to 1
Hop bet - pairs	30 to 1
Hop bet - all others	15 to 1
Buy bet 4 or 10 to win	2 to 1
Buy bet 5 or 9 to win	3 to 2
Buy bet 6 or 8 to win	6 to 5
Lay bet 4 or 10 to lose	1 to 2
Lay bet 5 or 9 to lose	2 to 3
Lay bet 6 or 8 to lose	5 to 6

(l) A horn bet shall be paid as if it were four separate wagers on 2, 3, 11, and 12.

(m) All charges for vigorish that are less than one dollar amounts, will be rounded down to the nearest dollar figure.

(n) For lay bets against a 4, 5, 6, 8, 9, and 10, a player shall receive true odds on these bets in return for the player paying at the time of making the bet a percentage of the amount the player could win on such bet, which in no event shall exceed five percent of such amount.

(o) A lay bet against a number shall win if a seven rolls before the number is rolled.

(p) A lay bet against a number shall lose if the number rolls before a seven is rolled.

(q) A player may remove the player's lay bet at any time before the number or seven is rolled. If the player removes the lay bet, the amount of the vigorish will also be returned.

(r) Lay bets pay at the following odds:

Bets	Odds
4 or 10	1 to 2
5 to 9	2 to 3
6 to 8	5 to 6

(s) Players may take odds on their pass and come bets as follows:

(1) On a pass line point/come bet of 4 and 10, odds can be taken up to 3 times the pass line bet.

(2) On a pass line point/come bet of 5 and 9, odds can be taken up to 4 times the pass line bet.

(3) On a pass line point/come bet of 6 and 8, odds can be taken up to 5 times the pass line bet.

(t) Players may lay odds on their don't pass and don't come bets up to:

(1) 4 and 10 can lay to win 3 times the don't pass/don't come bet.

(2) 5 and 9 can lay to win 4 times the don't pass/don't come bet.

(3) 6 and 8 can lay to win 5 times the don't pass/don't come bet.

(u) Minimum and maximum odds will be posted at each table. (Authorized by K.S.A. 2010 Supp. 74-8710 and 74-8748; implementing K.S.A. 2010 Supp. 74-8710; effective, T-111-12-22-11, Oct. 12, 2011.)

111-501-46. Name of the game; rules and regulations. The Kansas lottery shall conduct a lottery facility game at the Kansas Star Casino in Mulvane, Kansas, entitled "Let It Ride Bonus" beginning on or after November 1, 2011.

The rules and regulations for the game of "Let It Ride Bonus" are contained in K.A.R. 111-501-46 through 111-501-57, 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-111-12-22-11, Oct. 12, 2011.)

111-501-47. 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-111-12-22-11, Oct. 12, 2011.)

111-501-48. 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-111-12-22-11, Oct. 12, 2011.)

111-501-49. 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 automated shuffling device shall contain a feature which counts each card in the deck prior to any cards being dealt 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).

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

(d) 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. (Authorized by K.S.A. 2010 Supp. 74-8710 and 74-8748; implementing K.S.A. 2010 Supp. 74-8710; effective, T-111-12-22-11, Oct. 12, 2011.)

111-501-50. 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;

(continued)

(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 three 2s and two 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 suite 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-111-12-22-11, Oct. 12, 2011.)

111-501-51. 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-111-12-22-11, Oct. 12, 2011.)

111-501-52. 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 higher ranking casino official shall verify the hand and activate the sensor circle light. The pit supervisor or higher ranking casino official shall then press the "ENTER" button on the keypad for each player with 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; im-

plementing K.S.A. 2010 Supp. 74-8710; effective, T-111-12-22-11, Oct. 12, 2011.)

111-501-53. 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-111-12-22-11, Oct. 12, 2011.)

111-501-54. 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-111-12-22-11, Oct. 12, 2011.)

111-501-55. 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. If the dealer observes one or more bets that appear to be large, 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 checks 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-111-12-22-11, Oct. 12, 2011.)

111-501-56. 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 |

(continued)

- (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 the individual award, multiplied by the percentage. For the \$25,000 limit, and by way of example only, see the following:

(A) Player 1 has a royal flush with \$25 up on three bets, A1 = \$75,000

(B) Player 2 has a straight flush with \$10 up on two bets, A2 = \$4,000

(C) Player 3 has a four-of-a-kind with \$15 on three bets, A3 = \$2,250

(D) SUM = \$81,250

(E) Percentage = $\$25,000/\$81,250 = .3077$

(F) Player 1 gets \$75,000 times .3077 = \$23,077

(G) Player 2 gets \$4,000 times .3077 = \$1,231

(H) Player 3 gets \$2,250 times .3077 = \$692

(I) Total payout = \$25,000

(Authorized by K.S.A. 2010 Supp. 74-8710 and 74-8748; implementing K.S.A. 2010 Supp. 74-8710; effective, T-111-12-22-11, Oct. 12, 2011.)

111-501-57. 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.

(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 the dealer's left and 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 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 card under the third 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-111-12-22-11, Oct. 12, 2011.)

111-501-58. Name of the game; rules and regulations. The Kansas lottery shall conduct a lottery facility game at the Kansas Star Casino in Mulvane, Kansas, en-

titled "Mini-Baccarat" beginning on or after November 1, 2011. The rules and regulations for the game of "Mini-Baccarat" are contained in K.A.R. 111-501-58 through 111-501-69, 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-111-12-22-11, Oct. 12, 2011.)

111-501-59. Definitions. The following definitions shall apply to the "Mini-Baccarat" game:

(a) "Bank's hand" means the name of the hand given to the hand dealt on the gaming table layout designated for the bank.

(b) "Betting circle" or "wagering circle" means the circular area designated on the gaming table layout for the placement of bets by players.

(c) "Cut card" is the blank card inserted by the dealer into the stack of playing cards that divides the stack of cards into two portions.

(d) "Deck of playing cards" or "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. The suits of all playing cards in this game (hearts, diamonds, clubs, and spades) are irrelevant.

(e) "Player's hand" means the name of the hand given to the hand dealt on the gaming table layout designated for the player. (Authorized by K.S.A. 2010 Supp. 74-8710 and 74-8748; implementing K.S.A. 2010 Supp. 74-8710; effective, T-111-12-22-11, Oct. 12, 2011.)

111-501-60. How to play. (a) Mini-Baccarat is played with eight decks of 52 standard playing cards, placed in a box called a shoe. The players may place a wager on either the bank's hand, the player's hand, or on a tie between the player's and the bank's (or banker's) hand.

(b) Two cards are dealt to each hand. The player side will act on its hand first. The winning hand is the one with the point count closest to nine, after all cards are dealt. A third card may be drawn by either side subject to the rules herein. Neither the player side nor the bank side will ever have more than three cards.

(c) Each "10" card, the sum of cards totaling 10, and the jack, queen and king card all count as zero points. Aces count only as one point, and numbered cards 2, 3, 4, 5, 6, 7, 8, and 9 count as their respective face value. If the point count total is two digit number, only the last digit is utilized when determining the hand with a point count closest to a total of nine. By way of example: 5+7=12 but counts as 2; king + 7 = 17 but counts as 7; ace + king + 7 = 18 but counts as 8.

(d) If either the player or the bank have a total point count of 8 or 9 on the first two cards, no further cards are drawn, the hand totaling 8 or 9 is declared a "natural," and unless there is a tie the hand totaling 8 or 9 is announced the winner.

(e) If the player's hand has a point count total of 5 or less, a third card will be drawn unless the bank wins with a natural.

(f) If a player does not draw a third card, then the bank hand stands on a hand having a point count total of 6 or

more and takes a third card on a hand having a point count total of 5 or less.

(g) If the player does draw a third card, then the bank's hand draws according to the third card rules of Mini-Baccarat.

(h) The highest point count closest to 9 wins the hand, and if both hands are equally close to a point count total of 9 the hand shall be declared a push (tie).

(i) The bank's hand and the player's hand are names given to the opposing wager boxes.

(j) The bank and player hands are even money bets that pay odds of 1 to 1.

(k) There is an optional tie bet that pays odds of 8 to 1. The tie bet is a separate bet wagered before the cards are dealt.

(l) A commission (vigorish) shall be collected out of the wagers on each winning bank hand, which commission shall be equal to five percent of the amount wagered on that winning bank hand. (Authorized by K.S.A. 2010 Supp. 74-8710 and 74-8748; implementing K.S.A. 2010 Supp. 74-8710; effective, T-111-12-22-11, Oct. 12, 2011.)

111-501-61. Wagers. (a) All wagers will be made in \$5.00 increments.

(b) Any player that makes a wager that is less than the table minimum and not discovered prior to the dealing of cards will be allowed to play that hand, but the player will be informed by a supervisor of the table minimums and the player must wager at least the minimum on all subsequent hands.

(c) Verbal wagers accompanied by cash are not accepted and no cash may be used to make a wager.

(d) All wagers at Mini-Baccarat shall be made by placing gaming chips or tokens on the banker, player, or tie areas corresponding to the customer's position at the table.

(1) Wagers from non-seated players will be allowed.

(2) Wagers from non-seated players may only be made with the consent of the seated player.

(3) The seated player will wager first. Table limits will apply to the total amount wagered in one wagering circle by the seated and non-seated player.

(4) The seated player is responsible for paying the total commission on the combined wager of the seated player and the non-seated player. The commission shall be collected at the conclusion of each hand of play.

(5) The seated player must place a wager with his or her own chips before any cards are dealt.

(6) A seated player and a non-seated player can only wager on one player position at a time. (Authorized by K.S.A. 2010 Supp. 74-8710 and 74-8748; implementing K.S.A. 2010 Supp. 74-8710; effective, T-111-12-22-11, Oct. 12, 2011.)

111-501-62. Third card rule. Based upon the first two cards dealt, the player and bank shall follow the following rules regarding the third card dealt to each (the "third card rule"):

(a) Player rules

When First

Two Cards

Total: Third Card Rule

0-1-2-3-4-5 Draw a card

(continued)

- 6-7 Stands
8-9 Stands (natural, bank does not draw)

(b) Bank rules

When Bank's First Two Cards Total:	Draw When Player's Third Card Is:	Does Not Draw When Player's Third Card Is:
0-1-2	Always draws*	
3	0-1-2-3-4-5-6-7-9	8
4	2-3-4-5-6-7	1-8-9-10
5	4-5-6-7	1-2-3-8-9-10
6	6-7	1-2-3-4-5-8-9-10
7		Stands
8-9		Stands (natural, player cannot draw)

*Unless player shows a natural 8 or 9 (a total of 8 or 9 points in the first two cards dealt).

If the player draws no cards, the banker must draw on hands having a total point count value of 0, 1, 2, 3, 4, and 5 and stand on hands having a total point count value of 6 or 7. (Authorized by K.S.A. 2010 Supp. 74-8710 and 74-8748; implementing K.S.A. 2010 Supp. 74-8710; effective, T-111-12-22-11, Oct. 12, 2011.)

111-501-63. Payout odds and commissions. (a) A winning wager made on the player's hand shall be paid off at the odds of 1 to 1.

(b) A winning hand for the banker shall be paid at the odds of 1 to 1 except that a five percent (5%) commission for the casino shall be extracted on the amount won.

(c) The procedure for collecting the five percent (5%) commission on winning banker bets is as follows:

(1) The dealer is responsible for collecting the five percent (5%) commission.

(2) All bets will be determined to have won or lost before the five percent (5%) commission is collected.

(3) All commissions must be clearly displayed by the dealer.

(4) Players' commissions are collected at the end of each round. Once a commission is collected from a player, it is placed in the table tray and added to the casino's bankroll. (Authorized by K.S.A. 2010 Supp. 74-8710 and 74-8748; implementing K.S.A. 2010 Supp. 74-8710; effective, T-111-12-22-11, Oct. 12, 2011.)

111-501-64. Irregularities. During the course of a game, if a card is accidentally exposed, the following procedures must be observed:

(a) A card drawn and exposed before or after a completed hand is dealt will not be used in play of the game. At the direction of the table games floor supervisor or higher ranking casino official, the card drawn in error will be held aside. The current hand will continue to completion. The table games floor supervisor will announce to the players that the next hand will be a new no action hand and all bets will be removed from the betting areas. The new no action hand will proceed with the first player card (the exposed card from previous hand) being placed in the correct position for the player hand. Dealing will continue and be completed under the standard rules of Mini-Baccarat. After completion of the no action hand, the table games floor supervisor or higher ranking casino official will ask for new bets to restart the game.

(b) A third card dealt to the player's hand when no third card is authorized shall become the third card of the banker's hand if the banker's hand is required to draw. If the banker's hand is required to stay, the disclosed card will be utilized as the first card of a no action hand as described in subsection (a) above.

(c) Any excess card drawn from the shoe (a card not required to be used in the current hand in play), if not exposed, shall be used as the first card of the next hand in play. If the card has been exposed, the no action hand procedure as described in subsection (a) above shall be implemented.

(d) Any cards found face up in the shoe shall not be used to start a new hand. The table games floor supervisor or higher ranking casino official will be called and a no action hand will be dealt as described in subsection (a) above. If any card is found face up in the shoe while a hand is in progress, the table games floor supervisor or above will be called to advise the players to remove bets from the betting area and complete the hand as a no action hand.

(e) When a new dealer begins dealing in a game already in progress, the table dealer will not burn (discard) a card. If a card is burned, that card will be used as the first card of a no action hand with no wagering as described in subsection (a) above.

(f) If there are insufficient cards remaining in the shoe to complete the round of play, that round shall be void and the table games dealer will announce the end of the shoe. (Authorized by K.S.A. 2010 Supp. 74-8710 and 74-8748; implementing K.S.A. 2010 Supp. 74-8710; effective, T-111-12-22-11, Oct. 12, 2011.)

111-501-65. Card shuffle. (a) A card shuffler machine and cut card shall be utilized for the game of Mini-Baccarat, except as set forth in (b) and (c) below. All cards shall be shuffled and the cut card inserted before commencement of dealing the cards.

(b) When opening a game and/or replacing cards in a game, the new cards must be manually shuffled before insertion into a shuffle machine for the first load only.

(c) In the event that the shuffle machine is inoperable or otherwise unavailable, the cards will be shuffled manually.

(d) After the cards are placed into the shoe, the dealer will then draw the first card out of the shoe (the "burn card"), turn it face up on the table, and continue to draw from the shoe, face down, the number of cards equal to the point value of the burn. All cards so drawn are then discarded (burned). (Authorized by K.S.A. 2010 Supp. 74-8710 and 74-8748; implementing K.S.A. 2010 Supp. 74-8710; effective, T-111-12-22-11, Oct. 12, 2011.)

111-501-66. Dealing and calling the game. (a) At the commencement of each round of play, the dealer shall announce, "All bets down, no more bets, please" or words to like effect.

(b) The dealer will draw four cards from the shoe, face down, with his/her left hand. The first and third card shall represent the player's hand and will be placed in the appropriate box on the layout, being protected with the dealer's right hand. The second and fourth cards drawn shall represent the bank hand and shall be placed on the appropriate area of the layout.

(c) The dealer shall now turn over the cards with his or her right hand and call the player's hand announcing, "The player shows or the players show total of cards" or words to like effect.

(d) After calling the player's hand, the dealer, with his or her left hand will move the bank's hand to the appropriate box on the layout. At this time, the dealer will turn over and call the bank's hand, announcing, "The bank has total of cards" or words to like effect.

(e) If either the player's hand or the bank's hand shows a natural, 8 or 9, the dealer shall announce, "Player (or bank) wins, natural 8 or 9 over (the losing total)" or words to like effect.

(f) In the event of a tie, the dealer will say, "It is a tie hand at total of cards," or words to like effect, then after paying tie bets, the dealer will say, "You may press or change your bets, bet the ties they pay 8 to 1" or words to like effect.

(g) If the player is to receive a third card according to the rules of Baccarat, the dealer will announce, "Draw or card for the player" or words to like effect. The dealer then draws a card for the player's hand, turns it over and places it perpendicular and to the right of the player's previous cards. At this time, the dealer announces, "Players total of cards" or words to like effect.

(h) If the bank hand is entitled to a card according to the rules of Mini-Baccarat, the dealer will announce, "Draw or card for the bank" or words of like effect. The dealer then draws a card for the bank, turns it over and places it perpendicular and to the left of the previous banker's cards. At this time the dealer says, "Banker (or player) wins" or words of like effect, announcing the winning total over the losing total.

(i) The dealer continues the game until the cut card appears, at which time it will be placed near the discard card/discard rack, as applicable.

(1) If the cut card is in the window and appears as the first card in the hand, the dealer will announce, "There are two hands left in the shoe" or words of like effect.

(2) When the cut card appears during a hand, the dealer will announce, "This is the next to the last hand" or words of like effect.

(3) After the last hand is completed, the dealer will announce to the players to take down all bets. (Authorized by K.S.A. 2010 Supp. 74-8710 and 74-8748; implementing K.S.A. 2010 Supp. 74-8710; effective, T-111-12-22-11, Oct. 12, 2011.)

111-501-67. Picking hands up. The dealer will pick up the player hand first, starting with the player hand's third (if present), then pick up the bank hand last. This will allow the order of the cards drawn to be recreated in the order dealt, if necessary. (Authorized by K.S.A. 2010 Supp. 74-8710 and 74-8748; implementing K.S.A. 2010 Supp. 74-8710; effective, T-111-12-22-11, Oct. 12, 2011.)

111-501-68. Dealer tip policies. (a) A player may place a bet for the dealer on the player or banker of no more than 10 percent of the maximum table limit when the table maximum is bet. If the player is betting less than the table maximum, the player may bet any amount for the dealer as long as the total of both bets, player's and

dealer's, does not exceed the maximum table limit. Tie bets made for the dealer combined with the player's bet may not exceed the maximum bet posted. If the player is at the maximum on the tie, the dealer can take 10 percent of the maximum bet.

(b) Winning tips may not be parlayed (bet on a subsequent wager).

(c) When a player bet loses, the tip bet also loses.

(d) When paying a winning tip bet, the player's bet will always be paid first.

(e) A winning tip bet can ride at the request of the player, but the winning half must be accepted.

(f) All pushes (ties) will play again, unless the player decides otherwise.

(g) Commissions will not be charged on winning dealer tip bets.

(h) A tip bet on the tie bet for the dealer cannot exceed the table maximum.

(i) Dealer tips are placed directly in front of the player's wager. (Authorized by K.S.A. 2010 Supp. 74-8710 and 74-8748; implementing K.S.A. 2010 Supp. 74-8710; effective, T-111-12-22-11, Oct. 12, 2011.)

111-501-69. Dragon bonus bet. (a) The dragon bonus bet is an optional side bet with a separate pay table. The pay table shall be posted on the Mini-Baccarat table.

(b) Rules for the optional dragon bonus bet are as follows:

(1) Players must make a standard mini-baccarat wager in order to make a dragon bonus bet.

(2) Dragon bonus bet limits are \$5 minimum to \$100 maximum.

(3) Dragon bonus bets must be placed within the designated betting area on the game table.

(4) Players may hedge their dragon bonus bets by making a traditional wager on the player hand and a dragon bonus bet on banker hand or on the player and banker hands.

(c) Payouts on the dragon bonus for natural hands shall be as follows:

(1) Natural winners pay 1 to 1;

(2) Natural pushes (ties) neither win nor lose.

(d) Payouts on the dragon bonus for non-natural winning hands shall be as follows:

(1) A hand winning by a total point count of 9 pays odds of 30 to 1;

(2) A hand winning by a total point count of 8 pays odds of 10 to 1;

(3) A hand winning by a total point count of 6 or 7 pays odds of 4 to 1;

(4) A hand winning by a total point count of 4 or 5 pays odds of 2 to 1.

(e) Dealing procedures for the dragon bonus shall be as follows:

(1) Players must make the standard mini-baccarat wager and, if desired, the optional dragon bonus bet before the dealer reveals any of the cards.

(2) The dealer will collect and pay standard wagers first, and then the optional dragon bonus bet of each player before moving to the next player position.

(f) A commission shall not be charged on winning dragon bonus bets. (Authorized by K.S.A. 2010 Supp. 74-

(continued)

8710 and 74-8748; implementing K.S.A. 2010 Supp. 74-8710; effective, T-111-12-22-11, Oct. 12, 2011.)

111-501-70. Name of the game; rules and regulations. The Kansas lottery shall conduct a lottery facility game at the Kansas Star Casino in Mulvane, Kansas, entitled "Fortune Pai Gow Poker" beginning on or after November 1, 2011.

The rules and regulations for the game of "Fortune Pai Gow Poker" are contained in K.A.R. 111-501-70 through 111-501-81, 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-111-12-22-11, Oct. 12, 2011.)

111-501-71. Definitions. The following definitions shall apply to the Fortune Pai Gow Poker game:

(a) "Bank" or "banker" means the player who elects to have other players and the dealer play against him or her and accepts the responsibility to pay all winning wagers.

(b) "Base bet" means the mandatory wager that must be made before the dealer deals the cards, the minimum and maximum limits of which bets shall be posted at each table.

(c) "Chung" means the object used to designate the banker.

(d) "Copy hand" means either a two-card hand or a five-card hand of a player which is identical in rank to the corresponding two-card hand or five-card hand of the dealer or bank.

(e) "Envy bonus" means the bonus for which a player qualifies if the player has bet at least \$5.00 on that hand, which bonus is won when any player at the table receives a hand consisting of a four of a kind or higher ranking hand, excluding the dealer and the dealer's own hand.

(f) "Fortune bonus bet" means an optional side bet with a separate pay table, which bet must be made concurrently with the base bet, with the minimum fortune bonus bet being \$1.00 and the maximum fortune bonus bet being \$25.00.

(g) "Foul" or "fouled hand" means when the two-card low hand is higher in rank than the five-card high hand. The banker cannot foul his or her hand and must reset the cards.

(h) "High hand" means the five-card hand which is formed from the seven cards dealt in the game of Pai Gow Poker so as to rank equal to or higher than the two-card low hand.

(i) "Low hand" means the two-card hand which is formed from the seven cards dealt at the game of Pai Gow Poker so as to rank equal to or lower than the five-card high hand.

(j) "Rank" or "ranking" means the relative position of a card or group of cards in descending order.

(k) "Set" or "setting the hands" means the process of forming a high hand and a low hand from the seven cards dealt.

(l) "Suit" means one of the four categories of standard playing 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-111-12-22-11, Oct. 12, 2011.)

111-501-72. Table characteristics. (a) Fortune Pai Gow Poker is played on a standard blackjack-size table.

(b) There are six places for the players on one side of the table and one for the dealer on the opposite side.

(c) Each player shall have a designated betting area.

(d) There shall also be designated areas for the players to place their high and low hands and an area for the dealer to place his or her high and low hands. (Authorized by K.S.A. 2010 Supp. 74-8710 and 74-8748; implementing K.S.A. 2010 Supp. 74-8710; effective, T-111-12-22-11, Oct. 12, 2011.)

111-501-73. Game equipment and ranking of hands. (a) Fortune Pai Gow Poker shall be played with one standard deck of playing cards, plus one joker.

(b) Two decks of cards will be issued to each Fortune Pai Gow Poker table. Each deck will be used alternately.

(c) All cards to be used in Fortune Pai Gow Poker shall be dealt out of an approved automatic shuffling/dealing machine, except as otherwise provided by these rules.

(d) Except as otherwise provided by these rules, a random number generator will be used to determine what player position will receive the first hand.

(e) The rank of the cards used in Fortune Pai Gow Poker, in order of the highest to the lowest rank, shall be: ace, king, queen, jack, ten, nine, eight, seven, six, five, four, three, and two.

(f) An ace may be used to complete a "straight flush" or a "straight" formed with a 2, 3, 4, and 5. Except as otherwise provided in (h) below, the joker shall be used and ranked as an ace.

(g) The permissible poker hands at the game of Fortune Pai Gow Poker, in order of highest to lowest rank, shall be:

(1) "Five aces" is a high hand consisting of four aces and a joker.

(2) "Royal Flush" is a high hand consisting of an ace, king, queen, jack and ten of the same suit.

(3) "Straight Flush" is a high hand consisting of five cards of the same suit in consecutive ranking, with an ace, king, queen, jack and ten being the highest ranking straight flush, 5, 4, 3, 2 and ace being the second highest ranking straight flush, and 6, 5, 4, 3 and 2 being the lowest ranking straight flush.

(4) "Four-of-a-kind" is a high 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 twos being the lowest ranking of four-of-a-kind.

(5) "Full House" is a high hand consisting of "three-of-a-kind" and a "pair" with three aces and two kings being the highest ranking full house and three twos and two threes being the lowest ranking full house.

(6) "Flush" is a high hand consisting of five cards of the same suit, regardless of rank.

(7) "Straight" is a high hand consisting of five cards of consecutive rank, regardless of suit, with an ace, king, queen, jack and ten being the highest ranking straight, an ace, 2, 3, 4, and 5 being the second highest ranking straight, and a 6, 5, 4, 3, and 2 being the lowest ranking straight.

(8) "Three-of-a-kind" is a high hand containing 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.

(9) "Two pair" is a high hand containing two "pair," with two aces and two kings being the highest ranking

two pair hand and two threes and two twos being the lowest ranking two pair hand.

(10) "Pair" is either a high hand or low 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.

(h) For purposes of setting the hands, a joker may be used as any card to complete a "straight," a "flush," a "straight flush," a "royal flush" or an ace. The joker may also be used one way to settle the base bet and another way to settle a possible fortune bonus.

(i) When comparing two high hands or two low hands which are of identical poker hand rank or which contain none of the poker hands authorized herein, the hand which contains the highest ranking card, which is not contained in the other hand, shall be considered the higher ranking hand. If the two hands are of identical rank, the hands shall be considered a copy hand. The banker wins all copy hands. (Authorized by K.S.A. 2010 Supp. 74-8710 and 74-8748; implementing K.S.A. 2010 Supp. 74-8710; effective, T-111-12-22-11, Oct. 12, 2011.)

111-501-74. Wagers. (a) All wagers at Fortune Pai Gow Poker shall be made by placing gaming chips in increments posted at each Fortune Pai Gow Poker table on the betting area of the table layout corresponding to that player position at the table. Players may only wager on their player position.

(b) Only players who are seated at the table may place a wager at the game, except that a seated player may place a wager ("back bet") for a non-seated player as set forth in these rules. Once a player has placed a wager and received cards, that player must remain seated until the completion of the round of play except as provided in subsection (g).

(c) Once the cards have been shuffled and are ready to deal, the dealer will determine which player will also be the bank. Then the dealer will announce "no more bets," prior to pushing the green start button on the automatic shuffling/dealing machine.

(d) The random number generator will indicate which player will receive the first hand. No wager shall be made, increased or withdrawn after the dealer has announced "no more bets."

(e) The minimum and maximum wagers will be posted at the Fortune Pai Gow Poker table.

(f) Any wager made by a player that is less than the stated table minimum that is not rejected by either the dealer, table games supervisor or higher ranking casino official prior to the commencement of play shall be treated as a valid wager. Any wager made by a player that is above the stated table maximum that is not rejected by the dealer, table games supervisor or higher ranking casino official, shall play up to the posted maximum and the balance shall be returned to the player and not considered as part of the valid wager.

(g) In the event all player positions/seats at a table are occupied, bets from non-seated players ("back bets") will be permitted under the following circumstances:

(1) Back bets may only be made with the consent of the seated player occupying that player position;

(2) A maximum of one non-seated player may bet on the seated player's position, with the seated player being responsible for actually placing the back bet in the betting area for that player position;

(3) Non-seated players may bet on only one player position per round of play;

(4) The total of the combined bets at each player position may not exceed the table limits;

(5) Only the seated player may handle the cards and set the hands; and,

(6) The seated player is responsible for paying the commission on winning hands.

(h) A player may place a base bet and/or a fortune bonus bet for the dealer ("dealer bet"). Dealer bets may not exceed ten percent (10%) of the table maximum when the table maximum is being bet. If the player is betting less than the table maximum, the player may bet any amount for the dealer as long as the total of both bets does not exceed the table maximum.

(i) Dealer bets shall be placed directly in front of the appropriate betting circle.

(j) When the base bet loses the dealer bet also loses.

(k) Winning dealer bets will not be charged a commission.

(l) When a base bet pushes, a dealer bet will play the next hand, unless the seated player decides otherwise.

(m) When a player is banking, the player/banker will pay all dealer base bets placed by all players, whether seated or non-seated.

(n) Winning dealer fortune bonus bets will be paid by the house. (Authorized by K.S.A. 2010 Supp. 74-8710 and 74-8748; implementing K.S.A. 2010 Supp. 74-8710; effective, T-111-12-22-11, Oct. 12, 2011.)

111-501-75. Dealing the cards. (a) To determine the starting position for dealing the cards, the dealer shall count counterclockwise around the table, with the position of the banker considered number one and continuing around the table with each betting position counted in order, regardless of whether there is a wager at the position, until the count matches the total of the random number generated.

(b) If the total is 8, the banker would receive the first card. The banker is always 1 or 8.

(c) Each hand shall be removed from the automatic shuffling/dealing machine and placed face down in the appropriate area of the layout. The dealer shall deal the first hand to the starting position as determined in (a) above and moving clockwise around the table, deal all other positions, including the dealer, regardless of whether there is a wager at that position.

(d) After seven cards have been dealt to each position, the dealer shall count and determine that exactly four cards are left. The four cards shall not be exposed to anyone at the table and shall be placed in the discard rack. If more or less than four cards remain, the dealer shall determine if the cards were misdealt. If the cards were misdealt and a player or the dealer has more or less than seven cards, all hands shall be removed from the table.

(e) The dealer shall then collect any cards dealt to a position where there is no wager and place them in the discard rack without exposing the cards.

(f) Once seven cards have been dealt to each position and the dealer, and any cards dealt to a position with no wagers have been collected, the dealer shall then announce that all players should set their hands.

(g) Alternatively, cards may be dealt manually instead of with an automatic shuffler/dealing machine.

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(h) Alternatively, three standard dice may be used in lieu of a random number generator. If dice are used the dice shall be placed into a cup by the dealer, the cup shaken at least three times by the dealer, and the sum of the dots on the dice showing upward determined. The sum on the dice shall determine the player to receive the first hand of cards with the banker being in the number 1, 8, and 15 positions. (Authorized by K.S.A. 2010 Supp. 74-8710 and 74-8748; implementing K.S.A. 2010 Supp. 74-8710; effective, T-111-12-22-11, Oct. 12, 2011.)

111-501-76. Setting of hands, payment and collection of wagers, payout, odds, and vigorish. (a) After the dealing of the cards has been completed, each player shall set the player's hand by arranging the cards into a high hand and a low hand.

(b) Each player at the table shall be responsible for setting his or her hands and no other person except the dealer may touch the cards of that player. Each player shall be required to keep the seven cards in full view of the dealer at all times. Once each player has set a high and low hand and placed the two hands face down on the appropriate area of the layout, the player shall not touch the cards again.

(c) After all players have set their hands and placed the cards on the table, the dealer may assist a player in instructing them in house ways. "House ways" means the way the casino requires hands of Fortune Pai Gow Poker to be set. The seven cards of the dealer shall then be turned over and the dealer shall set the dealer's own hands by arranging the cards into a high and low hand. The dealer shall then place the two hands face up on the appropriate area of the layout.

(d) The dealer will always set the dealer's cards house ways.

(e) Once the dealer has set a high and a low hand, the dealer shall expose both hands of each player, starting from the first hand to the dealer's right and proceeding counterclockwise around the table. The dealer shall compare the high and low hand of each player to the high and low hand of the dealer and shall announce if the wager of that player shall win, lose or be considered a tie ("push").

(f) All losing wagers shall be immediately collected by the dealer. The cards will then be placed in the discard rack. A wager made by a player shall lose if:

(1) The high hand of the player is lower in rank than the high hand of the banker and the low hand of the player is lower in rank than the low hand of the banker;

(2) The high hand of the player is identical in rank to the high hand of the banker or the low hand of the player is identical in rank to the low hand of the banker (a "copy hand") and the other hand of the player is identical in rank or lower than the other hand of the banker;

(3) The high hand of the player was not set so as to rank higher than or equal to the low hand of that player's ("fouled hand"); or

(4) The two hands of the player were not otherwise set correctly in accordance with the rules of the game (for example, a player forms a three card low hand and a four card high hand).

(g) If a wager is a push, the dealer shall not collect or pay the wager, but shall immediately collect the cards of that player. A wager made by a player shall be a push if:

(1) The high hand of the player is higher in rank to the high hand of the banker, but the low hand of the player is identical in rank to the low hand of the dealer ("copy hand") or lower in rank than the low hand of the banker; or

(2) The high hand of the player is identical in rank to the high hand of the banker ("copy hand") or lower in rank than the high hand of the banker, but the low hand of the player is higher in rank than the low hand of the banker.

(h) All winning hands shall be settled before acting on the next hand. The dealer shall pay each winning wager, beginning with the player farthest to the right of the dealer and continuing counterclockwise around the table. A wager made by a player shall win if the high hand of the player is higher in rank than the high hand of the banker and the low hand of the player is higher in rank than the low hand of the banker.

(i) A winning Fortune Pai Gow Poker wager shall be paid off at odds of 1 to 1 (even money), except that the dealer shall extract a commission known as a "vigorish" from the winning player in an amount equal to five percent of the amount won, provided however, that when collecting the vigorish the dealer shall round off the vigorish to 25 (twenty-five) cents or the next highest multiple of 25 (twenty-five) cents. The dealer shall collect the vigorish from a player or player banker at the time the winning payout is made. After a winning wager has been paid and the vigorish collected the dealer shall then collect the cards from that player.

(j) All cards collected by the dealer shall be picked up in order and placed in the discard rack in such a way that they can readily be arranged to reconstruct each hand, in case of a question or a dispute. The two-card hand of a player shall be picked up first, placed on top of the player's five-card hand, then all seven cards picked up to be placed in the discard rack. (Authorized by K.S.A. 2010 Supp. 74-8710 and 74-8748; implementing K.S.A. 2010 Supp. 74-8710; effective, T-111-12-22-11, Oct. 12, 2011.)

111-501-77. Player bank, selection of bank, procedures for dealing, and payment of bets. (a) All players at a Fortune Pai Gow Poker table shall be offered the opportunity to bank the game.

(b) A player may not be the bank at the start of the game. The start of the game shall mean the first round of play.

(c) After the first round of play, each player at the table shall have the option to either be the bank or pass the bank to the dealer. The dealer shall, starting with the player farthest to the right of the dealer, offer the bank to each player, alternating between the players and the dealer in a counterclockwise rotation around the table. The dealer shall place a marker in front of the player/banker. In no event may any player bank two consecutive rounds of play. A player may not change positions for the purpose of banking early. In that event, the player will be passed up and must wait until the bank has rotated around the table and back to that position. If the player does not wish to be the bank, the round of play returns to the dealer banking the game.

(d) Before a player may be permitted to bank a round of play, the dealer shall determine that:

(1) The player placed a wager against the dealer during the last round of play in which there was no player banking the game, and

(2) The player has sufficient gaming chips on the table to cover all of the wagers placed by other players at the table for that round of play. The dealer should get a verbal response from the player that he understands the total wager he may have to cover, and place that amount of chips next to the chung.

(e) Players may only wager on their betting area.

(f) Once the dealer has determined that a player qualifies to be the bank and after the cards have been shuffled, the dealer will place the chung in the betting circle and push that player's wager to the right of the betting circle. The dealer will then remove gaming chips from the rack in an amount equal to the last wager made by that player against the house. The player/banker may, however, direct that the amount wagered by the dealer be a lesser amount or that the dealer places no wager during that round of play. Any amount wagered by the dealer shall be placed in front of the dealer's chip tray.

(g) Once seven cards have been dealt to each position and the dealer, the four remaining cards are counted and placed in the discard rack, and any cards dealt to positions with no wagers have been collected, the dealer shall announce that the players should set their hands. At this time, all players will set their hands except the banker and the dealer. When all the players' hands have been set, the dealer will direct the banker to then set the banker's hand. If the house has a wager against the banker, the dealer will then set the dealer's hand last.

(h) If the cards dealt to the dealer have not been previously collected, after each player has set that player's hands and placed them on the appropriate area of the layout, the two hands of the dealer shall then be set. Once the dealer has formed a high and low hand, the dealer shall expose the hands of the bank and determine if the dealer's hands are higher in rank than the hands of the bank. If the dealer wins, the cards of the dealer shall be stacked face up to the right of the table tray with the amount wagered by the dealer against the bank placed on top. If the dealer pushes, the dealer shall return the amount wagered by the dealer against the bank to the tray. If the dealer loses, the amount wagered by the dealer against the banker shall be moved to the center of the layout and the cards placed in the discard rack.

(i) If the banker is a player, once the dealer has determined the outcome of the wager of the dealer against the bank, if any, the dealer shall move the banker's hand to the center of the layout, the same way the banker had the hand set, provided that the banker has not fouled the hand. The hands of each player will then be exposed starting with the player farthest to the right of the dealer and proceeding counterclockwise around the table. The dealer shall compare the high and low hand of each player to the high and low hand of the bank and shall announce if the wager shall win, lose or be considered a push against the bank. All losing wagers shall be immediately collected and placed in the center of the table. After all hands have been exposed, all winning wagers, including the dealer's wager, shall be paid by the dealer with the gaming chips located in the center of the table. If the amount of gaming chips is insufficient to cover all winning wagers, the dealer shall collect from the bank an amount needed to cover the remaining winning wagers, and will place the amount in the center of the layout. All winning wagers shall be paid from the amount in the

center of the layout and charged a five percent commission (the house being paid first, if any). If, after collecting all losing wagers and paying all winning wagers, there is a surplus in the center of the table, this amount shall be charged a five percent vigorish. Once the vigorish has been paid out, the remaining amount shall be given to the banker.

(j) All base bets shall be settled first, followed by the payment of fortune bonus bets. Fortune bonus bets are paid by the house, not the player/banker.

(k) All chips from losing player base bets shall be placed in front of the player/banker. Winning player base bets shall be paid from these chips (if any), until all of said chips are gone, at which time the remaining winning player base bets will be paid from the player/banker bank. In the event the player/banker is a net loser, all winning base bets must be paid from the player/banker funds. All bonuses are paid by the house. (Authorized by K.S.A. 2010 Supp. 74-8710 and 74-8748; implementing K.S.A. 2010 Supp. 74-8710; effective, T-111-12-22-11, Oct. 12, 2011.)

111-501-78. Additional procedures. (a) The dealer will never tell or suggest to a player how to set the player's hand. If asked for advice, the dealer will simply tell the player how the hand would be set per the house way. The dealer shall not contradict or discuss the manner in which a player has set the hand.

(b) If a player requests assistance from another player, a table games supervisor or higher ranking casino official must first approve of the other player providing assistance. The player that is assisting another player, however, must first set that player's own hand before assisting any other player. Only the original player may touch the cards.

(c) The dealer shall determine if a non-banking player's hand is set properly with the high hand being higher than the low hand. If not set this way, it is considered a fouled hand and the hand automatically loses.

(d) If any player or the dealer is dealt an incorrect number of cards, all hands shall be void and the cards reshuffled.

(e) The banker, whether the house or a player, cannot foul the banker's hand. If the hand is set incorrectly, a supervisor should be called and the hand reset the house way. (Authorized by K.S.A. 2010 Supp. 74-8710 and 74-8748; implementing K.S.A. 2010 Supp. 74-8710; effective, T-111-12-22-11, Oct. 12, 2011.)

111-501-79. Irregularities. (a) If a card or cards in the hand of the dealer is exposed, all hands shall be void and the cards shall be reshuffled.

(b) A card found face up shall void the hand and the cards shall be reshuffled.

(c) If any player or the dealer is dealt an incorrect number of cards, all hands shall be void and the cards reshuffled.

(d) If the dealer does not set the dealer's hands in the manner of house ways, the hands must be reset in accordance with the house ways and the round of play completed. (Authorized by K.S.A. 2010 Supp. 74-8710 and 74-8748; implementing K.S.A. 2010 Supp. 74-8710; effective, T-111-12-22-11, Oct. 12, 2011.)

(continued)

111-501-80. How the house plays each hand ("house way"). All hands shall be set the "house way," which is as follows:

- (a) No pair - Use second and third highest ranking cards for the low hand.
- (b) One pair - Use the pair as high hand and use the two highest ranking cards for the low hand.
- (c) Two pairs - Use the two pair rule. Always split aces and any other pair, based on the following "medium," "high," and "low" ranking of cards per the table below:

Medium	7, 8, 9, 10
High	king, queen, jack
Low	2, 3, 4, 5, 6

	With an ace	Without an ace
High, High	Split	Split
High, Medium	Split	Split
High, Low	Keep 2 pairs, use ace in front	Split
Medium, Medium	Keep 2 pairs, use ace in front	Split
Medium, Low	Keep 2 pairs, use ace in front	Split
Low, Low	Keep 2 pairs, use ace in front	Keep

- (d) Three pairs - Play the highest pair for the low hand.
- (e) Three of a kind - Play in the high hand, except that with three aces, play one of the aces for the low hand and two aces in the high hand.
- (f) Two Three-of-a-kind - Play a pair of the highest three-of-a-kind for the low hand.
- (g) All straights, flushes, and straight flushes -
 - (1) With no pair - When given a choice to play either a straight, flush or straight flush, play the hand that will allow the highest two cards to be played on the low hand.
 - (2) With one pair - Play the pair in the low hand if a straight, flush or straight flush can be preserved in the high hand.
 - (3) With two pairs - Use the two pairs rule.
 - (4) With three pairs - Use the three pair rule set forth in subsection (d) herein.
 - (5) With three-of-a-kind - Play the pair in the low hand.
 - (6) With full house - Use the full house rule set forth in subsection (h) herein.
- (h) Full house:
 - (1) Three-of-a-kind and pair - Split and play the pair in the low hand.
 - (2) Three-of-a-kind and two pair - Play the highest ranking of the pairs in the low hand.
 - (3) Three-of-a-kind and three-of-a-kind - Play the highest three of a kind as a pair in low hand.
 - (i) Four-of-a-kind:
 - (1) 2's through 6's - Never split, play in the high hand.
 - (2) 7's through 10's - Split except when an ace can be played in the low hand. In this case, play the four-of-a-kind in the high hand.
 - (3) Jacks, queens, kings and aces should always be split.
 - (4) Four-of-a-kind with a pair, or three-of-a-kind - Play the pair or three of a kind in the low hand. Except if the 4-of-a-kind is of aces and the pair or three-of-a-kind are 6's or less. Play the aces as the low hand and aces and pair in the high hand.
 - (5) Four aces - Always split four aces.

(j) Five aces - Split and play two aces in the low hand, except that five aces with a pair of kings must be played with the pair of kings in the low hand and the aces in the high hand.

(k) The dealer banker or player banker cannot set an automatic loser. The hand is automatically reset house way. (Authorized by K.S.A. 2010 Supp. 74-8710 and 74-8748; implementing K.S.A. 2010 Supp. 74-8710; effective, T-111-12-22-11, Oct. 12, 2011.)

111-501-81. Payout odds and limitations. (a) Pai Gow Poker payout odds shall be as follows:

Seven card straight flush (without using the joker)	2,500 to 1, with \$1,000 envy bonus
Royal flush including royal match*	1,000 to 1, with \$750 envy bonus
Seven card straight flush (using the joker)	750 to 1, with \$250 envy bonus
Five aces	250 to 1, with \$100 envy bonus
Royal flush without royal match	125 to 1, with \$50 envy bonus
Straight flush	50 to 1, with \$20 envy bonus
Four of a kind	25 to 1, with \$5 envy bonus
Full house	5 to 1
Flush	4 to 1
Three of a kind	3 to 1
Straight	2 to 1

*A "royal match" is defined as a king and queen of the same suit.

(b) Notwithstanding the payout odds above, the payout limit for any round of play shall be \$25,000 with regard to any number or combination of hands consisting of a seven card straight flush (with or without a joker), a royal flush plus a royal match or five aces (see the formula below for determining the pay-outs). All hands consisting of a royal flush, straight flush, four-of-a-kind, full house, flush, three of a kind or straight will be paid regardless of the \$25,000 limit stated above.

(c) The mathematical formula for determining the payout with a \$25,000 maximum is:

- (1) the individual awards each are determined (A1, A2, etc.);
- (2) the sum total of these awards are determined (SUM);
- (3) the ratio of LIMIT/SUM are determined as a percentage;
- (4) each player is paid the product of A1, A2, etc., multiplied by the percentage, with each amount rounded to the nearest whole dollar, with the player receiving the lowest payout receiving any additional amount, if any, necessary to bring the cumulative payout to \$25,000.

(5) By way of example only: Limit = \$25,000; player one ("A1") has a seven card straight flush without a joker and had wagered \$25, for a \$62,500 win; player two ("A2") has a royal flush plus royal match and had wagered \$30, for a \$30,000 win; player three ("A3") has five aces and had wagered \$15, for a \$3,750 win; the sum ("SUM") of all wins equals \$96,250; the \$25,000 limit divided by sum of all wins of \$96,250 equals .2597; player one gets \$62,500 times .2597, which equals \$16,231; player two gets \$30,000 times .2597, which equals \$7,791; and, player three gets \$3,750 times .2597, which equals \$974 (plus an additional \$4, as set forth hereinafter), for a total payout of \$25,000. Based on the formula there are four dollars left over after all payouts are made. The four dollars would be paid to the lowest payout. In the above example it would be paid to player three, who would

receive a total of \$978. (Authorized by K.S.A. 2010 Supp. 74-8710 and 74-8748; implementing K.S.A. 2010 Supp. 74-8710; effective, T-111-12-22-11, Oct. 12, 2011.)

Dennis Wilson
Executive Director

Doc. No. 040140

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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 28-31-267 New V. 30, p. 434
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 28-31-273 New V. 30, p. 436
 28-31-279 New V. 30, p. 436
 28-31-279a New V. 30, p. 437
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 28-34-144 New V. 30, p. 1472-1478
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 28-35-225b New V. 30, p. 210
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 28-35-608 New V. 31, p. 90-93
 28-36-30 Revoked V. 29, p. 727
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through		
28-36-89	Revoked	V. 29, p. 727
28-36-101		
through		
28-36-109	Revoked	V. 29, p. 727
28-38-18	Amended	V. 30, p. 1346
28-39-162	Revoked	V. 29, p. 1777
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28-39-162b	Revoked	V. 29, p. 1777
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28-39-169a	Amended	V. 30, p. 1346
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28-39-169c	Amended	V. 30, p. 1348
28-43-1		
through		
28-43-11	Revoked	V. 29, p. 1137
28-46-1	Amended	V. 29, p. 1138
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28-46-3		
through		
28-46-22	Amended	V. 29, p. 1139-1141
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28-46-28	Amended	V. 29, p. 1141
28-46-29	Amended	V. 29, p. 1141
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28-46-30	Amended	V. 29, p. 1142
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28-46-30b	New	V. 29, p. 1144
28-46-31	Amended	V. 29, p. 1144
28-46-33	Amended	V. 29, p. 1144
28-46-34	Amended	V. 29, p. 1145
28-46-35	Amended	V. 29, p. 1145
28-46-40	Amended	V. 29, p. 1145
28-46-41	Amended	V. 29, p. 1145
28-46-44	Amended	V. 29, p. 1145
28-46-45	New	V. 29, p. 1145
28-53-1	Amended	V. 30, p. 463
28-53-2	Amended	V. 30, p. 463
28-53-4	Amended	V. 30, p. 463
28-61-1	Amended	V. 29, p. 419
28-61-2	Amended	V. 30, p. 336
28-61-3	Amended	V. 30, p. 337
28-61-4	Amended	V. 30, p. 337
28-61-5	Amended	V. 29, p. 420
28-61-8	Amended	V. 29, p. 422
28-72-1	Revoked	V. 29, p. 357
28-72-1a	New	V. 29, p. 357
28-72-1c	New	V. 29, p. 357
28-72-1d	New	V. 29, p. 358
28-72-1e	New	V. 29, p. 358
28-72-1g	New	V. 29, p. 358
28-72-1h	New	V. 29, p. 358
28-72-1i	New	V. 29, p. 359
28-72-1k	New	V. 29, p. 359
28-72-1l	New	V. 29, p. 359
28-72-1m	New	V. 29, p. 360
28-72-1n	New	V. 29, p. 360
28-72-1o	New	V. 29, p. 360
28-72-1p	New	V. 29, p. 360
28-72-1r	New	V. 29, p. 361
28-72-1s	New	V. 29, p. 361
28-72-1t	New	V. 29, p. 361
28-72-1v	New	V. 29, p. 361
28-72-1x	New	V. 29, p. 361
28-72-2	Amended	V. 29, p. 361
28-72-3	Amended	V. 29, p. 362
28-72-4	Amended	V. 29, p. 362
28-72-4a	Amended	V. 29, p. 366
28-72-4b	Revoked	V. 29, p. 368
28-72-4c	Amended	V. 29, p. 368
28-72-5	Amended	V. 29, p. 369
28-72-6	Amended	V. 29, p. 370
28-72-6a	New	V. 29, p. 371
28-72-7	Amended	V. 29, p. 373
28-72-7a	New	V. 29, p. 373
28-72-8	Amended	V. 29, p. 374
28-72-9	Amended	V. 29, p. 375
28-72-10	Amended	V. 29, p. 376
28-72-10a	New	V. 29, p. 377
28-72-11	Amended	V. 29, p. 378
28-72-12	Amended	V. 29, p. 378
28-72-13	Amended	V. 29, p. 379
28-72-14	Amended	V. 29, p. 379
28-72-15	Amended	V. 29, p. 380
28-72-16	Amended	V. 29, p. 380
28-72-17	Amended	V. 29, p. 381
28-72-18	Amended	V. 29, p. 382
28-72-18a	Amended	V. 29, p. 383

28-72-18b	Amended	V. 29, p. 384
28-72-18c	Amended	V. 29, p. 384
28-72-18d	Amended	V. 29, p. 385
28-72-18e	Amended	V. 29, p. 386
28-72-19	Amended	V. 29, p. 387
28-72-20	Amended	V. 29, p. 387
28-72-21	Amended	V. 29, p. 387
28-72-22	Amended	V. 29, p. 388
28-72-51	Amended	V. 29, p. 388
28-72-52	Amended	V. 29, p. 389
28-72-53	Amended	V. 29, p. 389

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
40-4-43	New	V. 29, p. 703
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 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

(continued)

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

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. 30, p. 946
88-29-3		
through		
88-29-7	Amended	V. 30, p. 947, 948

88-29-7a	New	V. 30, p. 949
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
88-29-18	Amended	V. 30, p. 953
88-29-19	Amended	V. 30, p. 953
88-29a-5	New	V. 30, p. 954
88-29a-6	New	V. 30, p. 955
88-29a-7	New	V. 30, p. 955
88-29a-7a	New	V. 30, p. 956
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	New	V. 30, p. 957
88-29a-11	New	V. 30, p. 958
88-29a-18	New	V. 30, p. 959
88-29a-19	New	V. 30, p. 960
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
100-29-1	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
102-7-1	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
109-5-1	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
109-5-1d	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
109-5-7d	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
109-8-1	Amended (T)	V. 30, p. 141
109-8-1	Amended	V. 30, p. 576
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
109-10-1d	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
109-11-6	Amended	V. 29, p. 1285
109-11-6a	New (T)	V. 30, p. 144
109-11-6a	New	V. 30, p. 579
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.

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: KANSAS HEALTH POLICY AUTHORITY

Reg. No.	Action	Register
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
130-3-1	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

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