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Section 1 Minimum Accounting and Internal Control Procedures

Section 1.1 Accounting Records

(a) The Casino licensee shall maintain complete, accurate, and legible records of all transactions pertaining to the revenues and gaming activities.

(b) General accounting records shall be maintained on a double entry system of accounting with transactions recorded on the accrual basis in accordance with GAAP. Detailed, supporting, subsidiary records sufficient to meet the requirements of (c) below shall also be maintained in accordance with the requirements of this chapter.

1. The Lottery shall periodically prescribe a uniform chart of accounts and accounting classification in order to insure consistency, comparability, and effective disclosure of financial information.

    i. The chart of accounts shall provide the classifications necessary to prepare the standard financial statements required.

    ii. The prescribed chart of accounts shall be the minimum level of detail to be maintained for each accounting classification by the Licensee.

    iii. The Licensee shall not use other than the prescribed chart of accounts but may, with the permission of the Lottery, expand the level of detail for some or all accounting classifications and/or alter the account numbering system. In such instances, the Licensee shall provide to the Lottery, upon request, a cross-reference from the Licensee's to the prescribed chart of accounts.

(c) The detailed, supporting, and subsidiary records shall include, but not necessarily be limited to:

1. Detailed records identifying revenues, expenses, assets, liabilities, and equity for each casino licensee;

2. Records of all patron checks initially accepted by the Licensee, deposited by the Licensee, returned to the Licensee as "uncollected," and ultimately written-off as uncollectible.

3. Individual and statistical game records to reflect statistical drop, statistical win, and the percentage of statistical win to statistical drop by each table game, and to reflect statistical drop, statistical win, and the percentage of statistical win to statistical drop for each type of table game, by shift, by day, cumulative month-to-

date and year-to-date, and individual and statistical game records reflecting similar information for all other games;

4. Records supporting the accumulation of the costs and number of persons, by category of service, for regulated complimentary services.

5. Journal entries prepared by the casino licensee and by its independent accountants;

6. Records of all investments in property, and equipment. The records should identify the investments made;

7. Records of all loans and other amounts payable by the casino licensee.

8. Records which identify the purchase, receipt, and destruction of gaming chips and plaques.

9. Records provided for in the system of internal accounting controls submitted to the Lottery.

10. A record of all investments, advances, loans, and accounts receivable balances due the casino licensee;

11. Tax work papers used in preparation of any state or federal tax return;

12. Records to comply with all federal financial record keeping requirements of Title 31 Code of Federal Regulations, part 103;

13. Work papers supporting the daily reconciliation of cash accountability; and

14. Other records that the Lottery requires to be maintained.

(d) If the casino licensee fails to maintain the records used by it to calculate the adjusted gross receipts from the operation of the racetrack table games, the Lottery may compute and determine the amount upon the basis of an audit conducted by the Lottery using available information.

(e) Adjusted Gross receipts computations shall be computed as follows*:*

1. For table games, adjusted gross receipts means the total dollar amount that is won by the casino licensee through play at live table games, which is the total of United States currency, chips, front money, or markers, contained in the drop box, plus ending chip inventory, minus opening chip inventory, plus chip credits, minus table fills minus match play coupons.

2. For each card game and any other game in which the casino licensee is not a party to a wager, gross revenue equals all money received by the operation as compensation for conducting the game.

i. A casino licensee shall not include either shill win or loss in adjusted gross receipts computations;

(f) The casino licensee shall establish internal control systems sufficient to ensure that currency (other than tips or gratuities) received from a patron in the gaming area is promptly placed in a locked box in the table, or, in the case of a cashier, in the appropriate place in the cashier's cage, or on those games which do not have a locked drop box, or on card game tables, in an appropriate place on the table, in the cash register or in another approved repository.

(g) A casino licensee may not deduct from adjusted gross receipts computations the unpaid balance of a credit instrument.

(h) If a Table Games dealer has overpaid a patron by $100 or more and the casino does not to recover the overpayment from the patron, the state will not be penalized for casino operator errors in judgment or processes as they pertain to computation of revenue. The casino shall report the dealer error in writing, via email to on-site West Virginia Lottery Table Games Auditing and Security Departments within (2) two hours of discovery. A manual credit and exception report will be completed by the casino revenue audit department to adjust the win no later than (15) fifteen days, if the overpayment is not collected by the casino. If there is a discrepancy in the amount of the error, the error shall be reviewed by casino surveillance and Lottery security to determine the correct amount.

Section 1.2 The licensee's organization structure;

(a) Each casino licensee shall maintain an organizational structure which meets the following criteria designed to preserve the integrity of the casino operation. Provided the criteria of this section are met, each casino licensee shall be permitted to tailor its organizational structure to meet the needs of its own particular management style. The proposed table of organization of each casino licensee shall be approved by the West Virginia Lottery and shall provide for the following criteria:

1. A system of personnel and chain of command which permits management and supervisory personnel to be held accountable for actions or omissions within their area of responsibility;

2. The segregation of incompatible functions so that no employee is in a position both to commit an error or perpetrate a fraud and to conceal the error or fraud in the normal course of his or her duties;

3. Primary and secondary supervisory positions which permit the authorization or supervision of necessary transactions at all relevant times; and

4. Areas of responsibility which are not so extensive as to be impractical for one person to monitor.

(b) In addition to satisfying the requirements of Section (a) above, each casino licensee's organizational structure shall include, at a minimum, the following departments and supervisory positions. Each of these departments and supervisors shall be required to cooperate with, yet perform independently of all other departments and supervisors. Mandatory departments are as follows:

1. Casino Accounting Department

i. Each casino licensee shall have in its accounting department one or more individuals responsible for and dedicated to verifying financial transactions, and reviewing and controlling accounting forms and data. This function, which is sometimes referred to as "casino income or revenue audit", shall be independent of the transactions under review. Among other things, this function shall include, but not be limited to, a daily audit of the table games documentation, a daily audit of the casino cage accountability, a daily audit of the coin vault accountability, document control and signature verification.

ii. The Casino Accounting Department shall be supervised by a casino key employee holding a license endorsed with the position of accounting officer.

2. Cashiers Cage

i. Each casino licensee shall maintain a Cashiers Cage supervised by a casino key employee holding a license endorsed with the position of accounting officer. The supervisor of the Cashiers Cage shall report to the supervisor of the Casino Accounting Department and shall be responsible for the control and

supervision of cage cashiers and change persons. The cashiers' cage may be separated into independent operations for table games and slot machines.

ii. The Cashiers Cage shall be responsible for, without limitation, the following:

(1) The custody of coin, currency, patron checks, gaming chips and plaques, and documents and records normally associated with the operation of a cashiers' cage;

(2) The approval, exchange, and redemption of patron checks received for the purposes of gaming;

(3) The receipt, distribution, and redemption of gaming chips and plaques, and

(4) Such other functions normally associated with the operation of a cashiers' cage.

3. Surveillance Department

i. Each casino licensee shall have a Surveillance Department that is responsible for the covert monitoring of:

(1) The conduct and operation of the gaming tables and slot machines;

(2) The conduct and operation of the cashiers' cage;

(3) The collection and count of the table game and slot drop; and

(4) The movement of cash, chips, tokens and any other casino assets.

(5) Detection of cheating, theft, embezzlement, and other illegal activities in the casino;

(6) Detection of the presence in the gaming room of any person who is required to be excluded; and

(7) Video recording of illegal or unusual activities monitored.

ii. The Surveillance Department shall be independent of all aspects of casino operations and shall be supervised by a casino key employee holding a license endorsed with the position of Director of Surveillance. The Director of Surveillance shall report to the property general manager, or to the license holder, or to a corporate executive outside the immediate property management team, or to another independent reporting line as approved by the Lottery.

iii. The personnel of the Surveillance Department shall at all times be employees of the casino licensee.

iv. Casino licensees shall not outsource the Surveillance function to any third party.

4. Security Department

i. Each casino licensee shall have a Security Department that is responsible for the overall security of the facility including, without limitation, the following:

(1) The physical safety of patrons and employees in the casino;

(2) The physical safeguarding of assets transported to, from, or through the casino;

(3) The protection of patrons, employees and casino property from illegal activity;

(4) The recordation of any and all unusual occurrences including the date, time, nature of the incident, persons involved in the incident, and the assigned Security Department personnel.

(5) The identification and removal of any person who is required to be excluded pursuant to Title 179 Part 10.

iii. The Security Department shall be supervised by a casino key employee holding a license endorsed with the position of Director of Security.

iv. The personnel of the Security Department shall be prohibited from carrying firearms.

v. The personnel of the Security Department who participate in any aspect of the gaming operation shall at all times be employees of the casino licensee.

vi. Nothing in this subsection shall prohibit the casino licensee from utilizing outside vendors for hotel security functions.

5. Table Games Department

i. Each casino licensee shall have a Table Games Department responsible for the conduct of the table games in accordance with the established rules of the games, as well as the minimum internal control standards.

ii. The Table Games Department shall be supervised by a management-level employee who ensures that there is sufficient supervision, knowledge and

training within the department to provide for the proper and fair conduct of the games.

iii. The supervisor of the Table Games Department shall be a casino key employee holding a license endorsed with the position of casino officer.

6. Internal Audit Function

i. Each casino licensee shall maintain an Internal Audit Function either through a separate on-site department, or through the use of Corporate Internal Audit or through the outsourcing of this function. The Internal Audit Function shall be responsible for, without limitation, the following:

(1) Reviewing and appraising the adequacy of internal controls.

(2) Ensuring compliance with internal controls through observations, interviews and review of accounting documentation.

(3) Reporting instances of non-compliance with the system of internal controls.

(4) Reporting of any material weaknesses in the system of internal controls.

(5) Recommending improvements in the system of internal controls.

ii. The personnel of the Internal Audit Function shall be independent of the areas subject to audit.

iii. If maintained in-house, the Internal Audit Function shall be supervised by a casino key employee having a license endorsed with the position of accounting officer.

iv. The Internal Audit Function shall maintain its independence through an organizational reporting line that is outside the management of the gaming operation. The director of the function shall report directly to the license holder, the general manager of the property, a corporate executive outside the property, or to an independent audit committee.

v. The method by which the casino licensee fulfills its requirements with respect to the Internal Audit Function shall be described in the casino licensee's written table of organization.

vi. Documentation (e.g., checklists, programs, reports, etc.) shall be prepared to evidence all internal audit work performed as it relates to the requirements in this section, including all instances of noncompliance.

vii. The Internal Audit Function shall operate with audit programs, which, at a minimum, address the minimum internal control standards. Additionally, the function shall properly document the work performed, the conclusions reached, and the resolution of all exceptions. All such working papers and documentation shall be retained for a minimum of five years.

viii. Reports documenting audits performed shall be maintained for a minimum of five years and shall be made available to the West Virginia Lottery upon request. Such audit reports shall include the following information:

(1) Audit objectives;

(2) Audit procedures and scope;

(3) Findings and conclusions;

(4) Recommendations, if applicable; and

(5) Management's response.

ix. All material exceptions resulting from internal audit work shall be investigated and resolved with the results of such being documented and retained for a minimum of five years.

x. Internal audit findings shall be reported to management.

xi. Management shall be required to respond to internal audit findings stating corrective measures to be taken to avoid recurrence of the audit exception. Such management responses shall be included in the internal audit report that will be delivered to management, the audit committee, the West Virginia Lottery upon request, or any other entity designated by the casino licensee.

7. Management Information Systems (MIS) Department

i. Each casino licensee shall maintain an MIS Department which shall be responsible for the quality, reliability, and accuracy of all computer systems used in the operation.

ii. The MIS Department shall be responsible for, without limitation, the specification of appropriate computer software, hardware, and procedures for security, physical integrity, business continuity, and maintenance of:

iii. Access codes and other data-related security controls used to ensure appropriately limited access to computers and the system-wide reliability of data;

iv. Computer tapes, disks, or other electronic storage media containing data relevant to casino operations; and

v. Computer hardware, communications equipment and software used in the conduct of casino operations.

vi. The MIS Department shall be supervised by a casino key employee holding a license endorsed with the position of administrative officer.

8. Credit Department

i. A credit department supervised by a person referred to herein as a credit manager. In lieu of a credit manager, the chief accounting officer may supervise the credit department. The credit department shall be responsible for the credit function including, without limitation, the following:

(1) The verification of patron credit references;

(2) The establishment of patron credit limits; and

(3) The maintenance, review and update of the patron's credit files.

Section 1.2.1 Personnel assigned to the operation and conduct of gaming

(a) Each casino licensee shall be required to employ the personnel herein described in the operation of its casino, regardless of the position titles assigned to such personnel by the casino licensee in its approved organizational chart. Functions described in this section shall be performed only by persons having the appropriate knowledge and skill, as well as, holding the appropriate license required by the casino licensee's approved organizational chart to perform such functions, or by persons holding the appropriate license required by the casino licensee's approved organizational chart to supervise persons performing such functions.

1. Each casino licensee shall at all times maintain a level of staffing that ensures the proper operation and effective supervision of all authorized games and in the casino.

2. Each casino licensee shall be required to employ a person referred to herein as a casino manager. The casino manager shall be the executive assigned the responsibility and authority for the supervision and management of the overall operation of a casino licensee's casino games department in accordance with the policies and practices established by the casino licensee.

i. In the absence of the casino manager and the assistant casino manager, should the establishment have an assistant casino manager, a table games shift manager, who is employed within the casino games department, shall be designated by the casino licensee as the person responsible for the overall operation of the casino games department and such person shall have the authority of a casino manager.

(b) The following personnel, at a minimum, shall be used to operate the table games in an establishment:

1. Dealers shall be the persons assigned to each table game to directly operate and conduct the game. When a full size “craps” table is in use, the casino may elect to close one entire side of the table. This shall be done by posting signage at the closed side of the table, notifying on site WV Lottery Security, and removing the dealer from that side of the table. The box person, stick person, and the dealer on the open side shall remain at the table

2. Stickperson shall be the third dealer assigned to each craps table to control the dice and may be responsible for the proposition wagers made at the craps table. At the casino licensee's option, a stickperson may also be assigned to a mini-craps table, in addition to the required dealer, to control the dice and may be responsible for the proposition wagers made at the mini-craps table.

3. Boxperson, also known as a floorperson, shall be the first level supervisor assigned the responsibility of directly participating in and supervising the operation and conduct of the craps game. The casino licensee shall have the option to allow the boxperson to stand and supervise only that one (1) craps game. While

standing the boxperson shall not directly participate in the game with chip handling or cash counting.

4. Floorperson shall be the second level supervisor assigned the responsibility for directly supervising the operation and conduct of a craps game (when not in the box position), and the first level supervisor assigned the responsibility for directly supervising the operation and conduct of all other table games. If the casino licensee stands up the boxperson in option 3 above, the floor person shall not be required.

5. Pit boss, also known as a pit manager, shall be the third level supervisor assigned the responsibility for the overall supervision of the operation and conduct of a craps game and the second level supervisor assigned the responsibility for the overall supervision of the operation and conduct of all other table games other than poker.

6. Poker shift supervisor shall be the supervisor assigned and present during a shift with the responsibility for directly supervising all activities related to the operation and conduct of poker. A poker shift supervisor may also supervise table games other than poker in lieu of a pit boss in accordance with the provisions of this section.

7. Table games shift manager shall be the supervisor assigned to each shift with the responsibility for the supervision of table games conducted in the casino.

(c) Casino employees shall hold either a level 1 occupational license or a level 2 occupational license in accordance with the Rule.

(d) Casino employees that hold level 1 occupational licenses may perform any duties within the level 1 category, as well as, perform level 2 functions provided he or she has the appropriate knowledge and skill in accordance with (a) above and the Rule.

(e) Casino employees that hold level 2 occupational licenses shall not perform any functions within the level 1 occupational license category in accordance with (a) above and the Rule.

Section 1.3 Forms, records and documents

(a) All information required by this chapter to be placed on any form, record, or document and in stored data shall be recorded on such form, record, or document and in stored data in ink or other permanent form.

(b) Whenever duplicate or triplicate copies are required of a form, record, or document:

1. For manual forms, the original, duplicate, and triplicate copies shall be color coded. The forms shall have the name of the recipient originally receiving a copy preprinted on the bottom of that copy so as to differentiate one from the other;

2. If the casino licensee prepares more copies than required by this chapter and the forms, records, and documents are required to be inserted in a locked dispenser, the last copy shall remain in a continuous unbroken form in a locked dispenser, the key to which shall be controlled by the Accounting Department; and

3. Whenever under this chapter forms or serial numbers are required to be accounted for or copies of forms are required to be compared for agreement and exceptions are noted, such exceptions shall be reported immediately in writing to the internal audit department, and the Lottery for investigation.

4. Serial numbers on manual forms shall be printed on the form by the manufacturer; and

5. Computerized forms shall be sequentially numbered by the computer system and have the name of the recipient printed on the bottom of the form.

(c) Unless otherwise specified in this chapter or exempted by the Lottery, all forms, records, documents, and stored data required to be prepared, maintained, and controlled by this chapter shall:

1. Be in a form prescribed or authorized by the Lottery; and

2. Have the name of the establishment and the title of the form, record, document, and stored data imprinted or preprinted thereon or therein.

(d) The Accounting Department shall be responsible for receipt, control and issuance of all pre-numbered forms. Appropriate documentation shall be maintained to account for the forms.

(e) Whenever a pre-numbered form is voided, the original and all copies shall be marked “void “and the person voiding the form shall record their signature on the voided form.

(f) Nothing in this section shall be construed as prohibiting or discouraging a casino licensee from preparing more copies of any form, record, or document than that prescribed by this section.

Section 1.4A The procedures for table inventories;

(a) Each table game opened for play shall have attached to it a table tray, which shall have the table inventory of chips and coin used for gaming. The table tray shall have a clear locking cover which shall be clearly marked on the outside with the game and the gaming

to which it corresponds. All table trays when not in use shall be stored either in the cashiers' cage or secured to the gaming table and the cover locked. If the table trays are stored on the gaming table, adequate security, as approved by the Lottery, shall be provided. At the close of each shift, the table inventory shall be counted and recorded on a Table inventory form.

1. The keys to the locked table trays shall be maintained and controlled by the table games department in a secure place and shall at no time be made accessible to any cashiers' cage personnel or to any person responsible for transporting such table inventories to or from the gaming tables.
2. Access to the keys shall be restricted to a pit manager or above.

Section 1.4 The procedures for opening and closing table games;

(a) Prior to a table game being opened for play, the pit manager shall obtain the key to the table tray referenced in section 1.4A and complete a Pit Key Log documenting the removal of the key. The log shall include at a minimum the following information:

1. Date and shift the key was removed;
2. Table game identifier which the key is associated with; and
3. Signature of the pit manager removing the key.

(b) The pit manager shall unlock the table tray and maintain control of the key until the end of their shift, at which time the pit manager shall return the key to the secure

location. Upon returning the key, the pit manager shall complete the Pit Key Log documenting the return of the key.

(c) Table inventory forms shall at a minimum be a two part form. One part of the form shall have “Opener” pre-printed on it, and the other part shall have “Closer” pre-printed on it.

(d) Whenever a table game is opened, the dealer and pit supervisor shall remove the “Opener” from the table tray and verify the count recorded on the form to the table bank inventory. If the count is correct, the dealer and pit supervisor shall sign the “Opener” attesting to the accuracy of the information recorded thereon.

1. If a discrepancy exists between the “Opener” and the table bank inventory, the pit supervisor shall notify Surveillance and complete a one part Table Inventory Discrepancy form. The form shall include the following:
    i. Date and shift of preparation;
    ii. Date and shift recorded on the “Opener”
    iii. Nature of the discrepancy; and
    iv. Signature of the pit supervisor completing the form.
2. After signing the form, the pit supervisor shall place the form in the drop box.

(e) After obtaining the required signatures, the “Opener” shall be placed in the drop box.

(f) Prior to closing a table, If the table trays are maintained on an imprest basis, a final fill or credit shall be made to bring the table bank back to imprest prior to closing the table and completing the table inventory form.

(g) When a table is being closed to play, the outgoing dealer and pit supervisor shall count the table tray inventory and record the count on a table inventory form.

(h) The following information shall be recorded on a table inventory form:

1. Date and shift;
2. Table game identifier;
3. The table’s chip and coin inventory; and
4. Signature of the outgoing dealer and pit supervisor attesting to the accuracy of the inventory form. If the dealer is not available, such verification may be provided

by another pit supervisor who shall sign the form attesting to the accuracy of the information recorded thereon.

(i) After obtaining the required signatures, the “Closer” shall be placed in the drop box. The “Opener” shall be secured in the table tray, which shall be locked. The information on the table inventory form shall be visible from the outside of the container.

Section 1.5 The procedures for fills and credits;

(a) Whenever chips are distributed to a table game from the cage, a fill slip shall be prepared by a chip bank cashier, or if computer prepared by a chip bank cashier or pit supervisor. Fills shall be at minimum triplicate, serially prenumbered forms, each series of fills shall be used in sequential order, and the series numbers of all fills received by the casino shall be accounted for by employees with no incompatible functions. All original and duplicate void Fills shall be marked "VOID" and shall require the signature of the preparer and the signature of one other person independent of the transaction.

(b) Unissued and issued fill slips shall be safeguarded and adequate procedures shall be employed in their distribution, use, and control. Personnel from the cashier or pit departments shall have no access to the secured (control) copies of the fill slips.

(c) A fill shall be authorized by pit supervisory personnel using a two part request form (Request). Access to the Request prior to use shall be restricted to pit supervisory personnel. If the fill slip is computer prepared, and the input of the data to generate the fill is restricted to pit supervisory personnel, then the use of the Request may be ignored.

(d) On the original and duplicate Request, the following information, at a minimum, shall be recorded:

1. The date, time, and shift of preparation;
2. The denomination of gaming chips, coins and plaques to be distributed to the gaming tables;
3. The total amount of each denomination of gaming chips, coins and plaques to be distributed to the gaming table;

4. The game and table number to which the gaming chips, coins and plaques are to be distributed; and

5. The signature of the pit supervisor.

(e) After preparation of the Request, the original copy of such Request shall be transported directly to the cashiers' cage.

(f) The duplicate copy of the Request shall be placed by the dealer or boxperson in public view on the gaming table to which the gaming chips, coins and plaques are to be received. Such duplicate Request shall not be removed until the chips, coins and plaques are received at which time the Request and fill are deposited in the drop box.

(g) If the Fill is manually prepared, the following procedures and requirements shall be observed:

1. Each series of Fills shall be a three-part form, at a minimum, and shall be inserted in a locked dispenser that will permit an individual slip in the series and its copies to be written upon simultaneously while still locked in the dispenser, and that will discharge the original and duplicate while the triplicate remains in a continuous, unbroken form in the dispenser.

2. Access to the triplicates shall be maintained and controlled at all times by employees responsible for controlling and accounting for the unused supply of Fills, placing Fills in the dispensers, and removing from the dispensers, each, the triplicates remaining therein. These employees shall have no incompatible functions.

(h) For establishments in which fills are computer-prepared each series of Fills shall be a two-part form, at a minimum, and shall be inserted in a printer that will: simultaneously print an original and a duplicate and store, in machine-readable form, all information printed on the original and duplicate. The stored data shall not be susceptible to change or removal by any personnel after preparation of a fill.

(i) On original, duplicate, and triplicate copies of the fill, or in stored data, the preparer shall record, at a minimum, the following information:

1. The denomination of the gaming chips, coins and plaques being distributed;

2. The total amount of each denomination of gaming chips, coins and plaques being distributed;

3. The total amount of all denominations of gaming chips, coins and plaques being distributed;

4. The game and table number to which the gaming chips, coins and plaques are being distributed;

5. The date and shift during which the distribution of gaming chips, coins and plaques occurs; and

6. The signature of the preparer or, if computer prepared, the identification code of the preparer.

(j) The time of preparation of the Fill shall be recorded at a minimum, on the original and duplicate upon preparation.

(k) All gaming chips, coins and plaques distributed to the gaming tables from the cashiers' cage shall be transported directly to the gaming tables from the cashiers' cage by a representative of the security department, who shall agree the Request to the Fill and sign the original copy of the Request, maintained at the cashiers' cage, before transporting the gaming chips, coins and plaques and the original and duplicate copies of the Fill for signature.

(l) Signatures attesting to the accuracy of the information contained on the Fills shall be, at a minimum, of the following personnel at the following times:

1. The original and the duplicate:

i. The chip bank cashier upon preparation;

ii. The security department member transporting the gaming chips, coins and plaques to the gaming table upon receipt from the cashier of the gaming chips, coins and plaques to be transported.

iii. The dealer or boxperson assigned to the gaming table upon receipt at such table from the security department member of gaming chips, coins and plaques after breaking down and verifying the fill in public view and placing the fill in the table tray; and

iv. The pit supervisor assigned to the gaming table upon receipt of the gaming chips, coins and plaques at such table.

(m) Upon meeting the signature requirements as described in subsection (l) of this section, the security department member that transported the gaming chips, coins and

plaques and the original and duplicate copies of the Fill to the table shall observe the immediate placement by the dealer or boxperson of the duplicate Fill and the duplicate Request in the drop box attached to the gaming table to which the gaming chips, coins and plaques were transported and return or observe the return of the original Fill to the chip bank where the original Fill and Request shall be maintained together and controlled by employees of the accounting department.

(n) The original and duplicate void Fills, the original Request, and the original Fill, maintained and controlled in conformity with subsection (m) above, shall be forwarded to the accounting department for agreement, on a daily basis, with the duplicate Fill and duplicate Request removed from the drop box and the triplicate or stored data.

(o) Whenever chips are removed from a table game to the cage, a credit slip (Credit) shall be prepared by a chip bank cashier, or if computer prepared by a chip bank cashier or pit supervisor. Credits shall be at minimum triplicate, serially prenumbered forms, each series of Credits shall be used in sequential order, and the series numbers of all Credits received by the casino shall be accounted for by employees with no incompatible functions. All original and duplicate void Credits shall be marked "VOID" and shall require the signature of the preparer and the signature of one other person independent of the transaction.

(p) Unissued and issued Credit slips shall be safeguarded and adequate procedures shall be employed in their distribution, use, and control. Personnel from the cashier or pit departments shall have no access to the secured (control) copies of the Credit slips.

(q) A Credit shall be authorized by a pit supervisor using a two part request form (Request). Access to the Request prior to use shall be restricted to pit supervisory personnel. If the Credit slip is computer prepared, and the input of the data to generate the Credit is restricted to pit supervisory personnel, then the use of the Request may be ignored.

(r) On the original and duplicate Request, the following information, at a minimum, shall be recorded:

1. The date and time, or shift of preparation;

2. The denomination of gaming chips, coins and plaques to be removed from the gaming table;

3. The total amount of each denomination of gaming chips, coins and plaques to be removed from the gaming table;

4. The game and table number from which the gaming chips, coins and plaques are to be removed; and

5. The signature of the pit supervisor.

(s) After preparation of the Request, the original copy of such Request shall be transported directly to the cashiers' cage.

(t) The duplicate copy of the Request shall be placed by the dealer or boxperson in public view on the gaming table from which the gaming chips, coins and plaques are to be disbursed. Such duplicate Request shall not be removed until the chips, coins and plaques are removed from the table, at which time the Request and Credit are deposited in the drop box.

(u) If the Credit is manually prepared, the following procedures and requirements shall be observed:

1. Each series of Credits shall be a three-part form, at a minimum, and shall be inserted in a locked dispenser that will permit an individual slip in the series and its copies to be written upon simultaneously while still locked in the dispenser, and that will discharge the original and duplicate while the triplicate remains in a continuous, unbroken form in the dispenser.

2. Access to the triplicates shall be maintained and controlled at all times by employees responsible for controlling and accounting for the unused supply of Credits, placing Credits in the dispensers, and removing from the dispensers, each, the triplicates remaining therein. These employees shall have no incompatible functions.

(v) For establishments in which Credits are computer-prepared each series of Credits shall be a two-part form, at a minimum, and shall be inserted in a printer that will: simultaneously print an original and a duplicate and store, in machine-readable form, all information printed on the original and duplicate. The stored data shall not be susceptible to change or removal by any personnel after preparation of a Credit.

(w) On original, duplicate, and triplicate copies of the Credit, or in stored data, the preparer shall record, at a minimum, the following information:

1. The denomination of the gaming chips, coins and plaques being removed from the table;
2. The total amount of each denomination of gaming chips, coins and plaques being removed;
3. The total amount of all denominations of gaming chips, coins and plaques being removed;
4. The game and table number from which the gaming chips, coins and plaques are being removed;
5. The date and shift during which the removal of gaming chips, coins and plaques occurs; and
6. The signature of the preparer or, if computer prepared, the identification code of the preparer.

(x) The time of preparation of the Credit shall be recorded at a minimum, on the original and duplicate upon preparation.

(y) Chips, tokens, and/or cash equivalents shall be removed from the table tray by the dealer or boxperson and shall be broken down and verified by the dealer or boxperson in public view prior to placing them in racks for transfer to the cage.

(z) The original and duplicate parts of the credit slip shall be transported to the pit by a representative of the security department. After signatures of the security guard, dealer, and pit supervisor are obtained, the duplicate shall be deposited in the table game drop box and the original shall accompany transport of the gaming chips, coins and plaques from the pit to the cage for verification and signature of the cashier on the original Credit.

Section 1.6 The procedures for the use of a imprest poker table inventory and chip runners

(a) A Licensee who uses an imprest table inventory system for the game of poker, may, with the approval of the Lottery, waive the requirements of Section 1.5 The procedures for fills and credits, and Section 1.7 The procedures for transporting chips

and tokens to and from gaming tables, provided that they comply with the requirements of this subsection and are approved by the Lottery Commission

(b) Whenever a patron requests to exchange currency for chips, the dealer may exchange the currency for chips from the table inventory imprest or may summon a runner to exchange the currency with the cage.

(c) The dealer shall count the currency being exchanged and, if using the table imprest, provide the patron with the chips, and place the currency in the table inventory container.

(d) When requesting chips from the cage, the dealer shall count the currency being exchanged, place a lammer of equal value on the currency, in a location on the table approved by the Lottery for this purpose, and summon a runner.

(e) The runner shall count the currency and be sure it agrees to the lammer placed on the table.

(f) The runner shall leave the lammer on the table and proceed to the cage and exchange the currency for an equivalent value in chips.

(g) Upon returning to the table with the chips, the runner shall count the chips in the presence of the dealer, who shall verify the count and upon agreement with the lammer, place the chips in the table inventory container.

(h) After verifying the count, the runner shall observe the dealer place the lammer back in its approved location.

Section 1.7 The procedures for transporting chips and tokens to and from gaming tables;

(a) Whenever chips, tokens, and/or cash equivalents are transported to or from a gaming table, the chips, tokens, and/or cash equivalents shall be:

1. Transported by a representative of the security department;

2, In a clear container which allows for the contents to be visible while secured within the container; and

3. Accompanied by a Fill or Credit as required by Section 1.5 The procedures for fills and credits.

Section 1.8 The transportation of drop boxes to and from gaming tables;

(a) Each casino licensee shall place on file with the Lottery, a schedule setting forth the specific times at which the drop boxes will be brought to or removed from the gaming tables. Any changes to the schedule must first be approved by the Lottery Commission. No drop box shall be brought to or removed from any gaming table at other than the time specified in such schedule except with the express approval of a representative of the Lottery. Such approval shall be documented in a manner approved by the Lottery Commission.

(b) The table game drop shall be performed a minimum of two persons, one of which shall be a representative of the security department and the other a table games level 1 supervisor or above. The setting out of empty table game drop boxes and the drop shall be a continuous process.

(c) Table game drop shall be performed at a minimum, at least once each gaming day. However, the Lottery may require that table game boxes be dropped more frequently.

1. All locked table game drop boxes shall be removed and a separate drop box shall be placed on each table in accordance with the schedule approved by the Lottery.
2. Once a hot drop box has been placed in the trolley, a member of the drop team shall remain at the trolley.
3. Upon removal from the tables, table game drop boxes shall be transported directly to the count room and locked in a secure manner until the count takes place.
4. When not in use, empty table game drop boxes shall be stored in a locked trolley in the count room or in a secure area as approved by the Lottery. The key to the trolley shall be maintained by the security department, and access to the key shall be restricted to the persons authorized to remove table game drop boxes during the drop and count team members during the count. A log shall be maintained by the security department documenting the issuance and return of the trolley key.
5. The involvement of at least two persons independent of the cashiers cage shall be required to access stored empty table game drop boxes.

(d) Each table game drop box shall have:

1. Permanently imprinted or impressed thereon, a number corresponding to a permanent number on the gaming table and marked to indicate game, table number, and day, except that emergency drop boxes may be maintained without such number or marking, provided the word “emergency” is permanently imprinted or impressed thereon and, when put into use, are temporarily marked with the number of the gaming table and identification of the game and day ;

2. A slot opening through which currency, coins, forms, records, and documents can be inserted into the drop box which shall automatically lock when the drop box is removed from the table;

3. Two keys securing the contents of the drop box and a key to release the drop box from the table. The release key shall be keyed separately from the contents keys. The following shall apply to the keys:

i. Only the person(s) authorized to remove table game drop boxes from the tables shall be allowed access to the table game drop box release keys; however, the count team members may have access to the release keys during the soft count in order to reset the table game drop boxes;

ii. Persons authorized to remove the table game drop boxes shall be precluded from having simultaneous access to the table game drop box contents keys and release keys;

iii. One drop box content key shall be maintained by the count team in a secure area as approved by the Lottery. The other drop box contents key shall be maintained by the Lottery;

iv. Access to the table game drop box contents key at other than scheduled count times shall require the involvement of at least two persons from separate departments, including management. The reason for access shall be documented with the signatures of all participants and observers.

v. A log shall be maintained by the security department documenting the issuance and return of the drop box release key; and

vi. When access to a table game drop box is required at a time other than the scheduled drop, the date, time, and signature of employee signing out/ in the release key must be documented.

(e) Procedures shall be developed and implemented to insure that unauthorized access to empty table game drop boxes shall not occur from the time the boxes leave the trolley until they are placed on the tables.
(f) When table game drop boxes are transported from the count room, they shall be transported in the trolley by at least one security representative or table games representative. The table game boxes shall be transported back to the count room by at least two individuals, one representative from the security department and one representative from the table games department; one of these representatives must be a Level I. The requirement of transporting drop boxes in the trolley may be waived when an emergency drop box is transported to the gaming table in accordance with emergency drop box procedures approved by the Lottery.
(g) Access to stored, full table game drop boxes shall be restricted to authorized members of the drop and count teams.

Section 1.9 The procedures for the counting of the table game drop;
(a) The table game drop box count shall be performed in a soft count room.
(b) Access to the count room during the count shall be restricted to members of the drop and count teams, with the exception of authorized observers, supervisors for resolution of problems, and authorized maintenance personnel.
(c) The table game drop box count shall be performed by a minimum of two employees. If the count team consists of only two employees, they shall be rotated on a routine basis such that the count team is not consistently the same two persons more than four (4) days per week.
(d) Count room personnel shall not be allowed to exit or enter the count room during the count except for emergencies or scheduled breaks. At no time during the count, shall there be fewer than two employees in the count room until the drop proceeds have been accepted into cage/vault accountability.
(e) The count team shall be independent of transactions being reviewed and counted. The count team shall be independent of the cashiers cage. An accounting representative may be used if there is an independent audit of all soft count documentation.

(g) The table game drop boxes shall be individually emptied and counted in such a manner to prevent the commingling of funds between boxes until the count of the box has been recorded.

(h) Table game drop boxes when empty, shall be shown to another member of the count team, and surveillance.

(i) The count of each box shall be recorded in ink or other permanent form of recordation.

(j) After counting the contents of each box, the funds shall be passed to an employee who did not perform the initial count, who shall count the funds a second time without having access to the value of the first count.

(k) The second count shall be compared to the first count. If they do not agree, the difference shall be reconciled.

1. Corrections to information originally recorded by the count team on soft count documentation shall be made by drawing a single line through the error, writing the correct figure above the original figure, and then obtaining the initials of at least two count team members who verified the change, unless the count team only has two (2) members in which case the initials of only one (1) verifying member is required.

(l) If cash counters are utilized and the count room table is used only to empty boxes and sort/stack contents, a count team member shall be able to observe the loading and unloading of all cash at the cash counter, including rejected cash.

(m) Table drop box copies of table fills, table credits, openers, closers and markers shall be traced to or recorded on the count sheet.

(n) The count sheet shall be reconciled to the total drop by a count team member who shall not function as the sole recorder.

(o) All members of the count team shall sign the count document or a summary report to attest to their participation in the count.

(p) All drop proceeds that were counted shall be turned over to a cage cashier who shall be independent of the count team. Prior to having access to the value of the funds counted by the soft count team, the cage cashier shall conduct a bulk count of

the soft count drop and compare the bulk count to the soft count All differences shall be reconciled prior to the cage cashier and count team leaving the count room.

(q) After agreeing to the counts, the cage cashier shall sign the count sheet and transport the funds to the cashier cage.

(r) The count sheet, with all supporting documents, shall be delivered to the accounting department by a count team member or a person independent of the cashiers department. Alternatively, it may be adequately secured (e.g., locked canister to which only accounting personnel can gain access) until retrieved by the accounting department.

Section 1.10 The layout and physical characteristics of the cashier's cage ;

(a) Each establishment shall have on or immediately adjacent to the gaming floor a physical structure known as a cashiers' cage ("cage") to house the cashiers and to serve as the central location in the casino for the following:

1. The custody of the cage inventory comprising currency including patrons' deposits, coin, and of forms, documents, and records normally associated with the operation of a cage;
2. The issuance, receipt and reconciliation of imprest funds used by slot attendants in the acceptance of currency and coupons from patrons in exchange for currency in conformity with this chapter;
3. The custody of currency, coin, electronic cards, forms, documents and records normally generated or utilized by cashiers, change persons, and slot attendants;
4. The exchange of currency, coin, and coupons, for supporting documentation;
5. The responsibility for the overall reconciliation of all documentation generated by cashiers, slot cashiers, change persons, and slot attendants;
7. The receipt of currency, coupons and tickets from the soft count room in conformity with this chapter; and
8. Such other functions normally associated with the operation of a cage.

(b) The cage shall be designed and constructed to provide maximum security for the materials housed therein and the activities performed therein; such design and construction shall be, at a minimum, as effective as the following:

1. Fully enclosed except for openings through which materials such as cash, records, and documents can be passed to service the public, and slot booths;

2. Manually triggered silent alarm systems for the cage, its ancillary office space and any related vault, which systems shall be connected directly to the monitoring rooms of the closed circuit television system and the security department office;

3. Double door entry and exit system that will not permit a person to pass through the second door until the first door is securely locked. In addition:

i. The first door adjacent to the floor of the double door entry and exit system shall be controlled by the security department or the Surveillance Department. Entrance through the second door of the double door entry and exit system shall be controlled by either the employees in the cashiers' cage or through an access control system;

ii. The system shall have closed circuit television coverage which shall be monitored by the security department or surveillance department; and

iii. Any entrance to the cage that is not a double door entry and exit system shall be an alarmed emergency exit door only.

4. Separate locks on each door of the double door entry and exit system, the keys to which shall be different from each other.

(c) Each satellite located outside the cage shall meet all the requirements of (b) above.

(d) Each establishment may also have one or more "satellite cages" separate and apart from the cashiers' cage, but in or adjacent to a gaming device facility, established to maximize security, efficient operations, or patron convenience and comfort and designed and constructed in accordance with Section 1.10 (b)**.** Subject to Lottery approval, a satellite cage may perform any or all of the functions of the cashiers' cage. The functions which are conducted in a satellite cage shall be subject to the applicable accounting controls set forth in this chapter.

(e) Each casino licensee shall file with the Lottery the names of all persons possessing the combination or keys to the locks securing the entrance to the cage and any satellite cages; as well as all persons possessing the ability to operate alarm systems for the cage and any satellite cages.

(f) Whenever the rules of the Lottery or the approved internal controls of a casino licensee require or authorize documents to be transported from the cashiers' cage to a satellite cage or from a satellite cage to the cashiers' cage or another satellite cage, the casino licensee shall, unless the rule or approved internal control specifically provides otherwise, transport the documents through the use of a pneumatic tube system or a security department representative.

Section 1.11 Check Cashing Standards

(a) Each casino licensee shall establish procedures for cashing patrons' checks and personal checks shall not be cashed in an amount greater than $2,000.00 in any given gaming day. This does not pertain to third party check cashing services.

(b) Nothing in this subsection shall prohibit the use of a check cashing service by a casino licensee provided that all the guidelines of the check cashing service are followed and the related internal control procedures are approved by the Lottery Commission.

(c) The following patron checks shall be cashed in accordance with procedures specified in (d) below:

1. Personal checks;
2. Cashier's checks;
3. Money orders;
4. Credit card and debit advance checks;
5. Traveler's checks;
6. Drafts;
7. Wire transfer service checks approved by the West Virginia Lottery; and
8. Casino licensee issued checks.

(d) All checks specified in (c) above shall be cashed by a cashier with no incompatible functions who shall:

1. Examine the patron's picture identification (i.e., driver's license or other government-issued photo identification);
2. Compare the signature on the identification credential to the signature on the check for agreement (if not in agreement, the cashier shall not cash the check);

3. Record the patron’s driver’s license number or other government issued photo identification credential;

4. Immediately stamp the check "for deposit only";

5. Time and date stamp the check;

6. Initial the check; and

7. Count out in full public view and view of the surveillance camera the funds in an amount equal to the amount for which the check is drawn.

(e) In addition to the requirements of section (d), if the check sought to be cashed is a personal check, the cashier shall also:

1. Determine whether the patron’s available credit is sufficient to cover the amount of the personal check;

2. Refuse to cash the personal check if the patron has a balance outstanding to the casino licensee, due to checks previously cashed by the casino licensee, for more than 30 day’s; and

3. Hold a personal check against established credit lines for the earlier of seven days or the date that the check cleared the financial institution upon which it was drawn.

(f) Only checks made payable to the presenting patron shall be cashed by the Casino licensee. No third-party checks shall be cashed.

(g) The failure to deposit for collection a check, specified in (c) above, by the next banking day following receipt shall be considered an extension of credit.

(h) Patron buy-back of checks accepted by the casino licensee shall not be permitted. Payment of an insufficient funds check shall not be considered a buy-back.

Section 1.12 Returned Checks

(a) All returned checks which are the responsibility of the casino licensee shall be documented on a returned check log by a department independent of the casino licensee cage department and who is not acting in an incompatible function.

(b) Procedures shall be established for collecting and recording checks returned to the casino licensee. A casino licensee may re-deposit a returned check if there are reasonable expectations the check will be honored.

(c) A continuous record of all returned checks which are the responsibility of the casino licensee shall be maintained. The returned check log shall contain the following information:

1. Original date of the check;
2. Name and address of the drawer of the check;
3. Amount of the check;
4. Check number;
5. Date the check was dishonored; and
6. Date and amount(s) of any collections received on the check after being returned by a bank.

(d) Credit lines of patrons whose personal checks have returned and remain unpaid shall be suspended.

1. Notification of return checks shall be communicated in writing to the casino cage, credit department, and any other department that is deemed appropriate to credit procedures.

Section 1.13 Collection of past due accounts

(a) Statements shall be sent to patrons, by accounting department employees with no incompatible functions, immediately upon receipt of a returned check, or immediately upon receipt of a returned check for a second time, if the check was immediately redeposited. The statements shall contain the following:

1. Name and address of drawer;
2. Date of the check;
3. Amount of check; and
4. Dates and amounts of any collections received on the check(s) after being returned by the bank.

(b) Patrons sent statements shall be advised of a return address and department to which replies shall be sent.

(c) Employees with no incompatible functions shall receive directly and shall initially record all collections.

(d) Copies of statements and other documents supporting collection efforts shall be

maintained and controlled by accounting department employees.

(e) A record of all collection efforts shall be recorded and maintained by the collection area within the accounting department.

Section 1.14 Write-off of past due accounts

(a) After reasonable collection efforts, returned checks may be considered uncollectible for accounting purposes and charged to the casino licensee's allowance for uncollectible patrons' checks. Any patron's indebtedness may only be considered uncollectible for accounting purposes and charged to the allowance for uncollectible patrons' checks account after the following information has been included in the patron's credit file:

1. Documentation of the casino licensee's collection department efforts to collect the patron's outstanding checks and the reason why such collection efforts were unsuccessful; or
2. A letter from an attorney representing the casino documenting the efforts to collect the patron's outstanding checks and the reasons why such collection efforts were unsuccessful or were not pursued further.

(b) Listings of uncollectible checks shall be approved in writing by, at a minimum, the chief executive officer or the chief gaming executive, a casino key employee and the controller or the person to whom the controller directly reports.

(c) With the exception of the chief executive officer, the chief financial officer, and chief gaming executive, none of the foregoing persons shall also have the authority to approve credit. All such uncollectible checks and listings shall be maintained and controlled by accounting department employees. A continuous trial balance of all uncollectible checks shall be maintained by employees of the accounting department. The continuous trial balance shall be adjusted for any subsequent collections

Section 1.15 The procedures for the acceptance, accounting for and redemption of patron's cash deposits;

(a) Whenever a patron requests a casino licensee to hold his or her cash, cash equivalent, gaming check, slot tokens or prize tokens, for subsequent use, the patron shall deliver the cash, cash equivalent, gaming check, slot tokens or prize tokens to a

general cashier who, after converting any of those non-cash items into cash, shall deposit the cash for credit to the patron cash deposit account established for that patron pursuant to this section.

(b) A file for each patron shall be prepared manually or by computer prior to the acceptance of a cash deposit from a patron by a general cage cashier and such file shall include, at a minimum, the following:

1. The name of the patron;
2. The date and amount of each cash deposit initially accepted from the patron;
3. The date and amount of each check initially accepted from the patron, as a draw against a cash deposit;
4. The date and amount of each cash deposit redemption.

(c) All information recorded on the customer deposit file shall be in accordance with the casino licensee's system of internal accounting controls submitted to the Lottery.

(d) A general cashier accepting a deposit shall prepare a Customer Deposit Form and other necessary documentation evidencing such receipt.

(e) Customer Deposit Forms shall be serially pre-numbered, each series of Customer Deposit Forms shall be used in sequential order and the series number of all Customer Deposit Forms shall be accounted for by employees with no incompatible function. All original and duplicate void Customer Deposit Forms shall be marked "VOID" and shall require the signature of the preparer.

(f) For establishments in which Customer Deposit Forms are manually prepared, a pre-numbered two-part form, at a minimum, shall be used.

(g) For establishments in which Customer Deposit Forms are computer-prepared, each series of Customer Deposit Forms shall be a two-part form, at a minimum, and shall be inserted in a printer that will: simultaneously print an original and duplicate and store, in machine-readable form, all information printed on the original and duplicate. The stored data shall not be susceptible to change or removal by any personnel after preparation of a Customer Deposit Form.

(h) On the original and duplicate of the Customer Deposit Form, or in stored data, the general cashier shall record, at a minimum, the following information:

1. The name of the patron making the deposit.

2. The total amount being deposited (numerical total and written amount);

3. The date of deposit;

4. The signature of the general cashier or, if computer prepared, the identification code of the general cashier; and

5. Nature of the amount received (cash, cash equivalent, slot tokens, prize tokens, wire transfer, or electronic fund transfer).

(i) After preparation of the Customer Deposit Form the general cashier shall obtain the patron's signature on the duplicate copy and shall distribute the copies in the following manner:

1. Original - given to the patron as evidence of the amount placed on deposit with the casino licensee;

2. Duplicate copy - forwarded along with any other necessary documentation to the main bank cashier who shall maintain the documents.

(j) A patron shall be allowed to use the deposit by supplying information required by the casino licensee to verify his or her identification.

1. The general cashier shall ascertain, from the cashiers' cage, the amount of the patron deposit available and request the amount the patron wishes to use against this balance. The general cashier shall prepare a Customer Deposit Withdrawal Form.

2. Distribution of the Customer Deposit Withdrawal Forms shall comply with Section 1.15.

(k) The patron's deposit balance shall be immediately reduced by amounts equal to the Customer Deposit Withdrawal Form issued at the cage.

(l) A patron may obtain a refund of any unused portion of his or her funds on deposit by:

1. Sending the casino licensee a signed written request for a refund together with a signed original Customer Deposit Form; or

2. Appearing personally at the cashiers' cage, requesting the refund and returning an original Customer Deposit Form.

(m) Once an original Customer Deposit Form is presented at a cashiers' cage, a general cashier shall:

1. Verify the unused balance with the main bank cashier;

2. If the patron has presented the request in person, require the patron to sign the original of the Customer Deposit Form; and

3. Prepare necessary documentation evidencing such refund, which documentation may include a Customer Deposit Withdrawal Form or any other document which contains the following information:

i. Date and shift of preparation;

ii. Amount refunded;

iii. Type of refund made (cash, check, wire transfer, or electronic fund transfer) and whether the refund was requested in person or in writing;

iv. Patron's name; and

v. Signature of the general cashier preparing such documentation.

(n) The general cashier shall forward each original Customer Deposit Form tendered by the patron pursuant to (l) above, along with any other necessary documentation, to the main bank cashier, who shall compare the patron's signature on the original Customer Deposit Form and any attached written signed request required by (l)1 above to the patron's signature on the duplicate Customer Deposit Form and on the original Customer Deposit Withdrawal Form. The main bank cashier shall sign the original Customer Deposit Form if the signatures are in agreement, notify the general cashier of the results of the comparison and maintain the original Customer Deposit Form and the documentation supporting the signature verification.

(o) If the patron has requested the return of his or her original Customer Deposit Withdrawals, the main bank cashier shall, return each of the patron's original Customer Deposit Withdrawal Forms to the general cashier. After the main bank cashier has notified the general cashier that the signatures contained in (n) above are a match, the general cashier shall then refund the unused balance of the deposit to the patron and, if applicable, return the original Customer Deposit Withdrawal Form to the patron. The general cashier shall maintain any necessary documentation to support the signature verification and to evidence such refund.

(p) A log of all customer deposits received and returned, shall be prepared manually or by a computer on a daily basis, by main bank cashiers and such log shall include, at a minimum, the following:

1. The balance of the Customer Deposits on hand in the cashier's cage at the beginning of each shift;
2. For Customer Deposits received and refunded;
    i. The date of the Customer Deposit or refund;
    ii. Customer Deposit Number;
    iii. The name of the patron; and
    iv. The amount of the Customer Deposit or refund.
3. The balance of the Customer Deposits on hand in the cashier’s cage at the end of each shift.

(q) The balance of the Customer Deposits on hand in the cashiers cage at the end of each shift shall be recorded as an outstanding liability and accounted for by the main bank cashier.

Section 1.16 Cage and Vault Accountability Standards

(a) The cage shall consist of at a minimum, a Main Bank, Chip Bank and Check Bank. The Main Bank shall provide the operating inventory to general (window) cashiers and slot cashiers. If the casino licensee elects to use a Satellite Cage, the same standards shall apply.

(b) The casino licensee shall provide the Lottery with the start and end time of each cage shift. The times shall not be changed without prior Lottery approval.

(c) General and slot cashiers shall operate on an imprest basis. At the end of each shift, outgoing cashiers shall count and record on a cashier’s count sheet by item type, the total of the inventory items counted and the total of the opening and closing inventory. The cashier shall reconcile the opening inventory to the closing inventory. The outgoing cashier shall sign the count sheet attesting to accuracy of the information recorded on the sheet.

(d) The incoming cashier shall verify the closing inventory and sign the count sheet attesting to accuracy of the information recorded on the sheet. If there is no incoming

cashier, a cashier supervisor or above shall verify the closing inventory and sign the count sheet attesting to accuracy of the information recorded on the sheet. At the completion of each shift, the cashier count sheets shall be forwarded to the Main Bank cashier.

(e) At the end of each shift, the Main Bank cashier shall complete a cage summary sheet, accounting for any change between the opening and closing cage inventory. All increases and decreases shall be supported by documentation.

(f) All cage paperwork shall include the date and shift of preparation, and the location (cage bank, window, etc.) for which the paperwork was prepared. The original count sheets and supporting documentation shall be forwarded to accounting daily.

(g) Whenever a general or slot cashier exchanges funds with the Main Bank, the cashier shall prepare a two part Even Exchange form. The form shall include at a minimum the following:

1. Date of preparation;
2. Window location;
3. Separate areas designating which items are being sent to/received from the Main Bank;
4. Type of items exchanged;
5. Total of the items being exchanged;
6. Signature of the cashier preparing the form requesting the exchange;
7. Signature of the cashier completing the exchange; and
8. If the exchange is not within the cage between a general cashier and the Main Bank, the exchange shall be transported by a representative of the Security Department who shall sign the form upon receipt of the items to be transported.

(h) Whenever transfers occur between the Main Bank and the Chip Bank or Check Bank, the cage shall prepare such documentation as required by the Lottery to document the items being transferred and the participants in the transfer.

(i) Any variances shall be recorded on a Cashier Variance log. If the variance exceeds $500, the variance shall be reported to the Lottery and investigated by the casino licensee. The variance shall be reported in writing via email to on site West Virginia Lottery Table Games Auditing and Security Departments within two (2) hours of the

end of shift paperwork being signed. The findings of the investigation shall be forwarded to the Lottery.

(j) If the casino licensee elects to use a separate vault, the vault shall be subject to the same accountability and reconciliation procedures as the cage.

Section 1.17 Accounting/Auditing Standards

(a) The cage accountability shall be reconciled to the general ledger at least monthly.

(b) A trial balance of gaming operation accounts receivable, including the name of the customer and current balance, shall be prepared at least monthly for active, inactive, settled or written-off accounts.

(c) The trial balance of gaming operation accounts receivable shall be reconciled to the general ledger each month. The reconciliation and any follow-up performed shall be documented, maintained for inspection, and provided to the Lottery upon request.

(d) On a monthly basis, an evaluation of the collection percentage of credit issued to identify unusual trends shall be performed.

(e) All cage and credit accounting procedures and any follow-up performed shall be documented, maintained for inspection, and provided to the Lottery upon request.

Section 1.18 Chips and Tokens Standards

(a) The Lottery, or the casino licensee as approved by the Lottery, shall establish and the casino licensee shall comply with, procedures for the receipt, inventory, storage, and destruction of gaming chips and tokens.

Section 1.19 The procedures for unclaimed winnings

(a) Any winnings whether property or cash, which are due and payable to a known patron, and which remain unclaimed, shall be held in safekeeping for the benefit of such known patron.

(b) In circumstances where the winnings have not been provided to the known patron, the casino licensee shall prepare a Winner Receipt form. The form shall be a two part, serially pre-numbered form and contain the following:

1. The date and time the winning occurred;
2. The gaming machine upon which the win occurred including the following:

i. Gaming machine asset number;

ii. Location; and

iii. Winning combination.

3. The two part receipt form shall be distributed as follows:

i. The original to the cashier responsible for maintaining safekeeping balances, by the preparer;

ii. The duplicate shall immediately be presented to the winning patron who shall be required to present the duplicate receipt before being paid the winning amount due.

(c) The Lottery shall use, or require the casino licensee, to use its best efforts to deliver the winnings to the patron. Documentation shall be maintained of all efforts to provide the patron with the unclaimed winnings. Documentation shall be, but not limited to, letters of correspondence, telephone calls, or other means of communication used in the attempt to provide the winnings to the patron.

(d) Winning patrons shall collect winnings by presenting, at the cashier's cage, the duplicate copy of the receipt form, signed in the presence of the cashier. The cashier shall obtain the original receipt from safekeeping and compare the signature on the original to the signature on the duplicate receipt form. The cashier shall sign the original receipt form attesting that signatures on the original and duplicate receipt forms agree and distribute the winnings to the patron.

(e) The original receipt form shall be retained by the cashier as evidence of the disbursement from the cashier's funds. The duplicate receipt form shall be placed in a box for distribution to accounting by security or someone who did not participate in the transaction.

(f) Winnings of known patrons held in safekeeping for 12 months or longer shall revert to the benefit of the casino licensee after reasonable efforts to distribute the winnings to the known patron, as determined from review of documentation maintained.

(g) For winnings wherein the identity of the patron is not known, the Lottery shall require the casino licensee to use its best efforts to learn the identity of the patron. If the identity of the patron is determined, the casino licensee shall comply with sections (a) through (f) above.

(h) Where the patron identity cannot be determined after three months from the time winnings were payable, the winnings shall revert to the benefit of the casino licensee.

Section 1.20 Complimentary Services

(a) Each casino licensee shall establish and the casino licensee shall comply with procedures for the authorization, issuance, recording and monitoring complimentary services or items, including cash and non-cash gifts. Such procedures must be approved by the Lottery and shall include, but shall not be limited to, the procedures by which the casino licensee delegates to its employees the authority to approve the issuance of complimentary services and items, and the procedures by which conditions or limits, if any, which may apply to such authority are established and modified (including limits based on relationships between the authorizer and recipient), and shall further include effective provisions for audit purposes.

(b) On a daily basis the Casino licensee shall record, the name of each person provided with complimentary services or items, the category of service or item provided, the value, as calculated in accordance with (d) below, of the services or items provided to such person, and the person authorizing the issuance of such services or items. Upon request, a copy of this daily report shall be submitted to the Lottery. Excepted from this requirement are the individual names of persons authorizing or receiving:

1. Each non-cash complimentary service or item that has a value, as calculated in accordance with (d) below, of $150.00 or less; and
2. Each complimentary cash gift of $100.00 or less.

(c) The internal audit or accounting departments shall review the reports required in paragraph (b) of this section at least monthly. These reports shall be made available to the, Lottery, audit committee, and other entity designated by the Lottery, upon request.

(d) All complimentary services or items shall be valued and recorded as follows:

1. At full retail price normally charged by the Casino licensee if the complimentary service or item is provided directly to patrons in the normal course of the Casino licensee’s business (such as rooms, food or beverages);

2. At an amount based upon the actual cost to the Casino licensee of providing such service or item, if the complimentary service or item is not offered for sale to patrons in the normal course of a Casino licensee's business;

3. At an amount based upon the actual cost to the Casino licensee of having a third party, not affiliated with the Casino licensee, provide a service or item directly or indirectly to patrons by the third party; and

4. A complimentary service or item provided directly or indirectly to a patron on behalf of a Casino licensee by a third party who is affiliated with the Casino licensee shall be recorded by the Casino licensee in accordance with the provisions of this section as if the affiliated third party were the Casino licensee.

(e) Complimentary cash gifts shall include, without limitation:

1. Public relations payments made for the purpose of resolving complaints by or disputes with casino patrons;

2. Travel or walk money payments made for the purpose of enabling a patron to return home;

3. Cash complimentaries issued to patrons as a result of actual gaming activity; and

4. Coupons issued and redeemed as part of a promotion program.

(f) The Casino licensee shall accumulate on a quarterly basis both the dollar amount of and number of persons provided with each category of complimentary services or items.

1. A quarterly report shall be filed with the Lottery regarding the complimentary services or items provided.

2. The complimentary services or items shall, at a minimum, be separated into categories for rooms, food, beverage, travel, cash gift, non-cash gift, and other services or items.

(g) Where complimentary cash gifts have a value of $1,000 or more or non-cash gifts have of value of $2,500 or more, the Casino licensee shall also:

1. Record the address of the recipient; and

2. Verify the identity of the recipient by:

i. An examination of an identification credential that also contains a photograph or physical description of the recipient that is consistent with the actual appearance of the patron; or

ii. Obtaining the patron's signature and comparing it and the patron's physical appearance to the signature and general physical description in a patron signature file; or

iii. An authorized employee attesting to the patron’s identity; and

3. Record the method of verification.

(h) All complimentary cash gifts shall be disbursed directly to the patron by a cashier at the cashiers' cage after receipt of appropriate documentation or in any other manner approved by the Lottery.

(i) No Casino licensee shall permit any employee to authorize the issuance of complimentary cash or non-cash gift with a value of $10,000.00 or more unless the employee is licensed and functioning as a key employee and the authorization is cosigned by a second employee licensed and functioning as a key employee.

(j) Each Casino licensee shall submit to the Lottery a report listing the name of each person who has received $10,000 or more in complimentary cash and non-cash gifts within any five-day period during the preceding month end. Such report shall be filed by the last business day of the following month and shall include the total amount of complimentary cash or non-cash gifts provided to each person.

Section 1.21 The procedures for the acceptance of wire and electronic transfers

(a) A wire transfer or electronic funds transfer can be accepted from or on behalf of a patron for the following:

1. Establish a patron customer deposit account in accordance with Section 1.15**;**

2. The redemption or partial redemption of a marker in accordance with Title 179 Part 9; and

3. The payment or partial payment of a returned marker in accordance with Title 179 Part 9.

(b) Wire transfers or electronic funds transfers shall only be accepted at the cage and the funds shall be deposited in the casino’s operating account. The cage shall require

its bank to notify the cage that a wire transfer has occurred and shall require that the bank notify them by telephone, direct hard copy notification sent by the bank or direct computer access. If direct computer access is the method of notification, the cage shall print the screen.

(c) Upon notification from the bank that a wire transfer or electronic funds transfer has occurred, the cage employee receiving the notification shall record the following information in a transfer log:

1. A sequential number generated by the cage;
2. Type of transfer (wire or electronic)
3. Date and time of notification;
4. Name and casino licensee number of employee who received notification of the transfer;
5. Amount of funds in number and words;
6. The name and casino account number of the patron for who the funds were accepted;
7. The name and address or the American Banking Association (ABA) routing number of the financial institution from which the funds were transferred;
8. The account number or the name on the account from which the funds were transferred, or the federal reference number for the wire transfer, which consists of the date of the transfer and a unique transaction number for that transfer;
9. The method of notification as required by (b) above;
10. The signature and license number of a cage supervisor who shall verify with the bank that a transfer has occurred, and who is not the employee in (4) above. The supervisor shall record in the log the method of verification.

(d) After the cage supervisor has verified the receipt of the transfer, and when the reason for the transfer as listed in (a) above has been determined, a cage supervisor shall prepare a two part Wire/Electronic Transfer form which shall include the following information:

1. The name of the patron;
2. The wire transfer or electronic fund transfer number;
3. The type of transfer, (wire transfer or electronic fund transfer);

4. The date of the wire transfer or electronic fund transfer;

5. The actual amount of funds received stated in numbers and words;

6. The purpose for the transfer (cash deposit; redemption; payment of returned marker);

7. The signature of the preparer on both copies; and

8. The signature on both copies of either:

i. The check bank cashier, if the funds are to be used for a marker redemption or the payment of a returned marker; or

ii. The general cashier, if the funds are to be used for a cash deposit.

(e) After obtaining the signatures, the cage supervisor shall transmit the duplicate copy and any supporting documentation to the accounting department, and forward the original Wire/Electronic Transfer Acknowledgment Form to:

1. The Check bank cashier, if the funds are to be used for marker redemption or the payment of a returned marker, who shall:

i. Post the amount of the funds to the patron's credit account;

ii. If appropriate, return the redeemed marker to the patron;

iii. Forward to the accounting department the original Wire/Electronic Fund Transfer Acknowledgment Form for comparison to the duplicate; and

iv. Forward to the accounting department the redemption copy of any marker redeemed; or

2. The general cashier, if the funds are to be used to establish a cash deposit, who shall:

i. Prepare a customer deposit file in accordance with Section 1.15;

ii. Prepare a customer deposit form in accordance with the Section 1.15. Prior to the release to the patron of any funds credited to a cash deposit file by means of a wire transfer or electronic fund transfer, the general cashier shall verify that the patron is the patron recorded on the Wire/Electronic Fund Transfer Acknowledgment Form; and

iii. Forward to the accounting department the original Wire/Electronic Fund Transfer Acknowledgment Form for comparison to the duplicate.

(f) If, at the expiration of seven business days after the acceptance and deposit into its operating account of a wire transfer or electronic fund transfer from or on behalf of a patron, a casino licensee is unable to determine the purpose for the wire transfer or electronic fund transfer, the casino licensee shall, on the next business day, take all steps necessary to return by wire transfer or electronic fund transfer the amount initially accepted on behalf of the patron to that patron at the financial institution and to the account number from which the funds were debited. This reversal of the wire transfer or electronic fund transfer shall be recorded in the log.

(g) At the end of the month, a copy of the log shall be forwarded to the accounting department and reconciled with all Wire/Electronic Fund Transfer Acknowledgment Forms prepared during that month.

Section 1.22 Key Controls

(a) Any key that is considered sensitive and is required to be controlled and maintained by these Regulations and any corresponding locking device shall be approved by the Lottery. Such key shall be legally duplicated only by the manufacturer or an approved agent or successor thereof, and shall be capable of unlocking the locking device on no more than one type of secure box, compartment or location used or maintained within the Casino licensee. Notwithstanding the above, nothing herein shall preclude the Lottery from exempting a type of secure box, compartment or location from the requirements of this subsection upon a determination that the security of such box, compartment or location would not otherwise be compromised. Sensitive keys shall include, but not be limited to the following:

1. Table drop box contents key;
2. Table drop box release key;
3. Table drop box trolley keys;
4. Bill acceptor canister release keys;
5. Bill acceptor canister contents keys;
6. Bill acceptor canister trolley keys;
7. Count room entrance keys;

8. Compartments housing microprocessors or other control units controlling progressive meter(s) for progressive slot machines;

9. Locations housing a computer that controls a progressive payout wager system for gaming tables offering a progressive payout wager;

10. Storage cabinets or trolleys for unattached table drop boxes; and

11. Storage cabinets or trolleys for unattached bill acceptor canisters.

(b) The Casino licensee shall establish inventory internal controls for any sensitive key required by the Regulations which shall include, at a minimum, procedures for:

1. Maintenance of inventory ledgers by identified, authorized personnel for purposes of documenting:

i. The requisitioning of keys and locking devices from vendors;

ii. The receipt of blank key stock;

iii. The storage and issuance of keys and locking devices;

iv. Any loss, removal from service, and subsequent replacement of keys and locking devices;

v. The destruction of keys and locking devices; and

vi. The results of physical inventories;

2. The storage of duplicate keys and locking devices, including a physical description of any storage location and the identification of authorized personnel in control of such location;

3. The destruction of keys and locking devices, including documentation detailing in whose presence any destruction shall occur; and

4. A quarterly inventory of all sensitive keys which shall be reconciled to records of keys made, issued, and destroyed. Investigations shall be performed for all keys unaccounted for. A report documenting the investigation shall be prepared and a copy of the report filed with the Lottery.

(c) All duplicate keys shall be maintained in a manner that provides the same degree of control as is required for the original keys. Records shall be maintained for each key duplicated that indicate the number of keys made and destroyed.

(d) Logs shall be maintained by the custodian of sensitive keys to document authorization of personnel accessing keys.

(e) If the Casino licensee uses a computerized key security system, which restricts access to the gaming device drop and count keys through the use of passwords, keys or other means, other than a key custodian, must provide the same degree of control as indicated in the aforementioned key control standards. In addition, the system must generate a report which includes the transactions performed by the individual(s) that adds, deletes, and changes user's access within the system (i.e. system administrator)

1. The report shall be reviewed daily by an employee independent of the system administrator who shall determine the following:

i. That the transactions completed by the system administrator provide an adequate control over the access to the gaming device drop and count keys; and

ii. That any gaming device drop and count key(s) removed or returned to the key cabinet by the system administrator was properly authorized.

Section 1.23 Information Technology Standards

(a) General controls for gaming hardware and software.

1. The casino licensee's management shall take an active role in making sure that physical and logical security measures are implemented, maintained, and adhered to by personnel to prevent unauthorized access that could cause errors or compromise data or processing integrity.

2. Casino licensee's management shall ensure that all new gaming vendor hardware and software agreements/contracts contain language requiring the vendor to adhere to Lottery internal control standards applicable to the goods and services the vendor is providing.

3. Physical security measures shall exist over computer, computer terminals, and storage media to prevent unauthorized access and loss of integrity of data and processing.

4. Standards in paragraph (a) 1. of this section shall apply to each applicable department within the gaming operation and only authorized personnel shall have access to the following:

i. Systems software and application programs;

ii. Computer data;

iii. Computer communications facilities, or the computer system, and information transmissions;

(b) The main computers (i.e., hardware, software, and data files) for each gaming application (e.g., gaming devices, etc.) shall be in a secured area with access restricted to authorized persons, including vendors. Non-information technology personnel shall be precluded from having unrestricted access to the secured computer areas.

(c) Access to computer operations shall be restricted to authorized personnel to reduce the risk of loss of integrity of data or processing.

(d) Incompatible duties shall be adequately segregated and monitored to prevent error in general information technology procedures to go undetected or fraud to be concealed.

(e) The computer systems, including application software, shall be secured through the use of passwords or other approved means where applicable. Information Technology personnel shall assign and control access to system functions.

(f) Passwords shall be controlled as follows unless otherwise addressed in the standards in this section.

1. Each user shall have their own individual password;

2. Passwords shall be changed at least quarterly with changes documented; and

3. For computer systems that automatically force a password change on a quarterly basis, documentation shall be maintained listing the systems and the date the user was given access.

(g) Information Technology personnel shall have backup and recovery procedures in place that include:

1. Daily, monthly and annual backup of data files;

2. Backup of all programs;

3. Secured off-site storage of all backup data files and programs, or other adequate protection access to which shall be restricted to authorized Information Technology personnel ; and

4. Recovery procedures, which are tested on a sample basis at least annually with documentation of results.

(h) Information technology system documentation shall be maintained, including descriptions of hardware and software (including current version numbers of approved software), operator manuals, etc.

(i) Information technology personnel shall be:

1. Independent of the gaming areas (e.g., cage, pit, count rooms, etc.). Information technology personnel procedures and controls should be documented and responsibilities communicated.

2. Be precluded from unauthorized access to:

i. Computers and terminals located in gaming areas;

ii. Source documents; and

iii. Live data files (not test data).

3. Be restricted from:

i. Having unauthorized access to cash or other liquid assets; and

ii. Initiating general or subsidiary ledger entries.

(j) Program changes for in-house developed systems should be documented as follows:

1. Requests for new programs or program changes shall be reviewed by the information technology supervisor. Approvals to begin work on the program shall be documented;

2. A written plan of implementation for new and modified programs shall be maintained, and shall include, at a minimum, the following:

i. The date the program is to be placed into service;

ii. The nature of the change;

iii. A description of procedures required in order to bring the new or modified program into service (conversion or input of data, installation procedures, etc.); and

iv. An indication of who is to perform all such procedures.

3. Testing of new and modified programs shall be performed and documented prior to implementation; and

4. A record of the final program or program changes, including evidence of user acceptance, date in service, programmer, and reason for changes, shall be documented and maintained.

(k) The casino licensee shall maintain computer security logs. If computer security logs are generated by the system, they shall be reviewed by information technology supervisory personnel for evidence of:

1. Multiple attempts to log-on, or alternatively, the system shall deny user access after three attempts to log-on;

2. Unauthorized changes to live data files; and

3. Any other unusual transactions.

(l) The following shall apply to accessing computer systems through remote dial-up.

1. If remote dial-up to any associated equipment is allowed for software support, Information Technology personnel shall maintain an access log that includes:

i. Name of employee authorizing modem access;

ii. Name of authorized programmer or vendor representative;

iii. Reason for modem access;

iv. Description of work performed; and

v. Date, time, and duration of access.

(m) The casino licensee may scan or directly store documents to an unalterable storage medium under the following conditions:

1. The storage medium shall contain the exact duplicate of the original document;

2. All documents stored on the storage medium shall be maintained with a detailed index containing the gaming operation department and date. This index shall be available upon request by the Lottery;

3. Upon request and adequate notice by the Lottery, hardware (terminal, printer, etc.) shall be made available in order to perform auditing procedures;

4. Controls shall exist to ensure the accurate reproduction of records up to and including the printing of stored documents used for auditing purposes; and

5. The storage medium shall be retained for a minimum of five years.

(n) Where casino licensees employ computer applications in place of or to supplement manual procedures, the computer application procedures implemented shall provide the same level of documentation and/or procedures that manual procedures approved by the Lottery provide.

(o) **Protection of Authorized Player's Personally Identifiable Information**

The casino licensee shall establish procedures and policies to protect the authorized player's personally identifiable information. To the extent not otherwise required by federal law, regulation, or other laws of the State of West Virginia, a licensee shall have in place a Confidentiality Policy and Information Security Accountability Requirements to protect patron confidential information, including, but not limited to, financial information. Licensee shall require all third-party vendors and suppliers, whether required to be licensed to conduct casino gaming in the State of West Virginia or not, to adhere to such policy and accountability requirements if that third-party vendor or supplier has access to confidential information in the course of providing casino gaming to a patron in West Virginia.

Confidential information (including PII) for purposes of these minimum internal controls is as defined in subsection 2.2 of the State of West Virginia Confidentiality Policies and Information Security Accountability Requirements found at **www.state.wv.us/Admin/Purchase/Privacy/NoticeConfidentiality.pdf**, which is incorporated herein by reference. The licensee shall ensure that its policy and accountability requirements follow the minimum standards of care set forth in subsection 4.3 of the West Virginia Policy referenced above to the extent possible. Any incident or breach must be reported to the Lottery's Privacy Officer and the Deputy Director of Security according to the procedures set forth in subsection 4.4 of the West Virginia Policy referenced above.

Section 1.24 Signature Requirements

(a) Whenever in these Regulations a signature is required, the signature shall:

1. Comply with either of the following requirements:

   i. Be, at a minimum, the signer's first initial, last name and occupational license number, written by the signer, and be immediately adjacent to or above the clearly printed or preprinted title of the signer; or

   ii. Be the employee's identification number or other computer identification code issued to the employee by the casino licensee, if the document to be signed is authorized by the Lottery to be generated by computer, and such method of signature is approved or required by the Lottery;

2. Signify that the signer has prepared forms, records, and documents, and/or authorized, observed, and/or participated in a transaction to a sufficient extent to attest to the accuracy of the information recorded thereon, in conformity with these Regulations and the casino licensee's system of internal accounting control; and

3. Signify that the signer required by this chapter to count or observe gaming chips and plaques has counted or observed the count of such chips and plaques and such count was made by breaking down stacks of chips to the extent necessary.

(b) Signatures records shall be prepared for each person required by the rules and Regulations of the Lottery to sign records and documents and shall include specimens of signatures, titles of signers and the date the signature was obtained. Such signature records shall be filed alphabetically by last name either on a company-wide or departmental basis. The signature records shall be adjusted on a timely basis to reflect changes of personnel.

Section 2 Gaming Equipment

Section 2.1 General approvals

(a) No gaming equipment and materials or any other related accessory may be used in a casino if the equipment and materials have not been previously approved by the Lottery or if the equipment and materials were obtained from a person not authorized by the Lottery.

(b) The Casino licensee shall make available to the Lottery, or at the request of the Lottery, shall submit for its review, inspection and approval, any gaming equipment and materials, and any other related accessories, including, but not limited to, the

gaming tables, roulette wheels, roulette balls, drop boxes, big six wheels, Pai Gow shakers, scales, count room equipment and counting machines, card dealing shoes, dice, cards, Pai Gow tiles, card reading devices, slot machines, prior to its initial use or after the same has been modified, replaced or moved, in a casino.

(c) The Lottery may, at its discretion, require from every manufacturer a prototype or sample of any model of gaming equipment or of any other device used in a casino, to remain in its custody as a control for comparison purposes.

(d) The Casino licensee or their employees or agents shall be required to immediately notify a Lottery representative about, and submit any evidence of, any gaming equipment or other device used in a casino, including, but not limited to, the gaming tables, roulette wheels, roulette balls, drop boxes, big six wheels, Pai Gow shakers, scales, counting room equipment and counting machines, card dealing shoes, dice, cards, Pai Gow tiles, card reading devices, slot machines, which has been, or there is reasonable suspicion that it may have been, tampered with or altered in such a way that the integrity or conformity of the gaming equipment or the device may have affected its use in a casino.

(e) Each Casino licensee shall be responsible for ensuring that all gaming equipment or other devices found in its casino have been authorized by the Lottery.

(f) The Lottery Inspector may, at any time, demand that any gaming equipment or device be changed, or prohibit its use, if in the opinion of the Lottery Inspector the same does not provide the appropriate guarantees to the public.

(g) The Casino licensee, or their authorized employees or agents, who have retained any gaming equipment or any other article in accordance with the provisions of paragraph (d) above under a reasonable suspicion that said gaming equipment or article was tampered with or altered, or who has retained any device of those specified in these Regulations under a reasonable suspicion that said device was introduced or used in the casino in violation of the Law or the Regulations, shall keep said equipment or article in the state in which it was found when it was retained, and shall deliver said equipment or article to a representative of the Lottery as soon as possible. An Inspector or other representative of the Lottery shall proceed to prepare a report.

(h) The Casino licensee shall be responsible for ensuring that any gaming equipment or any other device and any evidence related to the same which should be submitted to a Lottery representative in accordance with paragraphs (d) or (g) above is maintained in a secure manner until the arrival of the Inspector or other authorized representative of the Lottery.

(i) Gaming equipment to be placed into service shall be acquired from a licensed and Lottery approved vendor.

(l) Vendors described in (i) above shall have demonstrated the experience and knowledge to provide the requested gaming equipment which meets the needs of the Casino licensee from an operational and security perspective.

Section 2.2 The procedures for the inspection and approval of gaming equipment and related devices and software; retention by Lottery; evidence of tampering

(a) No piece of gaming wagering equipment or any related device or software shall be used in a casino, unless:

1. It is identical in all mechanical, electrical, electronic or other aspects to a prototype thereof that has been reviewed and approved for use by the Lottery;
2. It has been inspected by the Lottery, as otherwise required, prior to its initial use or prior to its reuse following any adjustment thereto or movement thereof in a casino; and
3. All necessary casino vendor industry (CVI) licenses, license applications, or vendor registrations, as required, have been obtained or filed.

(b) No piece of equipment or related device or software shall be reviewed, tested or approved unless each person required by the Lottery to be licensed as a casino vendor in connection with the equipment, device or software has filed a completed application for the appropriate type of license together with the applicable non-refundable license application fee.

(c) The Lottery shall review each prototype piece of gaming equipment or any related device or software to determine whether it is suitable for use in a casino. In making this determination, the Lottery shall take into consideration the quality, design, integrity, fairness and reliability of the prototype. The manufacturer or distributor of a

prototype submitted for approval shall supply any information or documentation related to the prototype that is requested by the Lottery.

(d) Gaming equipment and related devices and software subject to the provisions of this section shall include, without limitation, gaming tables, layouts, roulette wheels, roulette balls, drop boxes, big six wheels, pai gow shakers, chip holders, racks and containers, scales, count room equipment and counting devices, trolleys, slip dispensers, dealing shoes, dice, cards, pai gow tiles, locking devices, card reader devices, all equipment required for a table game progressive wager, slot tokens, prize tokens, data processing equipment, slot machines and slot bases, automated jackpot payout machines, gaming voucher redemption machines, pari-mutuel machines, self-service pari-mutuel machines, credit voucher machines, and totalisators.

(e) The Lottery may require a prototype of any gaming equipment or related device or software approved for use in a casino, to be placed in its custody and retained by it as a control for comparison purposes.

(f) Any evidence that an item of gaming equipment or a related device or software used in a casino has been tampered with or altered in any way which would affect the integrity, fairness, reliability or suitability of the item for use in a casino, shall be immediately reported to an agent of the Lottery. A member of the casino licensee's casino security department shall be required to insure that the item and any evidence required to be reported pursuant to this subsection is maintained in a secure manner until the arrival of an agent of the Lottery.

(g) Each casino licensee that has confiscated any gaming equipment or any related device or software on the reasonable suspicion that such item has been altered or tampered with, shall preserve such item in the state it was in when so confiscated and shall deliver such item to the Lottery as soon as possible. A casino licensee's right, if any, to confiscate such items shall exist, if at all, independently of this subsection based on statute, regulation or common law as may elsewhere be provided, and no separate right to confiscate is created hereby. Notwithstanding the foregoing, each casino licensee that has confiscated any such item, whether by such right or under color thereof, nevertheless has a duty to preserve and deliver such item in accordance with this subsection.

Section 2.3 Card controls

(a) Playing card specifications; Physical characteristics

1. Card decks used to play authorized card games shall be in decks with each card identical in size and shape to every other card in such deck. Notwithstanding the foregoing, decks of cards used to play the following games shall be modified as follows:

i. A Pai Gow Poker and Asia Poker deck shall include one additional joker card, which shall be identical in size and shape to every other card in such deck.

ii. Each deck shall be composed of four suits: diamonds, spades, clubs and hearts.

2. Each suit shall consist of 13 cards: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3,

2. The face of the ace, king, queen, jack and 10 value cards may contain an additional marking, as approved by the Lottery, which will permit a dealer, prior to exposing his or her hole card at the game of Black Jack, to determine the value of that hole card.

3. The backs of each card in the deck shall be identical and no card shall contain any marking, symbol or design that will enable a person to know the identity of any element printed on the face of the card or that will in any way differentiate the back of that card from any other card in the deck.

4. The backs of all cards in the deck shall be designed so as to diminish as far as possible the ability of any person to place concealed markings thereon.

5. The design to be placed on the backs of cards used by the Casino licensee shall contain the name or trade name of the Casino licensee and shall be purchased from a licensed and approved vendor prior to use of such cards in gaming activity.

i. A Lottery specified identifier symbol shall be imprinted on the back sode of each playing card.

6. Each deck of cards or set of pre-shuffled cards shall be packaged separately and shall contain a seal affixed to the opening of such package.

i. The manufacturer’s identification name shall be placed on each deck box;

ii. All edges shall be perfectly square with each side at a precise ninety degree angle to each adjacent side;

iii. Radius of all four corners shall be exactly the same; and

iv. All finished card decks are to be wrapped using a clear cellophane or shrink wrap with a tamper resistant security seal and a tear band.

7. Nothing in this section shall prohibit a manufacturer from manufacturing decks of cards with one or more jokers contained therein; provided, however, such jokers shall not be used by the Casino licensee in the play of any games other than Pai Gow Poker and Asia Poker.

8. In addition to satisfying the requirements of this section, the cards used by a Casino licensee at poker must be visually distinguishable from the cards used by that Casino licensee to play any other table game.

9. Each Casino licensee that chooses to offer the game of poker shall be required to have and use on a daily basis at least two visually distinguishable card backings for the cards to be used at the game of poker. These card backings may be distinguished, without limitation, by different logos, different colors or different design patterns. In addition, Casino licensees shall have the option of using plastic or paper cards for the game of poker.

10. The use of pre-shuffled cards shall be allowed on Blackjack, Baccarat, Minibaccarat, Spanish 21, Double Up Blackjack, and Lucky 21 Baccarat. The use of pre-shuffled cards shall only be allowed when automated shufflers are used that can verify the number and suit of the cards. These shufflers shall be able to identify any additional or missing cards.

(b) Receipt and Storage of Cards

1. When decks of cards are received for use in the casino from the manufacturer or distributor thereof, they shall be placed for storage in a locked primary or secondary storage area by at least two individuals, one of whom shall be from the table games department and the other from the casino security department or casino accounting department. The primary storage area shall be located in the cashiers' cage or in another secure place, the location and physical characteristics of which shall provide effective security for the items housed therein. Once the

cards have been verified, these shall be moved to a primary storage area that also offers effective security for items stored therein. Cards stored in the primary storage area are those to be distributed to the pits or table supervision departments and to the gaming tables, however, no cards may be transferred to the tables unless verified and stored pursuant to the provisions contained herein. Secondary storage areas shall be used to store surplus cards.

2. All primary and secondary storage areas shall have two separate locks. The casino security department shall maintain one key and the table games department shall maintain the other key.

3. All primary and secondary storage areas shall be equipped with Surveillance camera coverage.

(c) Distribution of cards

1. Immediately prior to the commencement of each gaming day and at other times as may be necessary, a table games department supervisor or higher, in the presence of an officer from an area independent from the gaming tables, shall remove the appropriate number of decks of cards for that gaming day from the primary storage area. Immediately thereafter, the table games department supervisor shall distribute the decks to the dealer at each table, or shall place the decks into a locked compartment in the pit stand for subsequent distribution to the tables or for use as reserve decks. The keys to the locked compartment in the pit stand shall be maintained by a table games supervisor or higher ranking employee.

(d) Inspection of cards at gaming table, if pre-shuffled cards are used see 2. below

1. Prior to their use at a table, all decks shall be inspected by the dealer, and the inspection verified by a table games department supervisor. Card inspection at the gaming table shall require that each deck placed in use be sorted into sequence and into suit to assure that all cards are in the deck. The dealer shall also check the back of each card to assure that it is not flawed, scratched or marked in any way.

i. If, after checking the cards, the dealer finds that a card is unsuitable for use, a table games department supervisor shall bring a substitute card from the card reserve in the pit stand.

ii. The unsuitable card shall be placed in a sealed envelope or container identified by table number, date, and time and shall be signed by the dealer and floor supervisor assigned to that table. The envelope or container shall be kept in a secure place within the pit until collected by a casino security officer.

2. Prior to their use at a table, all pre-shuffled decks shall be inspected by the dealer, and the inspection verified by a table games department supervisor. Card inspection at the gaming table shall require that the pre-shuffled cards;
   i. Have passed the manufacturer inspection and contain the correct number of cards as evidenced by a box receipt
   ii. Are the correct card type (standard face / no-peek face etc.)
   iii. Contain the correct casino logo on the back of the cards
   iv. Are randomly mixed by placing them face up on the table
   v. Are spread face down and verify no cards are face-up and all cards are free from defects or damage
   vi. Should any damage or defects be found, the procedures in 1. i and ii above shall be followed

(e) Removal of cards

1. All envelopes and containers used to hold or transport cards collected by security shall be transparent. The envelopes or containers and the method used to seal them shall be designed or constructed so that any tampering shall be evident.

2. Any cards which have been opened and placed on a gaming table shall be changed at least every 24 hours, except as otherwise provided for in these regulations. Each Casino licensee, at their discretion, may change cards more frequently during the gaming day.

3. Cards damaged during the course of play shall be replaced by the dealer who shall ask a floor supervisor to bring substitute cards from the pit stand or table supervision area.

i. The damaged cards shall be placed in a sealed envelope, identified by table number, date and time, and shall be signed by the dealer and the individual who brought the replacement card to the table.

ii. The floor supervisor shall maintain the envelopes or containers in a secure place within the pit until collected by a casino security officer.

(f) Collection of cards

1. At the end of each gaming day or, in the alternative, at least once each gaming day, and at such other times as may be necessary, a table games supervisor or higher ranking employee shall collect all used cards.

i. These cards shall be placed in a sealed transparent envelope or container. A label shall be attached to each envelope or container that shall identify the table number, date and time and shall be signed by the dealer and floor supervisor assigned to the table.

ii. The table games supervisor or higher ranking employee shall maintain the envelopes or containers in a secure place within the pit until collection by a casino security officer.

2. The Casino licensee shall remove any cards at any time during the day if there is any indication of tampering, flaws, scratches, marks or other defects that might affect the integrity or fairness of the game, or at the request of the Lottery.

3. At the end of each gaming day or, in the alternative, at least once each gaming day, and at such other times as may be necessary, a casino security officer shall collect and sign all envelopes or containers with damaged cards, cards used during the gaming day, and all extra decks in card reserve with broken seals and shall return the envelopes or containers to the casino security department.

4. At the end of each gaming day or, in the alternative, at least once each gaming day, and at such other times as may be necessary, a table games supervisor may collect all unused replacement decks found at the card reserve. If the casino has a separate storage area for poker cards, a poker shift supervisor for that shift may collect all replacement decks in card reserve for the game of poker. All decks of cards so collected shall either be canceled or destroyed, or returned to the storage area if unused.

(g) Inspection of used cards returned

1. When the envelopes or containers of used cards and reserve cards with broken seals are returned to the casino security department, they shall be inspected for

tampering, marks, alterations, missing or additional cards or anything that might indicate unfair play.

2. The Casino licensee shall have inspected either:

i. All decks used during the day; or

ii. A sample of decks selected at random or in accordance with a defined stratification plan.

iii. The Casino licensee shall also inspect any cards that the Lottery requests the Casino licensee to remove for the purpose of inspection, and any cards the Casino licensee removed for having indications of tampering.

3. The procedures for inspecting all decks required to be inspected under this subsection shall, at a minimum, include:

i. The sorting of cards sequentially by suit;

ii. The inspection of the backs with an ultraviolet light;

iii. The inspection of the sides of the cards for crimps, bends, cuts and shaving; and

iv. The inspection of the front and back of all plastic cards for consistent shading and coloring.

4. The person who performs such inspection shall fill out a form that will detail the procedures carried out and list the tables from which the cards were removed and the results of the inspection. Said person shall sign the form upon completion of the inspection procedures.

5. The Casino licensee shall provide for appropriate and effective training procedures for those employees performing card inspections.

6. Evidence of tampering, marks, alterations, missing or additional cards or anything that might indicate unfair play discovered at this time, or at any other time, shall be documented by the completion of a Card Discrepancy Report. One copy of the report shall be provided to the Lottery Inspector on duty at the property. The Casino licensee's copy of the report along with the cards in question shall be retained and made available to the Lottery upon request.

(h) Card Inventory Procedures

1. Each Casino licensee shall implement a card inventory system that shall include, at a minimum, the recordation of the following:

i. The balance of decks of cards on hand in the primary and secondary storage areas;

ii. The number of decks of cards removed from storage;

iii. The number of decks of cards returned to storage or received from the manufacturer;

iv. The date of the transaction; and

v. The signatures of the individuals involved.

2. The card inventory procedures shall provide for reconciliation on a daily basis of the number of decks of cards distributed, the number of decks destroyed and canceled, and the number of decks returned to the storage area.

3. A physical inventory of the decks of cards on hand in the primary and secondary storage areas shall be taken at least once every three months. This inventory shall be performed by an individual with functions that are not incompatible and shall be verified to the balance of decks of cards on hand as recorded in 1(i) above. Any discrepancies shall be investigated by the Casino licensee and reported to the Lottery Inspector on duty.

(i) Destruction of Cards

1. Where cards in an envelope or container are inspected and found to be without any indication of tampering marks, alterations, missing or additional cards or anything that might indicate unfair play, those cards shall be destroyed or canceled.

2. Destruction of cards shall be by shredding.

3. Cancellation of cards shall be either by:

i. Drilling a circular hole of at least one fourth of an inch in diameter through the center of each card, or by

ii. Shaving not less than two corners of each playing card so that each side is no longer at ninety degree angles with each adjacent side.

4. The destruction and cancellation of cards shall take place in a secure place.

Section 2.4 Dice controls

(a) Dice; physical characteristics. Except as otherwise provided in (b) below, each die used in gaming shall:

1. Be formed in the shape of a perfect cube and of a size no smaller than 0.750 of an inch on each side nor any larger than 0.775 of an inch on each side;
2. Be transparent and made exclusively of cellulose except for the spots, name or trade name of the casino licensee and serial number or letters contained thereon;
3. Have the surface of each of its sides perfectly flat and the spots contained in each side perfectly flush with the area surrounding them;
4. Have all edges and corners perfectly square and forming perfect 90 degree angles;
5. Have the texture and finish of each side exactly identical to the texture and finish of all other sides;
6. Have its weight equally distributed throughout the cube and no side of the cube heavier or lighter than any other side of the cube;
7. Have its six sides bearing white circular spots from one to six respectively with the diameter of each spot equal to the diameter of every other spot on the die;
8. Have spots arranged so that the side containing one spot is directly opposite the side containing six spots, the side containing two spots is directly opposite the side containing five spots and the side containing three spots is directly opposite the side containing four spots; each spot shall be placed on the die by drilling into the surface of the cube and filling the drilled out portion with a compound which is equal in weight to the weight of the cellulose drilled out and which forms a permanent bond with the cellulose cube, and shall extend into the cube exactly the same distance as every other spot extends into the cube to an accuracy tolerance of .0004 of an inch; and
9. Have imprinted or impressed thereon the name or trade name of the casino licensee in which the die is being used.

(b) Each die used in gaming at pai gow, pai gow poker, asia poker, or sic bo shall comply with the requirements of (a) above except as follows:

1. Each die shall be formed in the shape of a perfect cube and of a size no smaller than .637 of an inch on each side nor any larger than .643 of an inch on each side;

2. Instead of the name of the casino, a casino licensee may, with the approval of the Lottery, have an identifying mark or logo imprinted or impressed on each die; and

3. The spots on each die do not have to be equal in diameter.

(c) Each die used in gaming at mini-dice shall comply with the requirements of (a) or (b) above.

(d) Receipt and storage of dice

1. When dice for use in the casino are received from the manufacturer or distributor thereof, they shall be inspected by at least two persons, one of which shall belong to the Table Games Department and the other one to the Security Department or the casino Accounting Department. Once the dice have been verified, these are to be placed in storage in the cashier's cage or a primary or secondary storage area that also provides effective safety for the articles stored therein. Dice kept in the primary storage area are those to be distributed to the pits or table supervision sections and to the gaming tables, providing that dice that have not been verified and stored in accordance with the provisions contained herein may not be transferred to the tables. Secondary storage areas shall be used to store surplus dice.

2. All primary and secondary storage areas shall have two separate locks. The casino security department shall maintain one key and the table games department shall maintain the other key.

3. All primary and secondary storage areas shall be equipped with surveillance cameras to monitor the activities that occur in the dice storage areas.

4. Immediately prior to the commencement of each gaming day and at such other times as may be necessary, a table games department supervisor or higher ranking employee, in the presence of a casino security officer shall remove the appropriate number of dice for that gaming day from a primary storage area.

5. All envelopes and containers used in this section for dice pre-inspected at the pit stand or in a primary storage area and for those collected by security shall be transparent. The envelopes or containers and the method used to seal them shall be designed or constructed so that any tampering shall be evident.

(e) Distribution of dice to tables

1. All dice shall be distributed to the pit stand or table supervision area for inspection thereof:

i. The table games section supervisor and an officer from an area independent of the table games that removed the dice from the primary storage area shall distribute the dice directly to the floor supervisor identified in item ii. below, who will perform the inspection in each pit or table supervision area.

ii. The inspection of the dice at the pit stand shall be performed by a floor supervisor in the presence of another floor supervisor, both of whom are assigned the responsibility of supervising the operation and conduct of a craps game or a Pai Gow or Pai Gow Poker game.

iii. To ensure that the dice are in a condition to assure fair play and otherwise conform to these regulations and the rules of the games, the dice shall be inspected with a micrometer or any other approved instrument which performs the same function, a balancing caliper, a steel set square and a magnet, which instruments shall be kept at the pit stand and shall be at all times readily available for use by the Lottery upon request. The inspection shall be performed on a flat surface which allows the dice inspection to be observed through closed circuit television cameras and by any persons in the immediate vicinity of the pit stand or table supervision area.

iv. After completion of the inspection, the dice shall be distributed to the gaming tables by the floor supervisor who inspected the dice, in the presence of the other floor supervisor who observed the inspection. The floor supervisor shall, in the presence of the dealer, place the dice in a cup on the table for use in gaming, and while the dice are at the table, they shall never be left unattended. For Pai Gow or Pai Gow Poker, the dealer shall immediately place the dice in

the Pai Gow or Pai Gow Poker shaker. For Sic Bo the dealer shall immediately place the dice in the shaker and seal or lock the shaker.

v. The table games supervisor shall place extra dice for dice reserve in the pit stand. Dice in the pit stand shall be placed in a locked compartment, the keys to which shall be in the possession of the table games supervisor or higher ranking employee. No dice taken from the reserve shall be used for actual gaming until and unless inspected in accordance with the above procedures.

(f) Removal of dice from play

1. The Casino licensee shall remove any dice at any time of the gaming day if there is any indication of tampering, flaws or other defects that might affect the integrity or fairness of the game, or at the request of the Lottery.

i. At the end of each gaming day or at such other times as may be necessary, the casino supervisor or higher ranking employee, other than the individual who originally inspected each die shall visually inspect each die for evidence of tampering. Such evidence discovered at this time or at any other time shall be immediately reported to the Lottery by the completion and delivery of an approved Dice Discrepancy Report. One copy of the report shall be provided to the Lottery inspector on duty at the facility. The Casino licensee's copy of the report along with the die (dice) in question shall be retained and made available to the Lottery upon request.

ii Any dice showing evidence of tampering shall be placed in a sealed envelope or container. A label shall be attached to each envelope or container which shall identify the table number, date and time and shall be signed by a person assigned to directly operate and conduct the game at that table and a table games supervisor assigned the responsibility for supervising the operation and conduct of such game.

iii. All other dice shall be put into envelopes or containers at this time. A label shall be attached to each envelope or container that shall identify the table number, date and time, and it shall be signed by the appropriate persons identified in (h) above. The envelope or container shall be appropriately sealed

and maintained in a secure place within the pit until collection by a casino security officer.

iv. All extra dice in dice reserve that are to be destroyed or canceled shall be placed in a sealed envelope or container, with a label attached to each envelope or container which identifies the date and time and is signed by the table games supervisor.

v. At the end of each gaming day or, in the alternative, at least once each gaming day, and at such other times as may be necessary, a casino security officer shall collect and sign all envelopes or containers of used dice and any dice in dice reserve that are to be destroyed or canceled and shall transport them to the casino security section for cancellation or destruction. The casino security officer shall also collect all copies of Dice Discrepancy Reports, if any. No dice that have been placed in a cup for use in gaming shall remain on a table for more than 24 hours.

vi. At the end of each gaming day or, in the alternative, at least once each gaming day, and at such other times as may be necessary, a table games section supervisor may collect all extra dice in dice reserve. If collected, dice shall be returned to the primary storage area, if not collected, all dice in dice reserve must be re-inspected in accordance with one of the alternatives listed in (a)6. above, before their use for gaming.

(g) Dice Inventory Procedures

1. Each Casino licensee shall implement a dice inventory system that shall include, at a minimum, the recordation of the following:

i. The balance of dice on hand;

ii. The number of dice removed from storage;

iii. The number of dice returned to storage or received from the manufacturer;

iv. The date of the transaction; and

v. The signatures of the individuals involved.

2. The dice inventory procedures shall provide for reconciliation on a daily basis of the number of dice distributed, the number of dice destroyed and canceled, and the number of dice returned to the primary storage area.

3. A physical inventory of the number of dice on hand shall be taken at least once every three months. This inventory shall be performed by an individual with no incompatible functions and shall be verified to the balance of dice on hand as specified in section 1.(i) above. Any discrepancies shall be investigated by the Casino licensee and reported to the Lottery inspector on duty.

(h) Destruction of Dice

1. All destruction and cancellation of dice, other than those retained for Lottery inspections, shall be completed as follows:

i. Cancellation shall occur by drilling a circular hole of at least one-fourth inch in diameter through the center of each dice; or

ii. Destruction shall occur by shredding.

iii. Canceling the dice in any other manner approved by the Lottery.

iv. The destruction and cancellation of dice shall take place in a secure place approved by the Lottery.

Section 2.4 A Pai Gow Tiles

(a) Pai gow tiles; physical characteristics

1. Pai gow shall be played with a set of 32 rectangular blocks to be known as tiles. Each tile in a set shall be identical in size and shading to every other tile in the set.

2. Each tile used in gaming at pai gow shall:

i. Be made of a non-transparent black material, formed in the shape of a rectangle, and be of a size no smaller than 2.500 inches in length, 1.000 inch in width and .375 of an inch in thickness;

ii. Have the surface of each of its sides perfectly flat, except that the front side of each tile shall contain spots which shall extend into the tile exactly the same distance as every other spot;

iii. Have imprinted on the back of each tile the Lottery specified identifier symbol;

iv. Have on the back of each tile an identifying feature unique to each

casino;

v. Have the texture and finish of each side, with the exception of the front side, exactly identical to the texture and finish of all the other sides;

vi. Have the back and sides of each tile within a set be identical and no tile within a set shall contain any marking, symbol or design that will enable a person to know the identity of any element on the front side of the tile or that will distinguish any tile from any other tile within a set; and

vii. Have identifying spots on the front of the tiles which are either red or white or both.

3. Each set of tiles shall be composed of 32 tiles as set forth in Section 3.23.2 (g).

4. Each set of tiles shall be packaged separately and completely sealed in such a manner so that any tampering shall be evident.

(b) Pai gow tiles; receipt; storage; inspections and removal from use

1. When sets of tiles to be used at pai gow are received from the manufacturer or distributor thereof, they shall immediately following receipt be inspected by a member of the casino security department and a casino supervisor, or above, to assure that the seals on each package are intact, unbroken and free from tampering. Packages that do not satisfy these criteria shall be inspected at this time to assure that the tiles conform to Lottery standards and there is no evidence of tampering. Packages satisfying these criteria, together with packages having unbroken, intact and untampered seals shall then be placed for storage in a locked cabinet within a primary or secondary storage area. Sets of tiles which are to be distributed to gaming pits or tables for use in gaming shall be distributed from a locked cabinet in the cashiers' cage or from another secure primary storage area, the location and physical characteristics of which shall be approved by the Lottery. Secondary storage areas shall be used for the storage of surplus tiles. Tiles maintained in secondary storage areas shall not be distributed to gaming pits

or tables for use in gaming until the tiles have been moved to a primary storage area. All secondary storage areas shall be located in secure areas, the location and physical characteristics of which shall be approved by the Lottery.

2. All primary and secondary storage areas shall have two separate locks. The casino security department shall maintain one key and the casino department shall maintain the other key; provided, however, that no person employed by the casino department below the table games shift manager in the organization hierarchy shall have access to the casino department key. Tiles stored in a cabinet within the cashiers' cage shall be secured by a lock, the key to which shall be maintained by a table games shift manager or casino supervisor thereof.

3. All primary and secondary storages areas shall be equipped with Surveillance camera coverage.

4. Immediately prior to the commencement of each gaming day and at such other times as may be necessary, a table games department supervisor or above, in the presence of a casino security officer, shall remove the appropriate number of sets of tiles for that gaming day from a primary storage area.

5. All envelopes and containers used to hold or transport tiles shall be transparent.

i. The envelopes or containers and the method used to seal them shall be designed or constructed so that any tampering shall be evident.

ii. The envelopes or containers and seals shall be approved by the Lottery.

6. The table games department supervisor or above shall distribute sufficient sets of tiles to the pit boss in each pai gow pit.

i. The pit boss shall then distribute the sets to the dealer at each table, and shall place extra sets in reserve at the pit stand.

ii. Sets of tiles in reserve shall be placed in a locked compartment,

keys to which shall be in the possession of a table games supervisor or above.

7. If during the course of play any damaged tile is detected, the entire set of tiles shall be immediately replaced. The dealer or floorperson shall request that the pit boss bring a substitute set of tiles to the table from the reserve in the pit stand.

i. The set of damaged tiles shall be placed in a sealed envelope, identified by table number, date and time and shall be signed by the dealer and casino supervisor.

ii. The pit boss shall maintain the envelope or container in a secure place within the pit until collection by a casino security officer.

8. Tiles used at pai gow shall be changed at least every 24 hours.

9. The casino licensee shall remove any tiles at any time of the gaming day if there is any indication of tampering, flaws, scratches, marks or other defects that might affect the integrity or fairness of the game, or at the request of the Lottery.

10. All extra sets of tiles in reserve which have been opened shall be placed in a sealed envelope or container, with a label attached to each envelope or container which identifies the date and time and is signed by the pit boss.

11. At the end of each gaming day or at such other times as may be necessary, a casino security officer shall collect and sign all envelopes or containers with damaged tiles, tiles used during the gaming day, and all extra tiles in reserve which have been opened, and shall return the envelopes or containers to the casino security department.

12. At the end of each gaming day or at such other times as may be necessary, a table games shift manager or casino supervisor thereof may collect all extra sets of tiles in reserve which have not been opened. If collected, all unopened sets of tiles shall either be cancelled, destroyed, or returned to the storage area.

13. When the envelopes or containers of used tiles and reserve sets of tiles which have been opened are returned to the casino security department, they

shall be inspected for tampering, marks, alterations, missing or additional tiles or anything that might indicate unfair play.

i. The casino licensee shall cause to be inspected all sets of tiles used during the gaming day.

ii. The procedures for inspecting all sets of tiles shall at least include the following:

a. The sorting of tiles by pairs;

b. The visual inspection of the sides and back of each tile for tampering, markings or alterations; and

c. The inspection of the sides and back of each tile with an ultra-violet light;

iii. The individual performing the inspection required by 13. i and ii above shall complete a work order form which shall detail the procedures performed and list the tables from which the tiles were removed and the results of the inspection. The individual shall sign the form upon completion of the inspection procedures; and

iv. Evidence of tampering, marks, alterations, missing or additional tiles or anything that might indicate unfair play discovered at this time, or at any other time, shall be immediately reported to the Lottery by the completion of a Tile Discrepancy Report.

a. One copy of the report shall be provided to the Lottery official on duty at the property;

b. The casino licensee's copy of the report along with the tiles in question shall be retained and made available to the Lottery upon request.

14. If after completing the inspection procedures required in 13. above, it is determined that a complete set of 32 tiles removed from a gaming table is free from tampering, markings or alterations, that set may be returned to the pai gow storage area for subsequent gaming use in accordance with procedures approved by the Lottery. In no event may individual tiles from different sets be used to make a complete set for subsequent gaming use.

15. The casino licensee shall submit to the Lottery for approval, procedures for:

i. An inventory system which shall include the recordation of at least the following:
   a. The balance of sets of tiles on hand;
   b. The sets of tiles removed from storage;
   c. The sets of tiles returned to storage or received from the manufacturer;
   d. The date of the transaction; and
   e. The signatures of the individuals involved.

ii. A reconciliation on a daily basis of the sets of tiles distributed and the sets of tiles destroyed and cancelled, the sets of tiles returned to the storage area and, if any, the sets of tiles in tile reserve;

iii. A physical inventory of the sets of tiles at least once every three months.
   a. This inventory shall be performed by an individual with no incompatible functions and shall be verified to the balance of the sets of tiles on hand as required in 15. i. a. above.
   b. Any discrepancies shall immediately be reported to the Lottery.

16. All destruction and cancellation of tiles other than those retained for Lottery inspection, shall be completed within 72 hours of collection. The destruction and cancellation of tiles shall take place in a secure place, the location and physical characteristics of which shall also be approved by the Lottery. The method of destruction or cancellation shall be as follows;

i. Cancellation: Drilling a circular hole of at least one fourth of an inch in diameter through the center of each tile

ii Destruction: Shall be by shredding

Section 2.5 Gaming chips; review and approval

(a) Each gaming chip issued by a casino licensee shall be in the form of a disk and, shall have a uniform diameter. Each of the two surfaces of a gaming chip across which the diameter of the chip can be measured shall be known as a "face." The surface of a gaming chip across which its thickness can be measured in a perpendicular line from one face to the other shall be known as its "edge."

(b) No gaming chip, primary or secondary, shall be issued by a casino licensee or utilized in a casino or casino simulcasting facility unless and until:

1. The design specifications of the proposed gaming chip are, prior to the manufacture of the gaming chip, submitted to and approved by the Lottery, which submission shall include a detailed schematic depicting the actual size and, as appropriate, location of the following:

i. Each face, including any indentations or impressions;

ii. The edge; and

iii. Any colors, words, designs, graphics or security measures contained on the gaming chip; and

2. A sample stack of 20 gaming chips, manufactured in accordance with its approved design specifications, is submitted to and approved by the Lottery.

(c) Each gaming chip issued by a casino licensee shall be designed and manufactured with sufficient graphics or other security measures, including, at a minimum, those items specifically required to appear on the face or edge of a gaming chip pursuant to chip specification regulations, so as to prevent, to the greatest extent possible, the counterfeiting of the gaming chip.

(d) No casino licensee shall issue, use or allow a patron to use in its casino or casino simulcasting facility any gaming chip that it knows, or reasonably should know, is materially different from the sample of that gaming chip approved by the Lottery pursuant to this section.

(e) No casino licensee or other person licensed by the Lottery shall manufacture for, sell to, distribute to or use in any casino outside of West Virginia, any gaming chips having the same edge spot and design specifications as those approved for use in West Virginia casinos and casino simulcasting facilities.

(f) A casino licensee may issue promotional non-gaming chips that are prohibited from

use in gaming or simulcast wagering in any casino or casino simulcast facility. The physical characteristics of such chips shall be sufficiently distinguishable from approved design specifications of any gaming chip issued by any casino licensee so as to reasonably ensure that they will not be confused with authorized gaming chips. At a minimum, such chips shall:

1. Be unique in terms of size or color;
2. Have no edge designs unique to gaming chips; and
3. Bear the name of the casino licensee issuing them and language on both faces stating that they have no redeemable value.

Section 2.6 The procedures for the receipt of gaming chips or plaques from manufacturer or distributor; inventory, security, storage and destruction of chips and plaques

(a) When gaming chips or plaques are received from the manufacturer or distributor thereof, they shall be opened and checked by not less than two employees of the casino licensee from different departments, one of whom shall be from the accounting or auditing department of the casino licensee. Any deviation between the invoice accompanying the chips and plaques and the actual chips or plaques received or any defects found in such chips or plaques shall be reported promptly to the Lottery. The casino licensee shall not accept delivery of chips unless the Lottery has been given prior notification of the delivery.

(b) After checking the gaming chips or plaques received, the casino licensee shall cause to be recorded in a chip inventory ledger the assigned alphabetical designation, the denomination of the value chips and gaming plaques received, the number of each denomination of value chip and gaming plaque received, the number and description of all non-value chips received, the date of any such receipt and the signatures of the individuals who checked any such chips and plaques. If the gaming chips will not be put into active use, the ledger shall also identify the storage location.

(c) Any gaming chips not in active use shall be stored in:

1. An approved casino vault;
2. The cashiers' cage; or
3. A comparable secure area, approved by the Lottery, which is adjacent to and

accessible exclusively from the casino.

(d) The casino licensee shall ensure that any chips received that are part of the secondary set of chips of the casino are recorded in the chip inventory ledger as secondary chips and are stored in a locked compartment in the casino vault separate from the reserve chips.

Section 2.7 Inventory of chips

(a) Whenever any gaming chips or plaques are taken from or returned to an approved storage area, at least two individuals from two of the following departments, security, accounting, auditing, and table games, shall be present, and the following information shall be recorded in the chip inventory ledger together with the date and signatures of the individuals involved:

1. The alphabetical designation and if applicable, any numeric designation;
2. The number and dollar amount for each denomination of value chip or gaming plaque removed or returned;
3. The number and description of the non-value chips removed or returned;
4. The specific storage area being entered; and
5. The reason for the entry into the storage area.

(b) At the end of each gaming day, a casino licensee shall compute and record the unredeemed liability for each denomination of value chips and gaming plaques. At least once every 30 days, at a minimum, each casino licensee shall inventory all sets of value chips and gaming plaques in its possession and shall record the result of such inventory in the chip inventory ledger. The procedures to be utilized to compute the unredeemed liability and to inventory value chips and gaming plaques shall be submitted to the Lottery for approval. A physical inventory of value chips and gaming plaques not in active use shall only be required annually if the inventory procedures incorporate the sealing of the locked compartment.

(c) During any non-gaming hours, the casino licensee shall ensure that all chips in the possession of the casino are stored in the chip bank, in the vault, or in a locked compartment in a cashier's cage. However, chips may be locked in transparent compartment in the gaming tables if there is adequate security as approved by the

Lottery.

Section 2.8 Destruction of chips

(a) Prior to the destruction of gaming chips and plaques, the casino licensee shall notify the Lottery, in writing, of the date, time and the location at which the destruction will be performed, the denomination, number and amount of value chips and plaques to be destroyed, the description and number of non-value chips to be destroyed and a detailed explanation of the method of destruction.

(b) Unless otherwise authorized by the Lottery, the destruction of gaming chips and plaques shall be carried out in the presence of at least two individuals one of whom shall be an employee of the Lottery.

(c) The denomination, number and amount of value chips and plaques or, in the case of non-value chips, the description and number so destroyed shall be recorded in the chip inventory ledger together with the signatures of the individuals carrying out such destruction, and the date on which said destruction took place. The casino licensee shall also maintain a written log of the names and license numbers of all casino personnel involved in each such destruction, as well as the names and addresses of all non-casino personnel involved.

(d) A casino licensee shall ensure that at all times there is adequate security, as approved by the Lottery, for all gaming chips and plaques in its possession.

Section 2.9 The procedures for the exchange and redemption of gaming chips, plaques and match play coupons

(a) All wagering on authorized games, other than slot machines or keno, in a casino or casino simulcasting facility shall be conducted with gaming chips or plaques; provided, however, that match play coupons shall be permitted for use in wagering at authorized games. A casino licensee shall submit for approval to the Lottery a sample of its match play coupon. Value chips previously issued by a casino licensee which are not in active use by that casino licensee shall not be used for wagering at authorized table games, keno or casino simulcasting, and shall not be accepted nor exchanged for any purpose at gaming table, keno work station or a casino simulcast counter. Such chips shall only be redeemed at the cashiers' cage.

(b) Gaming chips or plaques shall be issued to a patron only at the request of such patron and shall not be given as change in any other but a gaming transaction. Gaming chips and plaques shall be issued only by dealers to casino patrons at gaming tables. Gaming chips may be issued by chip persons to patrons seated at a poker table at which a game is in progress or by general cashiers. Gaming plaques and value chips shall only be redeemed by casino patrons at the cashiers' cage; provided, however, that value chips may be:

1. Issued to a patron in payment of a winning keno or simulcast wager and as part of a keno or simulcast wagering transaction in which value chips are tendered for wager;
2. Issued to a patron in payment of a manual slot machine jackpot pursuant to jackpot payout procedures;
3. Exchanged by a patron at the slot booths or with change persons for currency, coin or slot tokens to play the slot machines; and
4. Used by a patron for keno or simulcast wagering, including keno wagers in public keno areas.

(c) Each casino licensee shall redeem its gaming chips and plaques only from its patrons and shall not knowingly redeem its gaming chips and plaques from any non-patron source.

(d) Non-value chips shall be presented for redemption only at the gaming table from which they were issued and shall not be redeemed or exchanged at any other location within the casino or casino simulcasting facility. When non-value chips are presented for redemption, the dealer shall accept them in exchange for an equivalent amount of value chips which may then be used by the patron in gaming or simulcast wagering or redeemed in the same manner as any other value chip.

(e) Each casino licensee shall have the discretion to permit, limit or prohibit the use of value chips in gaming at roulette, provided however, that:

1. When value chips are in use, it shall be the responsibility of the casino licensee and its employees to keep accurate account of the wagers being made at roulette with value chips so that the wagers made by one player are not confused with those made by another player at the table.

(f) Each gaming chip and plaque is solely evidence of a debt that the issuing casino licensee owes to the person legally in possession of the gaming chip or plaque, and shall remain the property of the issuing casino licensee. Each casino licensee shall have the right at any time to demand that the person in possession of the gaming chip or plaque surrender the item for redemption, in accordance with (g) below.

(g) Each casino licensee shall redeem promptly its own genuine gaming chips and gaming plaques presented by a patron in person, except when the gaming chips or plaques were obtained or being used unlawfully. A casino licensee shall redeem its value chips or gaming plaques by accepting them in exchange for an equivalent amount of cash, except that:

1. Upon request by a patron who surrenders value chips or gaming plaques in any amount over $100.00, a casino licensee shall exchange them for a casino check of that casino licensee in the amount of the value chips or gaming plaques surrendered and dated the day of such redemption;

2. A casino licensee may apply all or any part of the value chips or gaming plaques presented by a patron to the redemption of any marker drawn by the patron or to the payment of any returned check, provided that the casino licensee has given that patron prior written notice of such right of setoff and has obtained the patron's written acknowledgment thereof:

i. As part of the patron's credit application;

ii. In a separate writing, which shall be maintained in the patron's credit file; or

(h) Notwithstanding (g) above, if a patron requests by mail to redeem value chips in any amount, a casino licensee may effectuate such redemption, however, only by a cage supervisor in accordance with internal controls approved by the Lottery which, at a minimum, shall detail procedures for the issuance of a casino check and the transfer of the surrendered value chips to the chip bank in a transaction fully supported by proper documentation.

(i) Each casino licensee shall accept, exchange, use or redeem only gaming chips or plaques that it has issued and shall not knowingly accept, exchange, use or redeem gaming chips or plaques, or objects purporting to be gaming chips or plaques, that have been issued by any other person, except that a casino licensee may accept and

redeem:

1. Gaming chips or plaques issued by another legally operated casino licensee from a patron upon the patron’s representation that such chips or plaques had been purchased or received as payment in a gaming transaction from an employee of such licensee working on the premises; or

2. Gaming chips issued by any other legally operated casino licensee from one of its employees who is authorized to receive gratuities, upon the employee’s representation that such chips were received as gratuities in the normal course of his or her duties while on the premises of the casino licensee.

(j) Employees of a casino licensee who are authorized to receive gaming chips as personal gratuities may redeem the gaming chips at the cashiers' cage or at another secure location in the casino room as approved by the Lottery. Gaming chips redeemed by employees at a non-cage employee redemption site shall be exchanged on a daily basis with the cashiers' cage in accordance with procedures approved by the Lottery.

(k) Each casino licensee shall redeem promptly its own genuine value chips and gaming plaques presented to it by any other legally operated casino licensee upon the representation that such chips and plaques were received or accepted unknowingly, inadvertently or in error or were redeemed in accordance with the provisions of (i) above. Each casino licensee shall submit to the Lottery for approval a system for the exchange, with other legally operated casino licensees, of value chips and gaming plaques:

1. That are in its possession and that have been issued by any other legally operated casino licensee; and

2. That it has issued and that are presented to it for redemption by any other legally operated casino licensee.

(l) Each casino licensee shall cause to be posted and remain posted in a prominent place on the front of the cashiers' cage, any satellite cage, the simulcast counter, the keno booth and any satellite keno booth a sign that reads as follows: "By law, gaming chips or plaques issued by another casino may not be used, exchanged or redeemed in this casino or casino simulcasting facility."

Section 2.10 Tournament chips

(a)Tournament chip means a chip or token-like object issued by a casino licensee for use in tournaments at the licensee's casino.

(b)Tournament chips shall be of a shape and size and have such other specifications so as to be distinguishable from other chips and tokens used in the licensee's casino operation.

(c) Each side of each tournament chip shall conspicuously bear the inscription "No Cash Value".

(d) Tournament chips shall not be used, and licensees shall not permit their use in transactions other than tournaments for which they are issued.

Section 2.11 Prohibited electronic or electrical devices

(a) No person in a casino shall possess, with the intent to use, or in any way use, in any game, by himself or in concert with others, any calculator, computer or other electronic, electrical or mechanical equipment to assist in projecting the outcome of any game or in keeping track of or analyzing the cards that have been dealt, the probabilities of change in any game, or the playing strategies to be used, except with written authorization from the Lottery specifically authorizing said person to use any of the above mentioned devices.

Section 2.12 Dealing shoes; automated shuffling devices

(a) The following words and terms when used in this section shall have the following meanings:

"Base plate" means the interior shelf of the dealing shoe on which the cards rest.

"Face plate" means the front wall of the dealing shoe against which the next card to be dealt rests and which typically contains a cutout.

(b) Cards used in card games approved by the Lottery shall be dealt from a manual or automated dealing shoe which shall be secured to the gaming table. A manual or automated dealing shoe shall not be removed from any table before notifying the Lottery.

(c) A device which automatically shuffles cards may be utilized at card games approved by the Lottery in addition to a manual or automated dealing shoe, provided that:

1. The automated card shuffling device and the procedures for shuffling and dealing the cards through the use of the device are submitted to and approved by the Lottery; and

2. The security of an automated card shuffling device conforms to the security of any dealing shoe used at the gaming table pursuant to (b) above.

(d) Each manual or automated dealing shoe shall be designed and constructed with such features as the Lottery may require maintaining the integrity of the game at which such shoe is used. Such features shall include, at a minimum, the following:

1. At least the first four inches of the base plate shall be opaque;

2. The sides of the shoe below the base plate shall be transparent or have a transparent sealed cutout unless the dealing shoe is otherwise constructed to prevent any object from being placed into or removed from the portion of the dealing shoe below the base plate and to permit the inspection of this portion of the shoe; and

3. A stop underneath the top of the face plate shall preclude the next card to be dealt from being moved upwards for more than one-eighth inch distance; and

4. Each dealing shoe used in blackjack shall have a mark on the side of the shoe that enables the dealer, after aligning the stack of cards against the shoe to insert the cutting card in such stack so that at least approximately one quarter of the stack is behind the cutting card.

(e) A baccarat dealing shoe, in addition to meeting the requirements of (d) (1) through (4) above, shall also adhere to the following specifications:

1. A removable lid shall be opaque from the point where it meets the face plate to a point at least four inches from the face plate;

2. The sides and back above the base plate shall be opaque; and

3. A device within the shoe shall, when engaged, prevent the cards from moving backward in the shoe.

(f) A pai gow poker dealing shoe, in addition to meeting the requirements of (d) above, may, in the discretion of the Gaming Operation, also contain a device approved by the Lottery on the front of the face plate so as to preclude the players from viewing the next card to be dealt.

(g) All dealing shoes and shuffling devices in the casino shall be inspected at the beginning of each gaming day by a table game supervisor assigned to the table prior to cards being placed in them. The purpose of this inspection shall be to assure that there has been no tampering with the shoe or shuffling device.

(h) For gaming tables at which a manual dealing shoe is utilized, the shoe shall be located on the side of the gaming table to the left of the dealer, and the discard rack shall be located on the side of the gaming table to the right of the dealer. For gaming tables at which either an automated card shuffling device or an automated dealing shoe is utilized, the location of the automated device or shoe shall be approved by the Lottery.

Section 3 Rules Of The Games

Section 3.1 Poker

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Section 3.1.1 Definitions

The following words and terms, when used in this subchapter, shall have the following meanings unless the context clearly indicates otherwise.

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

"Ante" means a predetermined wager which each player is required to make in some poker games prior to any cards being dealt in order to participate in the round of play.

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

"Betting round" means a complete wagering cycle in a hand of poker after all players have called, folded or gone all-in.

"Blind bet" means a mandatory wager in some poker games which only players sitting in specific betting positions at the poker table shall be required to place prior to looking at any cards.

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

"Button" means an object which is moved clockwise around the table to denote an imaginary dealer and thereby determine the betting and dealing sequence.

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

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

"Common card" means, in any game of stud poker, a card which is dealt face upward if there are insufficient cards left in the deck to deal each player a card individually and which can be used by all players at the showdown.

"Community card" means any card which is dealt face upward and which can be used by all players to form their best hand.

"Cover card" means a yellow or green plastic card used during the cut process and then to conceal the bottom card of the deck.

"Draw" means, in any game of draw poker, an exchange by a player of cards held in his or her hand, after the initial round of betting, for an equal number of new cards from the deck.

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

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

"Fouled hand" means a hand that either has an improper number of cards or has come into contact with other cards in such a way as to render it impossible to determine accurately which cards are contained in the hand.

“Half-kill” means in the game of Omaha high-low split eight or better poker when one player wins an entire qualifying pot, the betting limits are increased by one-half the posted table wagering limits for the next hand and remain in effect until a pot is split between one player winning the high hand and another player winning the low hand or until a pot does not qualify in amount.

"High" means a game of poker in which the highest ranking hand in accordance with section 3.1.3 wins the pot.

"High-low split" means a form of poker in which there is a winner for both the highest and lowest ranking hands.

"Hole card" means any card dealt to a player face down.

“Kill” means in the game of Omaha high-low split eight or better poker when one player wins an entire qualifying pot, the betting limits are twice the posted table

wagering limits for the next hand and remain in effect until a pot is split between one player winning the high hand and another player winning the low hand or until a pot does not qualify in amount.

"Low" means a game of poker in which the highest ranking low hand in accordance with section 3.1.3 poker rankings wins the pot.

"Opening bet" means the first bet in a round of play.

"Pot" means the amount which is awarded to the winning player or players at the conclusion of a round of play and is equal to the total amount anted and bet by the players during the round of play, less any rake extracted pursuant to section 3.1.3 poker rankings.

"Protected hand" means a hand of cards which the player is physically holding or has placed under one or more gaming chips.

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

"Rake" means the amount of gaming chips, gaming plaques or coin collected by the dealer as poker revenue in accordance with section 3.1.14.

"Round of play" means, for any game of poker, the process by which cards are dealt, bets are placed and the winner of the pot is determined and paid in accordance with the rules of this subchapter.

"Showdown" means the action of revealing the hands of each player in order to determine who shall win the pot.

"Side pot" means a separate pot formed when one or more players are all-in.

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

"Suit" means one of the four categories of cards, that is, diamond, spade, club or heart.

"Table stakes" means the currency, gaming chips and gaming plaques on the table is in play and a player may not subtract from his or her currency, gaming chips or gaming plaques at any time during ongoing play.

"Up-card" means, in a game of stud poker, any card dealt to a player face up.

Section 3.1.2 Cards; number of decks

(a) Poker shall be played with one deck of cards with backs of the same color and design and one additional cover card. The cover card shall be opaque and in a solid color readily distinguishable from the color of the backs and edges of the playing cards, as approved by the Lottery. Two decks of cards shall be maintained for use at each poker table at all times. Each deck maintained at the poker table shall be visually distinguishable in some manner from the other deck. While one deck is in use, the other deck shall be stored in a designated area approved by the Lottery**,** unless an automated card shuffling device is being used.

(b) Each deck of cards maintained at the poker table may be rotated in and out of play; provided, however, that no deck of cards shall be used at the table for more than one gaming day without the dealer or floor person placing the 52 cards into suit and sequence.

(c) Each gaming day, decks of cards with distinguishable card backings shall be distributed among all open poker tables in a manner determined by the poker shift supervisor or supervisor thereof. The distribution of decks among tables shall consider, at a minimum, the table limits, the location of the table and the type of poker available at each table and shall be intended to ensure the integrity of gaming at poker.

(d) If an automated card shuffling device is being used, a licensee shall use both decks of cards, and:

1. The backs of the cards in the two decks shall be of different colors;
2. One deck shall be shuffled by the automated card shuffling device while the other deck is being dealt or used to play the game; and
3. Both decks shall be continuously alternated in and out of play, with each deck being used for every other round of play.

Section 3.1.3 Poker rankings

(a) The rank of the cards used in all types of poker other than low poker, for the determination of winning hands, in order of highest to lowest rank, shall be: ace, king, queen, jack, 10, nine, eight, seven, six, five, four, three and two. All suits shall be considered equal in rank. Notwithstanding the foregoing, an ace may be used to complete a "straight flush" or a "straight" formed with, as applicable, a two and three

(in a three card poker hand) or a two, three, four and five (in a five card poker hand).

(b) The permissible high poker hands in poker games that result in a five card hand, in order of highest to lowest rank shall be:

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

2. "Straight flush" is a hand consisting of five cards of the same suit in consecutive ranking, with king, queen, jack, 10 and nine being the highest ranking straight flush and ace, two, three, four and five being the lowest ranking straight flush;

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

4. "Full house" 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 twos and two threes being the lowest ranking full house;

5. "Flush" is a hand consisting of five cards of the same suit;

6. "Straight" is a hand consisting of five cards of consecutive rank, regardless of suit, with an ace, king, queen, jack and 10 being the highest ranking straight and an ace, two, three, four and five being the lowest ranking straight; provided, however, that an ace may not be combined with any other sequence of cards for purposes of determining a winning hand (e.g., queen, king, ace, two, three);

7. "Three-of-a-kind" is a hand consisting of three cards of the same rank regardless of suit, with three aces being the highest ranking three-of-a-kind and three twos 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 threes and two twos being the lowest ranking two pair; and

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

(c) The permissible high poker hands in poker games that result in a three card hand, in order of highest to lowest rank shall be:

1. “Royal flush” is a hand consisting of an ace, king and queen of the same suit;

2. “Straight flush” is a hand consisting of three cards of the same suit in consecutive ranking, with king, queen and jack being the highest ranking straight flush and a three, two and ace being the lowest ranking straight flush;

3. “Three-of-a-kind” is a hand consisting of three cards of the same rank, regardless of suit, with three aces being the highest ranking three-of-a-kind and three twos being the lowest ranking three-of-a-kind;

4. “Straight” is a hand consisting of three cards of consecutive rank, regardless of suit, with an ace, king and queen being the highest ranking straight and a three, two and ace being the lowest ranking straight; provided, however, that an ace may not be combined with a king and two for purposes of determining a winning hand;

5. “Flush” is a hand consisting of three cards of the same suit; and

6. “One pair” is a hand consisting of two cards of the same rank, regardless of suit, with two aces being the highest ranking pair and two twos being the lowest ranking pair.

(d) When comparing two hands which are of identical poker hand rank pursuant to the provisions of (b) or (c) above, as applicable, or which contain none of the poker hands authorized for that game, the hand which contains the highest ranking card as provided in (a) above or (e) below, whichever is applicable, 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 subsection, the hands shall be considered tied and the pot shall be equally divided among the players with the tied hands.

(e) The rank of the cards used in low poker, for the determination of winning hands, in order of highest to lowest rank, shall be: ace, two, three, four, five, six, seven, eight, nine, 10, jack, queen and king. All suits shall be considered equal in rank.

(f) The ranking of a low poker hand as determined by the holding of a five or three card hand shall be the inverse of the rankings for a high poker hand as set forth in (b) and (c) above; provided, however, that straights and flushes shall not be considered for purposes of determining a winning hand at low poker.

(g) In all games of poker, a hand shall be ranked according to the cards actually contained therein and not by the player's opinion or statement of its value.

Section 3.1.4 Opening the table for gaming

(a) After receiving two decks of cards at the table, the dealer shall, as applicable, comply with the requirements of section 3.1.2 and section pertaining to cards receipt, storage, inspections and removal.

(b) Following the inspection of the cards by the dealer and the verification by the floor person or supervisor thereof, the cards shall be spread out face up on the table for visual inspection by the first two players to be seated at the table. The cards shall be spread out according to suit and in sequence.

(c) Immediately prior to the commencement of play and not before a minimum of two players are afforded an opportunity to visually inspect the cards from each deck at the table, each deck shall be separately turned face down on the table, mixed thoroughly by a "washing" or "chemmy shuffle" of the cards and stacked. Each deck of cards shall be shuffled in accordance with section 3.1.5

1. If an automated shuffling device is not being used, one of the decks shall be cut in accordance with section 3.1.5 and the other deck shall be maintained at the poker table in an area approved by Lottery. In the alternative, a casino licensee may wash, shuffle and cut only the deck intended for immediate use and maintain the other deck at the poker table in an area approved by Lottery. Upon rotation pursuant to section 3.1.2 the other deck shall be washed, shuffled and cut in accordance with the requirements herein and section 3.1.5.
2. If an automated shuffling device is being used, one of the decks shall be cut in accordance with section 3.1.5 and the other deck shall be placed or left in the automated shuffler for the next round of play.

Section 3.1.5 Shuffle and cut of the cards

(a) Immediately prior to commencement of play, unless the cards were pre-shuffled and after the completion of each round of play, the dealer shall shuffle the entire deck of cards, either manually or by use of an automated card shuffling device, so that they are randomly intermixed. Upon completion of the shuffle, the dealer or device shall place the deck of cards in a single stack.

(b) After the cards have been shuffled, stacked, and placed on the table in front of the dealer, the dealer shall, using one hand, cut the deck by :

1. Placing the cover card on the table in front of the deck of cards;
2. Taking a stack of at least 10 cards from the top of the deck and placing them on top of the cover card; and
3. Then placing the cards remaining in the deck on top of the stack of cards that were cut and placed on the cover card pursuant to (b)2 above.

(c) After the cards have been cut and before any cards have been dealt, a casino supervisor may require the cards to be recut if he or she determines that the cut was performed improperly or in any way that might affect the integrity or fairness of the game.

(d) If there is no gaming activity at the poker table, each deck of cards at the table shall be spread out on the table either face up or face down. If the cards are spread face down, they shall be turned face up once at least two players have arrived at the table. After the first two players are afforded an opportunity to visually inspect both of the decks, the procedures required by section 4(c**)** shall be completed.

Section 3.1.6 Poker overview; general dealing procedures for all types of poker

(a) Poker shall be conducted in a separate and distinct area of the casino floor or the casino gaming area approved by the Lottery.

(b) Poker shall be played by a minimum of two players and a maximum of eleven players. Poker shall be dealt by a dealer at a poker table. For all types of poker set forth in section 3.1.8 the dealer shall not participate in the playing or outcome of the game in any way except as otherwise authorized in this subchapter.

(c) A player shall wager on the cards that the player holds in his or her hand. All bets by a player shall be placed by the dealer in the designated area of the table known as the pot. A player may be required to ante or place a blind bet prior to the receipt of any cards. After each round of cards is dealt, a betting round shall be conducted. Each player shall decide whether to continue contending for the pot by calling or raising the bet of the other players.

(d) The object of the game shall be for a player to win the pot either by making a bet

that no other player elects to call, or by having the hand of highest rank at the showdown in accordance with the provisions of section 3.1.3. If two or more players are still in contention for a pot after all cards have been dealt and the final betting round has been completed, there shall be a showdown among the players still in contention to determine which player has the hand of highest rank. Based on the type of poker being played, the winning player may be the player who holds the highest ranking high poker hand, the highest ranking low poker hand or both the highest ranking high and low poker hands.

(e) The following procedures shall be utilized by the dealer when dealing the game of poker:

1. The dealer shall choose the hand in which he or she will hold the cards. Once the dealer has chosen a hand, the dealer must use that hand whenever holding the cards. The cards held by the dealer shall, at all times, be held in front of the dealer, as level as possible and over the poker table. If during a round of play, the deck must be set down to handle a transaction, the dealer shall place a marker button on top of the deck until the transaction has been completed.

2. The dealer shall verbalize or physically indicate the action which is occurring at the poker table with regard to the conduct of the game and instruct each player as to his or her various turns to act and options.

3. All burn cards required by this subchapter shall be kept separate from the pile of discarded cards.

4. When not using an automatic shuffler, the dealer shall be required to count the stub, at least once every fifteen minutes, in order to determine that the correct number of cards is present. If this count reveals an incorrect number of cards, the deck shall be removed from the table and sorted and inspected immediately.

5. At the completion of a round of play, the dealer shall award the pot to the winning player or players after a showdown or to the last remaining player if all other players have folded. Prior to pushing the pot to the winner and collecting the winning hand, the dealer shall first collect the cards from all losing players.

6. All side pots shall be awarded before the dealer awards the pot in the center of the poker table.

7. All discarded hands shall be counted by the dealer to determine that the proper number of cards has been returned.

8. The dealer shall collect the rake in accordance with section 3.1.14

Section 3.1.7 Wagers

(a) Only players who are seated at the poker table may be permitted to receive cards and participate in each betting round.

(b) Depending upon the particular type of poker game being dealt, a player may be required to:

1. Place an ante prior to receiving any cards;

2. Place a predetermined blind bet prior to receiving any cards; or

3. Place a forced bet to initiate a betting round based on that player's up-card.

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

1. A player may only add to his or her gaming chips, gaming plaques or currency between rounds of play and, except as provided in 5. below, may not remove any of his or her gaming chips, gaming plaques or currency from the poker table at any time during ongoing play pursuant to the definition of table stakes as set forth in section 3.1

2. Currency which is available for use by a player pursuant to the requirements of this section may be utilized to initiate, call or raise a bet if such currency is expeditiously converted into gaming chips or gaming plaques by the dealer in accordance with the regulations governing the acceptance and conversion of such instruments. Coin which is available for use by a player pursuant to this subsection may be utilized to place an ante in an amount less than $1.00, and any such coin shall be expeditiously converted into a $1.00 gaming chip by the dealer upon the pot accumulating an equivalent aggregate value in coin.

3. In order to participate in a round of play, a player shall be required to have an amount of gaming chips, gaming plaques or currency available on the poker table

prior to the start of the round of play which is sufficient to make any bet required by (b) above and at least one bet at the posted table minimum.

4. A player who satisfies the requirements of(c)3 above but who depletes his or her funds on the poker table prior to the completion of a round of play shall be deemed to be "all-in."

i. An "all-in" player shall retain financial interest in the outcome of the round of play, but shall only be eligible to win the amount of the pot to which he or she contributed;

ii. An "all-in" player shall continue to receive any cards to which he or she would normally be entitled; and

iii. Betting shall continue unimpeded among the other players by generating a separate secondary pot which only those players shall be eligible to win.

5. Whenever a player indicates intent to temporarily leave a poker table without relinquishing his or her seat at the table, the poker shift supervisor shall either:

i. Account for the amount of the player's table stakes prior to the player's departure from the table in possession of his or her table stakes and upon the player's return to the table; or

ii. Maintain the player's table stakes on the table surface using a non-transparent cover until the player's return.

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

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

(f) A player shall be considered to have placed a bet if the player:

1. Pushes gaming chips or gaming plaques forward to indicate the intent of placing a bet;

2. Releases gaming chips or gaming plaques into the pot; or

3. Releases gaming chips or gaming plaques at a sufficient distance from the player and towards the pot to make it obvious that it is intended as a bet.

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

1. If the player wishes to add additional gaming chips or gaming plaques to the bet, the player must indicate at the time the bet is being made that the bet is not yet complete.

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

3. Subject to the posted table wagering limits, a player who announces "raise" may continue by either stating how much the raise is, or making the raise in one motion.

(h) It shall be the dealer's responsibility to ensure that no player touches any of the gaming chips or gaming plaques once placed into the pot.

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

(j) Unless specifically posted to the contrary, a player shall be permitted to raise after he or she has previously checked in a betting round.

Section 3.1.8 Types of poker games

(a) A licensee may offer the following types of poker games:

1. Seven-card stud (high, high-low split and high-low split eight or better);
2. Hold 'Em (high, bonus, Texas);
3. Omaha (high, high-low split eight or better);
4. Five-card draw (high and low);
5. Five-card stud (high); {and}
6. Pineapple or Crazy Pineapple; and
7. any other poker game as authorized by the Lottery.

(b) No licensee shall offer or permit the playing of any poker game in its facility which is not authorized by the Lottery.

Section 3.1.9 Seven-card stud poker; procedures for dealing of cards; completion of each round of play

(a) Each gaming operator shall be required to observe the procedures set forth in this section for each game of seven-card stud high, seven-card stud low, seven-card stud high-low split or seven-card stud high-low split eight or better poker offered in its gaming facility.

(b) Each poker table shall be restricted to a maximum of nine players as determined by the gaming operator. Each player who elects to participate in a round of play may be required to place an ante. The rule governing the placement of an ante and the amount of the ante, if any, shall be posted on a sign at each poker table.

(c) Starting with the first player to the left of the dealer and continuing in a clockwise rotation around the poker table, the dealer shall deal two rounds of cards face down and one round of cards face up to each player.

(d) Once each player has received three cards in accordance with (c) above, the first betting round shall commence by comparing the up-card of each player. For the purposes of this subsection only, in the event that two or more up-cards are of the same rank, the up-cards shall then be ranked by suit, with the highest to lowest ranked suits in order as follows: spades, hearts, diamonds, clubs. Betting shall be commenced by:

1. For high poker, the player with the lowest ranked up-card;
2. For low poker, the player with the highest ranked up-card. For this purpose, an ace shall be considered ranked below a two;
3. For high-low split poker, the player with the highest ranked up-card. For this purpose, an ace shall be considered ranked below a two; and
4. For high-low split eight or better poker, the player with the lowest ranked up-card. For this purpose, an ace shall be considered the highest ranking card.

(e) Following the placement of the forced bet required by (d) above, each subsequent player may, proceeding in a clockwise rotation from the player who placed the forced bet, fold, call or raise the bet. After the last player has responded to the most recent bet, the betting round shall be considered complete.

(f) Upon completion of the first betting round, the dealer shall burn the top card of the deck and then, starting with the first remaining player to his or her left, deal a fourth card face up to each player who made or called the last wager. The next betting round shall commence as follows:

1. The player with the highest ranking poker hand, in high and high-low split showing shall be required to bet or check; or

2. The player with the lowest ranking poker hand, in low stud, shall be required to bet or check; or

3. If the highest ranking poker hand showing is held by two or more players, the player closest to the left of the dealer shall be required to bet or check.

(g) Following the initial bet or check required by (f) above, each subsequent player, proceeding in a clockwise rotation, may fold, call, raise or, if the preceding players have not made a bet, check. Each player may check until a bet has been made. Once a bet has been made, the next player in a clockwise rotation may fold, call or raise. After the last player has responded to the most recent bet, the betting round shall be considered complete.

(h) The dealer shall then deal two additional rounds of cards face up and one round of cards face down to each player who made or called the last wager. Prior to each round of cards being dealt, the dealer shall burn the top card of the deck. Notwithstanding the foregoing, if insufficient cards remain in the deck to give each remaining player either a sixth or seventh card, the top card of the deck shall be burned and a common card shall be dealt face up in the center of the table. If there is either one or no card remaining in the deck when a common card is to be dealt, the dealer shall shuffle the burn cards, burn a card and then deal the common card. The dealing of each round of cards or, if applicable, each common card pursuant to this subsection shall be followed by a betting round conducted in accordance with the provisions of (f) and (g) above.

(i) If more than one player remains in the round of play after the final betting round has been completed, a showdown shall be used to determine the winner of the pot. Each player remaining in the game shall form a five card poker hand from the seven

cards which he or she was dealt. This five card hand shall constitute the poker hand of that player at the showdown. The winner of the pot shall be:

1. In high poker, the player with the highest ranking five card high hand;

2. In low poker, the player with the lowest-ranking five card low hand;

3. In high-low split poker or high-low split eight or better poker, the player with the highest ranking five card high hand and the player with the highest ranking five card low poker hand, subject to the provisions of (j) below, who shall divide the pot equally.

i. If a pot cannot be divided equally, the excess amount, which shall not exceed $1.00, shall be given to the player with the highest ranking high hand or to the player closest to the button counterclockwise.

ii. If a tie exists between two or more players for the highest ranking high hand, the high hand share of the pot shall be divided equally among the tied players. If the high hand share of the pot cannot be divided equally among the tied players, the excess, which shall not exceed $1.00, shall be given to the player with the highest ranking high poker card by suit.

iii. If a tie exists between two or more players for the highest ranking low hand, the low hand share of the pot shall be divided equally among the tied players. If the low hand share of the pot cannot be divided equally among the tied players, the excess, which shall not exceed $1.00, shall be given to the player with the lowest ranking low poker card by suit.

iv. For purposes of this subsection, the cards shall be ranked by suit with the highest to lowest ranked suit in order as follows: spades, hearts, diamonds and clubs.

(j) In seven-card stud high-low split eight or better poker, a winning low hand may not contain any pairs or a nine, 10, jack, queen or king. This defines the qualifying clause known as "eight or better." In the event that none of the hands of the remaining players satisfies this requirement, the entire pot shall be awarded to the player with the highest ranking high hand.

(k) In seven-card stud low poker, a winning hand will consist of the lowest five card hand. An ace-two-three-four-five would be considered the lowest hand possible.

(l) In seven-card stud high-low split poker and seven card stud high-low split eight or better poker, the player may form two different hands of five cards each out of the player's seven available cards, enabling that player to contend for both the high hand and low hand share of the pot. A player may use the same five card grouping to make a high poker hand and a low poker hand. For example:

1. A hand consisting of a two, three, four, five and six would qualify as a straight for purposes of the high hand and as a high ranking low hand; or
2. A hand consisting of five cards of the same suit, none higher than an eight, would qualify as a flush for purposes of the high hand and as a high ranking low hand.

(m) In seven-card stud high-low split poker and seven-card stud high-low split eight or better poker, an ace may be used concurrently as a low card to satisfy a low hand and as a high card to satisfy a high hand.

Section 3.1.10 Hold'em poker; procedures for dealing of cards; completion of each round of play

(a) Each casino licensee shall be required to observe the procedures set forth in this section for each game of hold'em high poker offered in its gaming facility. Hold'em poker shall be played to determine a winning high hand only.

(b) Each poker table shall be restricted to a maximum of eleven players. Each player who elects to participate in a round of play may be required to place an ante. The rule governing the placement of an ante and the amount of the ante, if any, shall be posted on a sign at each poker table.

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

1. A flat disk called the "button" shall be used to indicate an imaginary dealer;
2. At the commencement of play, the button shall be placed in front of:
    i. The first player to the right of the dealer; or
    ii. The player randomly determined by rank of a single card dealt; and
3. Thereafter, the button shall rotate around the table in a clockwise manner after each round of play.

(d) The player to the immediate left of the button shall be required to initiate the first betting round by placing a blind bet in accordance with the posted table requirements. A casino licensee may require additional blind bets to be made immediately subsequent to the initial blind bet. The amount and number of all blind bets required by the casino licensee shall be posted on a sign.

(e) Starting with the player to the immediate left of the button and continuing in a clockwise rotation around the poker table, the dealer shall deal two rounds of cards face down to each player, with the player with the button being the last player to receive a card each time.

(f) Following the placement of the blind bet(s), each player shall in turn, in a clockwise rotation around the poker table, either fold, call or raise the bet. The option to raise shall also apply to the player who made the blind bet(s). After the last player has responded to the most recent bet, the betting round shall be considered complete.

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

(h) Upon completion of the betting round required by (g) above, the dealer shall again burn the top card of the deck and then deal a fourth community card face up in the center of the table. The next betting round shall be commenced and completed in accordance with the requirements of (g) above.

(i) Upon completion of the betting round required by (h) above, the dealer shall again burn the top card of the deck and then deal a fifth and final community card face up in the center of the table. The final betting round shall be commenced and completed in accordance with the requirements of (g) above.

(j) If more than one player remains in the round of play after the final betting round has been completed, a showdown shall be used to determine the winner of the pot. Each player remaining in the game shall form his or her highest ranking five card high

poker hand by using, in any combination, his or her own two cards and the five community cards available on the table. The winner of the pot shall be the player with the highest ranking five card high poker hand. If the highest ranking five card high poker hand that each of the remaining players can form is comprised of the five community cards, all players remaining in the round of play shall share equally in the pot.

Section 3.1.10A Crazy pineapple: procedures for dealing of cards; completion of each round of play

(a) Each casino licensee shall be required to observe the procedures set forth in this section for each game of crazy pineapple offered in its gaming facility. Crazy pineapple shall be played to determine a winning hand only.

(b) Crazy pineapple is a variation of hold-em and can be played either for the high hand only or high-low split eight or better.

(c) Each poker table shall be restricted to a maximum of eleven players. Each player who elects to participate in a round of play may be required to place an ante. The rule governing the placement of an ante and the amount of the ante, if any, shall be posted on a sign at each poker table.

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

1. A flat disk called the "button" shall be used to indicate an imaginary dealer;
2. At the commencement of play, the button shall be placed in front of:
    i. The first player to the right of the dealer; or
    ii. The player randomly determined by rank of a single card dealt; and
3. Thereafter, the button shall rotate around the table in a clockwise manner after each round of play.

(e) The player to the immediate left of the button shall be required to initiate the first betting round by placing a blind bet in accordance with the posted table requirements. A casino licensee may require additional blind bets to be made immediately subsequent to the initial blind bet. The amount and number of all blind bets required by the casino licensee shall be posted on a sign.

(f) Starting with the player to the immediate left of the button and continuing in a clockwise rotation around the poker table, the dealer shall deal three rounds of cards face down to each player, with the player with the button being the last player to receive a card each time.

(g) Following the placement of the blind bet(s), each player shall in turn, in a clockwise rotation around the poker table, either fold, call or raise the bet. The option to raise shall also apply to the player who made the blind bet(s). After the last player has responded to the most recent bet, the betting round shall be considered complete.

(h) The dealer shall then burn the top card of the deck and proceed to deal three community cards face up in the center of the table. The next betting round shall commence with the option to bet or check belonging to the first player to the left of the button who has not folded. Each subsequent player may, in clockwise rotation, fold, call, raise the bet or, if preceding players have not made a bet, make an opening bet or check. The betting shall be considered complete when each player has either folded or called in response to the most recent bet. After the betting has been completed, and before dealing the next round, the players will discard one card from their hand (keeping two) and these discards will be collected by the dealer and placed in the muck.

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

(j) Upon completion of the betting round required by (i) above, the dealer shall again burn the top card of the deck and then deal a fifth and final community card face up in the center of the table. The final betting round shall be commenced and completed in accordance with the requirements of (i) above.

(k) If more than one player remains in the round of play after the final betting round has been completed, a showdown shall be used to determine the winner of the pot.

Each player remaining in the game shall form his or her highest ranking five card poker hand by using, in any combination, his or her own two cards and the five community cards available on the table. The winner of the pot shall be the player with the highest ranking five card poker hand.

1. In high poker, the player with the highest ranking five card poker hand. If the highest ranking five card poker hand that each of the remaining players can form is comprised of the five community cards, all players remaining in the round of play shall share equally in the pot.

or

2. In high-low split eight or better poker, the player with the highest ranking five card high poker hand and the player with the highest ranking five card low poker hand, subject to the provisions of (h) below, who shall divide the pot equally.

i. If a pot cannot be divided equally, the excess amount, which shall not exceed $1.00, shall be given to the player with the highest ranking high hand.

ii. If a tie exists between two or more players for the highest ranking high hand, the high hand share of the pot shall be divided equally among the tied players. If the high hand share of the pot cannot be divided equally among the tied players, the excess, which shall not exceed $1.00, shall be given to the player with the highest ranking high poker card by suit.

iii. If a tie exists between two or more players for the highest ranking low hand, the low hand share of the pot shall be divided equally among the tied players. If the low hand share of the pot cannot be divided equally among the tied players, the excess, which shall not exceed $1.00, shall be given to the player with the lowest ranking low poker card by suit.

iv. For purposes of this subsection, the cards shall be ranked by suit with the highest to lowest rank suit in order as follows: spades, hearts, diamonds and clubs.

(g) In crazy pineapple high-low split eight or better poker, the eligibility requirements of section 3.1.9(j) must be satisfied. In the event that none of the hands of the remaining players satisfies this requirement, the entire pot shall be awarded to the player with the highest ranking high poker hand.

(h) The following rules shall apply in crazy pineapple high-low split eight or better poker:

1. A player may form two different hands of five cards each, enabling that player to contend for both the high hand and low hand share of the pot; provided, however, that the distribution of cards contained in each hand shall comply with (g) above;
2. A player may use the same five card grouping to make a high hand and a low hand; and
3. An ace may be used concurrently as a low card to satisfy a low hand and as a high card to satisfy a high hand.

Section 3.1.10B Pineapple: procedures for dealing of cards; completion of each round of play

(a) Each casino licensee shall be required to observe the procedures set forth in this section for each game of Pineapple offered in its gaming facility. Pineapple shall be played to determine a winning hand only.

(b) Pineapple is a variation of Texas Hold-em and shall be played to determine a winning high hand only.

(c) Each poker table shall be restricted to a maximum of eleven players. Each player who elects to participate in a round of play may be required to place an ante. The rule governing the placement of an ante and the amount of the ante, if any, shall be posted on a sign at each poker table.

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

1. A flat disk called the "button" shall be used to indicate an imaginary dealer;
2. At the commencement of play, the button shall be placed in front of:
    i. The first player to the right of the dealer; or
    ii. The player randomly determined by rank of a single card dealt; and
3. Thereafter, the button shall rotate around the table in a clockwise manner after each round of play.

(e) The player to the immediate left of the button shall be required to initiate the first betting round by placing a blind bet in accordance with the posted table requirements.

A casino licensee may require additional blind bets to be made immediately subsequent to the initial blind bet. The amount and number of all blind bets required by the casino licensee shall be posted on a sign.

(f) Starting with the player to the immediate left of the button and continuing in a clockwise rotation around the poker table, the dealer shall deal three rounds of cards face down to each player, with the player with the button being the last player to receive a card each time. The players shall discard one of the three cards (keeping two) before any betting takes place. These discards will be collected by the dealer and placed in the muck.

(g) Following the placement of the blind bet(s), each player shall in turn, in a clockwise rotation around the poker table, either fold, call or raise the bet. The option to raise shall also apply to the player who made the blind bet(s). After the last player has responded to the most recent bet, the betting round shall be considered complete.

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

(i) Upon completion of the betting round required by (h) above, the dealer shall again burn the top card of the deck and then deal a fourth community card face up in the center of the table. The next betting round shall be commenced and completed in accordance with the requirements of (h) above.

(j) Upon completion of the betting round required by (i) above, the dealer shall again burn the top card of the deck and then deal a fifth and final community card face up in the center of the table. The final betting round shall be commenced and completed in accordance with the requirements of (h) above.

(k) If more than one player remains in the round of play after the final betting round has been completed, a showdown shall be used to determine the winner of the pot. Each player remaining in the game shall form his or her highest ranking five card high

poker hand by using, in any combination, his or her own two cards and the five community cards available on the table. The winner of the pot shall be the player with the highest ranking five card high poker hand. If the highest ranking five card high poker hand that each of the remaining players can form is comprised of the five community cards, all players remaining in the round of play shall share equally in the pot.

Section 3.1.11 Omaha poker; procedures for dealing of cards; completion of each round of play

(a) Each licensee shall be required to observe the procedures set forth in this section for each game of omaha high and omaha high-low split eight or better poker offered in its gaming facility.

(b) Each poker table shall be restricted to a maximum of 10 players. Each player who elects to participate in a round of play may be required to place an ante. The rule governing the placement of an ante and the amount of the ante, if any, and the kill or half-kill option, if offered, shall be posted on a sign at each poker table.

(c) The order in which the cards shall be dealt and the order in which players shall be required or have the option to bet shall be determined in accordance with the procedures governing the use of a button as set forth in section 10(c)

(d) Starting with the player to the immediate left of the button and continuing in a clockwise rotation around the poker table, the dealer shall deal four rounds of cards face down to each player with the player with the button being the last player to receive a card each time.

(e) After each player is dealt four cards face down, an initial blind bet and all subsequent dealing and betting rounds shall be completed in accordance with the provisions of section 10(d) and (f) through (i).

(f) If more than one player remains in the round of play after the final betting round has been completed, a showdown shall be used to determine the winner of the pot. Each player remaining in the game shall form a five card poker hand by using two of the four cards dealt to the player and three of the five community cards. This five card hand shall constitute the poker hand of the player at the showdown. The winner of the pot shall be:

1. In high poker, the player with the highest ranking five card high poker hand; or

2. In high-low split eight or better poker, the player with the highest ranking five card high poker hand and the player with the highest ranking five card low poker hand, subject to the provisions of (g) below, who shall divide the pot equally.

i. If a pot cannot be divided equally, the excess amount, which shall not exceed $1.00, shall be given to the player with the highest ranking high hand.

ii. If a tie exists between two or more players for the highest ranking high hand, the high hand share of the pot shall be divided equally among the tied players. If the high hand share of the pot cannot be divided equally among the tied players, the excess, which shall not exceed $1.00, shall be given to the player with the highest ranking high poker card by suit.

iii. If a tie exists between two or more players for the highest ranking low hand, the low hand share of the pot shall be divided equally among the tied players. If the low hand share of the pot cannot be divided equally among the tied players, the excess, which shall not exceed $1.00, shall be given to the player with the lowest ranking low poker card by suit.

iv. For purposes of this subsection, the cards shall be ranked by suit with the highest to lowest rank suit in order as follows: spades, hearts, diamonds and clubs.

(g) In omaha high-low split eight or better poker, the eligibility requirements of section 3.1.9(j) must be satisfied. In the event that none of the hands of the remaining players satisfies this requirement, the entire pot shall be awarded to the player with the highest ranking high poker hand.

(h) The following rules shall only apply in omaha high-low split eight or better poker:

1. A player may form two different hands of five cards each, enabling that player to contend for both the high hand and low hand share of the pot; provided, however, that the distribution of cards contained in each hand shall comply with (f) above;

2. A player may use the same five card grouping to make a high hand and a low hand; and

3. An ace may be used concurrently as a low card to satisfy a low hand and as a high card to satisfy a high hand.

(i) In omaha high-low split eight or better poker, an optional kill or half-kill may be offered. A kill button, indicating the kill or half-kill is in effect, shall be placed in front of the player who wins the entire pot in the hand, provided that the amount of the pot is an established dollar amount or multiple of the minimum permissible wager for the hand, as determined by the casino licensee. In the succeeding hand, the player shall be required to place no more than one blind bet in the amount of the increased permissible minimum wager for the hand, notwithstanding that the player may be required to place a blind bet to initiate the first round of betting pursuant to (e) above and 1.10(d). Any other player required to place a blind bet to initiate the first round of betting shall be required to place a blind bet in accordance with the posted table requirements. If, in the succeeding hand, a qualifying pot is not split between one player winning the high hand and another player winning the low hand, the kill button shall be moved in front the player who wins the entire pot for that hand. The kill or half-kill shall remain in effect until a pot does not qualify in amount or a pot is split between a player winning the high hand and a player winning the low hand. Once a pot does not qualify in amount or is split between two players, the dealer shall collect the kill button.

Section 3.1.12 Five-card draw poker; procedures for dealing of cards; completion of each round of play

(a) Each casino licensee shall be required to observe the procedures set forth in this section for each game of five-card draw high and five-card draw low poker offered in its gaming facility.

(b) Each poker table shall be restricted to a maximum of eight players. Each player who elects to participate in a round of play may be required to place an ante. The rule governing the placement of an ante and the amount of the ante, if any, shall be posted on a sign at each poker.

(c) The order in which the cards shall be dealt and the order in which players shall be required or have the option to bet shall be determined in accordance with the procedures governing the use of a button as set forth in section 10(c)

(d) Starting with the player to the immediate left of the button and continuing in a clockwise rotation around the poker table, the dealer shall deal five rounds of cards face down to each player with the player with the button being the last player to receive a card each time.

(e) After each player has been dealt five cards face down, an initial betting round shall be completed in accordance with the provisions of section 10(d) and (f).

(f) After completion of the initial betting round, each player remaining in the round of play, starting with the player to the immediate left of the button and continuing in a clockwise rotation around the poker table, shall have an opportunity to draw new cards. This process shall be accomplished one player at a time. Each player may keep his or her original hand or discard as many cards as he or she chooses. Each discarded card shall be replaced by the dealer with a new card dealt from the deck as follows:

1. Prior to the first player receiving any new cards, the dealer shall burn the top card of the deck; and
2. If insufficient cards remain in the deck for each player remaining in the round of play to draw new cards, the discard pile shall be reshuffled and used for this purpose; provided, however, that the cards to be discarded by a player who has not yet requested new cards shall not be included as part of the reshuffled cards.

(g) The final betting round shall commence with the option to bet or check belonging to the first player to the left of the button who has not folded. Each subsequent player may, in clockwise rotation, fold, call, raise the bet or, if preceding players have not made a bet, make an opening bet or check. The final betting round shall be considered complete when the last player has responded to the most recent bet.

(h) If more than one player remains in the round of play after the final betting round has been completed, a showdown shall be used to determine the winner of the pot. The winner of the pot shall be:

1. In high poker, the player with the highest ranking five card high hand; and
2. In low poker, the player with the highest ranking five card low hand.

Section 3.1.13 Five-card stud poker; procedures for dealing of cards; completion of each round of play

(a) Each casino licensee shall be required to observe the procedures set forth in this section for each game of five-card stud high poker offered in its gaming facility. Five-card stud shall be played to determine a winning high hand only.

(b) Each poker table shall be restricted to a maximum of eight players. Each player who elects to participate in a round of play may be required to place an ante. The rule governing the placement of an ante and the amount of the ante, if any, shall be posted on a sign at each poker.

(c) Starting with the first player to the left of the dealer and continuing in a clockwise rotation around the poker table, the dealer shall deal one round of cards face down and one round of cards face up to each player.

(d) Once each player has received two cards in accordance with (c) above, the first betting round shall commence by comparing the up-card of each player. The player with the lowest ranked up-card, which shall be determined by suit if two or more players have an up-card of the same rank, shall be required to make a forced bet.

(e) Following the forced bet, each subsequent player may, proceeding in a clockwise rotation from the player who placed the forced bet, fold, call or raise the bet. After the last player has responded to the most recent bet, the betting round shall be considered complete.

(f) Upon completion of the first betting round, the dealer shall burn the top card of the deck and then deal another round of cards face up to each player who made or called the last wager. The next betting round shall be commenced by the player with the highest ranking high poker hand showing. If two or more hands are of equal rank, the player closest to the left of the dealer shall be required to bet. The betting round shall be completed in accordance with the procedures in (e) above.

(g) The dealer shall then deal two additional rounds of cards face up to each player who made or called the last wager, with each such round followed by a betting round conducted in accordance with the provisions of (f) above. Prior to each round of cards being dealt, the dealer shall burn the top card of the deck.

(h) If more than one player remains in the round of play after the final betting round has been completed, a showdown shall be used to determine the winner of the pot.

The winner of the pot shall be the player with the highest ranking five card high poker hand.

Section 3.1.14 Poker revenue

(a) The casino licensee shall derive its poker revenue at all poker tables by extracting a commission known as the "rake". Each casino licensee shall submit to the Lottery in its Rules of the Games Submission:

1. The types of rake utilized;
2. The methodology used for calculating the rake; and
3. The amount of maximum permissible rake.

(b) Each casino licensee shall use one or more of the following procedures in determining and extracting the rake:

1. A straight percentage rake, pursuant to which:

   i. A fee, not to exceed 10 percent of all sums bet in the betting round, shall be extracted from a pot and any side pots;

   ii. The amount to be raked shall be calculated and extracted from the pot and any side pots after the conclusion of a betting round and placed into the designated rake; and

   iii. Upon completion of a round of play, the rake shall be immediately placed by the dealer into the container approved for such use.

   iv. In lieu of placing the raked amount in the designated rake, a conversion tube may be used to accumulate the rake.

      1) The conversion tube shall be attached to the poker table in close proximity to the rake.
      2) Once the conversion tube is full, the chips shall be removed and placed on the table in plain view of the public.
      3) The chips shall be immediately verified by splashing them on the table, at which time the matching amount of chip(s) are removed from the float and placed beside the rake amount.

4) After verification, the matching chip amount shall be immediately placed in the collection container, then the original chips in the conversion tube shall be placed in the float.

2. A rake which shall be taken in incremental amounts, pursuant to which:

i. Assessments of predetermined amounts shall be extracted from the pot and any side pots as certain predetermined dollar levels have been achieved;

ii. Upon collection, the amount to be raked shall be placed into the designated rake; and

iii. Upon completion of a round of play, the rake shall be immediately placed by the dealer into the container approved for such use.

3. A rake based on time charges, pursuant to which:

i. Assessments may be imposed on a "per-player" basis or on a "per-table" basis. If taken on a "per-player" basis, inactive players seated at the table shall also be assessed;

ii. Time charges shall be expressed as an hourly fee based on the particular minimum and maximum wagering limits at a game;

iii. Time charges may be assessed fractionally every twenty or thirty minutes as determined by the casino licensee;

iv. Time charges once assessed shall be placed by the dealer into the designated rake area; and

v. Upon verification by a floor person or supervisor thereof of the time charges collected, the rake shall be immediately placed by the dealer into the container approved for such use.

(c) A sign describing the type and amount of rake to be collected pursuant to (b) above shall be posted at each poker table.

(d) An uncalled final bet shall not be considered part of the pot for purposes of calculating the amount of rake pursuant to methods (b)1 and 2 above.

(e) Once the dealer has extracted the rake and the pot and any side pots have been collected by the winning player or players, no additional rake shall be taken by the licensee.

Section 3.1.15 General operating rules for all types of poker; handling of irregularities

(a) It shall be the responsibility of each player to ensure that his or her hand has lost to the other hands at the table before discarding the hand.

(b) In all disputes in which a ruling, interpretation, clarification or intervention is required, the decision of the poker shift supervisor shall be final.

(c) Each player shall be required to keep all cards dealt to the player in full view of the dealer at all times. The dealer shall ensure compliance with this requirement.

(d) At the showdown, a winning hand must be clearly displayed in its entirety and properly identified. The player initiating the final wager shall be the first player to show his or her hand at the showdown; all other players who have not folded shall then reveal their hands in a clockwise rotation. Any player holding a losing hand may concede his or her rights to the pot and discard the hand; provided, however, that the casino licensee may require the disclosure of any discarded hands.

(e) Misdeals shall cause all the cards to be returned to the dealer for a reshuffle. The following errors shall be cause for a misdeal:

1. Failure to shuffle and cut the cards in accordance with section 5;
2. Dealing to an incorrect starting position if the error has been detected prior to two players voluntarily placing wagers into the pot;
3. If more than one card is found face-up in the deck; and
4. Failure to deal to an eligible seated player, if the error has been detected prior to two or more players voluntarily placing wagers into the pot.

(f) If one or more cards are mistakenly dealt to an ineligible player, only those cards dealt to that player shall be discarded and the round of play shall be continued.

(g) If at any time during a round of play, missing cards are discovered or additional cards are found, the round of play shall be called dead, all gaming chips and gaming plaques in the pot shall be returned to the appropriate player and the deck shall be replaced.

(h) A card found face upwards in the deck shall not be used in the game and shall be placed with the pile of discarded cards.

(i) A player who fails to take reasonable means to protect his or her hand shall have no redress if his or her hand becomes a fouled hand or the dealer accidentally collects the hand.

1. Hole cards in a game of stud poker shall be considered protected for purposes of fouling a hand.

2. If a protected hand comes into contact with discarded cards, every effort shall be made to reconstruct the hand and complete the round of play.

3. A player who has a protected hand collected by the dealer or fouled by discarded cards shall be entitled to a refund from the pot of all monies that he or she put in the pot if the player has been a victim of and not a contributor to the error.

4. A player who leaves the table without comment and has an unprotected hand shall be assumed to have no interest in the pot, and his or her cards shall be collected and discarded.

(j) Verbal statements which are clearly audible by and directed to the dealer shall always have precedence over actions and gestures and are considered binding on the player whose turn it is to act.

1. A player shall be deemed to have folded if, when faced with making or calling a wager, he or she:

i. Discards his or her hand face-down towards the pile of discarded cards or the pot; or

ii. Turns face-down his or her up-cards in a game of stud poker.

2. If a player is obligated to place a wager by virtue of a verbal statement or forced betting situation, throwing away his or her cards does not relieve the player of that obligation.

(k) In seven-card stud, if a player's first or second hole card is accidentally turned face-up in the dealing process, the third card shall be dealt face-down. If both hole cards are accidentally turned face-up, the dealer shall collect the two cards, call the player's hand dead and return the player's ante, if applicable. If a player’s third hole card is accidentally turned face-up in the dealing process, the player shall be afforded the option to either:

1. End his or her obligation to make additional wagers and contend only for that part of the pot formed prior to any additional wagering; or
2. Continue to contend for the entire pot.

(l) In five-card stud, if a player's hole card is accidentally turned face-up in the dealing process, the second card shall be dealt face-down.

(m) If a card is accidentally dealt off the table, it shall not be used in that round of play and shall be placed with the pile of discarded cards after a thorough examination by the dealer.

(n) In the games of hold ‘em and omaha, if any of the cards dealt face down to a player are accidentally dealt face up, the dealer shall exchange the exposed card with a card from the top of the deck and either:

1. Place the exposed card face down with the pile of discarded cards; or
2. Use the exposed card as a face up burn card before the flop.

(o) 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 in accordance with procedures approved by the Lottery.

(p) Nothing herein shall preclude a casino licensee from clarifying and supplementing the above irregularities through its internal control procedures, as submitted to the Lottery for review and approval.

Section 3.1.16 Conduct of players

(a) Each player in a poker game shall play the game solely to improve his or her chance of winning and shall take no action to improve another player's chance of winning. No player may communicate any information to another player which could assist the other player in any manner respecting the outcome of a poker game.

(b) A licensee which has reasonable cause to believe that a player has acted or is acting in violation of (a) above shall require the player to leave the game and shall notify the Lottery as expeditiously as possible.

(c) Any licensee which takes action under (b) above in good faith shall not be liable civilly to such person.

Section 3.1.17 Minimum and maximum wagers

(a) Each licensee shall provide notice of the minimum and maximum wagers in effect at each poker table, except that, if all patrons at a poker table agree to increase the minimum wager at the table, the provisions for notice of changes need not be followed.

(b) Such sign shall also include any restrictions with regard to the maximum number of raises that may be permitted for any round of betting.

Section 3.1.18 Announcement of available games and seats

(a) A licensee shall be permitted to announce in those areas of its gaming facility where poker tables are located the particular types of poker games, the minimum/maximum wagers that are being offered and the availability of any vacant seats at particular poker tables.

Section 3.2 Three Card Poker

Section 3.2.1 Definitions

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Section 3.2.1 Definitions

The following words and terms, when used in this subchapter, shall have the following meanings unless the context clearly indicates otherwise:

"Ante wager" means the wager that a player is required to make prior to any cards being dealt in order to compete against the dealer's hand in a round of play.

“Envy Bonus” means a bonus payout that players will receive if they have bet the progressive side wager and another player at the table hits a hand of a Mini Royal Flush (Spades) or Mini Royal Flush (Other Suited).

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

"Pair plus wager" means the wager that a player is required to make prior to any cards being dealt in order to compete against a posted scale of payouts, regardless of the outcome of the player's hand against the dealer.

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

“Progressive payout hand” means a flush, straight flush, three of a kind or a straight as defined by section 3.2.3

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

"Stub" means the remaining portion of the deck after all cards in the round of play have been dealt or delivered.

"Suit" means one of the four categories of cards: club, diamond, heart or spade.

Section 3.2.2 Cards; number of decks

(a) Except as provided in (b) and (c) below, three card poker shall be played with one deck of cards with backs of the same color and design and one cover card to used in accordance with the procedures set forth in section 3.2.5. The cover card shall be opaque and in a solid color readily distinguishable from the color of the backs and edges of the playing cards, as approved by Lottery. The deck of cards shall meet the requirements of section pertaining to physical description of cards.

(b) If an automated card shuffling device is used, a casino licensee shall be permitted to use a second deck of cards to play the game, provided that:

1. Each deck of cards complies with the requirements of (a) above;
2. The backs of the cards in the two decks are of different color;

3. One deck is being shuffled by the automated card shuffling device while the other deck is being dealt or used to play the game;

4. Both decks are continuously alternated in and out of play, with each deck being used for every other round of play; and

5. The cards from only one deck shall be placed in the discard rack at any given time.

(c) If an automated dealing shoe is used to deal the cards pursuant to section 3.2.9, a casino licensee shall be required to use a cover card with the same attributes described in (a) above in accordance with the procedures set forth in section 3.2.9(c).

Section 3.2.3 Three card poker rankings

(a) The rank of the cards used in three card poker, in order of highest to lowest rank, shall be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3 and 2. All suits shall be considered equal in rank. Notwithstanding the foregoing, an ace may be used to complete a "straight flush" or a "straight" with a two and three.

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

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

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

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

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

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

(c) When comparing two hands that are of identical poker hand rank pursuant to the provisions of (b) above, or that contain none of the hands authorized in (b) above, the hand that contains the highest ranking card as provided in (a) above that is not

contained in the other hand shall be considered the higher ranking hand. If the hands are of identical rank after the application of this subsection, the hands shall be considered a draw.

(d) The rank of hands, from highest to lowest rank, for the optional 6 card bonus wager are as follows:

1. “Royal flush” is a hand consisting of an ace, king, queen, jack and ten, all of the same suit;
2. “Straight flush” is a hand consisting of five cards all of the same suit and in consecutive ranking;
3. “Four-of-a-kind” is a hand consisting of four cards of the same rank, regardless of suit;
4. “Full house” is a hand consisting of a “three of a kind” and a “pair” (two cards of the same rank, regardless of suit);
5. “Flush” is a hand consisting of five cards of the same suit, regardless of rank;
6. “Straight” is a hand consisting of five cards of consecutive rank, regardless of suit; and
7. “Three-of-a-kind” is a hand consisting of three cards of the same rank, regardless of suit.

(e) A player who has made a winning 6 card bonus wager shall only receive the payout for the highest ranking five-card poker hand that can be formed with the cards of the player and dealer.

(f) A 6 card bonus wager shall have no bearing upon the outcome of any other wager made by a player at the game of three card poker, and no other wager made by a player at the game of three card poker shall have any bearing upon the outcome of a 6 card bonus wager made by a player.

Section 3.2.4 Opening of the table for gaming

(a) The dealer shall receive cards at the table in accordance with section 2.3 pertaining to cards, receipt, storage, inspections and removal from use.

(b) Following the inspection of the cards by the dealer and the verification by the floorperson assigned to the table, the cards shall be, at the option of the casino licensee as noted in their internal controls, either:

1) Spread out face up on the table for visual inspection by the first player to arrive at the table. The cards shall be spread out according to suit and in sequence; or
2) Perform a wash of the cards in (c) below

(c) After the first player has been afforded an opportunity to visually inspect the cards, or the cards have been inspected by the dealer and floorperson, the cards shall be turned face down on the table, mixed thoroughly by a "washing" or "chemmy shuffle" of the cards and stacked. Once the cards have been stacked, they shall be shuffled in accordance with section 3.2.5.

(d) If a casino licensee uses an automated card shuffling device to play the game and two decks of cards are received at the table pursuant to the section pertaining to card receipt, storage, inspection and removal from use and section 3.2.2, each deck of cards shall be separately sorted, inspected, verified, spread, inspected, mixed, stacked and shuffled in accordance with the provisions of (a) through (c) above.

Section 3.2.5 Shuffle and cut of the cards

(a) Immediately prior to the commencement of play, unless the cards were pre-shuffled and after each round of play has been completed, the dealer shall shuffle the cards, either manually or by use of an automated card shuffling device, so that the cards are randomly intermixed. Upon completion of the shuffle, the dealer or device shall place the deck of cards in a single stack; provided, however, that nothing herein shall be deemed to prohibit the use of an automated card shuffling device which, upon completion of the shuffling of the cards, inserts the stack of cards directly into a dealing shoe.

(b) After the cards have been shuffled and stacked, the dealer shall:

1. If the cards were shuffled using an automated card shuffling device, deal or deliver the cards in accordance with the procedures set forth in sections 3.2.7, 3.2.8 or 3.2.9; or

2. If the cards were shuffled manually or were pre-shuffled, cut the cards in accordance with the procedures set forth in (c) below.

(c) If a cut of the cards is required, the dealer shall:

1. Cut the deck, using one hand, by:

i. Placing the cover card on the table in front of the deck of cards;

ii. Taking a stack of at least 10 cards from the top of the deck and placing them on top of the cover card;

iii. Placing the cards remaining in the deck on top of the stack of cards that were cut and placed on the cover card pursuant to section (c)1.ii above; and

iv. Removing the cover card and placing it in the discard rack; and

2. Deal the cards in accordance with the procedures set forth in sections 3.2.7, 3.2.8 or 3.2.9.

(d) Notwithstanding (c) above, after the cards have been cut and before any cards have been dealt, a casino supervisor may require the cards to be recut if he or she determines that the cut was performed improperly or in any way that might affect the integrity or fairness of the game.

(e) Whenever there is no gaming activity at a three card poker table which is open for gaming, the cards shall be spread out on the table either face up or face down. If the cards are spread face down, they shall be turned face up once a player arrives at the table. After the first player is afforded an opportunity to visually inspect the cards, the procedures outlined in section 3.2.4(c) shall be completed. Provided however, if the casino opted to waive the player inspection of the cards during the table opening, the player inspection may be waived at this time as well.

Section 3.2.6 Wagers

(a) The following wagers may be placed in the game of three card poker:

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

2. A player may compete solely against a posted payout ledger by placing a pair plus wager, which wager may be in any amount within the posted minimum and maximum wagers; or

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

4. A player may, at his or her discretion, in conjunction with the requirements of (a) 1 above, place a progressive payout wager either by depositing a $1.00 or a $5.00 gaming chip into the acceptor device or sensor designated for that player or by redeeming a progressive wager coupon. The progressive wager amount shall be included in the casino licensee's rules of the game. Each player shall be responsible for verifying that his or her respective light has been properly illuminated.

5. A casino licensee may, in its discretion, offer players at a three card poker table the option to make an additional 6 Card Bonus wager. A player may, at his or her discretion, in conjunction with the requirements of (a) 1 OR (a) 2 OR (a) 3 above, place a 6 Card Bonus wager.

(b) All wagers at three card poker shall be made by placing gaming chips or plaques and, if applicable, a match play coupon or other approved promotional offer on the appropriate betting areas of the table layout. A verbal wager accompanied by cash shall not be accepted.

(c) Only players who are seated at a three card poker table may 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.

(d) All ante wagers, pair plus wagers, progressive payout wagers, and 6 card bonus wagers shall be placed prior to the dealer announcing "No more bets" in accordance with the dealing procedures in sections 3.2.7, 3.2.8 or 3.2.9. No wager shall be made, increased, or withdrawn after the dealer has announced "No more bets." All play wagers shall be placed in accordance with section 3.2.10(b). The minimum and maximum wagers permitted by a casino licensee shall be posted.

(e) A casino licensee may, in its discretion, permit a player to place wagers at two betting positions during a round of play provided that the two betting positions are adjacent to each other.

(f) Notwithstanding (a) above, a casino licensee may offer a version of the game of three card poker requiring:

1. As a precondition to the placement of a pair plus wager, the placement of an ante wager in an amount at least equal to the pair plus wager;

2. As a precondition to the placement of a pair plus wager, the placement of an ante wager in an amount at least equal to one-half the pair plus wager; or

3. The compulsory placement of an ante wager and a pair plus wager, provided that one wager may be placed in an amount up to a maximum of five times the amount of the other wager without regard to which wager is the greater of the two.

Section 3.2.7 Procedures for dealing the cards from a manual dealing shoe

(a) If a casino licensee chooses to have the cards dealt from a manual dealing shoe, the dealing shoe shall meet the requirements of the section pertaining to dealing shoes and shuffling devices and shall be located on the table in a location as approved by Lottery. Once the procedures required by section 3.2.5 have been completed, the stacked deck of cards shall be placed in the dealing shoe either by the dealer or by an automated card shuffling device.

(b) The dealer shall announce "No more bets" prior to dealing any cards. Each card shall be removed from the dealing shoe with the hand of the dealer that is closest to the dealing shoe and placed on the appropriate area of the layout with the opposite hand.

(c) If the casino licensee offers a progressive payout wager, the dealer shall announce “No more bets” and press the “lock out” button on the table controller panel after all ante and progressive payout wagers have been placed. Once the lockout button has been pressed, if any wagers have been placed on the progressive wager, the dealer shall remove these wagers from the table inventory return device, and on the layout in front of the table inventory container, verify that the number of gaming chips wagered equals the number of lights illuminated on the acceptor devices, and place the gaming chips into the table inventory container in accordance with the section pertaining to table inventories.

(d) The dealer shall, starting with the player farthest to his or her left and continuing around the table in a clockwise manner, deal one card at a time in order to each player

who has placed an ante wager or pair plus wager and to the dealer until each player who placed a wager and the dealer each has three cards. All cards shall be dealt face down.

(e) After three cards have been dealt to each player and the dealer, the dealer shall remove the stub from the manual dealing shoe and, except as provided in (e) below, place the stub in the discard rack without exposing the cards.

(f) The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct number of cards is still present in the deck. The dealer shall determine the number of cards in the stub by counting the cards face down on the layout.

1. If the count of the stub indicates that 52 cards are in the deck, the dealer shall place the stub in the discard rack without exposing the cards.

2. If the count of the stub indicates that the number of cards in the deck is incorrect, the dealer shall determine if the cards were misdealt. If the cards have been misdealt (a player or the dealer has more or less than three cards) but 52 cards remain in the deck, all hands shall be void pursuant to section 3.2.12. If the cards have not been misdealt, all hands shall be considered void and the entire deck of cards shall be removed from the table in accordance with the section pertaining to removal of cards from use.

(f) Notwithstanding the provisions of (e) above, the counting of the stub shall not be required if an automated card shuffling device is used that counts the number of cards in the deck after the completion of each shuffle and indicates whether 52 cards are still present. If the automated card shuffling device reveals that an incorrect number of cards are present, the deck shall be removed from the table in accordance with the section pertaining to removal of cards from use.

Section 3.2.8 Procedures for dealing the cards from the hand

(a) Notwithstanding any other provisions of this chapter, a casino licensee may, in its discretion, permit a dealer to deal the cards used to play three card poker from his or her hand.

(b) If a casino licensee chooses to have the cards dealt from the dealer's hand, the following requirements shall be observed:

1. The casino licensee shall use an automated shuffling device to shuffle the cards.

2. Once the procedures required by section 3.2.5 have been completed, the dealer shall place the stacked deck of cards in either hand.

i. Once the dealer has chosen the hand in which he or she will hold the cards, the dealer shall use that hand whenever holding the cards during that round of play.

ii. The cards held by the dealer shall at all times be kept in front of the dealer and over the table inventory container.

3. The dealer shall then announce "No more bets" and press the “lock out” button in accordance with section 3.2.7 prior to dealing any cards. The dealer shall deal each card by holding the deck of cards in the chosen hand and using the other hand to remove the top card of the deck and place it face down on the appropriate area of the layout.

(c) The dealer shall, starting with the player farthest to his or her left and continuing around the table in a clockwise manner, deal one card at a time in order to each player who has placed an ante wager or pair plus wager and to the dealer until each player who placed a wager and the dealer each has three cards. All cards shall be dealt face down.

(d) After three cards have been dealt to each player and the dealer, the dealer shall, except as provided in (e) below, place the stub in the discard rack without exposing the cards.

(e) The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct number of cards is still present in the deck. The dealer shall count the stub in accordance with the provisions of section 3.2.7(e) and (f).

Section 3.2.9 Procedures for dealing the cards from an automated dealing shoe

(a) Notwithstanding any other provision of this chapter, a casino licensee may, in its discretion, choose to have the cards used to play three card poker dealt from an automated dealing shoe which dispenses cards in stacks of three cards, provided that the shoe, its location and the procedures for its use are approved by Lottery.

(b) If a casino licensee chooses to have the cards dealt from an automated dealing shoe, the following requirements shall be observed.

1. Once the procedures required by section 3.2.5 have been completed, the cards shall be placed in the automated dealing shoe.

2. The dealer shall then announce "No more bets" and press the lock out button in accordance with section 3.2.7 prior to the shoe dispensing any stacks of cards.

(c) The dealer shall deliver the first stack of cards dispensed by the automated dealing shoe face down to the player farthest to his or her left who has placed a wager in accordance with section 3.2.6. As the remaining stacks are dispensed to the dealer by the automated dealing shoe, the dealer shall, moving clockwise around the table, deliver a stack face down to each of the other players who has placed a wager in accordance with section 3.2.6. The dealer shall then place a cover card on top of the dealer's stack of three cards in the automated dealing shoe and either:

1. Deliver the stack face down with the cover card on top to the area designated for the placement of the dealer's cards; or

2. Deliver the stack face down after each player has made a play wager or forfeited his or her ante wager, the dealer has collected all forfeited wagers and associated cards, and the dealer has placed the cards of forfeited hands in the discard rack pursuant to section 3.2.10(b).

(d) After each stack of three cards has been dispensed and delivered in accordance with this subsection, the dealer shall remove the stub from the automated dealing shoe and, except as provided in (e) below, place the cards in the discard rack without exposing the cards.

(e) The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct numbers of cards are still present in the deck. The dealer shall count the stub in accordance with the provisions of section 3.2.7(e) and (f).

Section 3.2.10 Procedures for completion of each round of play

(a) After the dealing procedures required by sections 3.2.7, 3.2.8 or 3.2.9 have been completed, each player shall examine his or her cards. Each player who wagers at three card poker shall be responsible for his or her own hand and no person other

than the dealer and the player to whom the cards were dealt may touch the cards of that player.

(b) After examination of his or her cards, each player who has placed an ante wager shall have the option to either make a play wager in an amount equal to the player's ante wager or forfeit the ante wager and end his or her participation in the round of play. The ante wager forfeit does not include the forfeiture of the optional 6 card bonus wager as this is decided once the dealer has revealed his or her hand. The dealer shall offer this option to each player, starting with the player farthest to the left of the dealer and moving clockwise around the table in order. If a player has placed an ante wager and a pair plus wager but does not make a play wager, the player shall forfeit the ante wager and the pair plus wager. After each player has either placed a wager on the table in the play wager area or forfeited his or her wager and hand, the dealer shall collect all forfeited wagers and associated cards, placing them in the discard rack. The dealer shall then reveal the dealer's cards and place the cards so as to form the highest possible ranking hand. If an automated dealing shoe is used to deal the cards pursuant section 3.2.9 and a cover card is used on top of the dealer's stack removed from the shoe, the cover card shall be removed from the stack and placed on the table layout immediately next to the automated dealing shoe.

(c) The dealer shall then settle the wagers remaining on the table by complying with either (c) 1 or 2 below. A casino licensee shall identify in its approved gaming submission which alternative the dealer shall use. The dealer's cards shall be placed in the discard rack after all players' cards have been collected.

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

i. Reveal the three card hand of each remaining player;

ii. Collect all losing wagers;

iii. Pay each winning wager in accordance with the payout odds listed section 3.2.11; and

iv. Collect all player hands and place them in the discard rack.

2. The dealer shall, starting with the player farthest to the dealer's right and continuing counterclockwise around the table, complete all of the following procedures as to each remaining player in succession:

i. Reveal the three card hand of the player;

ii. Collect losing wagers or pay winning wagers in accordance with the payout odds listed in section 3.2.12; and

iii. Collect the player's cards and place them in the discard rack.

3. If a player has won a progressive payout which is not being paid from the table inventory container, the cards of that player shall remain on the table until the necessary documentation has been completed in accordance with procedures for progressive payout wagers.

4. If a player has won a 6 card bonus payout, the dealer shall pay the wager according to the odds listed in section 3.2.12.

(d) 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 be readily arranged to reconstruct each hand in the event of a question or dispute.

Section 3.2.11 Progressive payout

(a) A progressive payout wager shall be paid pursuant to the payout table listed in section 3.2.12, the procedures in accordance with progressive payout wagers and prior to the collection of the cards by the dealer.

(b) Prior to paying a progressive payout hand, the dealer shall:

1. Verify that the hand is a winning hand;

2. Verify that the appropriate light on the acceptor device has been illuminated; and

3. Have a casino supervisor validate the progressive payout pursuant to approved internal control procedures

(c) Any winning progressive payout wagers shall be paid irrespective of the rank of the hand of the dealer or even if the dealer does not have a qualifying hand or has a higher ranking hand.

Section 3.2.12 Payout odds

(a) There are three payout types as follows:

1. A player in competition against the dealer shall be paid 1 to 1 on both the ante wager and the play wager if the player's hand is ranked higher than the dealer's hand. Notwithstanding the foregoing, if the dealer does not hold a hand with a "queen high or better" rank, the ante wager shall automatically be paid 1 to 1 and the play wager shall be returned to the player.

2. A player placing a pair plus wager shall be paid in accordance with one of the following payout ledgers:

	A	B	C	D
Pair	1 to 1	1 to 1	1 to 1	1 to 1
Flush	4 to 1	4 to 1	3 to 1	3 to 1
Straight	6 to 1	6 to 1	6 to 1	6 to 1
Three-of-a-kind	30 to 1	33 to 1	30 to 1	33 to 1
Straight flush	40 to 1	35 to 1	40 to 1	35 to 1

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

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

i. In the event that a casino licensee offers a version of three card poker pursuant to section 3.2.6(f) and offers pair plus payout odds in accordance with pay table B in (a)2 above, a player placing an ante wager and play wager may be paid an ante bonus if the player's hand consists of the following:

Straight pays	1 to 1
Three-of-a-kind pays	5 to 1
Straight flush pays	6 to 1

(b) A casino licensee shall pay out winning progressive payouts at no less than the amounts listed below:

$1 Progressive Wager

Hand	Paytable 1	Paytable 2

Mini royal flush (spades)	100 % of Meter	100% of Meter
Mini royal flush (other)	$500.00	$500.00
Straight flush	$70.00	$100.00
Three of a kind	$60.00	$90
Straight	$6.00	N/A

$5 Progressive Wager

Hand	Paytable 1	Paytable 2
Mini royal flush (spades)	100 % of Meter	100% of Meter
Mini royal flush (other)	$2,500.00	$2,500.00
Straight flush	$350.00	$500.00
Three of a kind	$300.00	$450.00
Straight	$30.00	N/A

When paying a Progressive win, the original wager is not returned

(c) Envy Bonus Payout:

i. A player making the progressive side wager also qualifies to win an envy payout. If another player at the table hits a hand associated with an envy pay, all other players who made the progressive side bet win the envy pay. The player hitting the hand receives the normal prize pay only, but does NOT receive the envy pay.

ii. If a player's hand triggers an envy payout, the dealer will leave the hand face up on the layout; otherwise, the dealer will lock up the cards. The dealer will then move onto the next player.

iii. The dealer pays any envy bonus at the end of the round. In the event that more than one player is involved in a qualifying envy pay, then all players win multiple envy payouts.

Hand	Payout $1 Wager	Payout $5 Wager
Mini Royal Flush (Spades)	$100	$500
Mini Royal Flush (Other)	$25	$125

(d) The rate of progression for the progressive meter used for the progressive payouts in (b) above shall be no less than:

i. When using paytable 1 - 14 percent;
ii. When using paytable 2 – 20 percent.

The initial and reset amount shall be no less than:

i. $1,000 for the $1 wager
ii. $5,000 when using the $5 wager

If at the discretion of the casino licensee, a secondary jackpot is to be used for re-seeding of the main jackpot, the rate of progression shall be included in their submitted rules of the game.

(d) A player placing a 6 card bonus wager shall be paid in accordance with one of the following payout ledgers:

	A	B	C	D
Royal Flush	1000 to 1	1000 to 1	1000 to 1	1000 to 1
Straight Flush	200 to 1	200 to 1	200 to 1	200 to 1
Four of a Kind	50 to 1	50 to 1	100 to 1	100 to 1
Full House	25 to 1	25 to 1	20 to 1	20 to 1
Flush	20 to 1	15 to 1	15 to 1	15 to 1

Straight	10 to 1	10 to 1	9 to 1	10 to 1
Three-of-a-kind	5 to 1	5 to 1	8 to 1	7 to 1

Section 3.2.13 Must Hit by Progressive

a) The optional **Must Hit by Progressive** is a Mystery Progressive intended to be used in conjunction with progressives that utilize the Atlas system. If a Light & Wonder Atlas system progressive side wager has four or fewer progressive meters active, one of the available progressive meters can be configured to function as the **Must Hit by Progressive**.

b) The **Must Hit by Progressive** is an add-on to the existing **Progressive** wager, no additional wagering is required to qualify for it.

c) After all wagers have been placed, the value of the Must Hit Progressive is incremented based on the configured increment rate and the total value of all progressive wagers.

d) After the new value of the progressive meter is calculated, each player who has placed a progressive side wager is assigned a random value from a random number generator. If a player's assigned random value falls below a calculated threshold based on the odds of the **Must Hit by Progressive** being awarded at its current value, then the **Must Hit by Progressive** is awarded

e) The **Must Hit by Progressive** meter randomly generates when selecting END ROUND on the dealer terminal. If there is a random winner from those that participated in the Atlas Progressive Bonus wager, this will be indicated with the sensor flashing at the Player spot as well as being indicated on the Dealer Terminal and Table signage.

f) If multiple players at a table qualify for the **Must Hit by Progressive** at the same time, then the player with the lowest random value is awarded the progressive.

g) The odds of the progressive being awarded will increase as the value of the progressive passes certain thresholds.

Must Hit by Configurations

Must Hit By Parameters - $1			
Bet	Min Value	Max Value	Increment Rate
$1	$100	$200	2.00%
$1	$100	$500	5.00%
$1	$250	$500	2.00%
$1	$250	$1,000	5.00%

Must Hit By Parameters - $2			
Bet	Min Value	Max Value	Increment Rate
$2	$100	$200	1.50%
$2	$100	$500	3.50%
$2	$250	$500	1.50%
$2	$250	$1,000	3.00%

Must Hit By Parameters - $5			
Bet	Min Value	Max Value	Increment Rate
$5	$100	$200	1.00%
$5	$100	$500	2.00%
$5	$250	$500	0.50%
$5	$250	$1,000	2.00%

The increment rate of progression, reset value and max value for the **Must Hit by Progressive** Meter will be determined by the Casino license and shall be included in their submitted Internal Controls.

Section 3.2.14 Irregularities

(a) 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.

(b) 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.

(c) If any player or the dealer is dealt an incorrect number of cards, all hands shall be void and the cards shall be reshuffled.

(d) If one or more of the dealer's cards is inadvertently exposed prior to the dealer revealing his or her cards as prescribed in section 3.2.10(b), all hands shall be void and the cards shall be reshuffled.

(e) 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 in accordance with procedures approved by the Lottery.

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

Section 3.3 Four Card Poker

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Section 3.3.13 Irregularities

Section 3.3.1 Definitions

The following words and terms, when used in this subchapter, shall have the following meanings unless the context clearly indicates otherwise:

“Aces up wager” means the optional wager that a player may make prior to any cards being dealt that the player’s best four card poker hand will be a pair of aces or better, with a winning aces up wager being paid in accordance with a posted pay table regardless of the outcome of the player’s hand against the dealer’s hand.

"Ante wager" means the wager that a player is required to make prior to any cards being dealt in order to compete against the dealer's hand in a round of play.

“Bad Beat Bonus wager” means the wager that a player has the option to make prior to any cards being dealt in order to compete against the dealer’s hand in a round of play. It is an optional wager that the lower ranking hand between the player and the dealer will have a rank of two pair or better.

“Deal” means the distribution of the playing cards among the players and the dealer.

“Dealer” means the employee of licensed casino who is responsible for dealing the cards at the Four Card Poker table.

“Envy Bonus” means a bonus payout that players will receive if they have bet the progressive side wager and another player at the table hits a hand of a Royal Flush or Straight Flush.

"Hand" means the best four card poker hand that can be formed by each player and the dealer from the cards they are dealt.

"Play wager" means an additional wager, in an amount from one to three times the amount of the player’s ante wager, that a player is required to make if the player opts to remain in competition against the dealer.

"Round of play" means one complete cycle of play during which all wagers have been placed, all cards have been dealt and all remaining wagers have been settled in accordance with the rules of this subchapter.

"Stub" means the remaining portion of the deck after all cards in the round of play have been dealt or delivered.

"Suit" means one of the four categories of cards: club, diamond, heart or spade.

Section 3.3.2 Cards; number of decks

(a) Except as provided in (b) below, four card poker shall be played with one deck of cards with backs of the same color and design and one additional cover card to be used in accordance with the procedures set forth in 3.3.5. The cover card shall be opaque and in a solid color readily distinguishable from the color of the backs and edges of the playing cards, as approved by Lottery. The deck of cards shall meet the requirements of the section pertaining to the physical description of cards.

(b) If an automated card shuffling device is used, a casino licensee shall be permitted to use a second deck of cards to play the game, provided that:

1. Each deck of cards complies with the requirements of (a) above;
2. The backs of the cards in the two decks are of different color;
3. One deck is being shuffled by the automated card shuffling device while the other deck is being dealt or used to play the game;
4. Both decks are continuously alternated in and out of play, with each deck being used for every other round of play; and
5. The cards from only one deck shall be placed in the discard rack at any given time.

Section 3.3.3 Four card poker rankings

(a) The rank of the cards used in four card poker, in order of highest to lowest rank, shall be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3 and 2. All suits shall be considered equal in rank. Notwithstanding the foregoing, an ace may be used to complete a "straight flush" or a "straight" with a two, three and four.

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

1. “Four-of-a-kind” is a hand consisting of four cards of the same rank, with four aces being the highest ranking four-of-a-kind and four twos being the lowest ranking four-of-a-kind;

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

3. "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 twos being the lowest ranking three-of-a-kind;

4. "Flush" is a hand consisting of four cards of the same suit, regardless of rank;

5. "Straight" is a hand consisting of four cards of consecutive rank, regardless of suit, with ace, king, queen and jack being the highest ranking straight and four, three, two and ace being the lowest ranking straight;

6. “Two Pair” is a hand consisting of two “pairs;” and

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

(c) When comparing two hands that are of equal rank pursuant to the provisions of (b) above, or that contain none of the hands authorized in (b) above, the hand that contains the highest ranking card as provided in (a) above that is not contained in the other hand shall be considered the higher ranking hand. If, after application of the foregoing, the hands are of equal rank, the hands shall be considered a tie.

Section 3.3.4 Opening of the table for gaming

(a) The dealer shall receive cards at the table in accordance with section 2.3 pertaining to cards, receipt, storage, inspections and removal from use.

(b) Following the inspection of the cards by the dealer and the verification by the floorperson assigned to the table, the cards shall be, at the option of the casino licensee as noted in their internal controls, either:

1) Spread out face up on the table for visual inspection by the first player to arrive at the table. The cards shall be spread out according to suit and in sequence; or
2) Perform a wash of the cards in (c) below

(c) After the first player has been afforded an opportunity to visually inspect the cards, or the cards have been inspected by the dealer and floorperson, the cards shall be turned face down on the table, mixed thoroughly by a "washing" or "chemmy shuffle" of the cards and stacked. Once the cards have been stacked, they shall be shuffled in accordance with 3.3.5.

(d) If a casino licensee uses an automated card shuffling device to play the game and two decks of cards are received at the table 3.3.2, each deck of cards shall be separately sorted, inspected, verified, spread, inspected, mixed, stacked and shuffled in accordance with the provisions of (a) through (c) above.

Section 3.3.5 Shuffle and cut of the cards

(a) Immediately prior to the commencement of play, unless the cards were pre-shuffled, and after each round of play has been completed, the dealer shall shuffle the cards, either manually or by use of an automated card shuffling device, so that the cards are randomly intermixed. Upon completion of the shuffle, the dealer or device shall place the deck of cards in a single stack; provided, however, that nothing herein shall be deemed to prohibit the use of an automated card shuffling device which, upon completion of the shuffling of the cards, inserts the stack of cards directly into a dealing shoe.

(b) After the cards have been shuffled and stacked, the dealer shall:

1. If the cards were shuffled using an automated card shuffling device, deal or deliver the cards in accordance with the procedures set forth in 3.3.7, 3.3.8 or 3.3.9; or

2. If the cards were shuffled manually or were pre-shuffled, cut the cards in accordance with the procedures set forth in (c) below.

(c) If a cut of the cards is required, the dealer shall:

1. Cut the deck, using one hand, by:

i. Placing the cover card on the table in front of the deck of cards;

ii. Taking a stack of at least 10 cards from the top of the deck and placing them on top of the cover card;

iii. Placing the cards remaining in the deck on top of the stack of cards that were cut and placed on the cover card pursuant to section (c)ii above; and

iv. Removing the cover card and placing it in the discard rack; and

2. Deal the cards in accordance with the procedures set forth in 3.3.7, 3.3.8 or 3.3.9.

(d) Notwithstanding (c) above, after the cards have been cut and before any cards have been dealt, a casino supervisor may require the cards to be recut if he or she determines that the cut was performed improperly or in any way that might affect the integrity or fairness of the game.

(e) Whenever there is no gaming activity at a four card poker table which is open for gaming, the cards shall be spread out on the table either face up or face down. If the cards are spread face down, they shall be turned face up once a player arrives at the table. After the first player is afforded an opportunity to visually inspect the cards, the procedures outlined in 3.3.4(c) shall be completed. Provided however, if the casino opted to waive the player inspection of the cards during the table opening, the player inspection may be waived at this time as well.

Section 3.3.6 Wagers

(a) The following wagers may be placed in the game of four card poker:

1. A player may compete solely against the dealer by placing an ante wager in an amount within the posted minimum and maximum wagers and then placing a play wager in an amount from one to three times the amount of the ante wager; or

2. A player may compete solely against a posted payout table by placing an aces up wager in any amount within the posted minimum and maximum wagers; or

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

4. A player may, at their discretion, place a progressive wager of $1 or $5 on the sensor device, after they have either placed the ante wager in number 1 OR the aces up wager in number 2 above, or both. Each player shall be responsible for verifying that his or her respective acceptor light has been properly illuminated.

5. A player may, at their discretion, place a bad beat bonus wager of $1 on the designated betting area, after they have either placed the ante wager in number 1 OR the aces up wager in number 2 above, or both.

(b) All wagers at four card poker shall be made by placing gaming chips or plaques and, if applicable, a match play coupon or other approved promotional offer on the appropriate betting areas of the table layout. A verbal wager accompanied by cash shall not be accepted.

(c) Only players who are seated at a four card poker table may 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.

(d) All wagers shall be placed prior to the dealer announcing "No more bets" in accordance with the dealing procedures in 3.3.7, 3.3.8 or 3.3.9. No wager shall be made, increased, or withdrawn after the dealer has announced "No more bets." All play wagers shall be placed in accordance with 3.3.10(b).

(e) A casino licensee may, in its discretion, permit a player to place wagers at two betting positions during a round of play provided that the two betting positions are adjacent to each other.

Section 3.3.7 Procedures for dealing the cards from a manual dealing shoe

(a) If a casino licensee chooses to have the cards dealt from a manual dealing shoe, the dealing shoe shall meet the requirements of the section pertaining to dealing shoes and automatic shuffling devices and shall be located on the table in a location as approved by Lottery. Once the procedures required by 3.3.5 have been completed, the stacked deck of cards shall be placed in the dealing shoe either by the dealer or by an automated card shuffling device.

(b) The dealer shall announce "No more bets" prior to dealing any cards. Each card shall be removed from the dealing shoe with the hand of the dealer that is closest to the dealing shoe and placed on the appropriate area of the layout with the opposite hand.

(c) The dealer shall, starting with the player farthest to his or her left and continuing around the table in a clockwise manner, deal one card at a time, in order, to each

player who has placed an ante wager and/or an aces up wager and to the dealer until each player who placed a wager has five cards and the dealer has six cards. All cards dealt to the players shall be dealt face down. The first five cards dealt to the dealer shall be face down and the sixth card shall be dealt face up. The dealer's fifth and sixth cards shall be dealt consecutively.

(d) After five cards have been dealt to each player and six to the dealer, the dealer shall remove the stub from the manual dealing shoe and, except as provided in (e) below, place the stub in the discard rack without exposing the cards.

(e) The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct number of cards is still present in the deck. The dealer shall determine the number of cards in the stub by counting the cards face down on the layout.

1. If the count of the stub indicates that 52 cards are in the deck, the dealer shall place the stub in the discard rack without exposing the cards.

2. If the count of the stub indicates that the number of cards in the deck is incorrect, the dealer shall determine if the cards were misdealt. If the cards have been misdealt (a player has more or less than five cards or the dealer has more or less than six cards) but 52 cards remain in the deck, all hands shall be void pursuant to 3.3.13. If the cards have not been misdealt, all hands shall be considered void and the entire deck of cards shall be removed from the table pursuant to section pertaining to removal of cards from use.

(f) Notwithstanding the provisions of (e) above, the counting of the stub shall not be required if an automated card shuffling device is used that counts the number of cards in the deck after the completion of each shuffle and indicates whether 52 cards are still present. If the automated card shuffling device reveals that an incorrect number of cards are present, the deck shall be removed from the table in accordance with the section for removal of cards from use.

Section 3.3.8 Procedures for dealing the cards from the hand

(a) Notwithstanding any other provisions of this chapter, a casino licensee may, in its discretion, permit a dealer to deal the cards used to play four card poker from his or her hand.

(b) If a casino licensee chooses to have the cards dealt from the dealer's hand, the following requirements shall be observed:

1. The casino licensee shall use an automated shuffling device to shuffle the cards.

2. Once the procedures required by 3.3.5 have been completed, the dealer shall place the stacked deck of cards in either hand.

i. Once the dealer has chosen the hand in which he or she will hold the cards, the dealer shall use that hand whenever holding the cards during that round of play.

ii. The cards held by the dealer shall at all times be kept in front of the dealer and over the table inventory container.

3. The dealer shall then announce "No more bets" prior to dealing any cards. The dealer shall deal each card by holding the deck of cards in the chosen hand and using the other hand to remove the top card of the deck and place it face down on the appropriate area of the layout.

(c) The dealer shall, starting with the player farthest to his or her left and continuing around the table in a clockwise manner, deal one card at a time in order to each player who has placed an ante wager and/or an aces up wager and to the dealer until each player who placed a wager has five cards and the dealer has six cards. All cards dealt to the players shall be dealt face down. The first five cards dealt to the dealer shall be face down and the sixth card shall be dealt face up. The dealer’s fifth and sixth cards shall be dealt consecutively.

(d) After five cards have been dealt to each player and six cards have been dealt to the dealer, the dealer shall, except as provided in (e) below, place the stub in the discard rack without exposing the cards.

(e) The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct number of cards is still present in the deck. The dealer shall count the stub in accordance with the provisions of 3.3.7(e) and (f).

Section 3.3.9 Procedures for dealing the cards from an automated dealing shoe

(a) Notwithstanding any other provision of this chapter, a casino licensee may, in its discretion, choose to have the cards used to play four card poker dealt from an automated dealing shoe which dispenses cards in stacks of five cards, provided that the shoe, its location and the procedures for its use are approved by Lottery.

(b) If a casino licensee chooses to have the cards dealt from an automated dealing shoe, the following requirements shall be observed.

1. Once the procedures required by 3.3.5 have been completed, the cards shall be placed in the automated dealing shoe.
2. The dealer shall then announce "No more bets" prior to the shoe dispensing any stacks of cards.

(c) The dealer shall deliver the first stack of cards dispensed by the automated dealing shoe face down to the player farthest to his or her left who has placed a wager in accordance with 3.3.6. As the remaining stacks are dispensed to the dealer by the automated dealing shoe, the dealer shall, moving clockwise around the table, deliver a stack face down to each of the other players who has placed a wager in accordance with 3.3.6. The dealer shall then deliver a stack of five cards face down to himself or herself. When the automated dealing shoe dispenses the next stack of five cards, the dealer shall remove the stack from the shoe and place the stack on the layout next to his or her hand. The dealer shall spread the cards in the stack face down, with the bottom card of the stack to the dealer’s far left and the top card of the stack to the dealer’s far right. The dealer shall turn the bottom card of the stack (on the dealer’s far left) face up on the dealer’s hand. The dealer shall collect the remaining four cards of that stack and place them in the discard rack without revealing them.

(d) After each stack of five cards has been dispensed and delivered in accordance with this section, the dealer shall remove the stub from the automated dealing shoe

and, except as provided in (e) below, place the cards in the discard rack without exposing the cards.

(e) The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct number of cards are still present in the deck. The dealer shall count the stub in accordance with the provisions of 3.3.7(e) and (f).

Section 3.3.10 Procedures for completion of each round of play

(a) After the dealing procedures required by 3.3.7, 3.3.8 or 3.3.9 have been completed, each player shall examine his or her cards. Each player who wagers at four card poker shall be responsible for his or her own hand and no person other than the dealer and the player to whom the cards were dealt may touch the cards of that player.

(b) The dealer shall, starting with the player farthest to his or her left and continuing clockwise around the table, offer each player who has placed an ante wager the option to either make a play wager or forfeit his or her ante wager. A play wager shall be made in an amount from one to three times the amount of the player's ante wager. If a player has placed an ante wager, an aces up wager, a progressive wager or bad beat bonus wager, but does not make a play wager, the player shall forfeit the ante wager and the bad beat bonus wager, but shall not forfeit the aces up wager nor the progressive wager.

(c) After each player has either placed a play wager on the designated area of the layout or forfeited his or her ante wager, the dealer shall collect all forfeited ante wagers. The dealer shall collect the cards of any player who forfeited his or her ante wager and also did not make an aces up wager or progressive wager, placing the cards in the discard rack.

(d) The dealer shall then reveal the dealer's cards and select the four cards that form the highest possible ranking hand. The dealer shall then, starting with the player farthest to his or her right whose hand is still active, reveal the cards of each player and select the four cards that form the highest possible ranking hand for each player. The dealer shall then collect all losing ante, play and aces up wagers.

(e) The dealer shall then settle the wagers remaining on the table by complying with either (e)1 or 2 below. A casino licensee shall identify in its approved gaming submission which alternative the dealer shall use. The dealer's cards shall be placed in the discard rack after all players' cards have been collected.

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

i. Reveal the best four card poker hand of each player;

ii. Collect all losing wagers;

iii. Pay each winning wager in accordance with the payout odds listed in 3.3.11; and if required the progressive payout listed in 3.3.12; and

iv. Collect all player hands and place them in the discard rack.

2. The dealer shall, starting with the player farthest to the dealer's right and continuing counterclockwise around the table, complete all of the following procedures as to each remaining player in succession:

i. Reveal the best four card poker hand of the player;

ii. Collect losing wagers or pay winning wagers in accordance with the payout odds listed in 3.3.11; and if required the progressive payout listed in 3.3.12; and

iii. Collect the player's cards and place them in the discard rack.

(f) 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 be readily arranged to reconstruct each hand in the event of a question or dispute.

Section 3.3.11 Payout odds; rate of progression; payout limitation

(a) There are six payout types as follows:

1. A player in competition against the dealer shall be paid 1 to 1 on both the ante wager and the play wager if the player's hand is either ranked higher than the dealer hand's or is of equal rank with the dealer's hand.

2. A player placing an ante wager and a play wager who has a three-of-a-kind or better shall be paid a bonus on the ante wager, regardless of whether the player's hand outranks the dealer's hand, at no less than the following odds:

Hand Type	Payout Odds
Four-of-a-kind	25 to 1
Straight flush	20 to 1
Three-of-a-kind	2 to 1

3. A player shall be paid for an aces up wager if the player's best four card poker hand is a qualifying hand type below, regardless of whether the player's hand outranks the dealer's hand, at no less than the odds in accordance with one of the following payout tables:

Hand Type	Table I	Table II	Table III	Table IV
Four-of-a-kind	50 to 1	50 to 1	50 to 1	50 to 1
Straight flush	40 to 1	40 to 1	30 to 1	30 to 1
Three-of-a-kind	9 to 1	7 to 1	9 to 1	7 to 1
Flush	6 to 1	6 to 1	6 to 1	6 to 1
Straight	4 to 1	5 to 1	4 to 1	5 to 1
Two pair	2 to 1	2 to 1	2 to 1	2 to 1
Pair of aces	1 to 1	1 to 1	1 to 1	1 to 1

Hand Type	Table V	Table VI	Table VII
Four-of-a-kind	50 to 1	50 to 1	50 to 1
Straight flush	40 to 1	40 to 1	40 to 1
Three-of-a-kind	8 to 1	8 to 1	7 to 1
Flush	5 to 1	6 to 1	5 to 1
Straight	4 to 1	4 to 1	4 to 1
Two pair	3 to 1	2 to 1	3 to 1
Pair of aces	1 to 1	1 to 1	1 to 1

4. A player qualifies for the progressive payouts by using all five cards dealt to them by the dealer. The licensed Casino shall pay off each winning wager at no less than the odds listed below:

Hand:	**$1 Wager Payout:**	**$5 Wager Payout**
Royal flush	100% of Prog. Jackpot	100% of Prog. Jackpot
Straight flush	10% of Prog. Jackpot	10% of Prog. Jackpot
Four of a Kind	$300	$1,500
Full House	$50	$250
Flush	$40	$200
Straight	$30	$150
Three-of-a-Kind	$9	$45

5. Envy Bonus Payout:

a. A player making the progressive side wager also qualifies to win an envy payout. If another player at the table hits a hand associated with an envy pay, all other players who made the progressive side bet win the envy pay. The player hitting the hand receives the normal prize pay only, but does NOT receive the envy pay.

b. If a player's hand triggers an envy payout, the dealer will leave the hand face up on the layout; otherwise, the dealer will lock up the cards. The dealer will then move onto the next player.

c. The dealer pays any envy bonus at the end of the round. In the event that more than one player is involved in a qualifying envy pay, then all players win multiple envy payouts.

Hand	**$1 Wager Payout**	**$5 Wager Payout**
Royal Flush	$1,000	$5,000

Straight Flush	$300	$1,500

6. Bad Beat Bonus Payout

A player qualifies for the bad beat bonus when the lower ranking hand between the player and the dealer have a rank of two pair or better. There are two ways to win:

a) The player loses with two pair or better;

b) The player beats the dealer's hand of two pair or better

The following pay tables may be used:

Hand Type	Payout Odds A	Payout Odds B
Four-of-a-kind	25,000 to 1	10,000 to 1
Straight Flush	10,000 to 1	5,000 to 1
Three-of-a-kind	100 to 1	100 to 1
Straight	25 to 1	25 to 1
Flush	15 to 1	15 to 1
Two pair	4 to 1	4 to 1

The licensee shall state in their internal controls which pay table they will use. When paying a Progressive win, the original wager is not returned.

(b) The rate of progression for the progressive meter used for the progressive payouts in 3.3.11 shall be no less than 21 percent. The initial and reset amount shall be established by each casino licensee. If at the discretion of the casino licensee, a secondary jackpot is to be used for re-seeding of the main jackpot, the rate of progression shall be included in their submitted rules of the game. The only payouts that shall come off the sign are the Royal Flush and Straight Flush. The remainder of the payouts shall be made from the float.

(c) Winning progressive payout hands shall be paid in accordance with the amount on the meter when it is the player's turn to be paid in accordance with section 3.3.11 provided, however, if more than one player at a table has a royal flush progressive

payout hand, at the casino licensee's option as listed in their internal controls, they may:

a. Have each player share equally in the amount on the progressive meter when the first player with a royal flush is to be paid, or
b. Pay the qualifying player furthest to the dealer's right the amount on the sign first, followed by paying the next player the reset jackpot amount on the sign.

Section 3.3.12 Progressive payout

(a) A progressive payout wager shall be paid pursuant to the payout table listed in section 3.3.11, the procedures in accordance with progressive payout wagers and prior to the collection of the cards by the dealer.

(b) Prior to paying a progressive payout hand, the dealer shall:

1. Verify that the hand is a winning hand;
2. Verify that the appropriate light on the acceptor device has been illuminated; and
3. Have a casino supervisor validate the progressive payout pursuant to approved internal control procedures.

(c) Any winning progressive payout wager shall be paid irrespective of the rank of the hand of the dealer.

Section 3.3.13 Irregularities

(a) 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.

(b) 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.

(c) If any player or the dealer is dealt an incorrect number of cards, all hands shall be void and the cards shall be reshuffled.

(d) If one or more of the dealer's cards is inadvertently exposed prior to the dealer revealing his or her cards as prescribed in 3.3.10(d), all hands shall be void and the cards shall be reshuffled.

(e) 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 in accordance with procedures approved by Lottery.

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

Section 3.4 Pai Gow Poker

Section 3.4.1 Definitions

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Section 3.4.21 Payout odds for optional Ace-High bonus wager

Section 3.4.1 Definitions

The following words and terms, when used in this subchapter, shall have the following meaning unless the context clearly indicates otherwise.

"Bank" shall mean the player who elects to have the other players and dealer play against him or her and accepts the responsibility to pay all winning wagers.

"Bonus wager" shall mean an optional wager that the player's seven cards will form a qualifying poker hand, regardless of the manner in which the player set the high hand and the low hand. All bonus wagers shall be banked by the house.

"Co-banking" is defined in section 3.4.10.

"Copy hand" shall mean 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.

"Envy bonus" shall mean an additional fixed sum payoff made to a player who placed a bonus wager of at least $5.00 when another player at the pai gow poker table is the holder of a premium qualifying poker hand. A player is entitled to multiple envy bonuses if more than one other player is the holder of a premium qualifying poker hand; provided, however, that a player is not entitled to an envy bonus for his or her own cards or the cards of the dealer.

“High hand” shall mean the five card hand which is formed from the seven cards dealt at the game of pai gow poker so as to rank equal to or higher than the two card low hand.

“Marker” shall mean an object or objects used to designate the bank and the co-bank, as approved by the Lottery.

“Premium qualifying poker hand” shall mean a five-card or seven-card poker hand with a rank of four-of-a-kind or higher formed from the seven cards dealt to a player.

“Push” is a tie as defined in 3.4.9(h).

“Qualifying poker hand” shall mean a five-card or seven-card poker hand with a rank of straight or higher formed from the seven cards dealt to a player.

“Rank or ranking” shall mean the relative position of a card or group of cards as set forth in section 3.4.3.

“Second highest” or “low hand” shall mean 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.

“Set or setting the hands” shall mean the process of forming a high hand and low hand from the seven cards dealt.

“Seven-card bonus wager” shall mean an optional wager, as authorized by section 3.4.17, that the player’s seven card hand will form a five-card poker hand (best five cards out of seven cards) for which a payout is awarded pursuant to section 3.4.18**,** regardless of the manner in which the player sets the high hand and the low hand and regardless of the outcome of the player’s pai gow poker wager.

“Suit” shall mean one of the four categories of cards, i.e., diamond, spade, club or heart.

“Three-card bonus wager” shall mean an optional wager, as authorized by section 3.4.17, that the player’s first three cards will form a three-card poker hand that contains a straight flush with no joker, three-of-a-kind, a straight flush, a straight, a flush or one pair.

Section 3.4.2 Cards; number of decks

(a) Except as provided in (b) below, pai gow poker shall be played with one deck of cards with backs of the same color and design, on additional cutting card and one additional cover card to be used in accordance with the procedures set forth in 3.4.6. The cutting card and cover card shall be opaque and in a solid color readily distinguishable from the color of the backs and edges of the playing cards, as approved by Lottery. The deck of cards used to play pai gow poker shall meet the requirements of the section pertaining to cards physical characteristics and shall include one joker. Nothing in this section shall prohibit a casino licensee from using decks which are manufactured with two jokers provided that only one joker is used for gaming at pai gow poker.

(b) If an automated card shuffling device is used for pai gow poker, a casino licensee shall be permitted to use a second deck of cards to play the game, provided that:

1. Each deck of cards complies with the requirements of (a) above;
2. The backs of the cards in the two decks are of a different color;
3. One deck is being shuffled by the automated card shuffling device while the other deck is being dealt or used to play the game;
4. Both decks are continuously alternated in and out of play, with each deck being used for every other round of play; and
5. The cards from one deck only shall be placed in the discard rack at any given time.

Section 3.4.3 Pai gow poker rankings; cards; poker hands

(a) The rank of the cards used in pai gow poker, in order of highest to lowest rank, shall be: ace, king, queen, jack, ten, nine, eight, seven, six, five, four, three, and two. Notwithstanding the foregoing, 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 (c) below, the joker shall be used and ranked as an ace.

(b) The permissible poker hands at the game of 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; however, for purposes of the progressive payout wager, a “natural royal flush” is a royal flush which does not use a joker;

3. “Straight flush” is a high hand consisting of five cards of the same suit in consecutive ranking, with ace, 2, 3, 4 and 5 being the highest ranking straight flush; king, queen, jack, 10, and 9 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 four-of-a-kind;

5. “Full house” is a high hand consisting of a “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. When comparing two flushes the provisions of (e) below shall be applied;

7. “Straight” is a high hand consisting of five cards of consecutive rank, regardless of suit, with an ace, king, queen, jack and 10 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 pairs” is a high hand containing two “pairs,” 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; and

10. “Pair” is either a high hand or a 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.

(c) For purposes of setting the hands, a joker may be used as any card to complete a “straight,” a “flush,” a “straight flush” or a “royal flush.”

(d) Notwithstanding the provisions of (b) above, a casino licensee may, in its discretion, determine that a straight flush formed with an ace, 2, 3, 4 and 5 of the same

suit shall be the lowest ranking straight flush and that a straight formed with an ace, 2, 3, 4 and 5, regardless of suit, shall be the lowest ranking straight. If a casino licensee chooses to exercise this option, it shall so indicate in its Rules of the Games Submission.

(e) When comparing two high hands or two low hands which are of identical poker hand rank pursuant to the provisions of this section, or which contain none of the poker hands authorized herein, the hand which 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 two hands are of identical rank after the application of this subsection, the hands shall be considered a copy hand.

(f) If a casino licensee offers the optional bonus wager authorized by section 3.4.15, the following seven card hands, each of which shall have a rank higher than a five-card poker hand of five aces, shall be used to determine the amount of the bonus wager payout or envy bonus payment to which a winning patron is entitled pursuant to section 3.4.16:

1. "Seven-card straight flush with no joker" is a seven card hand consisting of seven cards of the same suit in consecutive ranking, with no joker being used to complete the straight flush;
2. "Royal flush plus royal match" is a seven card hand consisting of an ace, a king, a queen, a jack and a ten of the same suit, with or without a joker, with an additional king and queen of a same suit; and
3. "Seven-card straight flush with joker" is a seven card hand consisting of seven cards of the same suit in consecutive ranking with a joker being used to complete the straight flush.

(g) For purposes of pay table "B" for the seven-card bonus wager at section 3.4.18(c**)**, a "straight flush with joker" is a hand consisting of five cards of the same suit in consecutive ranking, one of which is the joker, and a "straight flush without joker" is a hand consisting of five cards of the same suit in consecutive ranking, none of which is the joker.

Section 3.4.4 Pai gow poker shaker and dice; computerized random number generator; button

(a) Unless a casino licensee offers the optional bonus wagers authorized by section 3.4.17 and follows the dealing procedures set forth therein, the starting position for the deal or delivery of cards in pai gow poker shall be determined by using one of the following methods:

1. Three dice and a pai gow poker shaker, which shall meet the requirements of the section pertaining to dice characteristics respectively, and be used in accordance with the section pertaining to shaker use and design and section 3.4.8B(b).

   i. The three dice shall be maintained at all times within the pai gow poker shaker.

   ii. The pai gow poker shaker and the dice contained therein shall be the responsibility of the dealer and shall never be left unattended while at the table.

   iii. No dice that have been placed in a pai gow poker shaker for use in gaming shall remain on a table for more than 24 hours.

2. A computerized random number generator that, is approved by Lottery and section 3.4.8C(c), shall automatically select and display a number from 1 through 7 inclusive.

3. If an automated card shuffling device and dealing shoe is used pursuant to sections 3.4.8B and 3.4.8C, a button that is moved by the dealer clockwise around the table as each round of play is completed.

Section 3.4.5 Opening of the table for gaming

(a) The dealer shall receive cards at the table in accordance with section 2.3 pertaining to cards, receipt, storage, inspections and removal from use.

1) (b) If the deck of cards used by the casino licensee contains two jokers, the dealer and a casino supervisor shall ensure that only one joker is utilized and that the other joker is torn in half and discarded. Following the inspection of the cards by the dealer and the verification by the floor person assigned to the table, the cards shall be, at the option of the casino licensee as noted in their internal controls, either:Spread out face up on the table for visual inspection by

the first player to arrive at the table. The cards shall be spread out according to suit and in sequence; or

2) Perform a wash of the cards in (c) below

(c) After the first player is afforded an opportunity to visually inspect the cards, or the cards have been inspected by the dealer and floorperson, the cards shall be turned face down on the table, mixed thoroughly by a “washing” or “chemmy shuffle” of the cards and stacked. Once the cards have been stacked, they shall be shuffled in accordance with section 3.4.6**.**

(d) If a casino licensee uses an automated card shuffling device to play the game of pai gow poker and two decks of cards are received at the table pursuant to section 3.4.2, each deck of cards shall be separately sorted, inspected, verified, spread, inspected, mixed, stacked and shuffled in accordance with the provisions of (a) through (c) above immediately prior to the commencement of play.

Section 3.4.6 Shuffle and cut of the cards

(a) Immediately prior to the commencement of play, unless the cards were pre-shuffled**,** and after each round of play has been completed, the dealer shall shuffle the cards either manually or by use of an automated card shuffling device so that the cards are randomly intermixed. Upon completion of the shuffle, the dealer or device shall place the deck of cards in a single stack; provided, however, that nothing herein shall be deemed to prohibit an automated card shuffling device which, upon completion of the shuffling of the cards, inserts the cards directly into an automated or manual dealing shoe.

(b) After the cards have been shuffled and stacked, the dealer shall:

1. If the cards were shuffled using an automated card shuffling device, deal or deliver the cards in accordance with the procedures set forth in sections 3.4.8**,** 3.4.8A or 3.4.8B; or

2. If the cards were shuffled manually or were pre-shuffled, cut the cards in accordance with the procedures set forth in (c) through (e) below.

(c) Upon completion of a manual shuffle, the dealer shall place the stack of cards on top of the cover card. Thereafter, the dealer shall offer the stack of cards to be cut, with the backs facing up and faces facing the layout, to the player determined pursuant to (d) below. If no player accepts
the cut, the dealer shall cut the cards.

(d) The cut of the cards shall be offered to players in the following order:

1. The first player to the table, if the game is just beginning;
2. The player who accepts the bank pursuant to section 3.4.10; provided, however, if the bank refuses the cut, the cards shall be offered to each player moving counterclockwise around the table from the bank until a player accepts the cut; or
3. The player at the farthest position to the right of the dealer, if there is no bank during a round of play; provided, however, if there are two or more consecutive rounds of play where there is no bank, the offer to cut the cards shall rotate in a counterclockwise manner after the player to the far right of the dealer has been offered the cut.

(e) The player or dealer making the cut shall place the cutting card in the stack at least 10 cards from either end. Once the cutting card has been inserted, the dealer shall take the cutting card and all the cards on top of the cutting card and place them on the bottom of the stack. The dealer shall then remove the cover card and place it on the bottom of the stack. Thereafter, the dealer shall remove the cutting card and, at the discretion of the casino licensee, either place it in the discard rack or use it as an additional cutting card to be inserted four cards from the bottom of the deck. The dealer shall then deal or deliver the cards in accordance with the procedures set forth in sections 3.4.8, 3.4.8A or 3.4.8B

(f) After the cards have been cut and before any cards have been dealt, a casino supervisor may require the cards to be recut if he or she determines that the cut was performed improperly or in any way that might affect the integrity or fairness of the game. If a recut is required, the cards shall be recut, at the casino licensee's option, by the player who last cut the cards, or by the next person entitled to cut the cards, as determined by sections (c) and (d) above.

(g) Whenever there is no gaming activity at a pai gow poker table which is open for gaming, the cards shall be spread out on the table either face up or face down. If the cards are spread face down, they shall be turned face up once a player arrives at the table. After the first player is afforded an opportunity to visually inspect the cards, the procedures outlined in section 3.4.5(c) shall be completed. Provided however, if the casino opted to waive the player inspection of the cards during the table opening, the player inspection may be waived at this time as well.

Section 3.4.7 Wagers

(a) All wagers at pai gow poker shall be made by placing gaming chips or plaques and, if applicable, a match play coupon on the appropriate betting area of the pai gow poker layout. A verbal wager accompanied by cash shall not be accepted at the game of pai gow poker.

(b) Only players who are seated at the pai gow 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.

(c) All wagers at pai gow poker shall be placed prior to the dealer announcing “No more bets” in accordance with the dealing procedures set forth in sections 3.4.8, 3.4.11.8A or 3.4.11.8B. No wager at pai gow poker shall be made, increased or withdrawn after the dealer has announced “No more bets.”

(d) Upon placing a pai gow poker wager, a player may, if a progressive payout wager is offered by the casino licensee pursuant to the provisions of

4.14, place a progressive payout wager by depositing a gaming chip into the acceptor device designated for that player or by redeeming a progressive payout wager coupon. Each player shall be responsible for verifying that the acceptor light for his or her betting position has been properly illuminated upon placement of the progressive payout wager.

(e) If a casino licensee offers the optional bonus wagers authorized by section 3.4.17, upon placing a pai gow poker wager and prior to any cards being dealt for the round of play, a player may place a three-card bonus wager and/or a seven-card bonus

wager.

Section 3.4.8 Procedures for dealing the cards from a manual dealing shoe

(a) If a casino licensee chooses to have the cards dealt from a manual dealing shoe, the dealing shoe shall meet the requirements of section pertaining to dealing shoes and automated shuffling devices. Once the procedures required by 3.4.6 have been completed, the cards shall be placed in the manual dealing shoe and the dealer shall announce “No more bets.”

(b) The dealer shall then, using one of the procedures authorized by 3.4.8C, determine the starting position for dealing the cards. If the casino licensee offers the additional wager authorized by 3.4.13, all such additional wagers shall be determined and paid and the procedures in 3.4.13 shall be completed, before any card is dealt to any player at the table.

(c) After the starting position for dealing the cards has been determined, each card shall be removed from the dealing shoe with the left hand of the dealer and placed face down on the appropriate area of the layout with the right hand of the dealer. The dealer shall deal the first card to the starting position as determined in (b) above and, moving clockwise around the table, deal a card to all other positions, including the dealer, regardless of whether there is a wager at the position. The dealer shall then return to the starting position and deal a second card in a clockwise rotation and shall continue dealing until each position, including the dealer, has seven cards.

(d) After seven cards have been dealt to each position, including the dealer, the dealer shall remove the remaining cards from the shoe and determine whether exactly four cards are left.

1. If four cards remain, the four cards shall not be exposed to anyone and shall be placed in the discard rack. 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.
2. 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 void pursuant to 3.4.11. If the cards have

not been misdealt, all hands shall be considered void and the entire deck of cards shall be removed from the table in accordance with section pertaining to removal and use of cards.

Section 3.4.8A Procedures for dealing the cards from the hand

(a) Notwithstanding any other provision of this chapter, a casino licensee may, in its discretion, permit a dealer to deal the cards used to play pai gow poker from his or her hand.

(b) If a casino licensee chooses to have the cards dealt from the dealer's hand, the following requirements shall be observed.

1. Once the procedures required by section 3.4.6 have been completed, the dealer shall place the deck of cards in either hand.

   i. Once the dealer has chosen the hand in which he or she will hold the cards, the dealer shall use that hand whenever holding the cards during that round of play.

   ii. The cards held by the dealer shall at all times be kept in front of the dealer and over the table inventory container.

2. The dealer shall then announce "No more bets" prior to dealing seven stacks of seven cards each to the area in front of the table inventory container. The dealer shall deal each card by holding the deck of cards in the chosen hand and using the other hand to remove the top card of the deck and place it face down on the appropriate area of the layout.

(c) The dealer shall deal the first seven cards moving from left to right and the second seven cards moving from right to left and shall continue alternating in this manner until there are seven stacks of seven cards.

(d) After seven stacks of seven cards have been dealt, the dealer shall determine whether exactly four cards are left by spreading them face down on the layout.

1. If four cards remain, the cards shall not be exposed to anyone at the table and shall be placed in the discard rack.

2. If more or less than four cards remain, the dealer shall determine if the cards were misdealt. If the cards were misdealt and a stack has more or less than seven

cards, the round of play shall be void and the cards reshuffled. If the cards have not been misdealt, the round of play shall be considered void and the entire deck of cards shall be removed from the table pursuant to the section pertaining to the use and removal of cards.

(e) Once the dealer has completed dealing the seven stacks and placed the four remaining cards in the discard rack, the dealer shall then, using one of the procedures authorized by 3.4.8C, determine the starting position for delivering the stacks of cards. If the casino licensee offers the additional wager authorized by 3.4.13, all such additional wagers shall be determined and paid and the procedures in 3.4.13 shall be completed, before any stack of cards is dealt to any player at the table.

(f) After the starting position for delivering the stacks of cards has been determined, the dealer shall deliver the first stack to the starting position as determined in (e) above and, moving clockwise around the table, deliver the remaining stacks in order to all other positions, including the dealer, regardless of whether there is a wager at the position. In delivering the stacks, the stack farthest to the left of the dealer shall be considered the first stack, and the stack farthest to the right of the dealer shall be considered the seventh stack. The dealer shall deliver each stack face down.

(g) After the seven stacks have been delivered to each position, including the dealer, the dealer shall collect any stacks dealt to a player position where there is no wager and place them in the discard rack without exposing the cards.

Section 3.4.8B Procedures for dealing the cards from an automated dealing shoe

(a) Notwithstanding any other provision of this chapter, a casino licensee may, in its discretion, choose to have the cards used to play pai gow poker dealt from an automated dealing shoe which dispenses cards in stacks of seven cards, provided that the shoe, its location and the procedures for its use are approved by the Lottery.

(b) If a casino licensee chooses to have the cards dealt from an automated dealing shoe, the following requirements shall be observed.

1. Once the procedures required by section3.4.6 have been completed, the cards shall be placed in the automated dealing shoe.
2. The dealer shall then announce “No more bets” prior to the shoe dispensing

any stacks of cards.

(c) The dealer shall then, using one of the procedures authorized by section 3.4.8C, determine the starting position for delivering the stacks of cards. If the casino licensee offers the additional wager authorized by section 3.4.13, all such additional wagers shall be determined and paid and the procedures in section 3.4.13 shall be completed, before any stack of cards is dealt to any player at the table.

(d) Once the starting position has been determined in accordance with (c) above, the dealer shall deliver the first stack of cards dispensed by the automated dealing shoe to that position. As the remaining stacks are dispensed to the dealer by the automated dealing shoe, the dealer shall deliver a stack in turn to each of the other positions, including the dealer, moving clockwise around the table, whether or not there is a wager at the position. The dealer shall deliver each stack face down.

(e) After the seven stacks of seven cards have been dispensed and delivered to each position, including the dealer, the dealer shall remove the remaining cards from the shoe and determine whether exactly four cards are left by spreading them face down on the layout.

1. If four cards remain, the cards shall not be exposed to anyone at the table and shall be placed in the discard rack.
2. If more or less than four cards remain, the dealer shall determine if the cards were misdealt. If the cards were misdealt and a stack has more or less than seven cards, the round of play shall be void and the cards reshuffled. If the cards have not been misdealt, the round of play shall be considered void and the entire deck of cards shall be removed from the table.

(f) If the dealer determines the cards were dealt properly, the dealer shall then collect any stacks dealt to a position where there is no wager and place them in the discard rack without exposing the cards.

Section 3.4.8C Procedure for determining the starting position for dealing cards or delivering stacks of cards

(a) In order to determine the starting position for the dealing of cards or the delivery of stacks of cards for the game of pai gow poker, a casino licensee may, in its discretion, use the procedure authorized in (b), (c) or (d) below.

(b) The dealer shall shake the pai gow poker shaker and dice described in section 3.4.4 at least three times so as to cause a random mixture of the dice.

1. The dealer shall then remove the lid covering the pai gow poker shaker, total the dice and announce the total.

2. To determine the starting position, the dealer shall count counterclockwise around the table, with the position of the dealer considered number one, and continuing around the table with each betting position counted in order, including the dealer, regardless of whether there is a wager at the position, until the count matches the total of the three dice.

3. Examples are as follows:

i. If the dice total 8, the dealer would receive the first card or stack of cards; or

ii. If the dice total 14, the sixth betting position would receive the first card or stack of cards.

4. After the dealing or delivery of the cards has been completed in accordance with the procedures set forth in section 3.4.8, 3.4.8A or 3.4.8B, the dealer shall place the cover on the pai gow poker shaker and shake the shaker once. The pai gow poker shaker shall then be placed to the right of the dealer.

(c) The dealer may use a computerized random number generator approved by Lottery to select and display a number from 1 through 7 inclusive, and verbally announce the number. To determine the starting position, the dealer shall count counterclockwise around the table, with the position of the dealer considered number one, and continuing around the table with each betting position counted in order, including the dealer, regardless of whether there is a wager at the position, until the count matches the number displayed by the random number generator.

(d) If an automated card shuffling device and dealing shoe is used pursuant to section 3.4.8B, the dealer may use a flat disk button approved by the Lottery to indicate the starting position. At the commencement of play, the button shall be placed in front of the dealer. Thereafter, the button shall rotate around the table in a clockwise manner after each round of play.

(e) After the starting position for a round of play has been determined, a casino licensee may, in its discretion, mark that position by the use of an additional cut card

or similar object.

Section 3.4.9 Procedures for completion of each round of play; setting of hands; payment and collection of wagers; payout odds; vigorish

(a) After the dealing of the cards has been completed, each player shall set his or her hands by arranging the cards into a high hand and low hand. When setting the two hands, the five card high hand must be equal to or higher in rank than the two card low hand. For example, if the two card hand contains a pair of sevens, the five card hand must contain at least a pair of sevens and the three remaining cards.

(b) Each player at the table shall be responsible for setting his or her own hands and no other person except the dealer may touch the cards of that player. Notwithstanding the foregoing, if a player requests assistance in the setting of his or her hands, the dealer may inform the requesting player of the manner in which the casino licensee requires the hands of the dealer to be set in its Rules of the Games Submission. 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 seven cards of the dealer shall be turned over and the dealer shall set his or her 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. If banking or co-banking is in effect pursuant to section 3.4.10, after all players have set their hands and placed the cards on the table, the player banking the game shall turn over his or her seven cards and shall set the two hands by arranging the cards in a high and low hand on the appropriate area of the layout.

(d) Each casino licensee shall submit to the Lottery in its Rules of the Games Submission the manner in which it will require the hands of the dealer to be set.

(e) Unless a player has placed a progressive payout wager pursuant to 1 or a seven-card bonus wager pursuant to section 3.4.17, a player may announce that he or she wishes to surrender his or her wager prior to the dealer exposing either of the two hands of that player pursuant to (f) below. Once the player has announced his or her intention to surrender, the dealer shall:

1. Immediately collect the wager from that player; and

2. Collect the seven cards dealt to that player without exposing the cards to anyone at the table. The dealer shall verify that seven cards were collected by counting them face down on the layout prior to placing them in the discard rack.

(f) Once the dealer has set a high hand and a low hand, the dealer shall expose both hands of each player, starting from the 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 pai gow poker wager of that player shall win, lose or be considered a tie ("push"). If the player has placed a progressive payout wager pursuant to section 3.4.14, the dealer shall also examine the seven cards of the player and announce if the progressive payout wager of that player shall win or lose. If the player has placed a seven-card bonus wager pursuant to section 3.4.17, the dealer shall also examine the seven cards of the player and announce if the seven-card bonus wager of that player shall win or lose.

(g) All losing pai gow poker wagers, seven-card bonus wagers and progressive payout wagers shall be immediately collected by the dealer and put in the table inventory container. Unless the player has a winning progressive payout wager or winning seven-card bonus wager, all losing pai gow poker hands shall also be collected. A pai gow poker 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 dealer and the low hand of the player is lower in rank than the low hand of the dealer;

2. The high hand of the player is identical in rank to the high hand of the dealer or the low hand of the player is identical in rank to the low hand of the dealer (a "copy hand") and the other hand of the player is identical in rank or lower in rank than the other hand of the dealer;

3. The high hand of the player was not set so as to rank equal to or higher than the low hand of that player; 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).

(h) If a pai gow poker wager is a push, the dealer shall not collect or pay the wager,

but shall return the pai gow poker wager to the player. Unless the player has a winning progressive payout wager or a winning seven-card bonus wager, the dealer shall then immediately collect the cards of that player. A pai gow poker wager made by a player shall be a push if:

1. The high hand of the player is higher in rank than the high hand of the dealer, 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 dealer; or
2. The high hand of the player is identical in rank to the high hand of the dealer (copy hand) or lower in rank than the high hand of the dealer, but the low hand of the player is higher in rank than the low hand of the dealer.

(i) All hands that resulted in a winning pai gow poker wager, winning seven-card bonus wager or winning progressive payout wager shall remain face up on the layout. Winning wagers shall be paid after all hands are exposed. The dealer shall pay winning wagers beginning with the player farthest to the right of the dealer and continuing counterclockwise around the table. A pai gow poker wager made by a player shall win if the high hand of the player is higher in rank than the high hand of the dealer and the low hand of the player is higher in rank than the low hand of the dealer. If a player has a winning pai gow poker wager and a winning progressive payout wager or a winning seven-card bonus wager, the pai gow poker wager shall be paid first.

(j) A winning pai gow poker wager shall be paid off by a casino licensee at odds of 1 to 1, except that the casino licensee shall extract a commission known as “vigorish” from the winning player in an amount equal to five percent of the amount won; provided, however, that when collecting the vigorish, the casino licensee may round off the vigorish to 25 cents or the next highest multiple of 25 cents. A casino licensee shall collect the vigorish from a player at the time the winning payout is made. After a winning pai gow poker wager has been paid and the vigorish collected, the dealer shall then, if applicable, pay the winning progressive payout wager or the winning seven-card bonus wager of that player. Before paying a winning progressive payout wager or winning seven-card bonus wager, the dealer shall, if necessary, reset the player’s high hand and low hand to form the hand type yielding the highest progressive

wager payout or seven-card bonus payout to which the player is entitled. Except as otherwise required pursuant to (l) below, the dealer shall then collect the cards from that player.

(k) 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 be readily arranged to reconstruct each hand in case of a question or dispute.

(l) If a player has won a progressive payout wager that is not being paid from the table inventory container, the cards of that player shall remain on the table until the necessary documentation has been completed.

Section 3.4.10 Player bank; co-banking; selection of bank; procedures for dealing

(a) A casino licensee may, in its discretion, offer to all players at a pai gow poker table the opportunity to bank the game. If the casino licensee elects this option, all the other provisions of this subchapter shall apply except to the extent that they conflict with the provisions of this section, in which case the provisions of this section shall control for any round of play in which a player is the bank.

(b) A player may not be the bank at the start of the game. For the purposes of this section, the start of the game shall mean the first round of play after the dealer is required to shuffle the cards in accordance with the procedures set forth in 4.5(c).

(c) After the first round of play pursuant to (b) above, each player at the table shall have the option to either be the bank or pass the bank to the next player. The dealer shall, starting with the player farthest to the right of the dealer, offer the bank to each player in a counterclockwise rotation around the table until a player accepts the bank. The dealer shall place a marker designating the bank in front of the player who accepts the bank. If the first player offered the bank accepts, the player seated to the right of that player shall first be offered the bank on the next round of play. The initial offer to be the bank shall rotate counterclockwise around the table until it returns to the dealer. In no event may any player bank two consecutive rounds of play. If no player wishes to be the bank, the round of play shall proceed in accordance with the rules of play provided in this subchapter.

(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.

(e) A casino licensee may, in its discretion, offer the bank the option of having the casino cover 50 percent of the wagers made during a round of play. If the casino licensee offers this option, it shall make it available to all players at the table. If the bank wishes to use this option, the bank must specifically request the dealer to accept responsibility for the payment of one-half of all winning wagers. When the bank covers 50 percent and the casino covers 50 percent of the winning wagers, it shall be known as “co-banking” and the dealer shall place a marker designating the co-bank in front of that player. When the dealer is co-banking, the dealer shall be responsible for setting the hand of the bank in the manner submitted to the Lottery pursuant to 4.9. When co-banking is in effect, the dealer may not place a wager against the bank.

(f) If a player is the bank, the player may only wager on one betting area.

(g) Once the dealer has determined that a player may be the bank pursuant to (d) above and after the cards have been shuffled, the dealer shall remove gaming chips from the table inventory container in an amount equal to the last wager made by that player against the dealer or in an amount, the calculation of which has been approved by the Lottery. This amount shall be the amount the dealer wagers against the bank. The bank may direct that the sum wagered by the dealer be a lesser amount or that the dealer place no wager during that round of play. Any amount wagered by the dealer shall be placed in front of the table inventory container.

(h) If the cards are to be dealt from a manual dealing shoe, the procedures set forth in sections3.4.8 and 3.4.8C shall apply, except as follows:

1. If a pai gow poker shaker and dice are being used to determine the starting position for the dealing of the cards, the bank shall shake the pai gow poker shaker three times pursuant to section 3.4.8C(b) instead of the dealer. It shall be the responsibility of the dealer to ensure that the bank shakes the pai gow poker shaker at least three times so as to cause a random mixture of the dice. Once the

bank has completed shaking the pai gow poker shaker, the dealer shall remove the lid covering the pai gow poker shaker, total the dice and announce the total. The dealer shall always remove the lid from the pai gow poker shaker and if the bank inadvertently removes the lid, the dealer shall require the pai gow poker shaker to be covered and reshaken by the bank.

2. If a computerized random number generator is used to determine the starting position for the dealing of the cards, the device shall be operated in accordance with procedures approved by the Lottery.

3. When counting the betting positions, including the dealer, to determine the starting position for dealing the cards, the position of the banker, instead of the dealer, shall be considered number one.

(i) If the cards are to be dealt from the hand, the procedures set forth in sections 3.4.8A and 3.4.8C shall apply, except as follows:

1. Once the dealer has completed dealing the seven stacks and placed the four remaining cards in the discard rack pursuant to section 3.4.8A, the bank shall select the first stack to be delivered by the dealer. This stack shall be designated as the first stack by the dealer moving it toward the players.

2. If a pai gow poker shaker and dice are being used to determine the starting position for the delivery of the first stack, the bank shall shake the pai gow poker shaker three times pursuant to section 3.4.8C(b) instead of the dealer. It shall be the responsibility of the dealer to ensure that the bank shakes the pai gow poker shaker at least three times so as to cause a random mixture of the dice. Once the bank has completed shaking the pai gow poker shaker, the dealer shall remove the lid covering the pai gow poker shaker, total the dice and announce the total. The dealer shall always remove the lid from the pai gow poker shaker and if the bank inadvertently removes the lid, the dealer shall require the pai gow poker shaker to be covered and reshaken by the bank.

3. If a computerized random number generator is used to determine the starting position for the delivery of the first stack, the device shall be operated in accordance with procedures approved by the Lottery.

4. When counting the betting positions, including the dealer, to determine the

starting position for delivering the seven stacks of cards, the position of the bank, instead of the dealer, shall be considered number one.

5. The dealer shall deliver the first stack as determined in (i)1 above to the starting position as determined in section 3.4.8C and (i)2 through 4 above. Thereafter, the dealer shall deliver the remaining stacks in a clockwise rotation beginning with the stack closest to the right of the first stack and proceeding until all stacks to the right of the first stack have been dealt and then moving to the stack farthest to the left of the dealer and proceeding left to right. If there are no stacks to the right of the first stack, the dealer will begin with the stack farthest to the left and proceed to the right. The dealer shall deliver each stack face down to each position, including the dealer, regardless of whether there is a wager at the position.

(j) If the cards are to be dealt from an automated dealing shoe, the procedures set forth in sections 3.4.8B and 3.4.8C shall apply, except as follows:

1. If a pai gow poker shaker and dice are being used to determine the starting position for the delivery of the first stack of cards dispensed by the automated dealing shoe, the bank shall shake the pai gow poker shaker three times pursuant to section 3.4.8C(b) instead of the dealer. It shall be the responsibility of the dealer to ensure that the bank shakes the pai gow poker shaker at least three times so as to cause a random mixture of the dice. Once the bank has completed shaking the pai gow poker shaker, the dealer shall remove the lid covering the pai gow poker shaker, total the dice and announce the total. The dealer shall always remove the lid from the pai gow poker shaker and if the bank inadvertently removes the lid, the dealer shall require the pai gow poker shaker to be covered and reshaken by the bank.

2. If a computerized random number generator is used to determine the starting position, the device shall be operated in accordance with procedures approved by the Lottery.

3. When counting the betting positions, including the dealer, to determine the starting position for delivering the stacks of cards as they are dispensed by the shoe, the position

of the bank, instead of the dealer shall be considered number one.

(k) If the cards dealt to the dealer have not been previously collected, after each player has set his or her two 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 hands of the dealer 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 inventory container 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 table inventory container. If the dealer loses, the amount wagered by the dealer against the bank shall be moved to the center of the layout.

(l) If banking is in effect, once the dealer has determined the outcome of the wager of the dealer against the bank, if any, the dealer shall expose the hands of each player 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 this amount becomes exhausted before all winning wagers have been paid, the dealer shall collect from the bank, an amount equal to the remaining winning wagers and place that amount in the center of the layout. The remaining winning wagers shall be paid from the amount in the center of the layout. 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 5 percent vigorish in accordance with section 3.4.9. Once the vigorish has been paid, the remaining amount shall be given to the bank.

(m) If co-banking is in effect, once the dealer has set the co-bank hand pursuant to paragraph (e) above, the dealer shall expose the hands of each player 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 shall be paid by the dealer with the gaming chips located in the center of the table. If this amount becomes exhausted before all winning wagers have been paid, the dealer shall collect from the co-bank, an amount equal to one-half of the remaining winning wagers and place that amount in the center of the layout. The dealer shall remove an amount equal to one-half of the remaining winning wagers from the table inventory container and place that amount in the center of the layout. The remaining winning wagers shall be paid from the total amount in the center of the layout. If, after collecting all losing wagers and paying all winning wagers, there is a surplus in the center of the table, this amount will be counted and the dealer shall place half of this amount into the table inventory container. The dealer shall collect a 5 percent vigorish in accordance with section 3.4.9 on the remaining amount and place the vigorish amount in the table inventory container. The remaining amount shall then be given to the co-bank.

(n) Immediately after a winning wager of the dealer is paid, this amount and the original wager shall be returned to the table inventory container.

(o) Each player who has a winning wager against the bank shall pay a five percent vigorish on the amount won to the dealer, in accordance with section 3.4.9.

(p) If a casino licensee offers the progressive payout wager pursuant to section 3.4.14 or the optional bonus wagers pursuant to section 3.4.17, the processing and resolution of such wagers shall be governed by the rules applicable to such wagers throughout this subchapter.

Section 3.4.11 Irregularities; invalid roll of dice

(a) If the dealer uncovers the pai gow poker shaker and all three dice do not land flat on the bottom of the shaker, the dealer shall call a “No roll” and reshake the dice.

(b) If the dealer uncovers the pai gow poker shaker and a die or dice fall out of the shaker, the dealer shall call a “No roll” and reshake the dice.

(c) If the dealer incorrectly totals the dice and deals the first card or delivers the first stack to the wrong position, all hands shall be called dead and the dealer shall

reshuffle the cards.

(d) If the dealer exposes any of the cards dealt to a player, the player has the option of voiding the hand. Without looking at the unexposed cards, the player shall make the decision either to play out the hand or to void the hand.

(e) If a card or cards in the hand of the dealer or bank is exposed, all hands shall be void and the cards shall be reshuffled.

(f) A card found turned face up in the shoe shall not be used in the game and shall be placed in the discard rack. If more than one card is found turned face up in the shoe, all hands shall be void and the cards shall be reshuffled.

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

(h) If any player or the dealer is dealt an incorrect number of cards, all hands shall be void and the cards reshuffled.

(i) If the dealer does not set his or her hands in the manner submitted to the Lottery pursuant to section 3.4.9, the hands must be reset in accordance with this submission and the round of play completed.

(j) If the bank does not set his or her own hands correctly, the wager shall not be lost pursuant to section 3.4.9, and the dealer shall be required to reset the bank's hands in the manner submitted to the Lottery pursuant to section 3.4.9 so that the round of play may be completed.

(k) If a card is exposed while the dealer is dealing the seven stacks in accordance with section 3.4.8A, the cards shall be reshuffled.

(l) If cards are being dealt from the hand and the dealer fails to deal the seven stacks in accordance with section 3.4.8A(c), the cards shall be reshuffled.

(m) 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 in accordance with procedures approved by the Lottery.

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

(o) 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.

Section 3.4.12 A player wagering on more than one betting area

(a) Except as provided in section 3.4.10(f), a casino licensee may, in its discretion, permit a player to wager on no more than two betting areas at a pai gow poker table, which areas must be adjacent to each other.

(b) If a casino licensee permits a player to wager on two adjacent betting areas, the cards dealt to each betting area shall be played separately. If the two wagers are not equal, the player shall be required to rank and set the hand with the larger wager before ranking and setting the other hand. If the amounts wagered are equal, each hand shall be played separately in a counterclockwise rotation with the first hand being ranked and set before the player proceeds to rank and set the second hand. Once a hand has been ranked and set and placed face down on the appropriate area of the layout, the hand may not be changed.

Section 3.4.13 Permissible additional wager

(a) If a casino licensee, pursuant to section 3.4.8C, uses a random number generator to determine the starting position for the dealing of cards or the delivery of stacks of cards, the casino licensee may in its discretion offer to every player at the pai gow poker table the option to make an additional wager as to which one of the numbers 1 through 7 will be selected and displayed by the random number generator at the beginning of a round of play.

(b) The following procedures shall be observed by any casino licensee offering the additional wager authorized by this section:

1. Prior to the activation of the random number generator at the beginning of a round of play, any player who has made a pai gow poker wager pursuant to section 3.4.7 may, at the same time, make the additional wager authorized by this section. A player may make an additional wager on more than one number during each round of play.

2. A player shall make an additional wager by placing gaming chips, and if

permitted by the casino licensee, a match play coupon, on the number selected by the player in the area designated for additional wagers on the pai gow poker table layout. No verbal additional wagers or cash additional wagers shall be permitted.

3. An additional wager shall win if the number selected by the player in (b)2 above is the same number selected and displayed by the random number generator as the first player position to receive cards during that round of pai gow poker. All other additional wagers shall lose.

4. After the dealer announces "No more bets" and the random number generator selects and displays the position number for that round of play, any losing additional wagers shall be immediately collected by the dealer.

5. Any winning additional wagers shall be paid immediately after collection of any losing additional wagers, and prior to any card being dealt to any player at the table.

6. A casino licensee shall pay off winning additional wagers at odds of no less than 5 ½ to 1 and no more than 6 to 1, and in accordance with the payout odds imprinted on the pai gow poker table layout; provided however, that payouts for any additional winning wagers shall be rounded down to the nearest whole dollar.

(c) Any additional wager made pursuant to this section shall have no bearing upon any other wager made by a player at the game of pai gow poker.

Section 3.4.14 Progressive payout wager

(a) A casino licensee may, in its discretion, offer to every player at a pai gow poker table who has placed a pai gow poker wager the option to make a progressive payout wager on whether the player will be dealt a hand type as set forth in (d) below. The progressive payout wager shall, in the discretion of the casino licensee, be either a $1.00 or $5.00 wager.

(b) Prior to the first card or stack of cards of a round being dealt and once all wagers including progressive payout wagers have been placed, the dealer shall announce "No more bets" and press the lock-out button on the table controller panel. The dealer shall then remove any wagers placed on the progressive payout from the table inventory return device, verify, on the layout in front of the table inventory container,

that the that the number of gaming chips wagered equals the number of lights illuminated on the acceptor devices and place the gaming chips into the table inventory container.

(c) A winning progressive payout wager shall be paid in accordance with the payout table listed in (d) below, and the provisions of section 3.4.9. A winning progressive payout wager shall be paid irrespective of the outcome of the player's pai gow poker wager. Prior to paying a winning progressive payout wager, the dealer shall:

1. Verify that the light on the correct acceptor device has been illuminated;
2. Verify that the hand is a winning hand; and
3. Require a casino supervisor to validate any payouts to be deducted from the progressive meter pursuant to (e) below and the casino licensee's approved internal controls.

(d) A casino licensee shall pay winning $1.00 and $5.00 progressive payout wagers at no less than the amounts listed below:

$1.00 PROGRESSIVE WAGER (**Table 1)**

Hand Type	Payout
Natural Royal Flush and Pair	100 percent of meter
Five Aces and Pair	100 percent of meter
Natural Royal Flush	10 percent of meter
Five Aces	10 percent of meter
Royal Flush and Pair	$200.00
Royal Flush	$100.00
Straight Flush and Pair	$50.00
Straight Flush	$25.00
Four-of-a-Kind and Pair	$40.00
Four-of-a-Kind	$20.00
Full House and Pair	$10.00
Full House	$5.00

Flush and Pair	$6.00
Flush	$3.00
Straight and Pair	$4.00
Straight	$2.00
Three-of-a-Kind	$2.00

$1.00 PROGRESSIVE WAGER (**Table 2)**

Hand Type	Payout
Seven Card Straight Flush	100 percent of meter
Five Aces	10 percent of meter
Royal Flush	$500
Straight Flush	$100
Four of a Kind	$75
Full House	$4

$5.00 PROGRESSIVE WAGER **(Table 3)**

Hand Type	Payout
Natural Royal Flush and Pair	100 percent of meter
Five Aces and Pair	100 percent of meter
Natural Royal Flush	10 percent of meter
Five Aces	10 percent of meter
Royal Flush and Pair	$1,000
Royal Flush	$500.00
Straight Flush and Pair	$250.00
Straight Flush	$125.00
Four-of-a-Kind and Pair	$200.00
Four-of-a-Kind	$100.00
Full House and Pair	$50.00
Full House	$25.00
Flush and Pair	$30.00

Flush	$15.00
Straight and Pair	$20.00
Straight	$10.00
Three-of-a-Kind	$10.00

$5.00 PROGRESSIVE WAGER (**Table 4)**

Hand Type	Payout
Seven Card Straight Flush	100 percent of meter
Five Aces	10 percent of meter
Royal Flush	$2,500
Straight Flush	$500
Four of a Kind	$375
Full House	$20

(e) The rate of progression of the progressive meter used to determine the progressive payouts required by (d) above shall be no less than 28 percent of the amount wagered for the progressive wager. No fixed prize amounts are paid from the progressive meter.

(f) The initial and reset amounts for the progressive meter shall be established by each casino licensee. In no instance shall the initial or reset amount on the progressive meter that is funded by the casino licensee be less than $10,000 for a $1 progressive wager, and no less than $50,000 for a $5 progressive wager.

(g) Any payout determined by the amount on the progressive meter shall be based upon the amount that is on the meter at the time the player's progressive payout wager is paid, irrespective of the amount that was on the meter when the player placed the wager or when the dealer dealt the player's cards.

Section 3.4.15 Optional bonus wager; payment of envy bonus

(a) A casino licensee may, in its discretion, offer to each player at a pai gow poker table the opportunity to make a bonus wager and receive an envy bonus payment in

accordance with the provisions of this section. The optional bonus wager authorized by this section may not be offered by a casino licensee on any pai gow poker table which offers the optional three-card bonus wager and the seven-card bonus wager authorized by section 3.4.17.

(b) Any player who has made a pai gow poker wager pursuant to section 3.4.7 may, at the same time, make a bonus wager by placing gaming chips in the area designated for a bonus wager at his or her betting position. A bonus wager shall be no less than $1.00.

(c) Any player who makes a bonus wager of at least $5.00 shall qualify to receive an envy bonus payment. The dealer shall place an envy bonus marker immediately in front any bonus wager of $5.00 or more.

(d) If a bonus wager has been made by one or more players, the dealer shall observe the procedures set forth in section 3.4.9 but with the following modifications.

1. The dealer shall, starting from the dealer's right and moving counterclockwise around the table, settle the pai gow poker wager of each player and collect any vigorish that is due; provided, however, that:

i. The cards of any player who has placed a bonus wager shall remain on the layout regardless of the outcome of his or her pai gow poker wager until removed in accordance with the provisions of (d)2 or 3 below; and

ii. If any player has placed a bonus wager of at least $5.00, the cards of each player shall remain on the layout regardless of the outcome of his or her pai gow poker wager until removed in accordance with the provisions of (d)2 or 3 below.

2. After settling the pai gow poker wager of a player who has placed a bonus wager, the dealer shall rearrange the seven cards of the player to form the best possible hand and shall be ultimately responsible for creating such hand for purposes of the bonus wager. A joker may be used as any card to complete any straight, flush, straight flush or royal flush other than a seven-card straight flush with no joker. If any player at the table has placed a bonus wager of at least $5.00, the dealer shall rearrange the cards of each player at the table regardless whether that player has placed a bonus wager.

i. If the player does not have a qualifying poker hand, the dealer shall collect the bonus wager, if applicable, and place the cards of the player in the discard rack.

ii. If the player has a qualifying poker hand, the dealer shall, if applicable, pay the winning bonus wager in accordance with section 3.4.16(a) and place the cards of the player in the discard rack.

iii. If the player has a premium qualifying poker hand, the dealer shall verbally acknowledge the premium qualifying poker hand and leave the bonus wager, if applicable, and the cards of the player face up on the table.

3. After all other bonus wagers have been settled, the dealer shall, starting from the dealer's right and moving counterclockwise around the table, settle with each player who has an envy bonus marker at his or her betting position or who has a bonus wager and a premium qualifying poker hand.

i. If the player has an envy bonus marker, the dealer shall pay the player the appropriate envy bonus payment set forth at section 3..16(b) and collect the envy bonus marker.

ii. If the player has a bonus wager and a premium qualifying poker hand, the dealer shall pay the winning bonus wager in accordance with section 3.4.16(a) and place the cards of the player in the discard rack.

iii. After all envy bonuses and premium qualifying poker hands are paid, the dealer shall collect the cards of any player who had a premium qualifying poker hand but did not place a bonus wager and place the cards of the player in the discard rack.

Section 3.4.16 Payout odds for bonus wagers; envy bonus payments

(a) Bonus wagers shall be paid pursuant to the following schedule:

Hand	Payout
Seven-card straight flush with no joker	8,000 to 1
Royal flush plus royal match	2,000 to 1
Seven-card straight flush with joker	1,000 to 1
Five aces	400 to 1

Royal flush	150 to 1
Straight flush	50 to 1
Four-of-a-kin	25 to 1
Full house	5 to 1
Flush	4 to 1
Three-of-a-kind	3 to 1
Straight	2 to 1

(b) Envy bonus payments shall be paid pursuant to the following schedule:

Hand	Bonus
Seven-card straight flush with no joker	$5,000
Royal flush plus royal match	$1,000
Seven-card straight flush with joker	$500.00
Five aces	$250.00
Royal flush	$50.00
Straight flush	$20.00
Four-of-a-kind	$5.00

(c) Notwithstanding the minimum payout odds required in (a) above and the fixed bonus amount required in (b) above, a casino licensee may establish a maximum payout amount as approved by the Lottery that is payable to a player for one round of play, which amount shall be at least $40,000 or the maximum amount that one player could win per round when betting the minimum permissible wager, whichever is greater. If the established payout limit is not included on the layout, each casino licensee shall provide notice of any decrease in the payout limit. Any maximum payout limit established by a casino licensee shall apply only to payouts of pai gow poker bonus wagers placed pursuant to section 3.4.15.

Section 3.4.17 Dealing procedures for three-card bonus wager and seven-card bonus wager

(a) A casino licensee may, in its discretion, offer to each player at a pai gow poker table the opportunity to place an optional three-card bonus wager and/or a seven-card

bonus wager and to receive payouts on such winning wagers as set forth in section 3.4.18. The bonus wagers authorized by this section may not be offered by a casino licensee on any pai gow poker table which offers the optional bonus wager authorized by section 3.4.15. The three-card bonus wager and the seven-card bonus wager shall have no bearing on any other wager made by a player at the game of pai gow poker.

(b) Notwithstanding any other provision of this chapter, the dealing procedures set forth in this section shall apply to any pai gow poker game that offers the optional bonus wagers authorized by this section. The first three cards dealt to each player shall be dealt from an automated dealing shoe which dispenses cards in stacks of three cards, provided that the shoe, its location and the procedures for its use are approved by the Lottery.

(c) Once the procedures required by sections 3.4.5 and 3.4.6 have been completed, the cards shall be placed in the automated dealing shoe. The dealer shall then announce “No more bets.”

(d) The dealer shall deliver the first stack of three cards dispensed by the automated dealing shoe face down to the player at the starting position. The starting position shall be the player position farthest to the left of the dealer at which a pai gow poker wager has been placed in accordance with section 3.4.7

(e) As the remaining stacks of three cards are dispensed to the dealer by the automated dealing shoe, the dealer shall, moving clockwise around the table, deliver a stack face down to each of the other players who has placed a pai gow poker wager. The dealer shall then deliver a stack of three cards face down to the area designated for the dealer’s hand.

(f) Each player who has placed a three-card bonus wager shall, after examining his or her cards, determine whether the three-card hand qualifies for a three-card bonus wager payout as defined in section 3.4.18 and as displayed on the sign. Each player who has placed a three-card bonus wager and who has a winning hand shall place his or her cards face up on the layout. The dealer shall collect all three-card bonus wagers from players with losing three-card hands and then pay all winning three-card bonus wagers in accordance with the payouts set forth at section 3.4.18.

(g) After each stack of three cards has been dispensed and delivered and each three-

card bonus wager has been resolved in accordance with this section, the dealer shall complete the dealing of the cards by observing one of the following procedures.

1. The dealer shall remove the stub from the automated dealing shoe, place the stub on top of a cover card and, following the relevant dealing procedures in section 3.4.8A(b), deal from his or hand four additional cards face down to each player and the dealer. The dealer shall deal the first four consecutive cards to the player farthest to his or her left who has placed a pai gow poker wager in accordance with section 3.4.7 and, moving clockwise around the table, continue to deal four consecutive cards to each player who has placed a pai gow poker wager. The dealer shall then deal four consecutive cards to the area designated for the dealer's hand. After each player who has placed a pai gow poker wager and the dealer have been dealt a total of seven cards, the dealer shall place the stub in the discard rack without exposing the cards and the round of play shall proceed in accordance with the procedures set forth in sections 3.4.9 and 3.4.18.

2. The dealer shall deliver the first stack of four additional cards dispensed by the automated dealing shoe face down to the player farthest to his or her left who has placed a pai gow poker wager in accordance with section 3.4.7. As the remaining stacks are dispensed to the dealer by the automated dealing shoe, the dealer shall, moving clockwise around the table, deliver a stack of four cards face down to each player who has placed a pai gow poker wager. The dealer shall then deliver a stack of four additional cards face down to the area designated for the dealer's hand. The round of play shall then proceed in accordance with the procedures set forth in sections 3.4.9 and 3.4.18.

(h) The dealer shall be required to count the stub at least once every five rounds of play in order to determine whether the correct number of cards is still in the deck. The dealer shall determine the number of cards in the stub by counting the cards face down on the layout.

1. If the count of the stub indicates that 53 cards are in the deck, the dealer shall place the stub in the discard rack without exposing the cards.

2. If the count of the stub indicates that the number of the cards in the deck is incorrect, the dealer shall determine if the cards were misdealt. If the cards have

been misdealt (a player or the dealer has more or less than seven cards) but 53 cards remain in the deck, all hands shall be void pursuant to section 3.4.11(h). If the cards have not been misdealt, all hands shall be considered void and the entire deck of cards shall be removed from the table.

(i) Notwithstanding the provisions of (h) above, the counting of the stub shall not be required if an automated card shuffling device is used that counts the number of cards in the deck after the completion of each shuffle and indicates whether 52 cards, plus the joker, are still present. If the automated card shuffling device reveals that an incorrect number of cards are present, the deck shall be removed from the table.

Section 3.4.18 Payout odds for optional three-card bonus wager and seven-card bonus wager

(a) The payout odds for winning the optional bonus wagers authorized by section 3.4.17 when printed on any sign or in any brochure or other publication distributed by a casino licensee shall be stated through the use of the word "to" or "win," and no odds shall be stated through the use of the word "for."

(b) A casino licensee shall pay off winning three-card bonus wagers at no less than the following odds:

Hand	Payout Odds
Three-card straight flush, with no joker	40 to 1
Three-of-a-kind	25 to 1
Three–card straight flush	5 to 1
Three-card straight	4 to 1
Three-card flush	3 to 1
One pair	1 to 1

(c) A casino licensee shall pay winning seven-card bonus wagers at no less than the odds in accordance with one of the following payout tables:

Table A

Hand	Payout Odds
Five aces	500 to 1
Royal flush	250 to 1

Straight flush	50 to 1
Four-of-a-kind	25 to 1
Full house	5 to 1
Flush	4 to 1
Three-of-a-kind	3 to 1
Straight	2 to 1

Table B

Hand	Payout Odds
Five aces	500 to 1
Royal flush	200 to 1
Straight flush without joker	50 to 1
Straight flush with joker	30 to 1
Four-of-a-kind	25 to 1
Full house	5 to 1
Flush	4 to 1
Three-of-a-kind	3 to 1
Straight	2 to 1

(d) Notwithstanding the minimum payout odds required in (c) above, a casino licensee may establish a maximum payout amount as approved by the Lottery that is payable to a player for one round of play, which amount shall be at least $50,000 or the maximum amount that one player could win per round when betting the minimum permissible wager, whichever is greater. If the established payout limit is not included on the layout, each casino licensee shall provide notice of any decrease in the payout limit. Any maximum payout limit established by a casino licensee shall apply only to payouts of the seven-card bonus wager placed pursuant to section 3.4.17.

Section 3.4.19 Face Up Pai Gow

(A) The casino licensee may, in its discretion, offer a variation of Pai Gow Poker called Face Up Pai Gow Poker. The following is how Face Up Pai Gow Poker differs

from the regular procedures of Pai Gow Poker.

(a) Face Up Pai Gow Poker is a commission-free game. However, when the dealer hand consists of an Ace-High “pai gow,” all hands automatically push.

(b) Face up Pai Gow does not allow the option for the player to bank or co-bank.

(c) Standard Pai Gow procedures are followed when dealing the cards to each player. After everyone has received their cards, the dealer exposes their seven cards and sets their hand in accordance with the house way.

(d) After the dealer’s hand is set, and it’s determined their hand doesn’t contain an Ace-High “pai gow,” the players set their seven card hand, and standard Pai Gow play continues.

(e) If the dealer’s hand is an Ace-High “pai gow,” all player main wagers are pushed.

(f) While reconciling the standard Pai Gow Poker wagers, the dealer also reconciles the Fortune Bonus and (if available) Ace High bonus.

Section 3.4.20 Ace-High bonus wager – Face Up Only

(a) A casino licensee may, in its discretion, offer to each player at a Face Up Pai Gow Poker table the opportunity to place an optional Ace-High bonus wager and to receive payouts on such winning wagers as set forth in section 3.4.21.

Section 3.4.21 Payout odds for optional Ace-High bonus wager

(a) A casino licensee shall pay winning Ace-High bonus wagers at no less than the odds in accordance with one of the following payout tables:

Table A

	1	2	3	4	5
Hand	Pays	Pays	Pays	Pays	Pays
Dealer and Player Ace-High	20 to 1	40 to 1	30 to 1	25 to 1	40 to1

Dealer Ace-High w/Joker	10 to 1	15 to 1	15 to 1	10 to 1	12 to 1
Dealer Ace-High No Joker	8 to 1	5 to 1	6 to 1	7 to 1	5 to 1

Section 3.5 Blackjack

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Section 3.5.29 21 + 3 (3 Card Poker) wager
Section 3.5.30 Pick’Em wager
Section 3.5.31 PatJack wager

Section 3.5.1 Definitions

The following words and terms, when used in this subchapter, shall have the following meanings unless the context clearly indicates otherwise.

“Ante” means a “hand fee” required by the casino on certain low limit games. The hand fee is paid by the player in addition to any required wager; shall not be included in calculating the required minimum wager or the payout of any winning wager; and is retained by the casino regardless whether the player wins or loses any wager during the round of play.

"Blackjack" shall mean an ace and any card having a point value of 10 dealt as the initial two cards to a player or a dealer except that this shall not include an ace and a ten point value card dealt to a player who has split pairs.

"Card Reader Device" shall mean a device which permits the dealer to read his or her hole card in order to determine if the dealer has a blackjack

"Dealer" shall mean the person responsible for dealing the cards at a Blackjack table.

"Determinant Card" shall mean the first card drawn for each round of play to determine from which side of the two compartments dealing shoe the cards for that hand shall be dealt.

"Double Shoe" shall mean a dealing shoe that has two adjacent compartments in which cards are stacked separately and which permits cards to be dealt from only one compartment at any given time.

"Hard Total" shall mean the total point count of a hand which contains no aces or which contains aces that are each counted as 1 in value.

"Soft Total" shall mean the total point count of a hand containing an ace when the ace is counted as 11 in value.

Section 3.5.2 Cards; number of decks; value of cards

(a) Blackjack shall be played with at least one deck of cards. All decks of cards used to play blackjack shall comply with the requirements for physical characteristics of cards and, except as otherwise provided in this section, all decks of cards shall be identical in appearance. Blackjack shall also be played with one additional cutting card or, if the 6 to 5 blackjack variation is in use, two additional cutting cards, which shall be opaque and in a solid color readily distinguishable from the color of the backs and edges of the playing cards in use at the table, as approved by the Lottery. Notwithstanding the foregoing, the minimum number of decks used to play blackjack shall be:

1. One or two, if the 6 to 5 blackjack variation is offered;
2. Two, if the twenty point bonus wager authorized by section 5.24 is offered;
3. Four, if the additional wager authorized by section 5.17(a)3 or the progressive blackjack wager authorized by section 5.19 is offered; or
4. Six or eight, if the match-the-dealer wager authorized by section 5.23 is offered.

(b) The value of the cards contained in each deck shall be as follows:

1. Any card from 2 to 10 shall have its face value;
2. Any Jack, Queen or King shall have a value of ten;
3. An ace shall have a value of:
   i. Eleven, unless that value would give a player or the dealer a score in excess of 21, in which case, it shall have a value of one; or
   ii. One, if the ace is one of the initial two cards dealt to a player in determination of the additional wager authorized by section 3.5.17(a)1; provided, however,

that the value of such ace for all other purposes under this subchapter shall be governed by (b)3i above.

(c) If a double shoe is utilized, blackjack shall be played with at least two decks of cards that shall be dealt from separate sides of the dealing shoe. The cards dealt from each side of the shoe shall be identical in appearance to all other cards being dealt from that side of the shoe. The backs of the cards being dealt from one side of the shoe, however, shall be of a different color than the backs being dealt from the other side. In addition, a separate cutting card shall be used in each side of the shoe.

(d) If an automated card shuffling device is utilized, blackjack shall be played with at least two decks of cards in accordance with the following requirements:

1. The cards shall be separated into two batches, with an equal number of decks included in each batch;
2. The cards in each batch shall be identical in appearance, but the backs of the cards in each batch shall be of a different color than the cards included in the other batch;
3. One batch of cards shall be shuffled and stored in the automated card shuffling device while the other batch is being dealt or used to play the game;
4. Both batches of cards shall be continuously alternated in and out of play, with each batch being used for every other dealing shoe; and
5. The cards from only one batch shall be placed in the discard rack at any given time.

(e) Notwithstanding (d) above, an automated card shuffling device shall be utilized for the 6 to 5 blackjack variation, which shall shuffle and store one deck or a set of two decks of cards while the other deck or set of two decks is being dealt or used to play the game. Each deck or set of two decks of cards shall be alternated for use, with the deck or set of two decks in use to be shuffled upon completion of the round of play after reaching the cutting card. Should the licensee choose to use three (3) to eight (8) decks, the shuffle, storage, and alternating of decks shall also be used.

Section 3.5.3 Wagers

(a) Prior to the first card being dealt for each round of play, each player at the game of blackjack shall make a wager against the dealer which shall win if:

1. The score of the player is 21 or less and the score of the dealer is in excess of 21;
2. The score of the player exceeds that of the dealer without either exceeding 21; or
3. The player has achieved a score of 21 in two cards and the dealer has achieved a score of 21 in more than two cards.

(b) Except as otherwise provided in (a)3 above, a wager made in accordance with this section shall be void when the score of the player is the same as the dealer provided, however, that a player's wager shall be lost when the dealer has a blackjack and the player has a simple 21 which is not a blackjack.

(c) Except as otherwise provided in these regulations, no wager shall be made, increased or withdrawn after the first card of the respective round has been dealt.

(d) All wagers at blackjack shall be made by placing gaming chips or plaques and, if applicable, a match play coupon on the appropriate areas of the blackjack layout, except that verbal wagers accompanied by cash may be accepted provided that they are confirmed by the dealer and casino supervisor and that such cash is expeditiously converted into gaming chips or plaques. All wagers at the 6 to 5 blackjack variation shall be made in multiples of $5.00

(e) After each round of play is complete, the dealer shall collect all losing wagers and pay off all winning wagers. All winning wagers made in accordance with (a) above shall be paid at odds of 1 to 1 with the exception of standard blackjack which shall be paid at odds of 3 to 2, or at odds of 6 to 5 for the 6 to 5 blackjack variation. Notwithstanding any other provision of this subsection and except in the 6 to 5 blackjack variation, a casino licensee may, in its discretion, offer one or more of the following payout odds for winning wagers made in accordance with (a) above, provided that the casino licensee complies with the notice requirements set forth for rules of games notice:

1. Three cards consisting of the 6, 7 and 8 of the same suit shall be paid at odds of 2 to 1;

2. Three cards consisting of three 7's of any suit shall be paid at odds of 3 to 2; and/or

3. A single blackjack combination consisting of a specific ace and face card designated by the casino licensee in shall be paid at odds of 2 to 1;

4. Five cards totaling 21 shall be paid at odds of 2 to 1.

(f) Once the first card of any hand has been removed from the shoe by the dealer, 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 regulations.

(g) Once a wager on the insurance line, a wager to double down or a wager to split pairs has been made and confirmed by the dealer, no player shall handle, remove or alter such wagers until a decision has been rendered and implemented with respect to that wager except as explicitly permitted by these regulations.

(h) No dealer or other casino employee or casino key employee shall permit any player to engage in conduct in violation of subsections (f) or (g) of this section.

(i) After the cards have been shuffled pursuant to section 3.5.5, a casino licensee may, in its discretion, prohibit any person, whether seated at the gaming table or not, who does not make a wager on a given round of play from placing a wager on the next round of play and any subsequent round of play at that gaming table unless the casino licensee chooses to permit the player to begin wagering or until a reshuffle of the cards has occurred.

(j) If a double shoe is utilized, the term "first card" as used in (a), (c) and (f) above shall mean "determinant card."

(k) Notwithstanding any other provision of this subchapter to the contrary, a player may, in accordance with section 3.5.19, make a supplemental progressive blackjack wager at any blackjack table where that wager is offered either by depositing a $1.00 gaming chip into the acceptor device designated for that player or by redeeming a progressive wager coupon.

(l) A licensed casino may elect to charge each player at a blackjack table with a minimum wager of $5.00 or less a “hand fee” for the right to participate in each round of play, which hand fee shall be:

1. In an amount not exceeding $.25;
2. Paid prior to each round of play by any player at that table making an initial wager in the amount of $5.00 or less and regardless of any additional wagers made by the player during the same round of play;
3. Placed on the designated area of the blackjack layout by the player prior to the start of each round of play and collected by the dealer and deposited into the table inventory container prior to any cards being dealt to any player;
4. Paid by the player in addition to any required wager and shall not be included in calculating the required minimum wager or the payout of any winning wager;
5. Retained by the casino regardless whether the player wins or loses any wager during the round of play;
6. Described in signage posted on the table. Such signage shall:
    a. Specify the requirement and amount of the hand fee; and
    b. State that the hand fee is not a wager and shall not be included in calculating the required minimum wager or the payout on any winning wager; and
7. Included in the gross revenue of the casino licensee.

Section 3.5.4 Opening of table for gaming

(a) The dealer shall receive cards at the table in accordance with section 2.3 pertaining to cards, receipt, storage, inspections and removal from use.

(b) Following the inspection of the cards by the dealer and the verification by the floorperson assigned to the table, the cards shall be, at the option of the casino licensee as noted in their internal controls, either:

1) Spread out face up on the table for visual inspection by the first player to arrive at the table. The cards shall be spread out according to suit and in sequence; or
2) Perform a wash of the cards in (c) below

(c) After the first player has been afforded an opportunity to visually inspect the cards, or the cards have been inspected by the dealer and floorperson,
the cards shall be turned face downward on the table, mixed thoroughly by a "washing" or a "chemmy shuffle" of the cards and stacked.

(d) If a double shoe is utilized, all the decks that comprise one side of the dealing shoe shall be spread for inspection on the table separate from the decks that comprise the other side of the dealing shoe. After the player or players is afforded an opportunity to visually inspect the cards, or the dealer and floor supervisor have inspected the cards, the cards that comprise one side of the dealing shoe and the cards that comprise the other side of the dealing shoe shall separately be turned face downward on the table, mixed thoroughly by a "washing" or a "chemmy shuffle" of the cards and stacked.

(e) If a automated shuffling device is utilized, all the decks in one batch of cards shall be spread for inspection on the table separate from the decks in the other batch of cards. After the player or players is afforded an opportunity to visually inspect the cards, or the dealer and floor supervisor have inspected the cards, each batch of cards shall separately be turned face downward on the table and stacked.

Section 3.5.5 Shuffle and cut of the cards

(a) Immediately prior to commencement of play, unless the cards were pre-shuffled, after any round of play as may be determined by the casino licensee and after each shoe of cards is dealt, the dealer shall shuffle the cards so that they are randomly intermixed. Additionally, as noted in section 2.3 (a) 10, if pre-shuffled cards are used, they must be shuffled using an automated shuffler that can verify both the number and suit of the cards. These shufflers shall be able to identify any additional or missing cards.

(b) After the cards have been shuffled, the dealer shall offer the stack of cards, with backs facing away from him to the players to be cut. If the casino licensee opted to not have or use the player inspection, the dealer shall cut the cards pursuant to the section below.

(c) The player designated by subsection (e) of this section shall cut the cards by placing the cutting card in the stack at least 10 cards in from either end.

(d) Once the cutting card has been inserted by the player, the dealer shall take all cards in front of the cutting card and place them to the back of the stack. The dealer shall then take the entire stack of cards that was just shuffled and align them along the side of the dealing shoe which has the mark required by regulations for dealing shoe requirements. Thereafter, the dealer shall insert the cutting card in the stack at a position at least approximately one-quarter of the way in from the back of the stack. The stack of cards shall then be inserted into the dealing shoe for commencement of play. If the "Bart Carter Shuffle" is utilized, the dealer shall not re-insert the cut card after the stack has been cut by the players.

(e) The player to cut the cards shall be:

1. The first player to the table if the game is just beginning;
2. The player on whose box the cutting card appeared during the last round of play;
3. The player at the farthest point to the right of the dealer if the cutting card appeared on the dealer's hand during the last round of play.
4. The player at the farthest point to the right of the dealer if the reshuffle was initiated at the discretion of the casino licensee.

(f) If the player designated in subsection (e) of this section refuses the cut, the cards shall be offered to each other player moving clockwise around the table until a player accepts the cut. If no player accepts the cut, the dealer shall cut the cards.

(g) After the cards have been cut and before any cards have been dealt, a casino supervisor may require the cards to be recut if he or she determines that the cut was performed improperly or in any way that might affect the integrity or fairness of the game. If a recut is required, the cards shall be recut, at the casino licensee's option,

by the player who last cut the cards, or by the next person entitled to cut the cards, as determined by section (f) above.

(h) A reshuffle of the cards in the shoe shall take place after the cutting card is reached in the shoe as provided for in section 3.5.6 (k) except that:

1. The casino licensee may determine after each round of play that the cards should be reshuffled;

(i) For the 6 to 5 blackjack variation, after the cards have been removed from the automated shuffling device and cut, the dealer shall maintain one cutting card to cover the bottom card of the deck or, if two decks are used, the stacked decks. If a casino licensee elects to deal multiple rounds of play from a single deck or two decks, the dealer shall insert a second cutting card at a position at least one-third of the way in from the back of the deck or decks. If a casino licensee elects to deal only one round of play from a single deck, the casino licensee shall rotate decks of cards with each round of play in accordance with the requirements of section 3.5.2(d). If the casino licensee chooses to use from three (3) to eight (8) decks, the procedures in 3.5.5 (a) thru (h) shall be used.

(j) If there is no gaming activity at a blackjack table which is open for gaming, the casino licensee, as written in their internal controls, shall either:

Remove the cards from the dealing shoe and the discard rack, and spread out on the table for inspection, either face up or face down. If the cards are spread face down, they shall be turned face up once a player arrives at the table. After the first player is afforded an opportunity to visually inspect the cards the cards shall be turned face downward on the table. Provided however, if the casino opted to waive the player inspection of the cards during the table opening, the player inspection may be waived at this time as well.

1.

a. If there is no automated shuffling device in use, the cards shall be mixed thoroughly by a washing or chemmy shuffle of the cards, stacked, then shuffled and cut in accordance with this section.

b. If an automated shuffling device is in use, the cards shall be stacked and placed into the automated shuffling device to be shuffled. The batch of cards already in

the shuffler shall then be removed. Unless a player so requests, the batch of cards removed from the shuffler need not be spread for inspection and reshuffled prior to being dealt, if:

i. The automated card shuffling device stores a single batch of shuffled cards inside the shuffler in a secure manner approved by the Lottery; and

ii. The shuffled cards have been secured, released and prepared for play in accordance with procedures approved by the Lottery; or

2. The shoe shall be brought to the center of the table until the next patron arrives at the table. At the discretion of the floor supervisor or above, a reshuffle may be performed, per the procedures (a) thru (h) above.

(k) A casino licensee may submit to the Lottery for approval proposed shuffle, cut card placement, number of cut cards (to include shuffle techniques without the use of any cut cards), location of where the shuffle takes place, who is responsible for shuffling, shuffling equipment (dealing shoes or other dealing devices) and burn card procedures.

Section 3.5.6 Procedure for dealing of cards

(a) All cards used to game at blackjack shall be dealt from a dealing shoe specifically designed for such purpose with the exception of the 6 to 5 blackjack variation which shall be dealt from the dealer's hand in accordance with the procedure set forth at section 3.5.6A.

(b) The dealer shall announce "No more bets" prior to dealing any cards. The dealer shall deposit the hand fee into the table inventory container prior to any cards being dealt to any player. Each dealer shall remove cards from the shoe with his left hand, turn them face upwards, and then place them on the appropriate area of the layout with his right hand, except that the dealer has the option to deal hit cards to the first two positions with his/her left hand.

(c) After each full set of cards is placed in the shoe, the dealer shall remove the first card there from face downwards and place it in the discard rack. Each new dealer who comes to the table shall either also burn one card as described herein before the new dealer deals any cards to the players; or at the casino licensee's discretion, each

new dealer shall not need to burn a card when entering in the middle of a shoe. The casino licensee shall state in their internal control which method they will use. The burn card shall be disclosed if requested by the player.

(d) If a double shoe is utilized, the following procedures shall be used in lieu of those set forth in (c) above.

1. Prior to commencement of each round of play, the dealer shall draw a card from either side of the double shoe. The suit of that card shall determine from which side of the shoe that round of play will be dealt. The casino licensee shall designate that the suits of hearts and diamonds shall correspond to the color of the backs of the cards being dealt from one side of the shoe, and that the suits of spades and clubs shall correspond to the color of the backs of the cards being dealt from the other side of the shoe.

2. A determinant card corresponding to the side of the shoe from which it was drawn shall become the player's first card. A determinant card that does not correspond to the side of the shoe from which it was dealt shall be burned by placing it in a segregated area of the dealing shoe.

(e) At the commencement of each round of play, or immediately after the determinant card has been drawn and either burned or used as the player's first card, the dealer shall, starting on his left and continuing around the table, deal the cards in the following order:

1. One card face upwards to each box on the layout in which a wager is contained;
2. One card face upwards to himself;
3. A second card face upwards to each box in which a wager is contained.

(f) After two cards have been dealt to each player and the appropriate number to the dealer, the dealer shall, beginning from his left, announce the point total of each player. As each player's point total is announced, such player shall indicate whether he wishes to surrender, double down, split pairs, stand or draw, as provided for by this chapter.

(g) As each player indicates his decision(s), the dealer shall deal face upwards whatever additional cards are necessary to effectuate such decision consistent with

these regulations and shall announce the new point total of such player after each additional card is dealt.

(h) After the decisions of each player have been implemented and all additional cards have been dealt, the dealer shall deal a second card face upward to himself provided, however, that such card shall not be removed from the dealing shoe until the dealer has first announced "Dealer's Card" which shall be stated by the dealer in a tone of voice calculated to be heard by each person at the table. Any additional cards authorized to be dealt to the hand of the dealer by section 3.5.12(b) shall be dealt face upwards at this time after which the dealer shall announce his total point count. In lieu of the requirements of this paragraph, the procedures set forth in (j) or (k) below may be implemented.

(i) At the conclusion of a round of play, all cards still remaining on the layout shall be picked up by the dealer in order and in such a way that they can be readily arranged to indicate each player's hand in case of question or dispute. The dealer shall pick up the cards beginning with those of the player to his far right and moving counterclockwise around the table. After all the players' cards have been collected the dealer shall pick up his cards against the bottom of the players' cards and place them in the discard rack or in a segregated area of the double shoe.

(j) In lieu of the procedures set forth in (h) above, a casino licensee may permit a blackjack dealer to deal his or her hole card face downward after a second card and before additional cards are dealt to the players provided that said dealer not look at the face of his or her hole card until after all other cards requested by the players pursuant to those regulations are dealt to them. Notwithstanding the foregoing, if a casino licensee elects to utilize a card reader device and the dealer's first card is an ace, king, queen, jack or 10 of any suit, the dealer shall determine whether the hole card will give the dealer a blackjack prior to dealing any additional cards to the players at the table, in accordance with procedures approved by the Lottery. The dealer shall insert the hole card into the card reader device by moving the card face down on the layout without exposing it to anyone, including the dealer, at the table.

1. If the dealer has a blackjack, no additional cards shall be dealt and each player's wager shall be settled in accordance with sections 3.5.3, 3.5.7 and 3.5.20.

2. The alternative dealing procedure described in this subsection shall not be used at any blackjack table which offers the progressive blackjack wager authorized by section 3.5.19.

3. If a casino licensee offers the additional wager authorized by section 3.5.17(a)3 at a blackjack table that has a card reader device and the dealer has a blackjack, the dealer shall, starting from his or her left, offer any player that has been dealt two sevens as his or her initial two cards an additional card to complete the hand on which the additional wager has been made.

(k) In lieu of the procedures set forth in (h) above, a casino licensee may permit a blackjack dealer to deal his or her hole card face upward after a second card and before additional cards are dealt to the players, provided that the casino licensee complies with the notice requirements set forth in these regulations. The alternative dealing procedure described in this subsection shall not be used at any blackjack table which offers the progressive blackjack wager authorized by section 3.5.19. Notwithstanding any other provision of this subchapter, the following rules shall apply whenever cards used to game at blackjack are dealt in accordance with this subsection:

1. Winning wagers shall be determined in accordance with section 3.5.3(a) and (b), provided, however, that a player's wager shall be lost if the score of the player is the same as the dealer, except that a player's wager shall win if both the player and dealer have blackjack;

2. Winning wagers shall be paid in accordance with section 3.5.3(e), except that standard blackjack shall be paid at odds of 1 to 1;

3. Surrender, pursuant to section 3.5.8, and insurance wagers, pursuant to section 3.5.9, shall not be available;

4. A player may double down, pursuant section 3.5.10, only on a point count of 9, 10 or 11;

5. Any player who elects to split cards of identical value, pursuant to section 3.5.11, may not split pairs again if the second card so dealt is identical in value to a card of the split pair; and

6. If the dealer has a blackjack, no additional cards shall be dealt and each player's wager shall be settled in accordance with sections 3.5.3 and 3.5.7; provided however, if a casino elects to offer the additional wager authorized by section 3.5.17(a)3 and the dealer has blackjack, the dealer shall, starting from his or her left, offer each player that has been dealt two sevens as his or her initial two cards an additional card to complete the hand on which the additional wager has been made.

(l) Whenever the cutting card is reached in the deal of the cards, the dealer shall continue dealing the cards until that round of play is completed after which the dealer shall:

1. Collect the cards as provided in (i) above;
2. Prepare to shuffle the cards, as follows:
   i. Whenever a single dealing shoe is used, the dealer shall remove the cards remaining in the shoe and place them in the discard rack to ensure that no cards are missing; or
   ii. Whenever a double shoe is used, the dealer shall remove the cards remaining in the side of the shoe from which the cutting card was drawn and the cards, if any, that were put in a separate segregated area for the discards from that side of the double shoe, after which the dealer shall place those cards face down in the discard rack in order to ensure that no cards are missing; and then
3. Shuffle the cards. If a double shoe is utilized, the shuffle of the cards shall be limited to the side of the shoe from which the cutting card was drawn.

(m) No player or spectator shall handle, remove or alter any cards used to game at blackjack except as explicitly permitted by these regulations and no dealer or other casino employee shall permit a player or spectator to engage in such activity.

(n) Each player at the table shall be responsible for correctly computing the point count of his hand and no player shall rely on the point counts required to be announced by the dealer under this section without himself checking the accuracy of such announcement.

Section 3.5.6A Procedure for dealing cards in 6 to 5 blackjack variation

(a) If a casino licensee offers the 6 to 5 blackjack variation, a dealer shall deal the cards, from one (1) or two (2) decks, from his or her hand in accordance with the subsections below. The casino licensee also has the option of using a dealing shoe, if they elect to use three (3) thru eight (8) decks. If using a shoe, the casino licensee shall follow the dealing procedures below, except for "dealing from the hand".

(b) Once the applicable procedures required by section 3.5.5 have been completed, the dealer shall remove the shuffled deck or decks from the automated shuffling device and shall place the single deck or two stacked decks of cards in either hand. Once the dealer has chosen the hand in which he or she will hold the cards, the dealer shall use that hand whenever holding the cards during that round of play. The cards held by the dealer shall at all times be kept in front of the dealer and over the table inventory container.

(c) At the commencement of each round of play, the dealer may, upon the election of the casino licensee, burn the top card of the deck or stack of two decks and not reveal the card to any player. The dealer shall then, starting on his or her left and continuing around the table, deal the cards in the following order:

1. One card face down to each box on the layout in which a wager is contained;
2. One card face up to the dealer; and
3. A second card face down to each box in which a wager is contained.

(d) After two cards have been dealt face down to each player and one card face upwards to the dealer, each player may, with one hand, pick up and evaluate the two cards dealt to him or her. The dealer shall then, beginning from the dealer's left, ascertain from each player upon each such player's indication whether he or she wishes to double down, split pairs, stand or draw as provided for by this subchapter.

(e) As each player indicates his or her decision(s), the dealer shall deal face upwards whatever additional cards are necessary to effectuate such decision consistent with these rules.

1. If a player indicates that he or she wishes to split a pair, the dealer shall turn over the player's two cards dealt face down and proceed in accordance with section 3.5.11.

2. If a player is dealt a card which causes his or her point total to exceed 21, the player shall immediately discard his or her first two cards face down. A player shall not intentionally draw additional cards after exceeding a point count of 21.

3. The dealer shall immediately collect a player's losing wager and place the player's cards in the discard rack.

(f) After the decisions of each player have been implemented and all additional cards have been dealt, the dealer shall deal a second card face upwards to himself or herself, provided, however, that such card shall not be dealt until the dealer has first announced "Dealer's Card" which shall be stated by the dealer in a tone of voice calculated to be heard by each person at the table. Any additional cards authorized to be dealt to the hand of the dealer by section 3.5.12(c) shall be dealt face upwards at this time after which the dealer shall announce his or her total point count.

(g) After all additional cards have been dealt in accordance with (e) and (f) above, the dealer shall turn over each player's two cards dealt face down and settle all remaining wagers.

(h) In lieu of the procedures set forth in (d) through (g) above, a casino licensee may permit a blackjack dealer in the 6 to 5 variation to deal his or her second card face downward and to utilize a card reader device pursuant to section 3.5.6(j) prior to dealing any additional cards to the players.

(i) At the conclusion of a round of play, all cards still remaining on the layout shall be picked up by the dealer in order and in such a way that they can be readily arranged to indicate each player's hand in case of question or dispute. The dealer shall pick up the cards beginning with those of the player to his or her far right and moving counterclockwise around the table. After all the players' cards have been collected the dealer shall pick up his or her cards against the bottom of the players' cards and place them in the automated shuffling device.

(j) Whenever the cutting card is reached in the deal of the cards, the dealer shall continue dealing the cards until that round of play is completed, after which the dealer shall collect the cards as provided in (i) above, shuffle the cards and alternate the deck or set of two decks pursuant to section 3.5.2(e) for the next round of play.

(k) Each player at the table shall be responsible for correctly computing the point count of his or her hand and no player shall rely on the point count required to be announced by the dealer under this section without checking the accuracy of such announcement.

Section 3.5.7 Payment of blackjack; even-money payout option for certain insurance wagers

(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 blackjack, the dealer shall announce and pay the blackjack at odds of 3 to 2 and, unless the player has also made a blackjack bonus wager pursuant to section 3.5.20, shall remove the player's cards before any player receives a third card.

(b) If the first face up card dealt to the dealer is an Ace, King, Queen, Jack or Ten and a player has a blackjack, the dealer shall announce the blackjack but shall make no payment nor remove any cards until all other cards are dealt to the players and the dealer receives his second card. If, in such circumstances, the dealer's second card does not give him blackjack, the player having blackjack shall be paid at odds of 3 to 2. If, however, the dealer's second card gives him blackjack, the wager of the player having blackjack shall be void and constitute a stand off.

(c) If the first face up card dealt to the dealer is an Ace and a player has blackjack, a casino licensee may, notwithstanding (b) above and before any additional cards are dealt, offer the player the option to be paid at odds of 1 to 1 on the blackjack wager instead of making an insurance wager pursuant to section 3.5.9. If the casino licensee chooses to offer the even-money payout option authorized by this subsection, notice shall be provided by the casino licensee.

Section 3.5.8 Surrender

(a) After the first two cards are dealt to the player and the player's point total is announced, the player may elect to discontinue play on his hand for that round by surrendering one-half his wager. All decisions to surrender shall be made prior to such player indicating as to whether he wishes to double down, split pairs, stand, and/or draw as provided for in section 3.5 et seq.

1. Should the first card dealt to the dealer be other than an ace or ten-value card, the dealer shall immediately collect one-half of the wager and return one-half to the player.

2. Should the first card dealt to the dealer be an ace or ten-value card, the dealer will place the player's wager on top of the player's cards. When the dealer's second card is revealed, the hand will be settled by immediately collecting the entire wager should the dealer have blackjack or collecting one-half of the wager and returning one-half of the wager to the player should the dealer not have blackjack.

(b) If the player has made an insurance wager and then elects to surrender, each wager will be settled separately as provided for above and in accordance with section 3.5.9 and one will have no bearing on the other.

(c) Each casino licensee may, at its discretion, offer its patrons the surrender option authorized in this section, except that when a casino licensee offers the rule variation multiple action blackjack pursuant to section 3.5.18, or on any blackjack table which offers the 6 to 5 blackjack variation or the progressive blackjack wager pursuant to section 3.5.19, the surrender option shall not be available. A casino licensee shall not initiate or terminate the use of the surrender option at a table unless the casino licensee complies with the notice requirements in these regulations.

Section 3.5.9 Insurance wagers

(a) Whenever the first card dealt to the dealer is an ace, each player shall have the right to make an insurance bet which, except as otherwise provided in section 3.5.7(c), shall win if the dealer’s second card is a King, Queen, Jack or 10 and shall lose if the dealer’s second card is an ace, 2, 3, 4, 5, 6, 7, 8, or 9.

(b) An insurance bet may be made by placing on the insurance line of the layout an amount not more than half the amount staked on the player’s initial wager, except that a player may bet an amount in excess of half the initial wager to the next unit that can be wagered in chips, when because of the limitation of the value of chip denominations, half the initial wager cannot be bet. If a card reader device is not in use, all insurance wagers shall be placed immediately after the second card is dealt to each player and prior to any additional cards being dealt to any player at the table

except, at the discretion of the casino licensee, a player may place an insurance wager immediately prior to such player indicating whether he or she wishes to double down, split pairs, stand, and/or draw as provided for in this subchapter and prior to any additional cards being dealt, provided that the casino licensee complies with the notice requirements set forth in these regulations. If a card reader device is in use, all insurance wagers shall be placed prior to the dealer inserting his or her hole card into the card reader device.

(c) All winning insurance wagers shall be paid at odds of 2 to 1.

(d) All losing insurance wagers shall be collected by the dealer immediately after he draws his second face up card or discloses his hole card and before he draws any additional cards.

(e) Insurance wagers shall not apply to the progressive blackjack wager permitted pursuant to section 3.5.19.

(f) An insurance wager does not apply to any of the additional wagers permitted pursuant to section 3.5.17(a).

Section 3.5.10 Doubling down

(a) Except for Blackjack or a point count of twenty-one in two cards, a player may elect to double down, that is, make an additional wager not in excess of the amount of his original wager, on the first two cards dealt to him or the first two cards of any split pair on the condition that one and only one additional card shall be dealt to the hand on which he has elected to double down.

(b) If a dealer obtains blackjack after a player doubles down, the dealer shall only collect the amount of the original wager of such player and shall not collect the additional amount wagered in doubling down.

(c) Upon a player's election to double down as authorized by this section, the dealer shall deal the one additional card face upwards, or at the discretion of a casino licensee face down notwithstanding any other provision of this subchapter, and placed sideways on the layout. The casino licensee shall identify its choice of dealing procedure under this subsection in its approved gaming submission. If the one additional card is dealt face down, such card shall be turned face upward after the

dealer has drawn additional cards to his or her hand in accordance with section 3.5.12(d) and at such time as the player's wagers are to be settled in rotation at the conclusion of the round of play.

(d) In the 6 to 5 blackjack variation, a casino licensee may prohibit doubling down after splitting pairs upon compliance with the notice requirements set forth in these regulations.

Section 3.5.11 Splitting pairs

(a) Whenever the initial two cards dealt to a player are identical in value, the player may elect to split the hand into two separate hands provided that he makes a wager on the second hand so formed in an amount equal to his original wager.

(b) When a player splits pairs, the dealer shall deal a card to and complete the player's decisions with respect to the first incomplete hand on the dealer's left before proceeding to deal any cards to any other hand.

(c) After a second card is dealt to a split pair, the dealer shall announce the point total of such hand and the player shall indicate his decision to stand, draw or double down with respect thereto except that:

1. A player may not split pairs again if the second card so dealt is identical in value to a card of the split pair; and
2. A player splitting aces shall only have one card dealt to each ace and may not elect to receive additional cards.

(d) If the dealer obtains blackjack after a player splits pairs, the dealer shall only collect the amount of the original wager of such player and shall not collect the additional amount wagered in splitting pairs.

(e) Notwithstanding the provisions of (c)1 above, a casino licensee may, at its discretion, permit a player to split pairs up to three times (a total of four hands) at a blackjack table with up to six player boxes or twice (a total of three hands) at a blackjack table with seven player boxes if notice of the option is provided as set forth in these regulations except that this option shall not be available in games in which the rule variation multiple action blackjack is available pursuant to section 3.5.18. If a casino licensee elects to offer the option of splitting pairs more than once, it may, at

its discretion, prohibit a player from splitting a pair of aces more than once (a total of two hands) if notice is provided as set forth in in these regulations. All other requirements of this section shall apply to each hand which is formed as a result of splitting pairs more than once.

(f) If a player has made the additional wager authorized by section 3.5.17(a)3, is dealt two sevens as his or her initial two cards and elects to split the pair of sevens, the dealer shall announce that the player is splitting sevens and forfeiting any potential payout for three sevens. The player shall be paid for the additional winning wager prior to any additional cards being dealt to either of the split hands.

Section 3.5.12 Drawing of additional cards by players and the dealer

(a) A player may elect to draw additional cards whenever his point count total is less than 21 except that:

1. A player having Blackjack or a hard or soft total of 21 may not draw additional cards;
2. A player electing to double down shall draw one and only one additional card;
3. A player splitting aces shall only have one card dealt to each ace and may not elect to receive additional cards.

(b) Except as provided in (c) or (d) below, a dealer shall draw additional cards to his or her hand in accordance with one of the following options:

1. The dealer shall draw additional cards until he or she has a hard or soft total of 17, 18, 19, 20 or 21; or
2. The dealer shall draw additional cards until he or she has:
    i. A hard total of 17, 18, 19, 20 or 21; or
    ii. A soft total of 18, 19, 20 or 21.

(c) A dealer shall draw no additional cards to his hand, regardless of the point count, if decisions have been made on all players' hands and the point count of the dealer's hand will have no effect on the outcome of the round of play.

(d) In the 6 to 5 blackjack variation, a dealer shall draw additional cards to his hand until he has a hard total of 17 or a hard or soft total of 18, 19, 20 or 21, at which point no additional cards shall be drawn.

Section 3.5.13 More than one player wagering on a box

(a) Unless otherwise directed by the Lottery, a casino licensee may permit from one to three people to wager on any one box of the Blackjack layout provided that the first person wagering on that box consent to additional players wagering on such box and provided further that the casino licensee adhere to such procedures and limitations imposed by the Lottery as dictated by the particular circumstances. This option may not be used at any blackjack table which offers the progressive blackjack wager authorized by section 3.5.19.

(b) Whenever more than one player wagers on a box, the player who is seated at that box shall have the exclusive right to call the decision with regard to the cards dealt to such box. In the case of no seated player, the person with the highest wager in the box shall have such right.

(c) The player calling the decisions with respect to any box shall place his wager in that portion of the box closest to the dealer's side of the table and all other players wagering on such box shall place their wagers immediately behind and in a vertical line with the aforementioned wager.

(d) Whenever more than one player is wagering on a box and the player calling the decisions decides to double down, the other players may also double their wagers but shall not be required to do so. In any event, only one additional card shall be dealt to the hand that is subject to the double down decision.

(e) Whenever more than one player is wagering on a box and the player calling the decisions decides to split pairs, the other players shall either make an additional wager as provided in section 3.5.11 to cover each split pair or designate which of the split pairs they wish their initial wager to apply.

(f) Whenever more than one player is wagering on a box, each player shall have the right to make an insurance bet in accordance with section 3.5.9 regardless of whether the other players on that box make such a bet.

(g) The Lottery and its agents shall have the discretion and authority to limit, control and regulate the implementation of this section as is appropriate under the circumstances which shall include, without limitation, the right to limit the number of

tables at which this procedure is permitted, the right to limit the number of boxes at each table on which more than one person can wager and the right to require the casino licensee to establish the ability of its dealers to implement this section.

Section 3.5.14 A player wagering on more than one box

(a) A player may only wager on one box at a Blackjack table unless the casino licensee, in its discretion, permits the player to wager on additional boxes.

Section 3.5.15 Irregularities

(a) A card found turned face upwards in the shoe shall not be used in the game and shall be placed in the discard rack or in a segregated area of the double shoe.

(b) A card drawn in error without its face being exposed shall be used as though it were the next card from the shoe.

(c) After the initial two cards have been dealt to each player and a card is drawn in error and exposed to the players, such card shall be dealt to the players or dealer as though it were the next card from the shoe. Any player refusing to accept such card shall not have any additional cards dealt to him during such round. If the card is refused by the players and the dealer cannot use the card, the card shall be burned.

(d) If the dealer has seventeen and accidentally draws a card for himself, such card shall be burned.

(e) If the dealer misses dealing his first or second card to himself, the dealer shall continue dealing the first two cards to each player, and then deal the appropriate number of cards to himself. In addition, at the casino's discretion, if no cards are dealt to a dealer or if one card is dealt to a dealer, after all the cards have been dealt all the players at the table shall have the option to remove their wagers or remain in the hand.

Note: The casino licensee shall state in their internal controls if they will allow all players at the table the opportunity to option out and remove their wager from the hand.

(f) If there are insufficient cards remaining in the shoe to complete a round of play, all of the cards in the discard rack or in a segregated area of the double shoe shall be shuffled and cut according to the procedures outlined in section 3.5.5, the first card shall be drawn face downwards and burned, and the dealer shall complete the round

of play. For the 6 to 5 blackjack variation, if there are insufficient cards remaining in the deck in use to complete a round of play, all the discarded cards from the deck in use shall be shuffled by hand and cut according to the procedures outlined in section 3.5.5, the first card shall be drawn face downwards and burned, and the dealer shall complete the round of play.

(g) If no cards are dealt to the player's hand, that player's hand is dead and that player shall be included in the next deal. If only one card is dealt to a player's hand, at that player's option, the dealer shall deal the second card to that player after all other players have received a second card. In addition, at the casino licensee's discretion, if no cards are dealt to a player or if only one card is dealt to a player, after all the cards have been dealt all the players at the table shall have the option to remove their wagers or remain in the hand. Note: The casino licensee shall state in their internal controls if they will allow the single player to opt out of the hand, or the entire table to opt out of the hand.

(h) Any round of play drawn from the inappropriate side of a double shoe shall be treated as if it were drawn from the appropriate side of the shoe and concluded.

(i) If after receiving the first two cards and the dealer fails to deal an additional card(s) to a player who has requested such a card, then, at the player's option, the dealer shall either deal the additional card(s) after all other players have received their additional cards but prior to the dealer revealing his or her hole card, or call the player's hand dead and return the player's original wager.

(j) If the dealer inserts his or her hole card into a card reader device when the value of his or her first card is not an ace, king, queen, jack or 10, the dealer, after notification to a casino supervisor, shall:

1. If the particular card reader device in use provides any player with the opportunity to determine the value of the hole card, call all hands dead, collect the cards and return each player's wager; or
2. If the particular card reader device in use does not provide any player with the opportunity to determine the value of the hole card, continue play.

(k) If a card reader device malfunctions the dealer may only continue dealing the game of blackjack at that table using the dealing procedures applicable when a card reader device is not in use.

(l) If the dealer fails to move his or her original face up card to the area of the layout designated for the second or third hand of the round in accordance with section 3.5.18, the round shall continue as if the original face up card was moved to the appropriate area of the layout.

(m) If the dealer inadvertently picks up his or her original face up card and places it in the discard rack prior to the completion of the second or third hand of multiple action blackjack, the dealer shall immediately notify a casino supervisor assigned to that table. The casino supervisor shall remove the appropriate cards from the discard rack and reconstruct the last hand of play so as to determine the dealer's original face up card. The original face up card shall be placed in the appropriate area on the layout, and the remaining cards shall be returned to the discard rack. Play shall resume in accordance with the rules of this chapter.

(n) If the light at a player's betting area on a blackjack table which offers the progressive blackjack wager is not operating properly, no progressive wager shall be permitted in that betting area.

(o) If the bonus blackjack system fails to select or display a payout amount when the bonus blackjack button is pressed, and the amount of the payout cannot be ascertained by a casino supervisor from the table controller or otherwise, the patron’s wager shall be paid at 21-to-1.

(p) If a casino licensee implements the procedure by which one additional card is dealt face down to a hand on which a player has elected to double down pursuant to section 3.5.10(c) and the dealer inadvertently deals such card face upwards, play shall continue and the player’s wagers shall be resolved in completion of the round of play.

(q) If the dealer hole card is exposed early according to the rules of the game, no additional cards shall be dealt to any patron. The patron shall have the choice to remain in the hand with the cards they have already been dealt, or have their wager or wagers refunded to them and their cards collected by the dealer. Once all patron

choices have been made, the dealer will continue to deal their own hand according to the rules of the game.

Section 3.5.16 Five cards totaling 21 rule

(a) Whenever a player has achieved a score of 21 in five cards and the dealer has not achieved a blackjack or a score of 21, the winning hand shall be paid at odds of 2 to 1.

(b) If the player has achieved a score of 21 in five cards and the dealer has blackjack, the player's wager shall be settled in accordance with section 3.5.3(b). If the player has achieved a score of 21 in five cards and the dealer has achieved a score of 21 in three or more cards, the player's wager shall be considered void and said wager shall be returned to the player.

(c) A casino licensee may, in its discretion, offer to all patrons at a blackjack table the five cards totaling 21 option authorized in this section, provided that the casino licensee complies with the notice requirements set forth in these regulations prior to withdrawing the offer of this option.

Section 3.5.17 Permissible additional wagers

(a) A casino licensee may, in its discretion, offer to all players at a blackjack table the option to make one of the following additional wagers provided that the casino licensee complies with the notice requirements set forth in these regulations prior to withdrawing the offer of this option:

1. A wager on whether the player's initial two cards shall have a point total either greater than or less than 13;
2. A wager on whether the player's initial two cards shall be of the same suit; or
3. A wager on whether one or more of the player's initial three cards shall be a seven.
    i. The additional wager shall be $1.00.

(b) Prior to the first card being dealt for each round of play, each player shall make a wager against the dealer as required by section 3.5.3(a) and (d) and, if given an option to make an additional wager, shall also indicate whether he or she wishes to wager, as applicable, that:

1. The point total of the player's initial two cards shall exceed 13, which wager shall win if the point total does exceed 13;

2. The point total of the player's initial two cards shall be less than 13, which wager shall win if the point total is less than 13;

3. The player's initial two cards shall be of the same suit, which wager shall win if the initial two cards are of the same suit; or

4. One or more of the player's initial three cards shall be a seven, which wager shall win if one or more of the initial three cards dealt to the player is a seven.

(c) An additional wager made pursuant to (a)1 above shall be lost when the point total of the player's initial two cards equals 13.

(d) All losing additional wagers shall be collected by the dealer immediately after the second card is dealt to each player and prior to any additional cards being dealt to any player at the table.

(e) All winning additional wagers shall be paid immediately after the second card is dealt to each player and prior to any additional cards being dealt to any player at the table. Notwithstanding the foregoing, if a wager authorized by (a) 3 above is a winning wager because the player has received two sevens as the initial two cards dealt to his or her hand, the winning wager shall be paid immediately after the player elects to draw an additional card, surrender, stand, double down or split pairs. All winning additional wagers shall be paid at the following odds:

1. For wagers made pursuant to (a) 1 above, one to one; or

2. For wagers made pursuant to (a)2 above, depending on the number of decks in use at the table and the cards received by the player, in accordance with one of the following options as selected by the casino licensee; provided, however, that notice of the payout option selected by the casino licensee or any change thereto shall be provided in accordance with the requirements of these regulations and provided further, however, that the same payout option shall be used by a casino licensee at all blackjack tables which use the same number of decks of cards:

i. Single Deck Blackjack Tables:

Initial Two Cards	Option 1	Option 2	Option 3	Option 4
King and queen	50 to 1	10 to 1	5 to 1	25 to 1

Any two cards	2.5 to 1	3 to 1	3 to 1	2.5 to 1

ii. Two Deck Blackjack Tables:

Initial Two Cards	Option 1	Option 2	Option 3	Option 4
King and queen	10 to 1	5 to 1	25 to 1	20 to 1
Any two cards	3 to 1	3 to 1	2.5 to 1	2.5 to 1

iii. Four Deck Blackjack Tables:

Initial Two Cards	Option 1	Option 2	Option 3	Option 4
King and queen	5 to 1	25 to 1	20 to 1	50 to 1
Any two cards	3 to 1	2.5 to 1	2.5 to 1	2 to 1

iv. Six Deck Blackjack Tables:

Initial Two Cards	Option 1	Option 2	Option 3	Option 4
King and queen	5 to 1	25 to 1	20 to 1	15 to 1
Any two cards	3 to 1	2.5 to 1	2.5 to 1	2.5 to 1

v. Eight Deck Blackjack Tables:

Initial Two Cards	Option 1	Option 2	Option 3
King and queen	5 to 1	25 to 1	50 to 1
Any two cards	3 to 1	2.5 to 1	2 to 1

3. For wagers made pursuant to (a)3 above, the player shall be paid only for the highest winning payout below:

Hand	Payout Odds
Three sevens of the same suit	5000 to 1
Three sevens of any suit	500 to 1
Two sevens of the same suit (initial two cards)	100 to 1
Two sevens of any suit (initial two cards)	50 to 1
One seven (initial card)	3 to 1

(f) An additional wager shall be made by placing gaming chips or plaques and, if applicable, a match play coupon on the appropriate area of the blackjack layout, except that a verbal wager accompanied by cash may be accepted provided that it is

confirmed by the dealer and casino supervisor at the table prior to the first card being dealt to any player and such cash is expeditiously converted into gaming chips or plaques in accordance with procedures for accepting cash at a gaming table.

(g) Any additional wager made pursuant to this section shall not exceed the lesser of:

1. The amount of the blackjack wager made by the player pursuant to section 3.5.3(a) and (d); or
2. A maximum limit established by the casino licensee.

(h) A casino licensee shall post the maximum limit of the additional wager, as established in (g) above.

(i) An additional wager shall have no bearing on any other wager made by the player at the game of blackjack.

Section 3.5.17 (A); Permissible additional side wagers

(a) A casino licensee may, in its discretion, offer to all players at a blackjack table the option to make up to three (3) additional side wagers.

Section 3.5.18 Multiple action blackjack rule

(a) A casino licensee may, in its discretion, offer to every player at a blackjack table the option to make either two or three separate wagers on the outcome of the players hand against either two or three separate hands of the dealer which shall be formed with the dealer's original face up card, provided that the casino licensee complies with the notice requirements set forth in these regulations prior to withdrawing the offer of this option.

(b) Prior to the first card being dealt for the first of the three rounds of play, each player shall be required to make two or three wagers against the dealer as required by section 3.5.3(a) and (d) by placing the wagers in the designated betting areas on the layout. A casino licensee may, in its discretion, require every player to place a wager against all three of the dealer's hands. The minimum number of wagers required and the minimum and maximum limits for each wager shall be posted at the table in accordance with these regulations.

(c) After all wagers have been placed, the dealer shall deal the cards in accordance with section 3.5.6(e). As each player's point total is announced, the player shall indicate whether he wishes to double down, split pairs, stand or draw as provided for by this subchapter, except that, a decision to double down or split pairs shall require an additional wager for each wager placed by the player in accordance with (b) above.
(d) Any player may elect to make an insurance wager pursuant to section 3.5.9 on any or all of his or her wagers made in accordance with (b) above. Such wager or wagers shall be decided individually based on the second card dealt to each of the dealer's hands.
(e) After the decisions of all players have been implemented and all additional cards have been dealt, the dealer shall deal a second card to his or her original face up card in accordance section 3.5.6(h) and any additional cards required by section 3.5.12(b).
(f) Once all wagers on the dealer's first hand have been decided, the dealer shall collect all losing wagers and pay off all winning wagers based on wagers placed in the first spot of each player's betting area, except that all of a player's wagers shall be collected along with his or her cards when that player's hand exceeds a hard total of 21. The dealer shall collect all of his or her cards and place them face down in the discard rack in accordance with one of the following:

1. If the hand of each player at the table has exceeded a hard total of 21, the dealer shall draw no additional cards pursuant to section 3.5.12 and the dealer shall collect all of his or her cards including his or her original face up card; or
2. If a wager remains on the second or third spot of a player's betting area, the dealer shall then collect all of his or her cards except his or her original face up card.

(g) If the dealer's cards have been collected and discarded in accordance with (f)2 above, the dealer shall move his or her original face up card to the area of the layout designated for the dealer's second hand and shall deal a second card to his or her original face up card in accordance with section 3.5.6(h) and any additional cards required by section 3.5.12(b).
(h) Once all wagers on the dealer's second hand have been decided, the dealer shall collect all losing wagers and pay off all winning wagers based on wagers placed in the

second spot of each player's betting area. The dealer shall then collect all of his or her cards except his or her original face up card and place them face down in the discard rack. The dealer shall then move his or her original face up card to the area of the layout designated for the dealer's third hand and shall deal a second card to his or her original face up card in accordance with section 3.5.6(h) and any additional cards required by section 3.5.12(b), except that if no player has made a third wager the round shall be concluded in accordance with (j) below.

(i) Once all wagers on the dealer's third hand have been decided, the dealer shall collect all losing wagers and pay off all winning wagers based on wagers placed in the third spot of each player's betting area.

(j) At the conclusion of the third hand, all cards still remaining on the layout shall be picked up in accordance with section 3.5.6(i).

Section 3.5.19 Progressive blackjack wager payouts; rules

(a) If a blackjack table includes the equipment that is required to offer a progressive blackjack wager, a casino licensee may give each player at that blackjack table the option to make an additional one dollar wager on whether the player will be dealt any of the designated series of cards set forth in (c) below. This wager shall be known as a progressive blackjack wager.

(b) Prior to the first card being dealt for each round of play, each player may make a progressive blackjack wager by placing a one dollar gaming chip in the designated chip acceptor device at his or her betting position. Once such wagers have been placed, a light shall then illuminate at each betting position at which a progressive blackjack wager has been made. In accordance with procedures for progressive payout wagers, the dealer shall ensure that only one progressive blackjack wager has been made for each light that is illuminated and shall verify that the number of gaming chips wagered equals the number of lights illuminated. The dealer shall then announce "no more bets" and register the progressive wagers on the progressive meter and reset meter, if applicable. The dealer shall then deal the hand to all players in accordance with section 3.5.6.

(c) A player who has placed a progressive blackjack wager shall win the specified payout if he or she receives any of the the following combinations of cards:

Winning Hand	Payout
Four black or four red aces in the first four cards	100% of the progressive meter amount
Three aces of the same suit in the first three cards	$2,500
Any three aces in the first three cards	$250.00
Two aces of the same suit in the first two cards	$100.00
Any two aces in the first two cards	$25.00

(d) A progressive blackjack wager shall have no bearing on any other wager made by a player at the game of blackjack and shall be paid irrespective of the point total of the hand of the dealer.

(e) A winning player shall receive the payout for only the highest possible progressive blackjack hand.

(f) A player shall only be permitted to make a progressive blackjack wager if he or she has placed a blackjack wager in compliance with section 3.5.3(a) and (d).

(g) Prior to making a payout for a winning progressive blackjack wager, the dealer shall:

1. Verify that the player has received a winning combination of cards;
2. Verify that the appropriate light on the acceptor device has been illuminated; and
3. Have a casino supervisor validate the progressive blackjack payout pursuant to approved internal control procedures.

(h) All winning progressive blackjack wagers shall be paid in accordance with the amount on the primary meter when the player's regular blackjack wager is settled pursuant to section 3.5.3(e), provided, however, if more than one player at a table has four black or four red aces on the first four cards, each player shall share equally in

the amount on the progressive meter when the first player with four aces is to be paid. If a player has won a progressive payout which is not being paid from the table inventory container, the cards of that player shall not be collected until the necessary documentation has been completed for the payment of table game progressive payout wagers.

(i) The rate of progression for the progressive meter or, if applicable, the reset meter and progressive meter combined, shall be no less than 70 percent. The initial amount placed on the progressive meter by the casino licensee and the portion of the reset amount funded by the casino licensee shall be established by each casino licensee and approved in accordance with procedures for progressive payout wagers. In no instance shall the initial amount on the progressive meter or the reset amount funded by the casino licensee be less than $5,000.

Section 3.5.19A Progressive Hit and Run blackjack wager payouts; rules

(a) If a blackjack table includes the equipment that is required to offer a progressive blackjack wager, a casino licensee may give each player at that blackjack table the option to make an additional one dollar wager on whether the player will be dealt a blackjack and the dealer will end up with 2 or more cards. This wager shall be known as a hit and run progressive blackjack wager.

(b) Prior to the first card being dealt for each round of play, each player may make a hit and run progressive blackjack wager by placing a one dollar gaming chip in the designated chip acceptor device at his or her betting position. Once such wagers have been placed, a light shall then illuminate at each betting position at which a progressive blackjack wager has been made. In accordance with procedures for progressive payout wagers, the dealer shall ensure that only one progressive blackjack wager has been made for each light that is illuminated and shall verify that the number of gaming chips wagered equals the number of lights illuminated. The dealer shall then announce "no more bets" and register the progressive wagers on the progressive meter and reset meter, if applicable. The dealer shall then deal the hand to all players in accordance with section 3.5.6.

(c) A player who has placed a hit and run progressive blackjack wager shall win the specified payout if he or she receives a blackjack and the dealer has the following cards when his or her hand is finalized per the casino approved rules:

Dealer's Hand	Payout
Seven (7) + Cards	100% of the progressive meter amount
Six (6) Cards	$200
Five (5) Cards	$50
Four (4) Cards	$15
Three (3) Cards	$10
Two (2) cards	$9

(d) A progressive blackjack wager shall have no bearing on any other wager made by a player at the game of blackjack and shall be paid irrespective of the point total of the hand of the dealer.

(e) A winning player shall receive the payout for only the highest possible progressive blackjack hand.

(f) A player shall only be permitted to make a progressive blackjack wager if he or she has placed a blackjack wager in compliance with section 3.5.3(a) and (d).

(g) Prior to making a payout for a winning progressive blackjack wager, the dealer shall:

1. Verify that the player has received a winning combination of cards;
2. Verify that the appropriate light on the acceptor device has been illuminated; and
3. Have a casino supervisor validate the progressive blackjack payout pursuant to approved internal control procedures.

(h) All winning progressive blackjack wagers shall be paid in accordance with the amount on the primary meter when the player's regular blackjack wager is settled pursuant to section 3.5.3(e), provided, however, if more than one player is dealt a blackjack and the dealer draws seven (7) + cards, the 100% progressive jackpot will be split equally amongst participating progressive players. If a player has won a progressive payout which is not being paid from the table inventory container, the

cards of that player shall not be collected until the necessary documentation has been completed for the payment of table game progressive payout wagers.

(i) The rate of progression for the progressive meter shall be no less than 10 percent. The initial amount placed on the progressive meter by the casino licensee and the portion of the reset amount, if applicable, funded by the casino licensee shall be established by each casino licensee and approved in accordance with procedures for progressive payout wagers. In no instance shall the initial amount on the progressive meter or the reset amount funded by the casino licensee be less than $1,000.

Section 3.5.19B Progressive Super 4 blackjack wager, payouts; rules

(a) Super 4 Progressive Blackjack is a side wager for blackjack games configured with one, two, four, six, and eight decks and at tables that seat up to seven players.

(b) A casino licensee may, at its discretion, offer players at a blackjack table the option to make an additional Super 4 wager

1) The Super 4 wager shall win if the dealer has an Ace up or a Blackjack and shall lose if the dealer does not have an Ace up or a Blackjack

(c) A Super 4 wager shall have no bearing on any other wagers made by a player at the game of Blackjack and applies only to the player's first two cards and the dealer's two card Blackjack hand or Dealer's Ace up.

1) When the dealer has an Ace up, everyone with a wager will win
2) When the dealer has a Blackjack, the dealer's two cards and the player's two cards will be combined to form a four card poker hand
3) A winning Super 4 wager shall be paid in accordance with the pay table below

(d) Prior to the first card being dealt for each round of play, a player who has placed the minimum Blackjack wager required in accordance with the rules of the Blackjack game set forth by the casino licensee may make a Super 4 wager

1) The Super 4 wager is a set amount which is posted on the table

2) There are options for a $1 and $5 progressive wager

(e) A Super 4 wager is initiated by placing the appropriate gaming chip on the designated area of the Blackjack layout

(f) Prior to the first card being dealt for each round of play, the dealer shall lock in all Super 4 wagers with the keypad and collect all Super 4 wagers
   1) Immediately after the second card is dealt to each player and dealer, and prior to any additional cards being dealt to any player at the table or the dealer, the dealer shall determine if they have an Ace up or a Blackjack
   2) If the dealer does not have an Ace up or a Blackjack, the dealer continues with the hand as usual
   3) If the dealer has an Ace up but not a Blackjack, each player that has a Super 4 wager will win in accordance with the pay table illustrated in item #8
   4) If the dealer has a Blackjack, the dealer will settle all Blackjack wagers and primary side wagers; then starting with the player farthest to his or her right and continuing around the table in a counter-clockwise direction, will settle in succession all Super 4 wagers in accordance with the pay table below

(g) Examples of winning Super 4 wagers
   1) Dealer has an Ace up but doesn't have a Blackjack, players will win the payout for Dealer Ace Up (No BJ)
   2) Dealer has Blackjack (Ace of Diamonds and Jack of Diamonds) and the players two cards are 3 of Diamonds and 8 of Diamonds, then the four card hand will be paid as a Flush
   3) Dealer has Blackjack (Ace of Diamonds and Jack of Diamonds) and the players two cards are Queen of Diamonds and King of Diamonds, then the four card hand will be paid as Royal Flush in Diamonds

4) Dealer has Blackjack (Ace of Spades and Queen of Clubs) and the players two cards are Queen of Hearts and 7 of Diamonds, then the four card hand will get paid as Pair.
5) Dealer has Blackjack (Ace of Spades and Queen of Clubs) and the players two cards are 8 of Hearts and 7 of Diamonds, then the four card hand will get paid the minimum payout as “Any Hand”

(h) All winning Super 4 wagers shall be paid according to one of the following pay tables. The player will receive the highest payout only. Casino licensee shall state in their internal controls the payouts and percentages they will use.

4 CARD HAND	**PAYTABLE 1**	**PAYTABLE 2**	**PAYTABLE 3**
Royal Flush (Diamonds)	100% of Meter	100% of Meter	100% of Meter
Royal Flush (Non Diamonds)	10% of Meter	10% of Meter	10% of Meter
Trips	150 to 1	150 to 1	100 to 1
Straight	80 to 1	70 to 1	75 to 1
Flush	60 to 1	50 to 1	50 to 1
Two Pair	40 to 1	30 to 1	25 to 1
Same Color	20 to 1	15 to 1	15 to 1
Pair	10 to 1	10 to 1	10 to 1
Any Hand	5 to 1	5 to 1	4 to 1
Dealer Ace Up (No BJ)	2 to 1	3 to 1	2 to 1

4 CARD HAND	**PAYTABLE 4**	**PAYTABLE 5**	**PAYTABLE 6**
Royal Flush (Diamonds)	100% of Meter	100% of Meter	100% of Meter
Royal Flush (Non Diamonds)	10% of Meter	10% of Meter	10% of Meter
Trips	150 to 1	150 to 1	100 to 1
Straight	80 to 1	70 to 1	75 to 1
Flush	60 to 1	50 to 1	50 to 1
Two Pair	40 to 1	30 to 1	25 to 1
Same Color	20 to 1	15 to 1	15 to 1
Pair	10 to 1	10 to 1	10 to 1
Any Hand	5 to 1	5 to 1	4 to 1
Dealer Ace Up (No BJ)	2 to 1	3 to 1	2 to 1
Envy Royal Flush (Diamonds)	$3,000	$3,000	$600
Envy Royal Flush	$1,000	$1,000	$200

In addition to the paytable pays, there are envy pays awarded with paytables 4, 5, and 6. In the event that another player at the table receives a Royal Flush, all players who

have wagered on the Super 4 Progressive Blackjack Wager side bet will receive the qualifying envy pay based on the cash value listed in #8 above. In the event that multiple players receive a Royal Flush, the first player will receive the full jackpot amount, and the second player will receive the secondary jackpot.

The associated progressive configurations are provided below.

1. PROGRESSIVE CONFIGURATIONS

Paytable	Decks	Wager	Start Value	Increment Rate %	Secondary Seed %
1 and 4	8	$5.00	$50,000	16.00%	3.75%
1 and 4	6	$5.00	$50,000	16.00%	3.75%
1 and 4	4	$5.00	$50,000	16.00%	3.75%
1 and 4	2	$5.00	$50,000	16.00%	3.75%
1 and 4	1	$5.00	$50,000	17.50%	5.50%
2 and 5	8	$5.00	$50,000	15.00%	3.50%
2 and 5	6	$5.00	$50,000	15.00%	3.50%

Paytable	Decks	Wager	Start Value	Increment Rate %	Secondary Seed %
2 and 5	4	$5.00	$50,000	15.00%	3.50%
2 and 5	2	$5.00	$50,000	15.00%	3.50%
2 and 5	1	$5.00	$50,000	17.50%	4.50%
3 and 6	8	$1.00	$10,000	19.00%	4.25%
3 and 6	6	$1.00	$10,000	19.00%	4.25%
3 and 6	4	$1.00	$10,000	19.00%	4.25%
3 and 6	2	$1.00	$10,000	19.00%	4.25%
3 and 6	1	$1.00	$10,000	21.00%	5.00%

(i) Super 4 Progressive Blackjack can be used in conjunction with any approved Blackjack side wager that is settled before the dealer checks if their hand is a Blackjack. Super 4 Progressive Blackjack cannot be used in conjunction with another progressive Blackjack wager.

a) Side wagers will be settled prior to the dealer checking their hand for a Blackjack.

b) Super 4 Blackjack Progressive wagers will be settled after the dealer checks their hand for a Blackjack.

Section 3.5.19C Progressive Blazing 7's with Must Hit wager, payouts; rules

(a) If a Blackjack table includes the equipment that is required to offer a progressive Blackjack wager, a casino licensee may give each player at that Blackjack table the option to make an additional Blazing 7's Blackjack wager.

(b) Blazing 7's is a progressive side wager that wins based the number of 7's in a player's first three cards or a combination of the player's first two cards and the dealers up card. Dealing options are set forth below. Dealing option shall be stated in the casino licensee's approved rules of the game.

(c) A winning Blazing 7's wager shall be paid in accordance with the Pay Table set forth below.

(d) Blazing 7's is a progressive side wager for Blackjack games configured with six (6) or eight (8) decks and at tables that seat up to 7 players.

(e) Prior to the first card being dealt for each round of play, a player who has placed the minimum Blackjack wager required in accordance with the rules of the Blackjack game set forth by the casino licensee may make a Blazing 7's wager.

1. The Blazing 7's wager is a set amount which is posted on the table
2. The Blazing 7's will be either $1 or a $5 progressive wager

(f) A Blazing 7's wager is initiated by placing the appropriate gaming chip on the designated area of the Blackjack layout. In accordance with procedures for progressive payout wagers, the dealer shall ensure that only one progressive Blazing 7's wager has been made for each light that is illuminated and shall verify the number of gaming chips wagered equals the number of lights illuminated. Prior to the first card being dealt for each round of play, the dealer shall lock in all Blazing 7's wagers with the keypad and collect all Blazing 7's wagers. The dealer shall then deal the hand to all players in accordance with section 3.5.6.e.

(g) **Dealing Option One**

1. The Blazing 7's Progressive considers both the player's initial two cards and the dealer's up card. If the player does not have at least one 7 in the player's initial two cards, the progressive bet will lose.

2. If the player has any 7's in their initial two cards, the Blazing 7's wager will win in accordance with the pay table illustrated below.
3. If the player has two 7's in the first two cards dealt to them and the dealer's up card is a 7, the player will qualify for one of the Three 7's payout illustrated in the pay table below.
    i. Note – The "Two 7's" payout is based only upon the player's first two cards.
4. After the dealer has completed the initial deal and revealed their up card, they will resolve the progressive wager immediately and continue dealing the hand in accordance with section 3.5.6.

(h) **Dealing Option Two**

1. The Blazing 7's Progressive considers the player's first two initial cards and the player's first hit card.
    i. Note – The progressive is based on the player's first three cards ONLY
2. The Blazing 7's wager will win if the hand contains any 7's in the first two cards illustrated in the pay table below.
3. If the player has two 7's in the first two cards and hits for a third 7, the player will qualify for one of the Three 7's payouts illustrated in the pay table below.
    i. Note – The "Two 7's" payout is based only upon the player's first two cards.
4. If a player receives two 7's and chooses to split, the Progressive will be based on the two 7's and the third card dealt to that player.
5. If a player busts, the bust card does NOT count toward the player's Blazing 7's bet.
    i. The dealer will pick up the player's losing primary wager first, then pay the progressive wager, pick up the cards and continue dealing.
6. After the dealer has completed the hand, the dealer will pay and take player's hands as follows:

i. Working from right to left pay or take the primary wager first
ii. Pay the progressive wager if applicable

(i) The license shall state in their internal controls which dealing option will be used.

(j) All winning Blazing 7's wagers shall be paid according to one of the following pay tables. The player will receive the highest payout only. The Casino licensee shall state in their internal controls the Pay Table they will use.

PAYTABLES FOR $1 PROGRESSIVE WAGER:

Paytable 1

Hand	**Payout**
Three 7's - Same Suit	100% of Progressive Meter
Three 7's - Same Color	10% of Progressive Meter
Three 7's	$200
First Two Cards - 7's	$25
Either of First Two Cards - 7's	$2

Paytable 2

Hand	**Payout**
Three 7's – Diamonds	100% of Progressive Meter
Three 7's – Suited (other)	10% of Progressive Meter
Three 7's – same color	$500
Three 7's	$200
First Two Cards – 7's	$25
Either of First Two Cards – 7's	$2

PAYTABLES FOR $5 PROGRESSIVE WAGER:

Paytable 1

Hand	**Payout**
Three 7's - Same Suit	100% of Progressive Meter

Three 7's - Same Color	10% of Progressive Meter
Three 7's	$1,000
First Two Cards - 7's	$125
Either of First Two Cards - 7's	$10

Paytable 2

Hand	**Payout**
Three 7's – Diamonds	100% of Progressive Meter
Three 7's – Suited (other)	10% of Progressive Meter
Three 7's – same color	$2,500
Three 7's	$1,000
First Two Cards – 7's	$125
Either of First Two Cards – 7's	$10

When paying a Progressive win, the original wager is not returned.

(k) Winning progressive payout hands shall be paid in accordance with the amount on the meter when it is the player's turn to be paid, however, if more than one player at a table has the highest qualifying Blazing 7's progressive payout hand, each player shall share equally in the amount on the progressive meter when the first player with highest Blazing 7's hand is to be paid.

(l) A progressive Blazing 7's wager shall have no bearing on any other wager made by a player at the game of blackjack and shall be paid irrespective of the point total of the hand of the dealer.

(m) Prior to making a payout for a winning progressive Blazing 7's wager, the dealer shall:

1. Verify that the player has received a winning combination of cards.
2. Verify that the appropriate light on the acceptor device has been illuminated.

3. Have a casino supervisor validate the progressive payout pursuant to approved internal control procedures.

(n) Blazing 7's Progressive can be used in conjunction with any approved Blackjack side wager. Blazing 7's Progressive cannot be used in conjunction with another progressive Blackjack wager.

(o) The rate of progression for the progressive shall be no less than 24 percent. The initial amount on the progressive meter by the casino licensee and the portion of the reset amount, if applicable, funded by the casino licensee shall be established by each casino licensee and approved in accordance with procedures for progressive payout wagers. In no instance shall the amount on the progressive meter or the reset amount funded by the casino licensee be less than:

$1 Progressive wager - $2,000;
$5 Progressive wager - $10,000

If at the discretion of a casino licensee, a secondary jackpot is to be used for re-seeding of the main jackpot, the rate of progression shall be included in their submitted rules of the game.

Must Hit by Progressive

h) The optional **Must Hit by Progressive** is a Mystery Progressive intended to be used in conjunction with progressives that utilize the Atlas system. If a Light & Wonder Atlas system progressive side wager has four or fewer progressive meters active, one of the available progressive meters can be configured to function as the **Must Hit by Progressive**.

i) The **Must Hit by Progressive** is an add-on to the existing **Progressive** wager, no additional wagering is required to qualify for it.

j) After all wagers have been placed, the value of the Must Hit Progressive is incremented based on the configured increment rate and the total value of all progressive wagers.

k) After the new value of the progressive meter is calculated, each player who has placed a progressive side wager is assigned a random value from a random number generator. If a player's assigned random value falls below a calculated threshold based on the odds of the **Must Hit by Progressive** being awarded at its current value, then the **Must Hit by Progressive** is awarded

l) The **Must Hit by Progressive** meter randomly generates when selecting END ROUND on the dealer terminal. If there is a random winner from those that participated in the Atlas Progressive Bonus wager, this will be indicated with the sensor flashing at the Player spot as well as being indicated on the Dealer Terminal and Table signage.

m) If multiple players at a table qualify for the **Must Hit by Progressive** at the same time, then the player with the lowest random value is awarded the progressive.

n) The odds of the progressive being awarded will increase as the value of the progressive passes certain thresholds.

Must Hit by Configurations

Must Hit By Parameters - $1			
Bet	**Min Value**	**Max Value**	**Increment Rate**
$1	$100	$200	2.00%
$1	$100	$500	5.00%
$1	$250	$500	2.00%
$1	$250	$1,000	5.00%

Must Hit By Parameters - $2			
Bet	**Min Value**	**Max Value**	**Increment Rate**
$2	$100	$200	1.50%
$2	$100	$500	3.50%

$2	$250	$500	1.50%
$2	$250	$1,000	3.00%

Must Hit By Parameters - $5			
Bet	Min Value	Max Value	Increment Rate
$5	$100	$200	1.00%
$5	$100	$500	2.00%
$5	$250	$500	0.50%
$5	$250	$1,000	2.00%

The increment rate of progression, reset value and max value for the **Must Hit by Progressive** Meter will be determined by the Casino license and shall be included in their submitted Internal Controls.

Section 3.5.19D Progressive Trifecta Stax with Must Hit wager, payouts; rules

a) Trifecta Stax is an optional fixed-value progressive wager for use with Blackjack-style games using 6 or 8 standard 52-card decks.
b) This multi-level Progressive system can offer up to five different prize pools.
c) Prior to the first card being dealt for each round of play, a player who has placed the minimum Blackjack wager required in accordance with the rules of the Blackjack game set forth by the casino licensee may make a Trifecta Stax wager.
    1. The Trifecta Stax wager is a set amount which is posted at the table
    2. The amount will be $5
d) The wager is evaluated based on the initial two cards dealt to the player, and the face-up card dealt to the dealer.
e) If the cards meet one of the qualifying conditions, the wager wins and pays according to first eligible scenario, as given in the table below. Otherwise the wager loses.
f) The wager is collected regardless of whether a player wins any award.

g) All currency pays, seed values, are based on a $5 wagers.

Pays - $5 Wager	
Scenario	**Pay**
Three Suited Aces	Star Progressive
Three Aces	Spade Progressive
Three Kings	Heart Progressive
Three Queens	Diamond Progressive
Straight Flush	$150
Three of a Kind	$100
Straight	$30
Flush	$20

Progressive Meter

a) For the Star Progressive, a percentage of the wager increments a primary meter and reserve meter. The increment rates of these two meters may be set by the operator, but must add to the configured minimum total increment rate for the progressive.
b) When the progressive is awarded, the meter is reseeded with the full contents of the reserve meter. If the reserve amount is less than the configured reseed value, then the house will supplement with additional seeding to meet the reseed value.
c) For the Spade, Heart, and Diamond Progressives, a configured percentage of the wager increments a single meter for each progressive.
d) When a progressive is awarded, the meter is reseeded with the configured reseed value.
e) The progressive configuaration details are given in the below table.

Progressive Configurations - $5 Wager		
Progressive	**Seed/Reseed**	**Minimum Total Increment Rate**
Star Progressive	$10,000	10%
Spade Progressive	$100	3%
Heart Progressive	$100	3%

Diamond Progressive	$100	3%

The increment rate of progression for the Star Progressive Reserve Meter will be determined by the Casino license and shall be included in their submitted Internal Controls.

Must Hit Progressive

a) The optional **Must Hit Progressive** is a Mystery Progressive intended to be used in conjunction with progressives that utilize the Stax system. If an AGS Stax system progressive side wager has four or fewer progressive meters active, one of the available progressive meters can be configured to function as the **Must Hit Progressive**.
b) The **Must Hit Progressive** is an add-on to the existing **Progressive** wager, no additional wagering is required to qualify for it.
c) After all wagers have been placed, the value of the Must Hit Progressive is incremented based on the configured increment rate and the total value of all progressive wagers.
d) After the new value of the progressive meter is calculated, each player who has placed a progressive side wager is assigned a random value from a random number generator. If a player's assigned random value falls below a calculated threshold based on the odds of the **Must Hit Progressive** being awarded at it current value, then the **Must Hit Progressive** is awarded
e) The **Must Hit Progressive** meter randomly generates when selecting END ROUND on the dealer terminal. If there is a random winner from those that participated in the Stax Progressive Bonus wager, this will be indicated with the sensor flashing at the Player spot as well as being indicated on the Dealer Terminal and Table signage.
f) If multiple players at a table qualify for the **Must Hit Progressive** at the same time, then the player with the lowest random value is awarded the progressive.

g) The odds of the progressive being awarded will increase as the value of the progressive passes certain thresholds.

Must Hit Progressive Configurations

Configurations - $5 Wager			
Configuration#	Reset Value	Max Value	Increment Rate
1	$250	$1,000	5.00%
2	$100	$500	5.00%
3	$100	$200	2.00%
4	$250	$1,000	1.80%
5	$100	$500	2.00%
6	$100	$200	0.90%

The increment rate of progression, reset value and max value for the **Must Hit Progressive** Meter will be determined by the Casino license and shall be included in their submitted Internal Controls.

Rules of Play

a) Players must place a standard Blackjack wager along with an optional Trifecta Stax Progressive wager.
b) The dealer will deal the base game as per the dealing procedures.
c) During the intial game, the dealer will determine if any player has a triggering Stax Progressive Bonus hand.
    a. If a player has a triggering hand, the dealer will resolve and pay the Player the denomination/prize won. See Pay Table.
    b. If there are no triggering hand for Stax, then the game continues according to the house rules of the game.
    c. If no Stax wagers are made, then the game plays as normal and the Dealer does not have to use the interface.

d) A Trifecta Stax Progressive wager shall have no bearing on any other wager made by a player at the game of blackjack and shall be paid irrespective of the point total of the hand of the dealer.
e) Prior to making a payout for a winning Trifecta Staxs Progressive wager, the dealer shall:
    a. Verify that the player has received a winning combination of cards.
    b. Verify that the appropriate light on the acceptor device has been illuminated.
    c. Have a casino supervisor validate the progressive payout pursuant to approved internal control procedures.

The Trifecta Stax Progressive can be used in conjunction with any approved Blackjack side wager. Trifacta Stax Progressive cannot be used in conjunction with another progressive Blackjack wager.Section 3.5.20 Blackjack bonus wager.

(a) If a blackjack table includes the equipment required to offer a blackjack bonus wager, a casino licensee may offer each player at that blackjack table the option to make an additional wager of $1.00 or $5.00, as to whether the player will be dealt a blackjack in the first two cards. This wager shall be known as a blackjack bonus wager.
(b) Prior to the first card being dealt for each round of play, each player may make a blackjack bonus wager by placing gaming chips in the designated betting area on the layout, except that a verbal wager accompanied by cash may be accepted, provided that it is confirmed by the dealer and casino supervisor at the table prior to the first card being dealt and such cash is expeditiously converted into gaming chips in accordance with procedures for accepting cash at table games. The dealer shall then announce “No more bets” and deal the hand to all players in accordance with section 3.5.6.
(c) A player shall be permitted to make a blackjack bonus wager only if he or she has first placed a blackjack wager in compliance with section 3.5.3(a) and (d).
(d) A player who has placed a blackjack bonus wager shall win if the player receives a blackjack in the first two cards.

(e) After the second card is dealt to all players at the table, and prior to any additional cards being dealt to any player or the dealer:

1. All losing blackjack bonus wagers shall be collected by the dealer; and
2. The cards of any player with a winning blackjack bonus wager shall be placed underneath that player's blackjack bonus wager by the dealer.

(f) The dealer shall then proceed to complete the round of play, collecting any other losing wagers and paying off any other winning wagers in accordance with section 3.5.6. After all such wagers have been settled, the dealer, starting on his or her left and continuing around the table, shall place the blackjack bonus button in front of each player with a winning blackjack bonus wager. Each winning blackjack bonus player shall press the blackjack bonus button once, causing the bonus amount payable to that player to be displayed on the blackjack bonus display.

(g) Prior to making a payout for a winning progressive blackjack wager, the dealer shall:

1. Verify that the player has received a winning combination of cards;
2. Verify the amount of the bonus blackjack payout shown on the bonus blackjack display at the table;
3. In a tone of voice calculated to be heard by the patron who won it and the casino supervisor assigned to the table, verbally announce the amount of the bonus blackjack payout, if it is less than $100.00; and
4. Have a casino supervisor confirm and verify the amount of the bonus blackjack payout, if it is $100.00 or more.

(h) After all winning blackjack bonus wagers have been paid, the dealer shall remove all cards and wagers remaining on the layout, in accordance section 3.5.6(i).

(i) A blackjack bonus wager shall have no bearing upon any other wager made by a player at the game of blackjack, and shall be paid regardless of the point total of the dealer's hand.

(j) A casino licensee shall pay winning blackjack bonus wagers at no less than the amounts listed below:

Blackjack bonus wager	Blackjack bonus payout
$1.00	$5.00 minimum to $1,000 maximum

$5.00	$50.00 minimum to $5,000 maximum

(k) Notwithstanding any minimum or maximum payoff amounts in (i) above, the house advantage for blackjack bonus wagers shall not exceed 30 percent or be less than zero. Additionally, although the house advantage may vary for different denominations of the wager, the house advantage for a blackjack bonus wager of any given denomination shall be the same in all blackjack games offered by that casino licensee at any given time.

Section 3.5.21 Continuous shuffling shoe or device

(a) In lieu of the dealing and shuffling requirements set forth in sections 3.5.5 and 3.5.6, a casino licensee may utilize a dealing shoe or other device designed to automatically reshuffle the cards provided that such shoe or device and the procedures for dealing and shuffling the cards through use of this device are approved by the Lottery or its authorized designee.

Section 3.5.22 Streak wager

(a) If a blackjack table includes the layout approved by the Lottery, a casino licensee may, in its discretion, offer each player at that blackjack table the option to make an additional wager that the player will win two, three, four or five consecutive hands of blackjack. This wager shall be known as a streak wager.

(b) Prior to the first card being dealt for each round of play, any player who has placed a blackjack wager in compliance with section 3.5.3(a) and (d), may make a streak wager by placing gaming chips in the appropriate designated betting area of the layout.

(c) Once the round of play has been dealt, the dealer shall, starting with the player farthest to his or her right and continuing counter-clockwise around the table, collect all losing blackjack and streak wagers and place them in the table inventory container, pay off all winning blackjack and streak wagers, place any necessary streak lammers in accordance with (d) below, and then collect the cards and place them in the discard rack in accordance with section 3.5.6.

(d) When any player making an optional streak wager has won an initial blackjack hand, the dealer shall place a lammer button or other marker device approved by the

Lottery in the player's streak betting area labeled "2," to indicate that the player has one winning blackjack hand and is attempting to obtain a second consecutive winning hand.

1. If a player had placed a streak wager on the designated betting area labeled "2" and the player wins the next consecutive blackjack hand, the player shall win the streak wager in addition to the basic blackjack wager.

2. If a player had placed a streak wager on the designated betting area labeled "3," the player must win the next two consecutive blackjack hands. If the player wins the second consecutive blackjack hand, the dealer shall move the lammer button onto the designated betting area labeled "3" to indicate that the player has won two consecutive hands and is attempting to obtain a third consecutive winning hand. If the player wins the third consecutive blackjack hand, the player shall win the streak wager in addition to the basic blackjack wager.

3. If a player had placed a streak wager on the designated betting area labeled "4" the player must win the next three consecutive blackjack hands. With each consecutive win, the dealer shall move the lammer button onto the designated betting area labeled "3," and then onto "4". If the player wins the fourth consecutive blackjack hand, the player shall win the streak wager in addition to the basic blackjack wager.

4. If a player had placed a streak wager on the designated betting area labeled "5" the player must win the next four consecutive blackjack hands. With each consecutive win, the dealer shall move the lammer button onto the designated betting area labeled "3," then onto "4," and then onto "5". If the player wins the fifth consecutive blackjack hand, the player shall win the streak wager in addition to the basic blackjack wager.

(e) If a player loses a blackjack hand during the pendency of a streak wager, the streak wager shall lose and the dealer shall collect the losing streak wager and the losing blackjack wager from that player.

(f) If a player makes a streak wager in conjunction with a blackjack hand, and thereafter fails or refuses to complete the underlying blackjack hand or any successive

blackjack hands required to satisfy the streak wager, the streak wager shall be deemed abandoned and lost.

(g) A push shall not advance or lose a streak wager.

(h) A player who elects to split pairs on any hand during the pendency of a streak wager must win a majority of the split hands to advance the consecutive winning streak; otherwise the streak wager is lost. If a player wins and loses the same number of split hands, the streak wager is not advanced or lost. A push on a split hand shall not advance or lose a streak wager.

(i) A streak wager shall have no bearing upon any other wager made by a player at the game of blackjack.

(j) A casino licensee shall pay winning streak wagers at no less than the amounts listed below:

Streak wager	Streak payout
Two consecutive winning hands	3 to 1
Three consecutive winning hands	7 to 1
Four consecutive winning hands	17 to 1
Five consecutive winning hands	37 to 1

(k) A player may make more than one streak wager at a time on a blackjack hand, provided that:

1. All such streak wagers are placed simultaneously (that is, placing streak wagers on designated betting areas “3” and “4” at the same time) and prior to any cards being dealt for that hand;
2. A player who makes a multiple streak wager may not place any additional streak wagers until all prior streak wagers made by that player have been determined; and
3. When multiple streak wagers are in play, the dealer shall move the lammer to the next applicable streak betting area, if any, prior to paying any winning streak wager.

Section 3.5.23 Match-the-dealer wager

(a) A casino licensee may, at its discretion, offer players at a blackjack table the option to make an additional match-the-dealer wager. The match-the-dealer wager of a player shall win if either of the player's initial two cards matches the dealer's initial card. For purposes of the match-the-dealer wager, any card with a face value of 10 or a point value of 10 (jack, queen, king) shall only match a card of identical ascription without regard to value.

1. A winning match-the-dealer wager shall be paid in accordance with (f) below.
2. If both of the initial cards dealt to a player match the the dealer's initial card, the player shall be paid for each card.

(b) A match-the-dealer wager shall have no bearing on any other wager made by a player at the game of blackjack.

(c) Prior to the first card being dealt for each round of play, a player who has placed the basic wager required by section 3.5.3(a) may make a match-the-dealer wager. The minimum and maximum match-the-dealer wagers permitted by a casino licensee shall be posted.

(d) A match-the-dealer wager shall be made by placing gaming chips, plaques or, if applicable, a match play coupon on the appropriate area of the blackjack layout, except that a verbal wager accompanied by cash may be accepted provided that it is confirmed by the dealer and casino supervisor at the table prior to the first card being dealt to any player, and that such cash is expeditiously converted into gaming chips or plaques in accordance with procedures for the acceptance of coupons.

(e) Immediately after the second card is dealt to each player, and prior to any additional cards being dealt to any player at the table or the dealer and before any card reader device is utilized, all losing match-the-dealer wagers shall be collected by the dealer, and then all winning match the dealer wagers shall be paid in accordance with (f) below.

(f) All winning match-the-dealer wagers shall be paid at no less than the following odds for each card that matches the dealer's initial card:

Six-deck blackjack	
Non-matching suit	4 to 1

Matching suit	11 to 1
Eight-deck blackjack	
Non-matching suit	3 to 1
Matching suit	14 to 1

Section 3.5.24 Twenty point bonus wager

(a) A casino licensee may, in its discretion, offer each player at a blackjack table the option to make an additional wager that the player will be dealt a point count of twenty in the first two cards. For the purposes of these rules, this wager shall be known as the twenty point bonus wager.

(b) A twenty point bonus wager shall have no bearing on any other wager made by a player at the game of blackjack.

(c) Prior to the first card being dealt for each round of play, each player who has placed a blackjack wager in compliance with section 3.5.3(a) may make a twenty point bonus wager by placing gaming chips, plaques or, if applicable, a match play coupon on the appropriate area of the blackjack layout, except that a verbal wager accompanied by cash may be accepted, provided that it is confirmed by the dealer and casino supervisor at the table prior to the first card being dealt and such cash is expeditiously converted into gaming chips or plaques in accordance with procedures for acceptance of coupons. The minimum and maximum twenty point bonus wagers permitted by a casino licensee shall be posted.

(d) The dealer shall then announce “No more bets” and deal the initial two cards to all players and the dealer in accordance with section 3.5.6(e) and (j). Prior to any additional cards being dealt to any player at the table, the dealer shall, starting with the player farthest to his or her right and continuing counterclockwise around the table, settle in succession, except as provided in (e) below, all twenty point bonus wagers by collecting all losing wagers and paying all winning wagers in accordance with (f) below.

(e) If the upcard of the dealer is a ten, jack, queen, king or ace and a player who has placed a twenty point bonus wager has two queens of hearts, that player’s twenty point bonus wager shall be settled after all other twenty point bonus wagers. Upon

notification to and in the presence of a floorperson, the dealer shall settle all such twenty point bonus wagers as follows:

1. If the casino licensee utilizes a card reader device pursuant section 3.5.6(j) and the dealer:

   i. Has a blackjack, the player shall be paid in accordance with (f) below when the player's blackjack wager is settled; or

   ii. Does not have a blackjack, the player shall be paid in accordance with (f) below before any other cards are dealt; or

2. If the casino licensee does not utilize a card reader device, the player shall be paid in accordance with (f) below when the player's blackjack wager is settled.

(f) All winning twenty point bonus wagers shall be paid once for the highest qualifying hand and at no less than the odds in the following pay-table selected by the casino licensee and posted at the table.

Winning Hand	Paytable A	Paytable B
Queen of hearts pair and dealer blackjack	1000 to 1	1000 to 1
Queen of hearts pair	125 to 1	200 to 1
Matched 20	19 to 1	25 to 1
Suited 20	9 to 1	10 to 1
Any 20	4 to 1	4 to 1

(g) For purposes of (f) above, the following definitions shall apply:

1. "Matched 20" – Two identical cards with a total value of 20, except for a queen of hearts pair (for example, two kings of diamonds).

2. "Suited 20" – Two cards of the same suit with total value of 20 (for example, one king of diamonds and one jack of diamonds).

3. "Any 20" – Two cards of different suits with a total value of 20 (for example, one king of diamonds and one king of hearts, or one king of diamonds and one jack of hearts).

(h) Notwithstanding the minimum payout odds required in (f) above for a winning hand of queen of hearts pair and dealer blackjack, a casino licensee may establish a maximum amount as approved by the Lottery that is payable to all such winning hands

in the aggregate on a single round of play, which amount shall be at least $25,000 or the maximum amount that one patron could win per round when betting the minimum permissible wager, whichever is greater. Pursuant to any such established maximum payout limit, if more than one player at a table has a winning hand of queen of hearts pair and dealer blackjack, each player shall share the maximum payout amount proportionately to the amount of their respective wagers. The payout limit and the proportionate allocation between two or more players with such winning hands shall either be included on the layout or posted at the table. If the payout limit is not included on the layout, each casino licensee shall provide notice of any decrease in the payout limit.

Section 3.5.25 IN BETween wager

(a) A casino licensee may, at its discretion, offer players at a blackjack table the option to make an additional IN BETween wager. The IN BETween wager of a player shall win if the dealer's upcard falls between the player's initial two cards according to the rank order (2-3-4-5-6-7-8-9-10-J-Q-K-A) and will lose if the dealer's upcard falls outside the player's initial two cards according to the rank order. However, if the dealer's upcard and the player's initial two cards are the same rank the player wins.

1. A winning IN BETween wager shall be paid in accordance with (g) below.

(b) An IN BETween wager shall have no bearing on any other wager made by a player at the game of blackjack and applies only to the player's first two cards.

(c) Prior to the first card being dealt for each round of play, a player who has placed the basic wager required by section 3.5.3(a) may make an IN BETween wager. The minimum and maximum IN BETween wagers permitted by a casino licensee shall be posted.

(d) An IN BETween wager shall be made by placing gaming chips, plaques or, if applicable, a match play coupon on the appropriate area of the blackjack layout, except that a verbal wager accompanied by cash may be accepted provided that it is confirmed by the dealer and casino supervisor at the table prior to the first card being dealt to any player, and that such cash is expeditiously converted into gaming chips or plaques in accordance with procedures for the acceptance of coupons.

(e) Immediately after the second card is dealt to each player, and prior to any additional cards being dealt to any player at the table or the dealer and before any card reader device is utilized, the dealer shall either, as stated in the casino licensee's internal controls, starting with the player farthest to his or her left and continuing around the table in a clockwise direction, or starting with the player farthest to his or her right and continue around the table in a counterclockwise direction, settle in succession all IN BETween wagers by collecting all losing wagers and paying all winning wagers in accordance with (f) below.

(f) Winning IN BETween wagers are paid according to the respective card spread. Examples of card spreads are as follows:

1. One card spread (dealer's upcard is a 5, player's cards are 4 and 6)
2. Two card spread (dealer's upcard is a 5 or 6, player's cards are 4 and 7)
3. Three card spread (dealer's upcard is a 5, 6 or 7, player's cards are 4 and 8)

(g) All winning IN BETween wagers shall be paid at no less than the odds in the following paytable selected by the casino licensee and posted at the table.

Paytable	A	B	C	D
Triple match***	30 to 1	30 to 1	30 to 1	40 to 1
One card spread	12 to 1	10 to 1	10 to 1	10 to 1
Two card spread	6 to 1	6 to 1	5 to 1	5 to 1
Three card spread	4 to 1	4 to 1	3 to 1	3 to 1
All other spreads	1 to 1	1 to 1	1 to 1	1 to 1

***The dealer's upcard and player's initial two cards are the same

Section 3.5.26 Bet the Set 21 wager

(a) A casino licensee may, at its discretion, offer players at a blackjack table the option to make an additional Bet the Set 21 wager. The Bet the Set 21 wager of a player shall win if the player's initial two cards are a pair or suited pair and lose if the player's initial two cards are not a pair or suited pair.

1. A winning Bet the Set 21 wager shall be paid in accordance with (f) below.

(b) A Bet the Set 21 wager shall have no bearing on any other wager made by a player at the game of blackjack and applies only to the player's first two cards.

(c) Prior to the first card being dealt for each round of play, a player who has placed the basic wager required by section 3.5.3(a) may make a Bet the Set 21 wager. The minimum and maximum Bet the Set 21 wagers permitted by a casino licensee shall be posted.

(d) A Bet the Set 21 wager shall be made by placing gaming chips, plaques or, if applicable, a match play coupon on the appropriate area of the blackjack layout, except that a verbal wager accompanied by cash may be accepted provided that it is confirmed by the dealer and casino supervisor at the table prior to the first card being dealt to any player, and that such cash is expeditiously converted into gaming chips in accordance with procedures for accepting cash at the table. The dealer shall then announce “No more bets” and deal the hand to all players in accordance with section 3.5.6.

(e) Immediately after the second card is dealt to each player and the dealer, and prior to any additional cards being dealt to any player at the table or the dealer and before any card reader device is utilized, the dealer shall either, as stated in the casino licensee’s internal controls, starting with the player farthest to his or her left and continuing around the table in a clockwise direction, or starting with the player farthest to his or her right and continue around the table in a counterclockwise direction, settle in succession all Bet the Set 21 wagers by collecting all losing wagers and paying all winning wagers in accordance with (f) below.

(f) All winning Bet the Set 21 wagers shall be paid at no less than the following odds:

One deck blackjack	
Pair	15 to 1
Two deck blackjack	
Suited pair	25 to 1
Pair	10 to 1
Four deck blackjack	
Suited pair	20 to 1
Pair	10 to 1
Six or eight deck blackjack	
Suited pair	15 to 1

Pair	10 to 1

Section 3.5.27 King's Bounty Blackjack wager

(a) A casino licensee may, at its discretion, offer players at a blackjack table the option to make an additional King's Bounty Blackjack wager. The King's Bounty Blackjack wager of a player shall win if the player's initial two cards total 20 (using traditional Blackjack rankings) and lose if the player's initial two cards do not total 20 (using traditional Blackjack rankings). However, if the player's initial two cards are a pair of kings in spades, the dealers cards are taken into consideration. In this situation, if the dealer has Blackjack, the player shall win the largest payout.

1. A winning King's Bounty Blackjack wager shall be paid in accordance with (f) below.

(b) A King's Bounty Blackjack wager shall have no bearing on any other wager made by a player at the game of blackjack and applies only to the player's first two cards.

(c) Prior to the first card being dealt for each round of play, a player who has placed the basic wager required by section 3.5.3(a) may make a King's Bounty Blackjack wager. The minimum and maximum King's Bounty Blackjack wagers permitted by a casino licensee shall be posted.

(d) (d) A King's Bounty Blackjack wager shall be made by placing gaming chips, plaques or, if applicable, a match play coupon on the appropriate area of the blackjack layout, except that a verbal wager accompanied by cash may be accepted provided that it is confirmed by the dealer and casino supervisor at the table prior to the first card being dealt to any player, and that such cash is expeditiously converted into gaming chips in accordance with procedures for accepting cash at the table. The dealer shall then announce "No more bets" and deal the hand to all players in accordance with section 3.5.6.

(e) Immediately after the second card is dealt to each player and the dealer, and prior to any additional cards being dealt to any player at the table or the dealer and before any card reader device is utilized, the dealer shall either, as stated in the casino licensee's internal controls, starting with the player farthest to his or her left and continuing around the table in a clockwise direction, or starting with the player farthest

to his or her right and continue around the table in a counterclockwise direction, settle in succession all King's Bounty Blackjack wagers by collecting all losing wagers and paying all winning wagers in accordance with (f) below. However, if the player has a pair of kings in spades and the dealer has a potential Blackjack, the dealer will settle this particular bet at the end of the round.

(f) All winning King's Bounty Blackjack wagers shall be paid at no less than the following odds:

Pair of kings (spades) with dealer's blackjack	1,000 to 1
Pair of kings (spades)	100 to 1
Pair of kings (suited excluding spades)	30 to 1
Pair of suited queens, jacks or tens	20 to 1
Suited 20 (excluding suited queens, jacks or tens)	9 to 1
Pair of unsuited kings	6 to 1
Unsuited 20 (excluding unsuited kings)	4 to 1

Section 3.5.28 Royal Match 21 wager

(a) A casino licensee may, at its discretion, offer players at a blackjack table the option to make an additional Royal Match 21 wager. The Royal Match 21 wager of a player shall win if the player's initial two cards are the same suit and lose if the player's initial two cards are not the same suit.

1. A winning Royal Match 21 wager shall be paid in accordance with (f) below.

(b) A Royal Match 21 wager shall have no bearing on any other wager made by a player at the game of blackjack and applies only to the player's first two cards.

(c) Prior to the first card being dealt for each round of play, a player who has placed the basic wager required by section 3.5.3(a) may make a Royal Match 21 wager. The minimum and maximum Royal Match 21 wagers permitted by a casino licensee shall be posted.

(d) A Royal Match 21 wager shall be made by placing gaming chips, plaques or, if applicable, a match play coupon on the appropriate area of the blackjack layout, except that a verbal wager accompanied by cash may be accepted provided that it is confirmed by the dealer and casino supervisor at the table prior to the first card being

dealt to any player, and that such cash is expeditiously converted into gaming chips or plaques in accordance with procedures for accepting cash at the table. The dealer shall then announce “No more bets” and deal the hand to all players in accordance with section 3.5.6.

(e) Immediately after the second card is dealt to each player and the dealer, and prior to any additional cards being dealt to any player at the table or the dealer and before any card reader device is utilized, the dealer shall either, as stated in the casino licensee’s internal controls, starting with the player farthest to his or her left and continuing around the table in a clockwise direction, or starting with the player farthest to his or her right and continue around the table in a counterclockwise direction, settle in succession all Royal Match 21 wagers by collecting all losing wagers and paying all winning wagers in accordance with (f) below.

(f) All winning Royal Match 21 wagers shall be paid at no less than the following odds:

Royal Match (king/queen suited)	30 to 1
Suited pair	9 to 1
Two card straight flush	5 to 1
Two suited cards	1.5 to 1
Crown Treasure* (optional)	$1,000

*Crown Treasure occurs when both the player and dealer have a Royal Match

Section 3.5.29 21 + 3 (3 Card Poker) Wager

(a) A casino licensee may, at its discretion, offer players at a blackjack table the option to make an additional 21 + 3 (3 Card Poker) wager. The 21 + 3 wager of a player shall win if the player’s initial two (2) cards and the dealer’s one (1) up card are combined to form a 3 card poker hand.

1. A winning 21 + 3 wager shall be paid in accordance with (f) below.

(b) A 21 + 3 wager shall have no bearing on any other wager made by a player at the game of blackjack and applies only to the player’s first two cards and the dealer’s initial up card.

(c) Prior to the first card being dealt for each round of play, a player who has placed the basic wager required by section 3.5.3(a) may make a 21 + 3 wager. The minimum and maximum 21 + 3 wagers permitted by a casino licensee shall be posted.

(d) A 21 + 3 wager shall be made by placing gaming chips, plaques or, if applicable, a match play coupon on the appropriate area of the blackjack layout, except that a verbal wager accompanied by cash may be accepted provided that it is confirmed by the dealer and casino supervisor at the table prior to the first card being dealt to any player, and that such cash is expeditiously converted into gaming chips or plaques in accordance with procedures for accepting cash at the table. The dealer shall then announce “No more bets” and deal the hand to all players in accordance with section 3.5.6.

(e) Immediately after the second card is dealt to each player and the dealer, and prior to any additional cards being dealt to any player at the table or the dealer and before any card reader device is utilized, the dealer shall either, as stated in the casino licensee’s internal controls, starting with the player farthest to his or her left and continuing around the table in a clockwise direction, or starting with the player farthest to his or her right and continue around the table in a counterclockwise direction, settle in succession all 21 + 3 wagers by collecting all losing wagers and paying all winning wagers in accordance with (f) below. In the event the dealer’s up card is an Ace, the dealer will reconcile all 21 + 3 wagers prior to asking for Insurance or checking their hand for a Blackjack.

(f) All winning 21 + 3 wagers shall be paid at the following odds:

Flush (3 cards of the same suit)	9 to 1
Straight (3 cards in sequence) Ace,2,3 or Ace,K,Q	9 to 1
Three of a Kind (3 cards of the same rank)	9 to 1
Straight Flush (3 cards in sequence and the same suit)	9 to 1

Section 3.5.30 Pick’Em Wager

(a) A casino licensee may, at its discretion, offer players at a blackjack table to make only the Pick’Em wager or the option to make the Pick’Em wager in addition to the

regular blackjack wager. The wager means that the player is assigned a hand(s) with the point total(s) of 17, 18, and/or 19 and is not dealt any cards. This wager may be played alone or in combination with a standard Blackjack wager.

(b) A Pick'Em wager shall have no bearing on any other wager made by a player at the game of blackjack.

(c) Prior to the first card being dealt for each round of play, a player has the option to make the basic wager required by section 3.5.3(a) or may make a Pick'Em wager. The minimum and maximum Pick'Em wagers permitted by a casino licensee shall be posted.

(d) A Pick'Em wager shall be made by placing gaming chips, plaques or, if applicable, a match play coupon on the appropriate area of the blackjack layout, except that a verbal wager accompanied by cash may be accepted provided that it is confirmed by the dealer and casino supervisor at the table prior to the first card being dealt to any player, and that such cash is expeditiously converted into gaming chips or plaques in accordance with procedures for accepting cash at the table. The dealer shall then announce "No more bets" and deal the hand to all players in accordance with section 3.5.6.

(e) **If a player wagers only on Pick'Em Blackjack, play happens as follows:**

1. After all wagers are placed, the dealer will confirm no more bets, and deal cards only to those players who have a standard blackjack wager and him or herself. The dealer will not deal to a player who has only wagered on Pick'Em Blackjack. If all players involved in the hand only have Pick'Em Blackjack wagered, then the dealer will only deal his or herself in.
2. After all of the player's hands are resolved, the dealer will resolve his or her hand according to normal house procedures.
3. After the dealer has stopped drawing cards and has a final point total, he or she will proceed from right to left (as usual) and resolve the player's wagers that are still active.
4. When the dealer comes to a player who has only Pick'Em Blackjack remaining, the dealer will resolve Pick'Em Blackjack as follows.

i. Pick'Em Blackjack wins based on the paytable in (g) below if the dealer's final hand total is less than the assigned point total of the Pick'Em Blackjack hand or if the dealer busts.

ii. Pick'Em Blackjack will push if the dealer has a final hand total that is the same as the assigned point total of the Pick'Em Blackjack hand.

iii. Pick'Em Blackjack will lose if the dealer has a final hand total that exceeds the assigned point total of the Pick'Em Blackjack hand.

(f) **If a player wagers on Pick'Em Blackjack and standard blackjack, play happens as follows:**

1. After all wagers are placed, a dealer will confirm no more bets, and deal cards as normal. The Pick'Em Blackjack wager will be worked around, i.e. The Pick'Em Blackjack wager is never to move. If a player splits, the player will place an equal wager to the standard blackjack hand next to the standard blackjack hand wager, and will deal as usual. A player may not double/split/ or anything else to Pick'Em Blackjack.
2. If a player busts the standard hand, the dealer will pick up the standard wager and cards according to normal procedures, but leave the Pick'Em Blackjack wager alone and move on to the next player.
3. After all of the player's hands are resolved, the dealer will resolve his or her hand according to normal house procedures.
4. After the dealer has stopped drawing cards and has a final point total, he or she will proceed from right to left (as usual) and resolve the player's wagers that are still active.
5. When the dealer comes to a player who has both Pick'Em Blackjack and active cards, the dealer will resolve Pick'Em Blackjack first.
   i. Pick'Em Blackjack wins based on the paytable below if the dealer's final hand total is less than the assigned point total of the Pick'Em Blackjack hand or if the dealer busts.
   ii. Pick'Em Blackjack will push if the dealer has a final hand total that is the same as the assigned point total of the Pick'Em Blackjack hand.

iii. Pick'Em Blackjack will lose if the dealer has a final hand total that exceeds the assigned point total of the Pick'Em Blackjack hand.

iv. After resolving Pick'Em Blackjack, the dealer will resolve the player's hand according to normal procedures.

6. When the dealer comes to a player who has only Pick'Em Blackjack remaining, the dealer will resolve 'The Pick'Em Blackjack" bet as follows.

i. Pick'Em Blackjack wins based on the paytable in (g) below if the dealer's final hand total is less than the assigned point total of the Pick'Em Blackjack hand or if the dealer busts.

ii. Pick'Em Blackjack will push if the dealer has a final hand total that is the same as the assigned point total of the Pick'Em Blackjack hand.

iii. Pick'Em Blackjack will lose if the dealer has a final hand total that exceeds the assigned point total of the Pick'Em Blackjack hand.

(g) The Pick'Em wager shall be paid using the following paytable:

Hand Total	Odds
17	3 to 2
18	1 to 1
19	1 to 2

Section 3.5.31 PatJack Wager

(a) A casino licensee may, at its discretion, offer players at a blackjack table to make only the PatJack wager or the option to make the PatJack wager in addition to the regular blackjack wager. The wager means that the player is assigned a hand with the point total of 18 and is not dealt any cards. This wager may be played alone or in combination with a standard Blackjack wager.

(b) A PatJack wager shall have no bearing on any other wager made by a player at the game of blackjack.

(c) Prior to the first card being dealt for each round of play, a player has the option to make the basic wager required by section 3.5.3(a) or may make a PatJack wager. The minimum and maximum PatJack wagers permitted by a casino licensee shall be posted.

(d) A PatJack wager shall be made by placing gaming chips, plaques or, if applicable, a match play coupon on the appropriate area of the blackjack layout, except that a verbal wager accompanied by cash may be accepted provided that it is confirmed by the dealer and casino supervisor at the table prior to the first card being dealt to any player, and that such cash is expeditiously converted into gaming chips or plaques in accordance with procedures for accepting cash at the table. The dealer shall then announce "No more bets" and deal the hand to all players in accordance with section 3.5.6.

(e) **If a player wagers only on PatJack Blackjack, play happens as follows:**

1. After all wagers are placed, the dealer will confirm no more bets, and deal cards only to those players who have a standard blackjack wager and him or herself. The dealer will not deal to a player who has only wagered on PatJack Blackjack. If all players involved in the hand only have PatJack Blackjack wagered, then the dealer will only deal his or herself in.
2. After all of the player's hands are resolved, the dealer will resolve his or her hand according to normal house procedures.
3. After the dealer has stopped drawing cards and has a final point total, he or she will proceed from right to left (as usual) and resolve the player's wagers that are still active.
4. When the dealer comes to a player who has only PatJack Blackjack remaining, the dealer will resolve PatJack Blackjack as follows.
    i. PatJack Blackjack wins even money if the dealer's final hand total is 17, or if the dealer busts.
    ii. PatJack Blackjack will push if the dealer has a final hand total of 18.
    iii. PatJack Blackjack will lose if the dealer has a final hand total of 19, 20, or 21.

(f) **If a player wagers on PatJack Blackjack and standard blackjack, play happens as follows:**

1. After all wagers are placed, a dealer will confirm no more bets, and deal cards as normal. The PatJack Blackjack wager will be worked around, i.e. The PatJack Blackjack wager is never to move. If a player splits, the player will place an equal wager to the standard blackjack hand next to the standard blackjack hand wager, and will deal as usual. A player may not double/split/ or anything else to PatJack Blackjack.
2. If a player busts the standard hand, the dealer will pick up the standard wager and cards according to normal procedures, but leave the PatJack Blackjack wager alone and move on to the next player.
3. After all of the player's hands are resolved, the dealer will resolve his or her hand according to normal house procedures.
4. After the dealer has stopped drawing cards and has a final point total, he or she will proceed from right to left (as usual) and resolve the player's wagers that are still active.
5. When the dealer comes to a player who has both PatJack Blackjack and active cards, the dealer will resolve PatJack Blackjack first.
    i. The PatJack player wins even money if the dealer has a final total hand of a 17, or the dealer busts.
    ii. PatJack will push if the dealer has a final total hand of 18.
    iii. PatJack will lose if the dealer has a final total hand of 19, 20, or 21.
    iv. After resolving PatJack, the dealer will resolve the player's hand according to normal procedures.

6. When the dealer comes to a player who has only PatJack Blackjack remaining, the dealer will resolve PatJack Blackjack as follows:
    i. The PatJack player wins even money if the dealer has a final total hand of a 17, or the dealer busts.
    ii. PatJack will push if the dealer has a final total hand of 18.
    iii. PatJack will lose if the dealer has a final total hand of 19, 20, or 21.

7. After resolving PatJack, the dealer will resolve the player's hand according to normal procedures.

Section 3.5.32 Bonus Spin Side Wager

Bonus Spin Blackjack is a blackjack side wager that allows players the opportunity to win multiple fixed prizes, including a top prize progressive, if chosen by the casino licensee. If players are dealt a Blackjack, with their first two cards, they will press a button that spins a virtual wheel to win various money denominations including a top prize progressive, if chosen by the casino.

(a) A casino licensee may, at its discretion, offer each player at a blackjack table the option to make an additional $1 or $5 wager that will allow each player dealt a Blackjack on his or her first two cards to spin a bonus wheel for an additional prize. Also, if a player has been dealt an 'Ace" in their first two cards without receiving a Blackjack, and has made a $5 wager, they will be paid 1 to 1 on their Bonus Spin wager. This 1 to 1 payout is only available for the $5 wager. For the purposes of these rules, this wager shall be known as the Bonus Spin Blackjack wager.

(b) A Bonus Spin Blackjack wager shall have no bearing on any other wager made by a player at the game of blackjack.

(c) Prior to the first card being dealt during any given round of play, each player who has placed a blackjack wager in compliance with section 3.5.3(a) by placing gaming chips, plaques or, if applicable, a match play coupon on the appropriate area of the blackjack layout, may make an optional Bonus Spin Blackjack wager.

(d) The dealer shall then announce “No more bets” and deal the initial two cards to all players and the dealer in accordance with section 3.5.6(e) and (j). After all players have received their initial two cards, the dealer shall, starting with the player farthest to their right and continuing counterclockwise around the table, settle in succession, all losing and even money Bonus Spin Blackjack wagers by collecting all losing wagers and paying all winning wagers. The cards for the winning Bonus Spin Blackjack wagers shall be left on the table to signify a spin wager. Upon completion of the blackjack hands, spin eligible players will be offered the Bonus Spin Button in accordance with (e) below.

(e) All players who have placed a Bonus Spin Blackjack wager and have been dealt a Blackjack as defined in section 3.5.1 will be eligible to spin the Bonus Spin Blackjack wheel. Each player, starting with the player farthest to the dealer’s right and continuing counterclockwise around the table, will be allowed to press the Bonus Spin button to activate the wheel. The player will be paid the prize located under the indicator when the wheel comes to rest and the original wager will be collected. The cards will be collected and placed in the discard rack at this time.

(f) The following pay tables may be used for this side wager. There are choices available, at the casino licensee’s discretion, not only for the pay tables, but the “top award” payout as well. The casino licensee shall state in their rules of the game which combination of pay tables they will use.

$1 Pay Tables

Hand	A	B	C	D	E	F
Blackjack in First 2 cards Awards a	See Top Award options below					
	1,000	2,500	500	1,000	500	1,000
	500	1,000	250	500	250	500
	100	500	100	250	100	250
	75	100	75	100	75	100
	60	60	60	75	60	75
	50	50	50	60	50	60

Bonus Wheel Spin	40	40	40	50	40	50
	30	30	30	40	30	40
	20	20	20	25	20	25
	10	10	10	10	10	10
	5	5	5	5	5	5
Ace in First 2 cards	N/A	N/A	N/A	N/A	N/A	N/A

$5 Pay Tables

Hand	A	B	C	D	E	F	G
Blackjack in First 2 cards Awards a Bonus Wheel Spin	See Top Award options below						
	250	1,000	2,500	5,000	1,000	2,500	5,000
	200	750	1,000	2,500	750	1,000	2,500
	150	500	500	1,000	500	500	1,000
	100	250	250	500	250	250	500
	80	100	100	250	100	100	250
	75	90	90	100	90	90	100
	70	80	80	85	80	80	80
	65	70	70	75	70	70	75
	60	60	60	65	60	60	60
	55	55	55	55	50	50	55
	50	50	50	50	40	40	40
Ace in First 2 cards	1 to 1	1 to 1	1 to 1	1 to 1	1 to 1	1 to 1	1 to 1

Top Award Options for all pay tables:

Options	All Pay Tables
1	**1,000 seed, 5% contribution to progressive sign**

2	**5,000 seed, 5% contribution to progressive sign**
3	**10,000 seed, 5% contribution to progressive sign**
4	**1,000 seed, 10% contribution to progressive sign**
5	**5,000 seed, 10% contribution to progressive sign**
6	**10,000 seed, 10% contribution to progressive sign**
7	**1,000**
8	**2,500**
9	**5,000**
10	**10,000**
11	**25,000**
12	**50,000**
13	**100,000**
14	**Non-cash fixed prize, approved by WV Lottery**

(g) If the progressive payout is chosen, the casino licensee shall use existing approved procedures for the verification, payout, reseed, and recoupe of seed money.

Section 3.5.33 Buster Side Wager

(a) A casino licensee may, at its discretion, offer players at a blackjack table the option to make an additional Buster Blackjack wager. This wager is bet on whether or not the dealer will bust.

(b) A Buster Blackjack wager shall have no bearing on any other wager made by a player at the game of blackjack.

(c) Prior to the first card being dealt for each round of play, a player who has placed the basic wager required by section 3.5.3(a) may make a Buster Blackjack wager. Players are not permitted to make a Buster Blackjack wager on another

player's hand. The minimum and maximum wagers permitted by a casino licensee shall be posted.

(d) A Buster Blackjack wager shall be made by placing gaming chips, plaques or, if applicable, a match play coupon on the appropriate area of the blackjack layout, except that a verbal wager accompanied by cash may be accepted provided that it is confirmed by the dealer and casino supervisor at the table prior to the first card being dealt to any player, and that such cash is expeditiously converted into gaming chips or plaques in accordance with procedures for accepting cash at the table. The dealer shall then announce "No more bets" and deal the hand to all players in accordance with section 3.5.6.

(e) If the dealer's up card is an Ace or a ten-value card, the dealer shall check their hole card for a blackjack.Dealers will offer insurance before checking under Aces per standard Blackjack procedures. If the dealer has a blackjack, all Buster Blackjack bonus wagers lose. If a player who made a bonus wager has a blackjack and the dealer does not have a blackjack, the dealer will pay the player's blackjack wager, tucking the player's two cards face up under the player's bonus wager to indicate that the bonus wager remains in action. If a player who made a bonus wager busts, the dealer will collect the player's blackjack wager and put the player's cards together in a pile, tucking them face up under the player's bonus wager to indicate that the bonus wager remains in action.

(f) As long as there are Buster Blackjack bonus wagers remaining in action, the dealer must complete their hand so the outcome of the bonus wager can be determined. This is done even if all the players have busted and/or received a blackjack.

(g) If the dealer's completed hand does not exceed 21, all Buster Blackjack wagers lose. If the dealer's completed hand exceeds 21, the dealer will pay all bonus wagers based on the number of cards in the dealer's hand, per the pay tables below.

(h) A casino licensee may, at its discretion, offer players an optional payout called Free Cash Bonus in addition to the Buster Blackjack wager payout. A player

may qualify for the Player Blackjack Free Bonus if the following conditions are met:

- The player must have a blackjack
- The player has wagered $5 or more on their Buster Blackjack wager
- The dealer's hand must bust with 7+ cards

(i) Players may make toke wagers for the dealer. Toke bets do not qualify for the Free Cash Bonus payout.

(j) The following pay tables may be used for the Buster Blackjack wager. The casino licensee shall state in their rules of the game which pay table they will use.

Number of cards in dealer's busted hand	A	B	C	D	E	F
8 or more	250 to 1	200 to 1	250 to 1	200 to 1	250 to 1	250 to 1
7	50 to 1	50 to 1	50 to 1	50 to 1	50 to 1	50 to 1
6	15 to 1	15 to 1	12 to 1	12 to 1	12 to 1	20 to 1
5	4 to 1	4 to 1	4 to 1	4 to 1	3 to 1	8 to 1
4	2 to 1	2 to 1	2 to 1	2 to 1	2 to 1	2 to 1
3	2 to 1	2 to 1	2 to 1	2 to 1	2 to 1	1 to 1

(k) The following pay tables may be used for the Free Cash Bonus wager. The pay table used shall be stated in the casino licensee's rules of the game

Dealer Busts with	Bonus A	Bonus B
8 or more cards	$8,000	$5,000
7 cards	$1,000	$1,000

Section 3.5.34 Jackpot Blackjack Side Wager

(a) A casino licensee may, at its discretion, offer players at a blackjack table the option to make an additional Jackpot Blackjack side wager. This wager shall only be allowed on tables that are using six (6) or eight (8) standard decks of cards.

(b) Prior to the first card being dealt for each round of play, a player who has placed the basic wager required by section 3.5.3(a) may make a Jackpot Blackjack wager. Players are not permitted to make a Jackpot Blackjack wager on another player's hand. The minimum and maximum wagers permitted by a casino licensee shall be posted.

(c) A Jackpot Blackjack wager shall be made by placing gaming chips, plaques or, if applicable, a match play coupon on the appropriate area of the blackjack layout, except that a verbal wager accompanied by cash may be accepted provided that it is confirmed by the dealer and casino supervisor at the table prior to the first card being dealt to any player, and that such cash is expeditiously converted into gaming chips or plaques in accordance with procedures for accepting cash at the table. The dealer shall then announce "No more bets" and deal the hand to all players in accordance with section 3.5.6.

(d) The game may be configured for the dealer to stand on all hand totals of 17 OR for the dealer to hit all hand totals of a soft 17. The verbiage on the layout will determine the configuration.

(e) The following are the rules for the base Blackjack game:

1. The player can double on any of the first two cards
2. The player can split up to three times for a total of four hands
3. The player can double after splitting
4. The player is only allowed to split Aces once
5. The player can only receive one additional card on split Aces
6. There is no surrendering offered

(f) The outcome of the Jackpot Blackjack wager will be determined as follows:

1. If the player wins their base blackjack hand, the Jackpot Ante wins even money. If the player splits their blackjack hand, the first hand will determine in the Jackpot Ante wins.
2. If the base blackjack hand loses or pushes, the Jackpot ante loses
3. A Jackpot Ante Bonus payout may also be paid out. This bonus hand is based on the player's first two (2) up cards and the dealer's up card. All bonus payouts will be settled before the dealer offers the player an option to hit or stand or settles any of the Blackjack wagers. The Jackpot Blackjack Ante bonus will be paid out according to the paytable below.

(g) The dealer shall start from the right and pay or take the hands accordingly.

(h) Jackpot Blackjack Bonus Paytables

Bonus Hand	Pay Table 1	Pay Table 2	Pay Table 3
Three Suited Aces	250 to 1	500 to 1	1,000 to 1
Three Aces	100 to 1	100 to 1	100 to 1
Three of a Kind (Kings – Jacks)	30 to 1	30 to 1	20 to 1

The Casino licensee shall state in their ICs which pay table they will use.

Section 3.5.35 TriLux Bonus Blackjack Side Wager

(a) The casino licensee may, at its discretion, offer players at a blackjack table the option to make an additional TriLux Bonus wager that is played with either six or eight standard fifty-two card decks.
(b) TriLux Bonus evaluates the Player's first two cards and the dealer's up card to determine the best three-card poker hand that can be made.
(c) The TriLux Bonus wager shall have no bearing on any other wager made by the player at the game of Blackjack.
(d) Prior to the first card being dealt for each round of play, a player who has placed the basic wager required by section 3.5.3(a) may make a TriLux Bonus wager. Players are not permitted to make a TriLux Bonus wager on another player's hand.

The minimum and maximum wagers permitted by a casino licensee shall be posted at the table.

(e) Once all wagers have been placed, the dealer will announce “no more bets” and follow House procedures for dealing Blackjack.

(f) Once players and the dealer have two cards, the dealer settles the TriLux Bonus wager in one of two ways:

i. When the cards are dealt face up, the TriLux wagers will be settled immediately after everyone receives their first two (2) cards and dealer’s first two cards. Winners will be paid and losing bets will be picked up in order of placement from the dealer’s right to left. Then normal blackjack play will resume.

ii. When the cards are dealt face down, the TriLux Bonus Wagers will be settled on a hand to hand basis, as the dealer goes from left to right asking for hit/stand determinations.

(g) If the players have a winning three-card poker hand combined from the player’s first two (2) cards and the dealer’s up card, and the observed three-card poker hand is a flush or better, the wager wins and is paid according to one of the paytable listed below. Otherwise the wager is lost.

(h) In the event the dealer’s up card is an Ace, the dealer will reconcile all TriLux Bonus wagers prior to asking for Insurance or checking their hand for a Blackjack.

(i) Additionally, if a player at the table produces a winning TriLux hand, the dealer will receive a Lucky George pay according to the associated paytable below. The Lucky George payout will be proved in front of the players’s payout and then placed into the Toke pool.

(j) TriLux BJ with Lucky George Paytables

Paytable #1	Pays	Lucky George
Straight Flush	8 to 1	$1
Three of a Kind	8 to 1	$1

Straight	8 to 1	$1
Flush	8 to 1	$1

Paytable #2	Pays	Lucky George
Straight Flush	25 to 1	$10
Three of a Kind	15 to 1	$5
Straight	8 to 1	$2
Flush	5 to 1	$1

Paytable #3	Pays	Lucky George
Straight Flush	25 to 1	$10
Three of a Kind	15 to 1	$5
Straight	10 to 1	$2
Flush	5 to 1	NA

The player who has the winning hand is not eligible for a Lucky George pay and receives the normal prize pay listed in the paytable only. The base payouts are odds pays and the Lucky George pays are fixed dollar prizes and do not scale with the wager.

Section 3.5.36 LOGO Blackjack Side Wager

LOGO Blackjack is a blackjack side wager that allows players the opportunity to win based on a randomly generated card rank. If a player makes the optional LOGO blackjack side wager, the RNG button is hit and one of 13 card ranks (2 – Ace) or LOGO "winning cards" is generated. LOGO means the winning card is the dealer's first upcard. The player is paid, based on the pay tables below, according to how many of their first two upcards and the dealer's first upcard match the RNG "winning card". If the player's first two upcards and the dealer's first upcard all match the RNG winning card, then the dealer's second upcard is now used as a possible fourth match to the winning card.

(a) A casino licensee may, at its discretion, offer each player at a blackjack table the option to make an additional LOGO blackjack.

(b) A LOGO Blackjack wager shall have no bearing on any other wager made by a player at the game of blackjack.

(c) Prior to the first card being dealt during any given round of play, each player who has placed a blackjack wager in compliance with section 3.5.3(a) by placing gaming chips, plaques or, if applicable, a match play coupon on the appropriate area of the blackjack layout, may make an optional LOGO Blackjack wager. If a player makes the optional LOGO blackjack side wager, the RNG button is hit, and the winning card for that hand is displayed.

(d) The dealer shall then announce “No more bets” and deal the initial two cards to all players and the dealer in accordance with section 3.5.6(e) and (j). After all players have received their initial two cards, and the dealer has received his or her upcard, starting with the player farthest to their right and continuing counterclockwise around the table, the dealer shall settle in succession, all blackjack hands, including the LOGO blackjack wager, if made. When the dealer recognizes that a player has 3 winning cards, the dealer shall alert the supervisor, place a “100x” coin on the player’s bet instead of paying it, and continue on with the blackjack hand.
The reason a player with 3 winning cards gets a coin instead of being paid is because the dealer’s hole-card is now in play giving the player a chance to get a total of 4 winning cards. Even if the player with 100x coin busts, the player’s LOGO wager is still in play for the 4th winning card. On a busted hand, the casino can opt to place the player’s busted cards under the LOGO bet or the dealer can collect the cards at the time of the bust. If the casino opts to collect the busted cards, the player with the 100x coin will win the top payout ONLY if the dealer’s up-card matches the hole-card.

(e) The following pay tables may be used for this side wager. The casino licensee shall state in their rules of the game which pay table they will use.

2 Decks Pay Tables

Hand	Table 1	Table 2	Table 3	Table 4
4 Winning Cards	1000 to 1	1000 to 1	1000 to 1	1200 to 1
3 Winning Cards	100 to 1	100 to 1	100 to 1	100 to 1
2 Winning Cards	12 to 1	8 to 1	9 to 1	10 to 1
1 Winning Cards	1 to 1	1.5 to 1	1.5 to 1	1.5 to 1
0 Winning Cards	Loss	Loss	Loss	Loss

5 Decks Pay Tables

Hand	Table 1	Table 2	Table 3	Table 4
4 Winning Cards	1000 to 1	1200 to 1	1200 to 1	900 to 1
3 Winning Cards	100 to 1	100 to 1	100 to 1	100 to 1
2 Winning Cards	10 to 1	11 to 1	12 to 1	9 to 1
1 Winning Cards	1 to 1	1 to 1	1 to 1	1.5 to 1
0 Winning Cards	Loss	Loss	Loss	Loss

6 Decks Pay Tables

Hand	Table 1	Table 2	Table 3	Table 4	Table 5
4 Winning Cards	250 to 1	270 to 1	270 to 1	1000 to 1	299 to 1
3 Winning Cards	100 to 1	100 to 1	100 to 1	70 to 1	100 to 1
2 Winning Cards	11 to 1	12 to 1	8 to 1	7 to 1	7 to 1
1 Winning Cards	1 to 1	1 to 1	1.5 to 1	1 to 1	1.5 to 1
0 Winning Cards	Loss	Loss	Loss	Loss	Loss

8 Decks Pay Tables

Hand	Table 1	Table 2	Table 3	Table 4	Table 5
4 Winning Cards	250 to 1	270 to 1	270 to 1	1000 to 1	299 to 1
3 Winning Cards	100 to 1	100 to 1	100 to 1	70 to 1	100 to 1
2 Winning Cards	11 to 1	12 to 1	8 to 1	7 to 1	7 to 1
1 Winning Cards	1 to 1	1 to 1	1.5 to 1	1 to 1	1 to 1
0 Winning Cards	Loss	Loss	Loss	Loss	Loss

Section 3.5.37 Trifecta Blackjack Side Wager

(k) The casino licensee may, at its discretion, offer players at a blackjack table the option to make an additional Trifecta wager that is played with one, two, four, six or eight standard fifty-two card decks.

(l) Trifecta evaluates the Player's first two cards and the dealer's up card to determine the best three-card poker hand that can be made.

(m)The Trifecta wager shall have no bearing on any other wager made by the player at the game of Blackjack.

(n) Prior to the first card being dealt for each round of play, a player who has placed the basic wager required by section 3.5.3(a) may make a Trifecta wager. Players are not permitted to make a Trifecta wager on another player's hand. The minimum and maximum wagers permitted by a casino licensee shall be posted at the table.

(o) Once all wagers have been placed, the dealer will announce "no more bets" and follow House procedures for dealing Blackjack.

(p) Once players and the dealer have two cards, the dealer settles the Trifecta wager in one of two ways:

i. When the cards are dealt face up, the Trifecta wagers will be settled immediately after everyone receives their first two (2) cards and dealer's first two cards. Winners will be paid and losing bets will be picked up in

order of placement from the dealer's right to left. Then normal blackjack play will resume.

ii. When the cards are dealt face down, the Trifecta Wagers will be settled on a hand-to-hand basis, as the dealer goes from left to right asking for hit/stand determinations.

(q) If the players have a winning three-card poker hand combined from the player's first two (2) cards and the dealer's up card, the wager wins and is paid according to one of the paytables listed below. Otherwise, the wager is lost.

(r) In the event the dealer's up card is an Ace, the dealer will reconcile all Trifecta wagers prior to asking for Insurance or checking their hand for a Blackjack.

(s) Additionally, if Paytable 4 or Paytable 5 is enabled, the dealer will also receive an envy pay when a player wins a qualifying Trifecta award. The dealer Envy pays are listed in Table 2.

Table 1. Pays

Hand	Paytable 1	Paytable 2	Paytable 3	Paytable 4	Paytable 5
Three Fives	60 to 1	-	-	-	-
Straight Flush	40 to 1	9 to 1	30 to 1	8 to 1	25 to 1
Three of a Kind	30 to 1	9 to 1	20 to 1	8 to 1	15 to 1
Straight	6 to 1	9 to 1	10 to 1	8 to 1	10 to 1
Flush	4 to 1	9 to 1	5 to 1	8 to 1	5 to 1
Pair of Jacks or Better	2 to 1	-	-	-	-

Table 2. Dealer Envy

Outcome	Paytable 4	Paytable 5
Straight Flush	$1	$10
Three of a Kind	$1	$5
Straight	$1	$2
Flush	$1	-

(t) The casino licensee shall designate which paytable they will use in their submitted Internal Controls.

Section 3.5.38 Pairs Pay wager

(a) A casino licensee may, at its discretion, offer players at a blackjack table the option to make an additional Pairs Pay wager. The Pairs Pay wager of a player shall win if the player's initial two cards are a pair or suited pair and lose if the player's initial two cards are not a pair or suited pair.

1. A winning Pairs Pay wager shall be paid in accordance with (f) below.

(b) A Pairs Pay wager shall have no bearing on any other wager made by a player at the game of blackjack and applies only to the player's first two cards.

(c) Prior to the first card being dealt for each round of play, a player who has placed the basic wager required by section 3.5.3(a) may make a Pairs Pay wager. The minimum and maximum Pairs Pay wagers permitted by a casino licensee shall be posted.

(d) A Pairs Pay wager shall be made by placing gaming chips, plaques or, if applicable, a match play coupon on the appropriate area of the blackjack layout, except that a verbal wager accompanied by cash may be accepted provided that it is confirmed by the dealer and casino supervisor at the table prior to the first card being dealt to any player, and that such cash is expeditiously converted into gaming chips in accordance with procedures for accepting cash at the table. The dealer shall then announce "No more bets" and deal the hand to all players in accordance with section 3.5.6.

(e) Immediately after the second card is dealt to each player and the dealer, and prior to any additional cards being dealt to any player at the table or the dealer and before any card reader device is utilized, the dealer shall either, as stated in the casino licensee's internal controls, starting with the player farthest to his or her left and continuing around the table in a clockwise direction, or starting with the player farthest to his or her right and continue around the table in a counterclockwise direction, settle

in succession all Pairs Pay wagers by collecting all losing wagers and paying all winning wagers in accordance with (f) below.

(f) All winning Pairs Pay wagers shall be paid in accordance with the following paytable:

Table 1. Pays

	Paytable 1	Paytable 2	Paytable 3
Suited Pair	15 to 1	20 to 1	12 to 1
Non-Suited Pair	10 to1	10 to 1	10 to 1

Important Note: A suited pair is not possible when using a single deck. In this case, the non-suited pair is the only award available.

Section 3.6 Craps and mini craps

Section 3.6.1 Definitions

Section 3.6.2 Permissible wagers

Section 3.6.3 Making and removal of wager

Section 3.6.4 Payout odds

Section 3.6.5 True odds on place bets (buy and lay bets); vigorish prohibited

Section 3.6.6 Supplemental wagers made after come out roll in support of pass, don't pass, come and don't come bets (taking and laying odds)

Section 3.6.7 Dice: retention; selection

Section 3.6.8 Throw of the dice

Section 3.6.9 Invalid roll of the dice

Section 3.6.10 Point throw; settlement of wagers

Section 3.6.11 Continuation of shooter as such; selection of new shooter

Section 3.6.12 Hot Roller side wager

Section 3.6.1 Definitions

The following words and terms, when used in this subchapter, shall have the following meanings unless the context clearly indicates otherwise.

"Come Out Point" shall mean a total of 4, 5, 6, 8, 9 or 10 thrown by the shooter on the come out roll.

"Come Out Roll" shall mean the first roll of the dice at the opening of the game and the first roll of the dice after a decision with respect to Pass Bet and Don't Pass Bet has been effected.

"Come Point" shall mean a total of 4, 5, 6, 8, 9 or 10 thrown by the shooter on the next roll following placement of a Come Bet or Don't Come Bet.

"Bonus Craps" or "Dice-ology" shall mean the All Small or Little Ones, All Tall or Big Ones, and Make 'Em All or Boom or Bust wagers, collectively.

"All Small" 0r "Little Ones" wager shall mean the wager that a player is required to place prior to ~~the come out roll, immediately following the roll of a 7, or immediately after a payout of an All Small wager in order to win if~~ the shooter rolling~~s~~ a 2, 3, 4, 5, ~~and~~ or 6 before rolling a 7. Once a shooter rolls a 2, 3, 4, 5, or 6, no new wagers shall be accepted on this bet until after a 7 is rolled.

"All Tall" or "Big Ones" wager shall mean the wager that a player is required to place prior to ~~the come out roll, immediately following the roll of a 7, or immediately after a payout of an All Tall wager in order to win if~~ the shooter rolling as ~~s~~ 8, 9, 10, 11, ~~and~~ or 12 before rolling a 7. Once a shooter rolls a 8, 9, 10, 11, or 12, no new wagers shall be accepted on this bet until after a 7 is rolled.

"Make 'Em All" or "Boom or Bust" wager shall mean the wager that a player is required to place prior to ~~the come out roll, immediately following the roll of a 7, or immediately after a payout of an Make 'Em All wager in order to win if~~ the shooter rolling~~s~~ a 2, 3, 4, 5, 6, 8, 9, 10, 11, or~~and~~ 12 before rolling a 7. Once a shooter rolls a 2, 3, 4, 5, 6, 8, 9, 10, 11, or 12, no new wagers shall be accepted on this bet until after a 7 is rolled.

Section 3.6.2 Permissible wagers

(a) The following shall constitute the permissible wagers at the games of craps and mini-craps:

1. "Pass Bet" is a wager placed on the Pass Line of the layout immediately prior to the come out roll.

i. The Pass Bet shall win if, on the come out roll:

(1) A total of 7 or 11 is thrown; or

(2) A total of 4, 5, 6, 8, 9 or 10 is thrown and that total is again thrown before a 7 appears.

ii. The Pass Bet shall lose if, on the come out roll:

(1) A total of 2, 3, or 12 is thrown; or

(2) A total of 4, 5, 6, 8, 9 or 10 is thrown and a 7 subsequently appears before that total is again thrown.

2. "Don't Pass Bet" is a wager placed on the Don't Pass Line of the layout immediately prior to the come out roll.

i. The Don't Pass Bet shall win if, on the come out roll:

(1) A total of 2 or 3 is thrown; or

(2) A total of 4, 5, 6, 8, 9 or 10 is thrown and a 7 subsequently appears before that total is again thrown.

ii. The Don't Pass Bet shall lose if, on the come out roll:

(1) A total of 7 or 11 is thrown; or

(2) A total of 4, 5, 6, 8, 9 or 10 is thrown and that total is again thrown before a 7 appears.

iii. The Don't Pass Bet shall be void if, on the come out roll, a total of 12 is thrown.

3. "Come Bet" is a wager placed on the Come Line of the layout at any time after the come out roll.

i. The Come Bet shall win if, on the roll immediately following placement of such bet:

(1) A total of 7 or 11 is thrown; or

(2) A total of 4, 5, 6, 8, 9 or 10 is thrown and that total is again thrown before a 7 appears.

ii. The Come Bet shall lose if, on the roll immediately following placement of such bet:

(1) A total of 2, 3, or 12 is thrown; or

(2) A total of 4, 5, 6, 8, 9 or 10 is thrown and a 7 subsequently appears before that total is again thrown.

4. "Don't Come Bet" is a wager placed on the Don't Come area of the layout at any time after the come out roll.

i. The Don't Come Bet shall win if, on the roll immediately following placement of such bet:

(1) A total of 2 or 3 is thrown; or

(2) A total of 4, 5, 6, 8, 9 or 10 is thrown and a 7 subsequently appears before that total is again thrown.

ii. The Don't Come Bet shall lose if, on the roll immediately following placement of such bet:

(1) A total of 7 or 11 is thrown; or

(2) A total of 4, 5, 6, 8, 9 or 10 is thrown and that total is again thrown before a 7 appears.

iii. The Don't Come Bet shall be void if, on the roll immediately following placement of such bet, a total of 12 thrown.

5. “Place Bet to Win" is 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 the wager was placed is thrown before a 7 and shall lose if a 7 is thrown before such number. All place bets shall be inactive on any come out roll unless called “on” by the player and confirmed by the dealer through placement of an “on” marker button on top of such player's wager.

6. A "Place Bet to Lose" is a wager that may be made at any time against any of the numbers 4, 5, 6, 8, 9 or 10 which shall win if a 7 is thrown before the particular number against which the wager is placed and shall lose if the particular number against which the wager is placed is thrown before a 7 appears.

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

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

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

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

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

12. "Any Seven" is 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 bet and shall lose if any other total is thrown.

13. "Any Craps" is 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.

14. "Craps Two" is 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.

15. "Craps Three" is 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.

16. "Craps Twelve" is 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.

17. "11 in One Roll" is 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.

18. "Craps-Eleven or C and E" is a one roll wager that may be made at any time which shall win, as provided at section 3.6.4(d), if either a craps (2, 3 or 12) or 11 is rolled immediately following placement of such bet and shall lose if any other total is thrown.

19. "Horn Bet" is 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.

20. “Horn High Bet” is a 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 shall 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. A casino licensee that does not have a designated area on its layouts for the acceptance of a Horn High Bet shall break down the wager into two separate wagers on the "Horn" and one of the totals 2, 3, 11 or 12.

21. “Whirl (World) Bet” is a one roll wager that may be made at any time, consisting of a Horn Bet and the Any Seven wager. A Whirl Bet shall be placed in units of five, with four units wagered on 2, 3, 11 and 12 and the fifth unit wagered as an Any Seven wager. A casino licensee that does not have a designated area on its layouts for the acceptance of the “Whirl “(World) Bet” shall break down a Whirl wager into two separate wagers on the Horn Bet and the Any Seven wager.

22. “Four The Hardway on the Hop” is a one roll wager that may be made at any time, which shall win if a total of 4 is thrown the hardway (that is, with 2 appearing on each die) on the roll immediately following placement of such bet and shall lose if any other combination is thrown.

23. “Six The Hardway on the Hop” is a one roll wager that may be made at any time, which shall win if a total of 6 is thrown the hardway (that is, with 3 appearing on each die) on the roll immediately following placement of such bet and shall lose if any other combination is thrown.

24. “Eight The Hardway on the Hop” is a one roll wager that may be made at any time, which shall win if a total of 8 is thrown the hardway (that is, with 4 appearing

on each die) on the roll immediately following placement of such bet and shall lose if any other combination is thrown.

25. “Ten The Hardway on the Hop” is a one roll wager that may be made at any time, which shall win if a total of 10 is thrown the hardway (that is, with 5 appearing on each die) on the roll immediately following placement of such bet and shall lose if any other combination is thrown.

26. “One-Three (Ace-Trey) on the Hop” is a one roll wager that may be made at any time, which shall win if a total of 4 is thrown with a 1 appearing on one die and a 3 appearing on the other die on the roll immediately following placement of such bet and shall lose if any other combination is thrown.

27. “One-Four (Ace-Four) on the Hop” is a one roll wager that may be made at any time, which shall win if a total of 5 is thrown with a 1 appearing on one die and a 4 appearing on the other die on the roll immediately following placement of such bet and shall lose if any other combination is thrown.

28. “Two-Three (Deuce-Trey) on the Hop” is a one roll wager that may be made at any time, which shall win if a total of 5 is thrown with a 2 appearing on one die and a 3 appearing on the other die on the roll immediately following placement of such bet and shall lose if any other combination is thrown.

29. “One-Five (Ace-Five) on the Hop” is a one roll wager that may be made at any time, which shall win if a total of 6 is thrown with a 1 appearing on one die and a 5 appearing on the other die on the roll immediately following placement of such bet and shall lose if any other combination is thrown.

30. “Two-Four (Deuce-Four) on the Hop” is a one roll wager that may be made at any time, which shall win if a total of 6 is thrown with a 2 appearing on one die and a 4 appearing on the other die on the roll immediately following placement of such bet and shall lose if any other combination is thrown.

31. “One-Six (Ace-Six) on the Hop” is a one roll wager that may be made at any time, which shall win if a total of 7 is thrown with a 1 appearing on one die and a 6 appearing on the other die on the roll immediately following placement of such bet and shall lose if any other combination is thrown.

32. “Two-Five (Deuce-Five) on the Hop” is a one roll wager that may be made at any time, which shall win if a total of 7 is thrown with a 2 appearing on one die and a 5 appearing on the other die on the roll immediately following placement of such bet and shall lose if any other combination is thrown.

33. “Three-Four (Trey-Four) on the Hop” is a one roll wager that may be made at any time, which shall win if a total of 7 is thrown with a 3 appearing on one die and a 4 appearing on the other die on the roll immediately following placement of such bet and shall lose if any other combination is thrown.

34. “Two-Six (Deuce-Six) on the Hop” is a one roll wager that may be made at any time, which shall win if a total of 8 is thrown with a 2 appearing on one die and a 6 appearing on the other die on the roll immediately following placement of such bet and shall lose if any other combination is thrown.

35. “Three-Five (Trey-Five) on the Hop” is a one roll wager that may be made at any time, which shall win if a total of 8 is thrown with a 3 appearing on one die and a 5 appearing on the other die on the roll immediately following placement of such bet and shall lose if any other combination is thrown.

36. “Three-Six (Trey-Six) on the Hop” is a one roll wager that may be made at any time, which shall win if a total of 9 is thrown with a 3 appearing on one die and a 6 appearing on the other die on the roll immediately following placement of such bet and shall lose if any other combination is thrown.

37. “Four-Five on the Hop” is a one roll wager that may be made at any time, which shall win if a total of 9 is thrown with a 4 appearing on one die and a 5 appearing on the other die on the roll immediately following placement of such bet and shall lose if any other combination is thrown.

38. “Four-Six on the Hop” is a one roll wager that may be made at any time, which shall win if a total of 10 is thrown with a 4 appearing on one die and a 6 appearing on the other die on the roll immediately following placement of such bet and shall lose if any other combination is thrown.

39. “6-7-8” is a one roll wager, offered at the election of a casino licensee, that may be made at any time, which shall win if any one of the totals 6, 7 or 8 is thrown

on the roll immediately following the placement of such bet and shall lose if the total of 2, 3, 4, 5, 9, 10, 11 or 12 is thrown on such roll.

40. "Fire Bet" is a wager offered prior to every new shooter's initial come out roll. Players bet the shooter will hit four or more individual points (4, 5, 6, 8, 9 & 10) before the shooter rolls a 7. Hitting a point more than once will not advance nor subtract from the player's goal of reaching the "Fire Bet" payoff threshold. The wager shall be made in accordance with the posted minimum and maximum amounts posted by the licensee. Winning or losing on the initial come out roll does not effect this wager.

41. "Hot Roller Side Wager" is a wager offered prior to every new shooter's initial come out roll. The "hot roller" wager of a player shall win if at least two different number combinations (either 4,5,6,8,9, or 10) are made by the shooter before a 7 is thrown, and shall lose if fewer than two different number combinations are made before a 7 is thrown. The wager shall be made in accordance with the posted minimum and maximum wagers posted by the licensee. This wager, once made, shall not be reduced or increased at any time, and shall not be removed prior to such wager winning or the shooter throwing any 7. See Section 3.6.12 for further wager rules and information.

42. "Bonus Craps" or "Dice-Ology" is a wager offered that is persistent across multiple rolls and may be placed prior to any roll when there are no active wagers of the same type persisting from previous rolls. ~~prior to every new shooter's initial come out roll~~. There are multiple wagers that may be made by a player, in addition to the standard "Craps" wagers. The "all small" or "little ones", "all tall" or "big ones", and "make'em all" or "boom or bust" wagers make up the "bonus craps" or "dice-Ology" wager. The object of the All Small or Little Ones wager is for the player to bet that a shooter will roll 2, 3, 4, 5, and 6 before rolling a 7. The object of the All Tall or Big Ones wager is for the player to bet that a shooter will roll 8, 9, 10, 11, and 12 before rolling a 7. The object of the Make 'Em All or Boom or Bust wager is for the player to bet that a shooter will roll 2, 3, 4, 5, 6, 8, 9, 10, 11, and 12 before rolling a 7. ~~The shooter will begin his/her Come Out roll.~~ As the shooter rolls the dice, the dealer or box person will place a Bonus Craps or Dice-Ology lammer on

the circle corresponding to the number that was rolled. If a number is repeated by the shooter, it has no effect on the wager. If the shooter rolls a 7, before one of the above wagers are satisfied, all Bonus Craps or Dice-Ology wagers will lose and the lammers will be collected by the dealer. Winning Bonus Craps or Dice-Ology wagers will be resolved after the roll of 7. If all of the numbers for a given Bonus Craps or Dice-Ology wager have been lammered, the dealer will pay the each player who has made a corresponding Bonus Craps or Dice-Ology wager and return the original wager.

(b) Only the wagers listed in subsection (a) above shall be permissible at the games of craps and mini-craps.

Section 3.6.3 Making and removal of wager

(a) Wagers should be made before the dice are thrown. However, they may be made between the time the dice leave the shooter's hand and the time the dice come to rest provided that they are confirmed verbally:

1. In craps, by the dealer and a boxperson; or
2. In mini-craps, by the dealer and floorperson.

(b) All wagers shall be made by placing gaming chips, match play coupons (only for Pass or Don't Pass wagers) or plaques on the appropriate areas of the layout, except that verbal wagers accompanied by cash may be accepted provided that they are confirmed by the dealer and that such cash is expeditiously converted into gaming chips or plaques in accordance with the regulations governing the acceptance and conversion of such instruments.

(c) A wager made on any bet may be removed or reduced at any time prior to a roll that decides the outcome of such wager except that a Pass Bet and a Come Bet shall not be removed or reduced after a come out point or come point is established with respect to such bet.

(d) 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.

(e) All buy and place to win bets, come odds, and hardways shall be inactive on any come out roll unless called "On" by the player and confirmed by the dealer through placement of an "On" marker button on the top of each player's wager. All other wagers shall be considered "On".

(f) Only players who are seated at a mini-craps table may place a wager at the game. Once a player has placed a wager, that player must remain seated until the completion of the round of play.

Section 3.6.4 Payout odds

(a) All odds stated on any layout or in any brochure or other publication distributed by a casino licensee shall be stated through use of the word "to" and no odds shall be stated through use of the word "for".

(b) No casino licensee or any employee or agent thereof shall pay off winning wagers at the game of craps or mini-craps at less than the odds listed below. A casino licensee may pay off winning wagers at higher odds than those listed below, provided that such odds are uniform within the casino and the casino simulcasting facility.

Wager	Payout Odds
Pass Bet	1 to 1
Don't Pass Bet	1 to 1
Come Bet	1 to 1
Don't Come Bet	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
Place Bet 4 to Lose	5 to 11
Place Bet 5 to Lose	5 to 8
Place Bet 6 to Lose	4 to 5

Place Bet 8 to Lose	4 to 5
Place Bet 9 to Lose	5 to 8
Place Bet 10 to Lose	5 to 11
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
11 in one roll	15 to 1
Four the Hardway on the Hop	30 to 1
Six the Hardway on the Hop	30 to 1
Eight the Hardway on the Hop	30 to 1
Ten the Hardway on the Hop	30 to 1
One-Three (Ace-Trey) on the Hop	15 to 1
One-Four (Ace-Four) on the Hop	15 to 1
One-Five (Ace-Five) on the Hop	15 to 1
One-Six (Ace-Six) on the Hop	15 to 1
Two-Three (Deuce-Trey) on the Hop	15 to 1
Two-Four (Deuce-Four) on the Hop	15 to 1
Two-Five (Deuce-Five) on the Hop	15 to 1
Two-Six (Deuce-Six) on the Hop	15 to 1
Three-Four (Trey-Four) on the Hop	15 to 1
Three-Five (Trey-Five) on the Hop	15 to 1
Three-Six (Trey-Six) on the Hop	15 to 1

Four-Five on the Hop	15 to 1
Four-Six on the Hop	15 to 1
Six-Seven-Eight	1 to 1 on 6 (One-Five or Two-Four), 7, 8 (Two-Six or Three-Five) 2 to 1 on 6 (the Hardway or 8 (the Hardway)

	Table 1	Table 2	Table 3
Fire Bet (3 individual points)	N/A	6 to 1	N/A
Fire Bet (4 individual points)	24 to 1	29 to 1	39 to 1
Fire Bet (5 individual points)	249 to 1	149 to 1	199 to 1
Fire Bet (6 individual points)	999 to 1	299 to 1	499 to 1

Hot Roller Side Wager	Table #1	Table #2	Table #3
Any 2 number combination	4 – 1	5 – 1	5 – 1
Any 3 number combination	10 – 1	10 – 1	10 - 1
Any 4 number combination	20 – 1	20 – 1	20 - 1
Any 5 number combination	50 – 1	50 – 1	50 - 1
Any 6 number combination	200 – 1	200 – 1	200 – 1

Hot Roller and Fire Bet pay tables to be used shall be disclosed in the licensee's rules of the game.

Bonus Craps or Dice-Ology Wager:	Table 1	Table 2
All Small or Little Ones	34 to 1	30 to 1
All Tall or Big Ones	34 to 1	30 to 1
Make ‘Em All or Boom or Bust	175 to 1	150 to 1

(c) A Horn Bet and Horn High Bet shall be paid as if they were four separate wagers on 2, 3, 11 and 12.

(d) A Craps-Eleven or C and E Bet shall be paid as if one half of the wagered amount had been placed on "Any Craps" and one half on "Eleven", and shall be paid as if two separate wagers were made for the one roll.

(e) No casino licensee or his employees shall accept any wager that because of the amount thereof cannot be paid at the odds permitted by (b), (c) or (d) above.

Section 3.6.5 True odds on place bets (buy and lay bets); vigorish prohibited

(a) Buy bets: In addition to the payout odds set forth in section 3.6.4 for place bets to win on 4, 5, 6, 8, 9 and 10, a casino licensee may offer a player the option of receiving true odds on these bets in return for the player paying to the casino licensee, at the time of making the bet, a percentage of the amount wagered which in no event shall exceed five percent of such wager. Notwithstanding the foregoing, a casino licensee may collect the percentage of the amount wagered only on winning bets. A casino licensee that offers a player true odds shall pay winning wagers as follows:

Bet	Odds
4 to Win	2 to 1
5 to Win	3 to 2
6 to Win	6 to 5
8 to Win	6 to 5
9 to Win	3 to 2
10 to Win	2 to 1

(b) Lay bets: In addition to or in lieu of the payout odds set forth in section 3.6.4 for place bets to lose on 4, 5, 6, 8, 9 and 10, a casino licensee may offer a player true odds on these bets in return for the player paying to the casino licensee, at the time of making the bet, a percentage of the amount wagered which in no event shall exceed five percent of such wager. Notwithstanding the foregoing, a casino licensee may collect the percentage of the amount wagered only on winning bets. A casino licensee that offers a player true odds shall pay winning wagers as follows:

Bet	Odds
4 to Lose	1 to 2
5 to Lose	2 to 3
6 to Lose	5 to 6
8 to Lose	5 to 6
9 to Lose	2 to 3
10 to Lose	1 to 2

(c) Except as provided for in subsections (a) and (b) of this section, no casino licensee shall charge any percentage, fee or vigorish to a player in making any wager in the game of craps or mini-craps.

Section 3.6.6 Supplemental wagers made after come out roll in support of pass, don't pass, come and don't come bets (taking and laying odds)

(a) Whenever a player makes a Pass Bet and a total of 4, 5, 6, 8, 9 or 10 is thrown on the come out roll, the player shall have the right to make a supplemental wager in support of the Pass Bet which may be limited by the casino licensee to an amount that is equal to the amount of the original Pass Bet. If, in such circumstances, the Pass Bet wins, the original Pass Bet shall be paid at odds of 1 to 1 and the supplemental wager shall be paid at odds of 2 to 1 if the come out point was 4 or 10, 3 to 2 if the come out point was 5 or 9, and 6 to 5 if the come out point was 6 or 8.

(b) Whenever a player makes a Don't Pass Bet and a total of 4, 5, 6, 8, 9 or 10 is thrown on the come out roll, the player shall have the right to make a supplemental wager in support of the Don't Pass Bet which may be limited by the casino licensee to an amount so calculated as to provide winnings not in excess of the amount originally wagered on the Don't Pass Bet. If, in such circumstances, the Don't Pass Bet wins,

the original Don't Pass Bet shall be paid at odds of 1 to 1 and the supplemental wager shall be paid at odds of 1 to 2 if the come out point was 4 or 10, 2 to 3 if the come out point was 5 or 9, and 5 to 6 if the come out point was 6 or 8.

(c) Whenever a player makes a Come Bet and a total of 4, 5, 6, 8, 9 or 10 is thrown on the roll immediately following placement of such bet, the player shall have the right to make a supplemental wager in support of the Come Bet which may be limited by the casino licensee to an amount that is equal to the amount of the original Come Bet. If, in such circumstances, the Come Bet wins, the original Come Bet shall be paid at odds of 1 to 1 and the supplemental wager shall be paid at odds of 2 to 1 if the come point was 4 or 10, 3 to 2 if the come point was 5 or 9, and 6 to 5 if the come point was 6 or 8.

(d) Whenever a player makes a Don't Come Bet and a total of 4, 5, 6, 8, 9 or 10 is thrown on the roll immediately following placement of such bet, the player shall have the right to make a supplemental wager in support of the Don't Come Bet which may be limited by the casino licensee to an amount so calculated as to provide winnings not in excess of the amount originally wagered on the Don't Come Bet. If, in such circumstances, the Don't Come Bet wins, the original Don't Come Bet shall be paid at odds of 1 to 1 and the supplemental wager shall be paid at odds of 1 to 2 if the come point was a 4 or 10, 2 to 3 if the come point was 5 or 9, and 5 to 6 if the come point was 6 or 8.

(e) A casino licensee may allow a supplemental wager in support of a Pass or Come Bet in an amount up to 100 times the amount of the original Pass or Come Bet. A casino licensee may allow a supplemental wager in support of a Don't Pass or Don't Come Bet in an amount so calculated as to provide a winning player with winnings not in excess of up to 100 times the amount originally wagered on the Don't Pass or Don't Come Bet. The original Pass, Don't Pass, Come or Don't Come Bet and any supplemental wager allowed pursuant to this subsection shall be paid at the same odds as the original and supplemental wagers are paid under (a) through (d) above.

(f) Notwithstanding (e) above, a casino licensee may accept a supplemental wager that exceeds an amount that is otherwise authorized by this section or posted as the

maximum wager permitted provided that the excess amount of the supplemental wager is necessary to facilitate the payouts permitted by this section.

Section 3.6.7 Dice: retention; selection

(a) A set of at least five dice conforming to the specifications contained in the section pertaining to receipt, storage, inspection and removal from use shall be present at the craps or mini-craps table during gaming. Control of the dice at a craps table, or at a mini-craps table with an optional stickperson, shall be the responsibility of the stickperson at the table; control of the dice at a mini-craps table without an optional stickperson shall be the responsibility of the dealer at the table. The stickperson or mini-craps dealer shall retain all dice, except those in active play, in a dice cup at the table.

(b) At the commencement of play:

1. The craps stickperson shall offer the set of dice to the player immediately to the left of the boxperson at the table. If such a player rejects the dice, the stickperson shall offer the dice to each of the other players in turn clockwise around the table until one of the players accepts the dice;

2. The mini-craps dealer or the optional mini-craps stickperson shall offer the set of dice to the player immediately to his or her left at the table. If such a player rejects the dice, the dealer or stickperson shall offer the dice to each of the other players in turn clockwise around the table until one of the players accepts the dice.

(c) The first player to accept the dice when offered shall become the shooter who shall select and retain two of the dice offered. The remaining dice of the set shall be returned to the dice cup which shall:

1. In craps, be placed immediately in front of the craps stickperson; and

2. In mini-craps, be placed immediately in front of the mini-craps dealer or stickperson.

Section 3.6.8 Throw of the dice

(a) Upon selection of the dice, the shooter shall make a Pass or Don't Pass Bet after which he shall throw the two selected dice so that they leave his hand simultaneously

and in a manner calculated to cause them to strike the end of the table farthest from him.

Section 3.6.9 Invalid roll of the dice

(a) A roll of the dice shall be invalid whenever either or both of the dice go off the table or whenever one die comes to rest on top of the other.

(b) The persons listed in (e) below shall have the authority to invalidate a roll of the dice by calling "No Roll" for any of the following reasons:

1. The dice do not leave the shooter's hand simultaneously;
2. Either or both of the dice fail to strike an end of the table;
3. Either or both of the dice come to rest on the chips constituting the craps bank of chips located in front of the boxperson.
4. Either or both of the dice come to rest in the dice cup in front of the craps stickperson, or in front of the mini-craps dealer or stickperson, or on one of the rails surrounding the table;
5. The use of a cheating, crooked or fixed device or technique in the roll of the dice; and,
6. For any other reason the craps boxperson or stickperson, or the mini-craps dealer or stickperson considers the throw to be improper.

(c) The call of "No Roll" under either paragraphs 1, 2 or 6 of subsection (b) of this section shall, whenever possible, be made before both dice come to rest.

(d) A throw of the dice which results in the dice coming into contact with any match play coupons or chips on the table, other than the craps bank of chips located in front of the Boxperson, shall not be a cause for a call of "No Roll".

(e) "No Roll" may be called:

1. In craps, by a boxperson or stickperson, as designated by the casino licensee; and
2. In mini-craps, by the dealer, stickperson or floorperson, as designated by the casino licensee.

Section 3.6.10 Point throw; settlement of wagers

(a) When the dice come to rest from a valid throw, the craps stickperson or the mini-craps dealer or stickperson shall at once call out the sum of the numbers on the skyward or uppermost sides of the two dice. Only one face on each die shall be considered skyward.

1. In the event either or both of the dice do not land flat on the table, the side directly opposite the side that is resting cocked on a stack of chips or other object shall be considered skyward. If more than one side of a die is resting on a stack of chips or other object, the roll shall be void and the dice shall be re-thrown.
2. In the event of a dispute as to which face is uppermost:
   i. In craps, the boxperson shall have discretion to determine which face is the side directly opposite the side that is resting cocked on the chips or other object, or to order the throw be void and the dice be re-thrown; and
   ii. In mini-craps, the floorperson shall have discretion to determine which face is the side directly opposite the side that is resting cocked on the chips or other object, or to order the throw be void and the dice be re-thrown

   (b) In craps, after calling the throw, the stickperson shall collect the dice and bring them to the center of the table between him and the boxperson. All wagers decided by that throw shall then be settled, following which the stickperson shall pass the dice to the shooter for the next throw. When collecting the dice and passing them to the shooter, the stickperson shall use a stick designed for that purpose.

(c) In mini-craps, after calling the throw, the dealer or stickperson shall collect the dice and bring them to the center of the table. All wagers decided by that throw shall then be settled, following which the dealer or stickperson shall pass the dice to the shooter for the next throw. When collecting the dice and passing them to the shooter, the dealer or stickperson shall use a stick designed for that purpose.

Section 3.6.11 Continuation of shooter as such; selection of new shooter

(a) It shall be the option of the shooter, after any roll, either to pass the dice or remain the shooter except that:

1. The shooter shall pass the dice upon throwing a loser 7; and

2. The craps boxperson or the mini-craps dealer may order the shooter to pass the dice if the shooter unreasonably delays the game, repeatedly makes invalid rolls or violates either the Statutes of the State of West Virginia or the regulations of the Lottery.

(b) If a shooter, after making the Come Out Point elects not to place a Pass or Don't Pass Bet, and other wagers remain on the table with respect to Come and/or Don't Come numbers, the craps stickperson or the mini-craps dealer or stickperson shall offer the dice to the player immediately to the left of the previous shooter, as provided for in (c) below. If there are no other players at the table, or if no other players at the table elect to make a Pass or Don't Pass Bet in order to shoot the dice and continue the game, the previous shooter shall be allowed to shoot the dice without a Pass or Don't Pass Bet only for the purpose of effecting a decision on the remaining Come and/or Don't Come Wagers. The On/Off marker shall be placed on the Don't Pass Line in the Off position in front of the shooter in order to indicate that the shooter is rolling the dice only to effectuate a decision for those wagers remaining on the layout. Once the remaining Come and/or Don't Come Wagers have been decided or a player wishes to place a Pass or Don't Pass Bet the game shall proceed in accordance with section 3.6.8.

(c) Whenever a voluntary or compulsory relinquishment of the dice occurs by the shooter, the craps stickperson or the mini-craps dealer or stickperson shall offer the complete set of five or more dice to the player immediately to the left of the previous shooter and, if he or she does not accept, to each of the other players in turn clockwise around the table.

(d) The first player to accept the dice when offered shall become the new shooter who shall select and retain two of the dice offered. The remaining dice of the set shall be returned to the dice cup which shall be placed immediately in front of the craps stickperson or the mini-craps dealer or stickperson.

Section 3.6.12 Hot Roller side wager

(a) A casino licensee may, at its discretion, offer players at a crap table the option to make an additional hot roller wager. Hot roller wagers can only be made before the Come out roll. The hot roller wager of a player shall win if at

least two different number combinations (either 4,5,6,8,9,or 10) are made by the shooter before a 7 is thrown, and shall lose if fewer than two different number combinations are made before a 7 is thrown.

1. A winning hot roller wager shall be paid in accordance with (g) below

(b) A hot roller wager shall have no bearing on any other wager made by a player at the game of craps

(c) Prior to the Come out roll a player may make a hot roller wager in accordance to posted minimum and maximum wager permitted by the casino licensee.

(d) A hot roller wager shall be made by placing gaming chips on the appropriate area of the crap layout.

(e) A hot roller wager, once made, shall not be reduced or increased at any time, and shall not be removed prior to such wager winning or the shooter throwing any 7.

(f) Winning hot roller wagers are paid according to how many number combinations are rolled. The number combinations are as follows:

Number 4 : One, Three and Two,Two

Number 5 : One, Four and Two, Three

Number 6 : One, Five and Two, Four and Three,Three

Number 8 : Two, Six and Three, Five and Four, Four

Number 9 : Three, Six and Four, Five

Number 10 : Four, Six and Five, Five

Example: If the shooter rolls the two ways to make a 4, both ways to make a 5, and both ways to make a 9, then rolls a 7, the wager is paid: Any 3 number combination 10-1.

(g) All winning hot roller wagers shall be paid at the odds of one of the following pay tables and posted on the table.

HOT ROLLER PAYOUTS

	Table 1	Table 2	Table 3
Any 2 number combination	4-1	5-1	5-1
Any 3 number combination	10-1	10-1	10-1
Any 4 number combination	20-1	20-1	20-1
Any 5 number combination	50-1	50-1	50-1
All 6 number combinations	200-1	200-1	300-1

(h) If a casino licensee elects to offer the hot roller wager, the following additional procedures shall be observed:

1. Each player shall, prior to a come out roll place a wager on the appropriate area marked on the layout. If the following roll is a 7 all bets lose and are collected by the dealer. If a 4,5,6,8,9,or 10 roll the dealer/supervisor will mark the number that rolled and all wagers will remain until a decision is reached (the player may not remove, reduce, or increase their bet at this time). If a 2, 3, 11, or 12 roll the bet is a push and will remain in the betting circle until the next roll (the player may remove, reduce, or increase their bet before the next roll).

2. Whenever there is a voluntary or compulsory surrender of the dice by a shooter prior to the throwing of a 7, any pending hot roller wager shall be settled upon by the successor shooter throwing a 7.

3. With each individual number thrown by a shooter, the stickperson or boxperson shall place a marker (lammer) bearing the corresponding number thrown by the shooter on the corresponding number inscribed on the layout for hot roller numbers. Each marker shall be visually distinguishable from any authorized gaming chip and contain no edge

spots. Hot roller markers shall be maintained by the stickperson or the boxperson at the crap table.

4. Upon the shooter throwing any 7, payment of any winning hot roller wagers will be paid in accordance to payout odds, the wager will remain up to win again. The player may increase or decrease the wager at this time. If the wager is a losing wager then and all wagers shall be collected and placed in the table inventory. The players will now have the opportunity to place new hot roller wagers.

5. The number combinations are not required to be made in any specific order or combination.

Section 3.7 Roulette

Section 3.7.1 Roulette: placement of wagers; permissible and optional wagers

Section 3.7.2 Roulette: payout odds

Section 3.7.3 Roulette: rotation of wheel and ball

Section 3.7.4 Rapid Roulette

Section 3.7.5 Roulette: irregularities

Section 3.7.1 Roulette: placement of wagers; permissible and optional wagers

(a) All wagers at roulette shall be made by placing gaming chips or plaques and if applicable, a match play coupon, or other approved promotional offer on the appropriate areas of the roulette layout, except that verbal wagers accompanied by cash may be accepted provided that they are confirmed by the dealer and that the cash is expeditiously converted into gaming chips or plaques in accordance with the regulations governing the acceptance and conversion of such instruments.

(b) No person at a roulette table shall be issued or permitted to game with non-value chips that are identical in color and design to value chips or to non-value chips being used by another person at that same table. Additionally, no person shall be permitted to wager a value chip with a match play coupon at any roulette table at which match play coupons are being accepted.

(c) Each player shall be responsible for the correct positioning of his or her wager on the roulette layout regardless of whether he or she is assisted by the dealer. Each player must ensure that any instructions he or she gives to the dealer regarding the placement of a wager are correctly carried out.

(d) Each wager shall be settled strictly in accordance with its position on the layout when the ball falls to rest in a compartment of the wheel.

(e) The permissible wagers in the game of roulette shall be:

1. "Straight" is a wager that the roulette ball will come to rest in the compartment of the roulette wheel that corresponds to a single number selected by the player. The player shall select a number by placing a wager within the box on the roulette layout that contains the selected number.

i. A casino licensee may, in its discretion, offer to every player at a roulette table the option to make five simultaneous straight wagers by selecting five adjacent numbers on the roulette wheel.

(1) Any casino licensee offering this "five adjacent number" option shall use an approved roulette table layout that includes a replica of the roulette wheel on the layout.

(2) A player shall make a "five adjacent number" wager by placing five gaming chips or plaques, or a multiple thereof, on the number indicated on the roulette wheel replica that is the center number of the five adjacent numbers being selected. Players making a “five adjacent number” wager shall be deemed to have made a separate "straight" wager of equal value on each of the five numbers selected.

2. "Split" is a wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to either of two numbers selected by the player. The player shall select the numbers by placing a wager on the line between the two boxes on the roulette layout that contain the two selected numbers, except that a split wager on "0" and "00" may also be placed on the line between the "2nd 12" box and the "3rd 12" box.

3. "Three numbers" is a wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to any one of three numbers in a single row on the roulette layout selected by the player. The player shall select a row of numbers by placing a wager on the outside line of the box on the roulette layout that contains the first number in the selected row.

i. "Three numbers" shall also include a wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to any one of the three numbers contained in one of the following groups of numbers: "0", "1" and "2"; "0", "2" and "00"; "00", "2" and "3"; or “0”, “00”, and “000”.

ii. The player shall select one of the "three numbers" wagers identified in (e)3(i) above by placing a wager on the common corner of the three boxes containing the selected numbers.

4. "Four numbers" is a wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to any one of four numbers in contiguous boxes on the roulette layout selected by the player. The player shall select the four numbers by placing a wager on the common corner of the four boxes containing the selected numbers.

5. "First five numbers" is a wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to any one of the numbers "0", "00", "1", "2" or "3". The player shall bet on the "first five numbers" by placing a wager on the common corner of the boxes on the roulette layout that contain the label "1st 12" and the numbers "0" and "1".

1. NOTE: The “First five numbers” wager shall not be available on a triple zero roulette table.

6. "Six numbers" is a wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to any one of six numbers contained in two contiguous rows of numbers on the roulette layout selected by the player. The player shall select the two rows of numbers by placing a wager on the outside common corner of the boxes on the roulette layout that contain the first number in each of the rows being selected.

7. "Column" is a wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to any one of 12 numbers contained in a single column on the roulette layout selected by the player. The player shall select a column of 12 numbers by placing a wager in the box on the roulette layout that is at the bottom of the column being selected.

8. "Dozen" is a wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to any one of 12 consecutive numbers from "1" through "12", "13" through "24" or "25" through "36" selected by the player. The player shall select the 12 numbers by placing a wager in the box on the roulette layout labeled "1st 12" ("1" through "12"), "2nd 12" ("13" through "24"), or "3rd 12" ("25" through "36").

9. "Red" is a wager that the roulette ball will come to rest in any compartment of the roulette wheel that corresponds to a number with a red background on the roulette wheel. The player shall bet on "red" by placing a wager within the red box on the roulette layout used for such wagers.

10. "Black" is a wager that the roulette ball will come to rest in any compartment of the roulette wheel that corresponds to a number with a black background on the roulette wheel. The player shall bet on "black" by placing a wager within the black box on the roulette layout used for such wagers.

11. "Odd" is a wager that the roulette ball will come to rest in any compartment of the roulette wheel that corresponds to an odd number. The player shall bet on "odd" by placing a wager within the box on the roulette layout that is labeled "Odd".

12. "Even" is a wager that the roulette ball will come to rest in any compartment of the roulette wheel that corresponds to an even number. The player shall bet on "even" by placing a wager within the box on the roulette layout that is labeled "Even".

13. "1 to 18" is a wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to any one of 18 consecutive numbers from "1" through "18". The player shall bet on "1 to 18" by placing a wager within the box on the roulette layout that is labeled "1 to 18".

14. "19 to 36" is a wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to any one of 18 consecutive numbers from "19" through "36". The player shall bet on "19 to 36" by placing a wager within the box on the roulette layout that is labeled "19 to 36".

(f) Notwithstanding (e) above, a casino licensee may, in its discretion, offer to every player at a roulette table the option to make a "seven numbers" wager. "Seven numbers" is a wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to any one of the numbers "10", "11", "12", "13", "14", "15" or "33".

1. Any casino licensee offering the "seven numbers" option shall use a roulette table layout approved by the Lottery.
2. The player shall bet on "seven numbers" by placing a wager within the area on the roulette layout that is designated for such wager.

(g) Notwithstanding (e) and (f) above, a casino licensee may, in its discretion, offer to every player at a roulette table the optional “Back 2 Back” side wager.

1. Back 2 back is an optional side wager for the Roulette game. The side bet will be offered on the Double Zero Roulette wheel.

2. Players opt to play Back 2 Back by wagering that the number that most recently hit will hit in “back to back” spins.

3. Once the player has placed a minimum Roulette wager at the game, they may place an optional wager in the marked area “Back to Back” on the layout. These bets must be placed before the dealer waves off no more bets.

4. A random call is made to an RNG inside the roulette Reader board to determine the prize value to be awarded to the player, which will be displayed to the player on the Reader board. Prize value multiplier values are noted in #6 below. The multiplier is times the value of the side wager bet.

5. If the number is not hit, the player's wager is lost. If the number is hit consecutively, the dealer will pay all winning wagers the random award that is displayed on the Roulette Reader board.

6. The distribution of pays:

   a) 10 X the Bet
   b) 25 X the Bet
   c) 50 X the Bet
   d) 100 X the Bet
   e) 250 X the Bet
   f) 1,000 X the Bet

7. The minimum wager for the back 2 back wager shall be $1.00 and the maximum wager shall be $25.00. The wager amount or the minimum and maximum limits shall be posted at the table.

Section 3.7.2 Roulette: payout odds

(a) No casino licensee, its employees or agents shall pay off winning wagers at the game or roulette at less than the odds listed below:

Bets	Payout Odds
Straight	35 to 1
Split	17 to 1
Three Numbers	11 to 1
Four Numbers	8 to 1
First Five Numbers	6 to 1
Six Numbers	5 to 1
Seven Numbers	4 to 1
Column	2 to 1
Dozen	2 to 1
Red	1 to 1
Black	1 to 1
Odd	1 to 1
Even	1 to 1
1 to 18	1 to 1
19 to 36	1 to 1

(b) When roulette is played on a double zero wheel or a triple zero wheel and the roulette ball comes to rest in a compartment marked zero (0), double zero (00), or triple zero (000) a player shall lose, at the casino licensee's option, either one-half of each wager on red, black, odd, even, 1 to 18, and 19 to 36 or the entire wager. If the former option is chosen by a casino licensee, the remaining half of each such wager shall be returned to the player by the dealer. Each casino licensee offering double zero roulette or triple zero roulette shall provide notice of the option in effect at the table in accordance with regulations for notification.

(c) When roulette is played on a single zero wheel and the roulette ball comes to rest in a compartment marked zero (0), wagers on red, black, odd, even, 1 to 18, and 19 to 36 shall be lost.

(d) When roulette is played on a double zero wheel being used as a single zero roulette wheel:

1. Notice shall be provided, in accordance with regulation for notice;
2. The dealer shall announce "no spin," declare the spin void and re-spin the wheel if the roulette ball comes to rest in a compartment marked double zero (00); and
3. Wagers on red, black, odd, even, 1 to 18 and 19 to 36 shall be lost if the roulette ball comes to rest in a compartment marked zero (0).

Section 3.7.3 Roulette: rotation of wheel and ball

(a) The roulette ball shall be spun by the dealer in a direction opposite to the rotation of the wheel and shall complete at least four revolutions around the track of the wheel to constitute a valid spin.

(b) While the ball is still rotating in the track around the wheel, the dealer shall call "No More Bets."

(c) Upon the ball coming to rest in a compartment, the dealer shall announce the number of such compartment and shall place a point marker to be known as a "crown" or "dolly" on that number on the roulette layout.

(d) If a casino licensee offers the "five adjacent numbers" wagering option authorized by section 3.7.1, the dealer shall then move one-fifth of each winning "five adjacent numbers" wager from the roulette wheel replica on the layout to the box on the main roulette layout that contains the single number corresponding to the compartment in which the roulette ball came to rest.

(e) After placing the crown on the layout and, if applicable, complying with the provisions of (d) above, the dealer shall first collect all losing wagers and then payoff all winning wagers.

Section 3.7.4 Rapid Roulette

(a) The game rapid roulette is an electronic variation of the approved game of Roulette.

(b) Provides for automated wagering terminals, working off of a traditional roulette wheel. The dealing procedures shall be the same as a traditional roulette game.

(c) All bets, odds, and payouts are the same as at a felt based table.

(d) The player may buy-in through the dealer or insert cash into an automated bill validator. Rapid roulette allows the player to place wagers using virtual chips on a individual touch screen representation of a roulette felt.

(e) All wins/losses are calculated by the Rapid Roulette system, once the dealer confirms the winning number. The player receives all wins in credits on their individual terminal. When a player cashes out the payment is made by the dealer using casino chips.,

(f) Game may seat 8-24 players using individual automated transaction stations. The number of stations must be approved by the lottery commission.

(g)The automated transaction stations surround a standard roulette table which allows the dealer to process cash transactions and initiate game play.

(h) Rapid Roulette consists of a traditional roulette wheel, roulette balls, lockable chip tray, roulette displays, felt layout, cash drop box with a table top value chip cover and a touch screen dealer console, allowing the dealer to perform money transactions, game start/finish and confirmation of winning numbers.

(i) Rapid Roulette shall be played with a live dealer and floor supervisor.

(j) Any malfunction of the Rapid Roulette computer during the games will result in a voided spin.

(k) An end of day gaming report shall be printed using the main computer at the Rapid Roulette table and turned over to the licensee's Revenue Audit department.

(l) The licensed casino shall submit for approval to the lottery commission internal control procedures for Rapid Roulette.

Section 3.7.5 Roulette: irregularities

(a) If the ball is spun in the same direction as the wheel, the dealer shall announce "No Spin" and shall attempt to remove the roulette ball from the wheel prior to its coming to rest in one of the compartments.

(b) If the roulette ball does not complete four revolutions around the track of the wheel, the dealer shall announce "No Spin" and shall attempt to remove the ball from the wheel prior to its coming to rest in one of the compartments.

(c) If a foreign object enters the wheel prior to the ball coming to rest, the dealer shall announce "No Spin" and shall attempt to remove the ball from the wheel prior to its coming to rest in one of the compartments.

Section 3.8 Big Six Wheels

Section 3.8.1 Big Six wheel; payout odds

Section 3.8.2 Big Six wheel; wagers and rotation of the wheel

Section 3.8.1 Big Six wheel; payout odds

(a) No casino licensee, his employees or agents shall pay off winning wagers made at Big Six at less than the odds listed below:

Bet On	Payout Odds
$1 Insignia	1 to 1
$2 Insignia	2 to 1
$5 Insignia	5 to 1
$10 Insignia	10 to 1
$20 Insignia	20 to 1
Joker or approved	

logo	45 to 1
Flag or approved logo	45 to 1

(b) The payout odds for winning Big Six wagers printed on any Big Six Wheel or layout or in any brochure or other publication distributed by a casino licensee shall be stated through the use of the word "to" or "win and no odds shall be stated through the use of the word "for."

Section 3.8.2 Big Six wheel; wagers and rotation of the wheel

(a) Prior to the spin of the wheel, the dealer shall call "No More Bets".

(b) The Big Six wheel shall be spun by the dealer in either direction and shall complete at least three revolutions to constitute a valid spin.

(c) If the clapper comes to rest between two numbers upon completion of the spin of the Big Six Wheel, the casino licensee has the option to do one of the following:

1. Declare the winning number to be that number previously passed; or
2. Declare the spin void and re-spin the wheel.

(d) Upon a casino licensee choosing one of the options as outlined in subsection (d) above, it shall conspicuously post a sign at each table stating which option is in effect.

(e) Upon completion of the spin, the dealer shall first collect all losing wagers and then pay off all winning wagers.

Section 3.9 Let It Ride Poker

Section 3.9.1 Definitions

Section 3.9.2 Cards; number of decks

Section 3.9.3 Let it ride poker rankings

Section 3.9.4 Opening of the table for gaming

Section 3.9.5 Shuffle and cut of the cards

Section 3.9.6 Wagers

Section 3.9.6A Optional bonus wager

Section 3.9.6B Three card bonus wager

Section 3.9.7 Procedures for dealing the cards from a manual dealing shoe

Section 3.9.8 Procedures for dealing the cards from the hand
Section 3.9.9 Procedures for dealing the cards from an automated dealing shoe
Section 3.9.10 Procedures for completion of each round of play
Section 3.9.11 Payout odds; rate of progression, payout limitation
Section 3.9.12 Progressive payout
Section 3.9.13 Irregularities

Section 3.9.1 Definitions

The following words and terms, when used in this subchapter, shall have the following meanings unless the context clearly indicates otherwise:

"Community card" means any card which is initially dealt face down to a designated area in front of the table inventory container and which is used by all players to form a five card poker hand.

"Deal" means the distribution of the playing cards among the players and the dealer.

"Dealer" means the employee of licensed casino who is responsible for dealing the cards at the Let It Ride table.

"Envy Bonus" means a bonus payout that players will receive if they have bet the progressive side wager and another player at the table hits a hand of a Royal Flush or Straight Flush.

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

"Let it ride" means that a player chooses not to take back a wager that may be withdrawn in accordance with the provisions of section 3.9.10.

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

"Stub" means the remaining portion of the deck after all cards in the round of play have been dealt or delivered.

"Suit" means one of the four categories of cards: club, diamond, heart or spade.

Section 3.9.2 Cards; number of decks

(a) Except as provided in (b) below, let it ride poker shall be played with one deck of cards with backs of the same color and design and one additional cover card to be used in accordance with the procedures set forth in section 3.9.5. The cover card shall be opaque and in a solid color readily distinguishable from the color of the backs and edges of the playing cards, as approved by the Lottery. The deck of cards shall meet the requirements of section pertaining to cards physical characteristics.

(b) If an automated card shuffling device is used, a casino licensee shall be permitted to use a second deck of cards to play the game, provided that:

1. Each deck of cards complies with the requirements of (a) above;
2. The backs of the cards in the two decks are of different color;
3. One deck is being shuffled by the automated card shuffling device while the other deck is being dealt or used to play the game;
4. Both decks are continuously alternated in and out of play, with each deck being used for every other round of play; and
5. The cards from only one deck shall be placed in the discard rack at any given time.

Section 3.9.3 Let it ride poker rankings

(a) The rank of the cards used in let it ride 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. All suits shall be considered equal in rank.

(b) The permissible poker hands at the game of let it ride poker, 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;
3. "Four-of-a-kind" is a hand consisting of four cards of the same rank;
4. "Full house" is a hand consisting of "three-of-a- kind" and a "pair";

5. "Flush" is a hand consisting of five cards of the same suit;

6. "Straight" is a hand consisting of five 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, however, 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;

8. "Two pairs" is a hand consisting of two "pairs"; and

9. "One pair" is a hand containing two cards of the same rank.

Section 3.9.4 Opening of the table for gaming

(a) The dealer shall receive cards at the table in accordance with section 2.3 pertaining to cards, receipt, storage, inspections and removal from use.

(b) Following the inspection of the cards by the dealer and the verification by the floorperson assigned to the table, the cards shall be, at the option of the casino licensee as noted in their internal controls, either:

1) Spread out face up on the table for visual inspection by the first player to arrive at the table. The cards shall be spread out according to suit and in sequence; or
2) Perform a wash of the cards in (c) below

(c) After the first player has been afforded an opportunity to visually inspect the cards, or the cards have been inspected by the dealer and floorperson,the cards shall be turned face down on the table, mixed thoroughly by a "washing" or "chemmy shuffle" of the cards and stacked. Once the cards have been stacked, they shall be shuffled in accordance with section 3.9.5.

(d) If a casino licensee uses an automated card shuffling device to play the game and two decks of cards are received at the table pursuant to section pertaining to cards receipt, storage, acceptance and removal from use and section 3.9.2, each deck of cards shall be separately sorted, inspected, verified, spread, inspected, mixed, stacked and shuffled in accordance with the provisions of (a) through (c) above.

Section 3.9.5 Shuffle and cut of the cards

(a) Immediately prior to the commencement of play, unless the cards were pre-shuffled, and after each round of play has been completed, the dealer shall shuffle the cards, either manually or by use of an automated card shuffling device, so that the cards are randomly intermixed. Upon completion of the shuffle, the dealer or device shall place the deck of cards in a single stack; provided, however, that nothing herein shall be deemed to prohibit the use of an automated card shuffling device which, upon completion of the shuffling of the cards, inserts the stack of cards directly into a dealing shoe.

(b) After the cards have been shuffled and stacked, the dealer shall:

1. If the cards were shuffled using an automated card shuffling device, deal or deliver the cards in accordance with the procedures set forth in sections 3.9.7, 3.9.8 or 3.9.9; or

2. If the cards were shuffled manually or were pre-shuffled, cut the cards in accordance with the procedures set forth in (c) below.

(c) If a cut of the cards is required, the dealer shall:

1. Cut the deck, using one hand, by:
   i. Placing the cover card on the table in front of the deck of cards;
   ii. Taking a stack of at least 10 cards from the top of the deck and placing them on top of the cover card;
   iii. Placing the cards remaining in the deck on top of the stack of cards that were cut and placed on top of the cover card pursuant to (c)1ii above; and
   iv. Removing the cover card and placing it in the discard rack; and
2. Deal the cards in accordance with the procedures set forth in sections 3.9.7, 3.9.8 or 3.9.9.

(d) Notwithstanding (c) above, after the cards have been cut and before any cards have been dealt, a casino supervisor may require the cards to be re-cut if he or she determines that the cut was performed improperly or in any way that might affect the integrity or fairness of the game.

(e) Whenever there is no gaming activity at a let it ride poker table which is open for gaming, the cards shall be spread out on the table either face up or face down. If the cards are spread face down, they shall be turned face up once a player arrives at the table. After the first player is afforded an opportunity to visually inspect the cards, the procedures outlined in section 3.9.4(c) shall be completed. Provided however, if the casino opted to waive the player inspection of the cards during the table opening, the player inspection may be waived at this time as well.

Section 3.9.6 Wagers

(a) All wagers at let it ride poker shall be made by placing gaming chips or plaques and, if applicable, a match play coupon on the appropriate betting areas of the table layout. A verbal wager accompanied by cash shall not be accepted.

(b) Only players who are seated at a let it ride poker table may wager at the game. Once a player has placed his or her wagers and received cards, that player must remain seated until the completion of the round of play.

(c) All wagers shall be placed prior to the dealer announcing "No more bets" in accordance with the dealing procedures in sections 3.9.7, 3.9.8 or 3.9.9. Except as provided in (d) below, no wager shall be made, increased, or withdrawn after the dealer has announced "No more bets."

(d) At the beginning of each round of play, each player shall be required to place three equal but separate wagers. The wagers shall be identified as bet number 1, bet number 2 and bet number 3. Bet number 1 and bet number 2 may subsequently be removed by the player in accordance with the provisions of section 3.9.10.

(e) A casino licensee may, in its discretion, permit a player to place wagers at two betting positions during a round of play provided that the two betting positions are adjacent to each other.

f) Upon placing the wager in (d) above, a player may also place an optional progressive wager by placing a $1 chip directly on the sensor acceptor device. Each player shall be responsible for verifying that his or her respective acceptor light has been properly illuminated. A player qualifies for the progressive payouts by using the

initial three (3) cards dealt to them by the dealer and the two (2) cards turned up by the dealer.

Section 3.9.6A Optional bonus wager

(a) A casino licensee may, in its discretion, offer to each player at a let it ride poker table the option to make an additional "bonus wager" that the player will receive a poker hand with a rank of three-of-a-kind or better; provided, however, that the casino licensee shall comply with notice requirements prior to withdrawing the option.

(b) Prior to the dealer announcing "No more bets," each player who has placed the three wagers required by section 3.9.6 may make an additional bonus wager by placing a $1.00 gaming chip on or in the approved wagering device designated for that wager.

(c) All winning bonus wagers shall be paid in accordance with the payout schedule in section 3.9.11(d).

(d) A bonus wager shall have no bearing on any other wager made by a player at the game of let it ride poker.

Section 3.9.6B Three card bonus wager

(a) A casino licensee may, in its discretion, offer to each player at a let it ride poker table the option to make an additional “three card bonus wager” that the three cards dealt to the player will have a rank of pair or better; provided, however, that the casino licensee shall comply with the notice requirements prior to withdrawing the option.

(b) Prior to the dealer announcing “No more bets,” each player who has placed the three wagers required by section 3.9.6 may make an additional three card bonus wager by placing a gaming chip(s) in the approved area of the table designed for that wager.

(c) All winning three card bonus wagers shall be paid in accordance with one of the the payout table in 3.9.11(e).

(d) A three card bonus wager shall have no bearing on any other wager made by a player at the game of let it ride poker.

(e) The minimum and maximum three card bonus wager permitted by a casino licensee shall be posted at the gaming table.

Section 3.9.7 Procedures for dealing the cards from a manual dealing shoe

(a) If a casino licensee chooses to have the cards dealt from a manual dealing shoe, the dealing shoe shall meet the requirements of the section pertaining to dealing shoes and automated shuffling devices and shall be located on the table in a location as approved by the Lottery. Once the procedures required by section 3.9.5 has been completed, the stacked deck of cards shall be placed in the dealing shoe either by the dealer or by an automated card shuffling device.

(b) The dealer shall announce "No more bets" prior to dealing any cards. If any optional bonus wagers have been made, the dealer shall also collect these wagers from the approved wagering devices and shall then verify, on the layout in front of the table inventory container, that the number of gaming chips wagered equals the number of wagers acknowledged or accepted by the wagering devices. The dealer shall then place the gaming chips into the table inventory container in accordance with the section pertaining to table inventories

(c) In dealing the cards, each card shall be removed from the dealing shoe with the hand of the dealer that is closest to the dealing shoe and placed on the appropriate area of the layout with the opposite hand. The dealer shall, start with the player farthest to his or her left and continuing around the table in a clockwise manner, deal the cards as follows:

1. One card face down to each player who has placed three wagers in accordance with the 3.9.6;
2. One card face down to the area designated for the placement of the community cards;
3. A second card face down to each player who has placed three wagers in accordance with the 3.9.6;
4. A second card face down to the area designated for the placement of the community cards, which card shall be placed to the right of the first card dealt to this area;

5. A third card face down to each player who has placed three wagers in accordance with the 3.9.6; and

6. A third card face down to the area designated for the placement of the community cards, which card shall be placed to the right of the first two cards dealt to this area.

(d) After three cards have been dealt to each player and the area designated for the placement of the community cards, the dealer shall remove the stub from the manual dealing shoe and, except as provided in (e) below, place the stub in the discard rack without exposing the cards.

(e) The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct numbers of cards are still present in the deck. The dealer shall determine the number of cards in the stub by counting the cards face down on the layout.

1. If the count of the stub indicates that 52 cards are in the deck, the dealer shall place the stub in the discard rack without exposing the cards.

2. If the count of the stub indicates that the number of cards in the deck is incorrect, the dealer shall determine if the cards were misdealt. If the cards have been misdealt (a player or the area designated for the placement of the community cards has more or less than three cards) but 52 cards remain in the deck, all hands shall be void pursuant to 3.9.13. If the cards have not been misdealt, all hands shall be considered void and the entire deck of cards shall be removed from the table pursuant to section pertaining to cards receipt, storage, inspection and removal from use.

(f) Notwithstanding the provisions of (e) above, the counting of the stub shall not be required if an automated card shuffling device is used that counts the number of cards in the deck after the completion of each shuffle and indicates whether 52 cards are still present. If the automated card shuffling device reveals that an incorrect number of cards are present, the deck shall be removed from the table in accordance with the provisions for removal of cards from use.

Section 3.9.8 Procedures for dealing the cards from the hand

(a) A casino licensee may, in its discretion, permit a dealer to deal the cards used to play Let It Ride poker from his or her hand.

(b) If a casino licensee chooses to have the cards dealt from the dealer's hand, the following requirements shall be observed.

1. The casino licensee shall use an automated shuffling device to shuffle the cards.

2. Once the procedures required by the 3.9.5 have been completed, the dealer shall place the stacked deck of cards in either hand.

i. Once the dealer has chosen the hand in which he or she will hold the cards, the dealer shall use that hand whenever holding the cards during that round of play.

ii. The cards held by the dealer shall at all times be kept in front of the dealer and over the table inventory container.

3. The dealer shall then announce "No more bets" prior to dealing any cards. If any optional bonus wagers have been made, the dealer shall also collect these wagers from the approved wagering devices and shall then verify, on the layout in front of the table inventory container, that the number of gaming chips wagered equals the number of wagers acknowledged or accepted by the wagering devices. The dealer shall then place the gaming chips into the table inventory container in accordance with the section pertaining to table inventories.

(c) The dealer shall deal each card by holding the deck of cards in the chosen hand and using the other hand to remove the top card of the deck and place it face down on the appropriate area of the layout. The dealer shall, start with the player farthest to his or her left and continuing around the table in a clockwise manner, deal the cards as follows:

1. One card face down to each player who has placed three wagers in accordance with the 3.9.6;

2. One card face down to the area designated for the placement of the community cards;

3. A second card face down to each player who has placed three wagers in accordance with section 3.9.6;

4. A second card face down to the area designated for the placement of the community cards, which card shall be placed to the right of the first card dealt to this area;

5. A third card face down to each player who has placed three wagers in accordance with section 3.9.6; and

6. A third card face down to the area designated for the placement of the community cards, which card shall be placed to the right of the first two cards dealt to this area.

(d) After three cards have been dealt to each player and the area designated for the placement of the community cards, the dealer shall, except as provided in (e) below, place the stub in the discard rack without exposing the cards.

(e) The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct numbers of cards are still present in the deck. The dealer shall count the stub in accordance with the provisions of section 3.9.7(e) and (f).

Section 3.9.9 Procedures for dealing the cards from an automated dealing shoe

(a) A casino licensee may, in its discretion, choose to have the cards used to play Let It Ride poker dealt from an automated dealing shoe which dispenses cards in stacks of three cards, provided that the shoe, its location and the procedures for its use are approved by the Lottery.

(b) If a casino licensee chooses to have the cards dealt from an automated dealing shoe, the following requirements shall be observed.

1. Once the procedures required by section 3.9.5 have been completed, the cards shall be placed in the automated dealing shoe.

2. Prior to the shoe dispensing any stacks of cards, the dealer shall then announce "No more bets". If any optional bonus wagers have been made, the dealer shall also collect these wagers from the approved wagering devices and shall then verify, on the layout in front of the table inventory container, that the number of

gaming chips wagered equals the number of wagers acknowledged or accepted by the wagering devices. The dealer shall then place the gaming chips into the table inventory container in accordance with section pertaining to table inventories.

(c) The dealer shall deliver the first stack of cards dispensed by the automated dealing shoe face down to the player farthest to his or her left who has placed three wagers. As the remaining stacks are dispensed to the dealer by the automated dealing shoe, the dealer shall, moving clockwise around the table, deliver a stack face down to each of the other players who has placed three wagers. The dealer shall then deliver a stack of three cards face down to the area designated for the placement of the community cards, and spread the stack within the designated area so that the top card is to the dealer's right, the middle card is directly in front of the dealer, and the bottom card is to the dealer's left.

(d) After each stack of three cards has been dispensed and delivered in accordance with this subsection, the dealer shall remove the stub from the automated dealing shoe and, except as provided in (e) below; place the cards in the discard rack without exposing the cards.

(e) The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct number of cards is still present in the deck. The dealer shall count the stub in accordance with the provisions of 3.9.7(e) and (f).

Section 3.9.10 Procedures for completion of each round of play

(a) After the dealing procedures required by sections 3.9.7, 3.9.8 or 3.9.9 have been completed, each player shall examine his or her cards.

1. Each player who wagers at let it ride poker shall be responsible for his or her own hand and no person other than the dealer may touch the cards of that player.
2. Each player shall be required to keep his or her three cards in full view of the dealer at all times.
3. After each player has made a decision regarding bet number two pursuant to (e) below, each player's cards shall be placed face down on the appropriate area of the layout, the player shall not touch the cards again.

(b) After each player has examined his or her cards, the dealer shall, beginning with the player farthest to the dealer's left and moving clockwise around the table, ask each player if he or she wishes to withdraw bet number 1 or let it ride.

1. If a player chooses to let bet number 1 ride, that bet shall remain on the appropriate betting area of the layout 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 on the betting area designated for bet number 1 toward the player who shall then immediately remove the gaming chips from the betting area.

(c) After each player has made a decision regarding bet number 1, the dealer shall remove ("burn") the community card that is to his or her left, and place the burned card in the discard rack face down.

(d) The dealer shall then turn the community card that is to his or her left face up and place it on top of the remaining card. The exposed card shall become the first community card.

(e) After the first community card is exposed, the dealer shall, beginning with the player farthest to the dealer's left and moving clockwise around the table, ask each player if he or she wishes to withdraw bet number 2 or let it ride. This decision shall be made by each player regardless of the decision made concerning bet number 1.

1. If a player chooses to let bet number 2 ride, that bet shall remain on the appropriate betting area of the layout 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 on the betting area designated for bet number 2 toward the player who shall then immediately remove the gaming chips from the betting area.

(f) The dealer shall then move the first community card to the right of the card that remains face down in the community card area. The face down card shall be turned face up by the dealer and become the second community card.

(g) After the second community card is turned face up, the dealer shall, beginning with the player farthest to his or her right and continuing around the table in a counterclockwise direction, turn the three cards of each player face up.

1. The two community cards and the three cards dealt to each player shall form the five card poker hand of each player.

2. The dealer shall examine the cards of each player to determine if the player's hand qualifies for a payout pursuant to section 3.9.11.

(h) Any wager placed per section 3.9.6 (d) on a hand which has a rank that is lower than a pair of tens shall be a losing wager. All losing wagers shall be immediately collected by the dealer and placed in the table inventory container. The cards of any player who has made a losing wager per section 3.9.6 (d) shall be collected and placed in the discard rack. The cards for any wagers placed in addition to section 3.9.6 (d) shall be evaluated per section 3.9.11 and paid accordingly.

(i) After all losing wagers have been collected, all winning wagers, including any winning bonus wagers shall be paid. All winning hands shall remain face up on the layout until all winning wagers have been paid by the dealer. Each winning wager that remains on the table shall be paid in accordance with the payout odds listed in section 3.9.11 or as otherwise approved by the Lottery.

1. The dealer shall pay all winning wagers beginning with the player farthest to the right of the dealer and continuing counterclockwise around the table.

2. After paying all winning wagers, the dealer shall immediately collect the cards of all winning players and the community cards and places them in the discard rack.

(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 be readily arranged to reconstruct each hand in the event of a question or dispute.

Section 3.9.11 Payout odds; rate of progression; payout limitation

(a) The payout odds for winning wagers at let it ride poker printed on any layout or in any brochure or other publication distributed by a casino licensee shall be stated through the use of the word "to" or "win," and no odds shall be stated through the use of the word "for."

(b) Subject to the payout limitation in (c) below, a casino licensee shall pay off each winning wager at the game of let it ride poker at no less than the following odds:

Wager	Payout Odds

Royal Flush	1,000 to 1
Straight Flush	200 to 1
Four-of-a-kind	50 to 1
Full House	11 to 1
Flush	8 to 1
Straight	5 to 1
Three-of-a-kind	3 to 1
Two Pair	2 to 1
Pair of Tens, Jacks, Queens, Kings or Aces	1 to 1

(c) Notwithstanding the minimum payout odds required in (b) above, a casino licensee may establish a maximum amount as approved by the Lottery that is payable to a player on a single hand, which amount shall be at least $50,000 or the maximum amount that one patron could win per round when betting the minimum permissible wager, whichever is greater. If the established payout limit is not included on the layout, each casino licensee shall provide notice of any decrease in the payout limit. Any maximum payout limit established by a casino licensee shall apply only to payouts of let it ride poker wagers placed pursuant to section 3.9.6 and shall not apply to payouts of bonus wagers placed pursuant to 3.9.6A.

(d) A casino licensee shall pay off each winning bonus wager at no less than the following monetary amounts:

Wager	Bonus Payout
Royal Flush	$25,000
Straight Flush	$2,500
Four-of-a-kind	$400.00
Full House	$200.00
Flush	$50.00
Straight	$25.00
Three-of-a-kind	$5.00

(e) A casino licensee shall pay off each winning three card bonus wager at no less than the odds in accordance with one of the following payout tables:

	Table A	Table B	Table C
Mini-royal	N/A	N/A	N/A
Straight flush	40 to 1	40 to 1	40 to 1
Three-of-a-kind	30 to 1	30 to 1	30 to 1
Straight	6 to 1	5 to 1	6 to 1
Flush	4 to 1	4 to 1	3 to 1
Pair	1 to 1	1 to 1	1 to 1

	Table D	Table E	Table F
Mini-royal	50 to 1	50 to 1	50 to 1
Straight flush	40 to 1	40 to 1	40 to 1
Three-of-a-kind	30 to 1	30 to 1	30 to 1
Straight	6 to 1	5 to 1	6 to 1
Flush	4 to 1	4 to 1	3 to 1
Pair	1 to 1	1 to 1	1 to 1

(f). A player qualifies for the progressive payouts by using all three (3) cards dealt to them by the dealer and the two (2) community cards of the dealer. The licensed Casino shall pay off each winning wager at no less than the odds listed below:

Hand:	Payout:
Royal flush	100% of progressive jackpot
Straight flush	10% of progressive jackpot
Four of a Kind	$300
Full House	$50
Flush	$40
Straight	$30
Three-of-a-Kind	$9

(g). Envy Bonus Payout:

a. A player making the progressive side wager also qualifies to win an envy payout. If another player at the table hits a hand associated with an envy pay, all other players who made the progressive side bet win the envy pay. The player hitting the hand receives the normal prize pay only, but does NOT receive the envy pay.

b. If a player's hand triggers an envy payout, the dealer will leave the hand face up on the layout; otherwise, the dealer will lock up the cards. The dealer will then move onto the next player.

c. The dealer pays any envy bonus at the end of the round. In the event that more than one player is involved in a qualifying envy pay, then all players win multiple envy payouts.

Hand	Payout
Royal Flush	$1,000
Straight Flush	$300

When paying a Progressive win, the original wager is not returned.

(h) The rate of progression for the progressive meter used for the progressive payouts in 3.9.11 shall be no less than 21 percent. The initial and reset amount shall be established by each casino licensee. If at the discretion of the casino licensee, a secondary jackpot is to be used for re-seeding of the main jackpot, the rate of progression shall be included in their submitted rules of the game. The only payouts that shall come off the sign are the Royal Flush and Straight Flush. The remainder of the payouts shall be made from the float.

(i) Winning progressive payout hands shall be paid in accordance with the amount on the meter when it is the player's turn to be paid in accordance with section 3.9.11 provided, however, if more than one player at a table has a royal flush progressive payout hand, at the casino licensee's option as listed in their internal controls, they may:

a. Have each player share equally in the amount on the progressive meter when the first player with a royal flush is to be paid, or

b. Pay the qualifying player furthest to the dealer's right the amount on the sign first, followed by paying the next player the reset jackpot amount on the sign.

Section 3.9.12 Progressive payout

(a) A progressive payout wager shall be paid pursuant to the payout table listed in section 3.9.11, the procedures in accordance with progressive payout wagers and prior to the collection of the cards by the dealer.

(b) Prior to paying a progressive payout hand, the dealer shall:

1. Verify that the hand is a winning hand;

2. Verify that the appropriate light on the acceptor device has been illuminated; and

3. Have a casino supervisor validate the progressive payout pursuant to approved internal control procedures.

(c) Any winning progressive payout wager shall be paid irrespective of the rank of the hand of the dealer.

Section 3.9.13 Must Hit by Progressive

a) The optional **Must Hit by Progressive** is a Mystery Progressive intended to be used in conjunction with progressives that utilize the Atlas system. If a Light & Wonder Atlas system progressive side wager has four or fewer progressive meters active, one of the available progressive meters can be configured to function as the **Must Hit by Progressive**.

b) The **Must Hit by Progressive** is an add-on to the existing **Progressive** wager, no additional wagering is required to qualify for it.

c) After all wagers have been placed, the value of the Must Hit Progressive is incremented based on the configured increment rate and the total value of all progressive wagers.

d) After the new value of the progressive meter is calculated, each player who has placed a progressive side wager is assigned a random value from a random number generator. If a player's assigned random value falls below a calculated threshold based on the odds of the **Must Hit by Progressive** being awarded at its current value, then the **Must Hit by Progressive** is awarded

e) The **Must Hit by Progressive** meter randomly generates when selecting END ROUND on the dealer terminal. If there is a random winner from those that participated in the Atlas Progressive Bonus wager, this will be indicated with the sensor flashing at the Player spot as well as being indicated on the Dealer Terminal and Table signage.

f) If multiple players at a table qualify for the **Must Hit by Progressive** at the same time, then the player with the lowest random value is awarded the progressive.

g) The odds of the progressive being awarded will increase as the value of the progressive passes certain thresholds.

Must Hit by Configurations

Must Hit By Parameters - $1			
Bet	Min Value	Max Value	Increment Rate
$1	$100	$200	2.00%
$1	$100	$500	5.00%
$1	$250	$500	2.00%
$1	$250	$1,000	5.00%

Must Hit By Parameters - $2			
Bet	Min Value	Max Value	Increment Rate
$2	$100	$200	1.50%
$2	$100	$500	3.50%
$2	$250	$500	1.50%
$2	$250	$1,000	3.00%

Must Hit By Parameters - $5			
Bet	Min Value	Max Value	Increment Rate
$5	$100	$200	1.00%
$5	$100	$500	2.00%
$5	$250	$500	0.50%
$5	$250	$1,000	2.00%

The increment rate of progression, reset value and max value for the **Must Hit by Progressive** Meter will be determined by the Casino license and shall be included in their submitted Internal Controls.

Section 3.9.14 Irregularities

(a) 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.

(b) 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.

(c) If any player or the area designated for the placement of the community cards is dealt an incorrect number of cards, all hands shall be void and the cards shall be reshuffled.

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

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

Section 3.10 Caribbean Stud Poker

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Section 3.10.13 Irregularities

Section 3.10.1 Definitions

The following words and terms, when used in this subchapter, shall have the following meanings unless the context clearly indicates otherwise:

"Ante wager" means the initial wager placed prior to any cards being dealt in order to participate in the round of play.

"Bet wager" means an additional wager made by a player, in an amount double the player's ante wager, after all cards for the round of play have been dealt but before the dealer's hole cards are exposed.

"Fold" means the withdrawal of a player from a round of play by discarding his or her hand of cards after all cards have been dealt and prior to placing a bet wager.

"Hand" means the five card hand dealt to each player and the dealer.

"Hole card" means any of the four cards which are dealt face down to the dealer.

"Progressive payout hand" means a flush, full house, four-of-a-kind, straight flush or royal flush, as defined in sections 3.10.5 and 3.10.11.

"Push" means a tie, as defined in section 3.10.10.

"Qualifying hand" means the dealer's hand as defined in section 3.10.10, with a rank of ace, king, four, three and two or better.

"Rank" or "ranking" means the relative position of a card or group of cards as set forth in section 3.10.5.

"Round of play" or "round" means one complete cycle of play during which all players then playing at the table have been dealt a hand, have folded or wagered upon it, and have had their wagers paid off or collected in accordance with the rules of this subchapter.

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

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

Section 3.10.2 Cards; number of decks

(a) Except as provided in (b) below, Caribbean stud poker shall be played with one deck of cards with backs of the same color and design, one additional cutting card and one additional cover card to be used in accordance with the procedures set forth in section 3.10.4. The cutting card and cover card shall be opaque and in a solid color readily distinguishable from the color of the backs and edges of the playing cards, as approved by the Lottery. The deck of cards shall meet the requirements of 3.10.17.

(b) If an automated card shuffling device is used, a casino licensee shall be permitted to use a second deck of cards to play the game, provided that:

1. Each deck of cards complies with the requirements of (a) above;
2. The backs of the cards in the two decks are of different color;

3. One deck is being shuffled by the automated card shuffling device while the other deck is being dealt or used to play the game;

4. Both decks are continuously alternated in and out of play, with each deck being used for every other round of play; and

5. The cards from only one deck shall be placed in the discard rack at any given time.

Section 3.10.3 Opening of the table for gaming

(a) The dealer shall receive cards at the table in accordance with section 2.3 pertaining to cards, receipt, storage, inspections and removal from use.

(b) Following the inspection of the cards by the dealer and the verification by the floorperson assigned to the table, the cards shall be, at the option of the casino licensee as noted in their internal controls, either:

1) Spread out face up on the table for visual inspection by the first player to arrive at the table. The cards shall be spread out according to suit and in sequence; or
2) Perform a wash of the cards in (c) below

(c) After the first player has been afforded an opportunity to visually inspect the cards, or the cards have been inspected by the dealer and floorperson, the cards shall be turned face down on the table, mixed thoroughly by a "washing" or "chemmy shuffle" of the cards and stacked. Once the cards have been stacked, they shall be shuffled in accordance with section 3.10.4.

(d) If a casino licensee uses an automated card shuffling device to play the game and two decks of cards are received at the table pursuant to the section pertaining to cards receipt, storage, inspection and removal from use and 3.10.2, each deck of cards shall be separately sorted, inspected, verified, spread, inspected, mixed, stacked and shuffled in accordance with the provisions of (a) through (c) above.

Section 3.10.4 Shuffle and cut of the cards

(a) Immediately prior to the commencement of play, unless the cards were pre-shuffled, and after each round of play has been completed, the dealer shall shuffle the

cards, either manually or by use of an automated card shuffling device, so that the cards are randomly intermixed. Upon completion of the shuffle, the dealer or device shall place the deck of cards in a single stack; provided, however, that nothing herein shall be deemed to prohibit the use of an automated card shuffling device which, upon completion of the shuffling of the cards, inserts the stack of cards directly into a dealing shoe.

(b) After the cards have been shuffled and stacked, the dealer shall:

1. If the cards were shuffled using an automated card shuffling device, deal or deliver the cards in accordance with the procedures set forth in sections 3.10.7, 3.10.8 or 3.10.9; or

2. If the cards were shuffled manually or were pre-shuffled, cut the cards in accordance with the procedures set forth in (c) below.

(c) If a cut of the cards is required, the dealer shall:

1. Cut the deck, using one hand, by:

i. Placing the cover card on the table in front of the deck of cards;

ii. Taking a stack of at least 10 cards from the top of the deck and placing them on top of the cover card;

iii. Placing the cards remaining in the deck on top of the stack of cards that were cut and placed on the cover card pursuant to section (c)1ii above; and

iv. Removing the cover card and placing it in the discard rack; and

2. Deal the cards in accordance with the procedures set forth in sections 3.10.7, 3.10.8 or 3.10.9.

(d) Notwithstanding (c) above, after the cards have been cut and before any cards have been dealt, a casino supervisor may require the cards to be recut if he or she determines that the cut was performed improperly or in any way that might affect the integrity or fairness of the game.

(e) Whenever there is no gaming activity at a Caribbean stud poker table which is open for gaming, the cards shall be spread out on the table either face up or face down. If the cards are spread face down, they shall be turned face up once a player arrives at the table. After the first player is afforded an opportunity to visually inspect the cards, the procedures outlined in 3.10.3(c) shall be completed. Provided however,

if the casino opted to waive the player inspection of the cards during the table opening, the player inspection may be waived at this time as well.

Section 3.10.5 Caribbean stud poker rankings

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

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

1. "Royal flush" is a hand consisting of an ace, king, queen, jack and 10 of the same suit;
2. "Straight flush" is a hand consisting of five cards of the same suit in consecutive ranking, with king, queen, jack, 10 and nine being the highest ranking straight flush and ace, two, three, four and five being the lowest ranking straight flush;
3. "Four-of-a-kind" is a hand consisting of four cards of the same rank, with four aces being the highest ranking four-of-a-kind and four twos being the lowest ranking four-of-a-kind;
4. "Full house" 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 twos and two threes being the lowest ranking full house;
5. "Flush" is a hand consisting of five cards of the same suit;
6. "Straight" is a hand consisting of five cards of consecutive rank, regardless of suit, with an ace, king, queen, jack and 10 being the highest ranking straight and an ace, two, three, four and five being the lowest ranking straight; provided, however, that an ace may not be combined with any other sequence of cards for purposes of determining a winning hand (e.g., queen, king, ace, two, three);
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 twos being the lowest ranking three-of-a-kind;

8. "Two pairs" is a hand containing two "pairs," with two aces and two kings being the highest ranking two pair and two threes and two twos being the lowest ranking two pair; and

9. "One Pair" is a hand containing two cards of the same rank, with two aces being the highest ranking pair and two twos being the lowest ranking pair.

(c) When comparing two hands which are of identical poker hand rank pursuant to the provisions of this section, or which contain none of the hands authorized herein, the hand which 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 subsection, the hands shall be considered a push.

Section 3.10.6 Wagers

(a) All wagers at Caribbean stud poker shall be made by placing gaming chips or plaques and, if applicable, a match play coupon or other approved promotional offer on the appropriate betting areas of the table layout. A verbal wager accompanied by cash shall not be accepted.

(b) All ante wagers shall be placed prior to the dealer announcing "No more bets" in accordance with the dealing procedure in sections 3.10.7, 3.10.8 or 3.10.9. Except as provided in section 3.10.7, no wager shall be made, increased, or withdrawn after the dealer has announced "No more bets."

(c) Upon placing an ante wager, a player may, at his or her discretion, place a progressive payout wager either by depositing a $1.00 gaming chip into the acceptor device or sensor designated for that player or by redeeming a progressive wager coupon. Each player shall be responsible for verifying that his or her respective acceptor light has been properly illuminated.

(d) A "bet" wager shall be made in accordance with section 3.10.10.

(e) A player shall not be permitted to play more than one hand per round of play.

(f) Only players who are seated at the Caribbean stud 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.

Section 3.10.7 Procedure for dealing the cards from a manual dealing shoe

(a) If a casino licensee chooses to have the cards dealt from a manual dealing shoe, the dealing shoe shall meet the requirements of the section pertaining to dealing shoes and automated shuffling devices and shall be located on the table in a location as approved by the Lottery. Once the procedures required by section 3.10.4 have been completed, the stacked deck of cards shall be placed in the dealing shoe either by the dealer or by an automatic shuffling device.

(b) Prior to dealing the cards and once all ante and progressive payout wagers have been placed, the dealer shall then announce "No more bets" and press the "lock-out" button on the table controller panel. Once the "lock-out" button has been pressed, if any wagers have been placed on the progressive wager, the dealer shall remove these wagers from the table inventory return device, and on the layout in front of the table inventory container, verify that the number of gaming chips wagered equals the number of lights illuminated on the acceptor devices, and place the gaming chips into the table inventory container in accordance with the section pertaining to table inventories.

(c) Each card shall be removed from the dealing shoe with the hand of the dealer that is closest to the dealing shoe and placed on the appropriate area of the layout with the opposite hand.

(d) The dealer shall, start with the player farthest to his or her left and continuing around the table in a clockwise manner, deals the cards as follows:

1. One card face down to each player;
2. One card face up to an area directly in front of the table inventory container designated for the dealer’s hand;
3. A second card face down to each player directly on top of that player’s first card;
4. A second card face down to the dealer to the right of the dealer’s first card dealt face up; and
5. A third, fourth and fifth card, in succession, face down to each player and the dealer directly on top of the preceding card dealt face down.

(e) After five cards have been dealt to each player and the area designated for the hand of the dealer, the dealer shall remove the stub from the manual dealing shoe and, except as provided in (f) below, place the stub in the discard rack without exposing the cards.

(f) The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct number of cards is still present in the deck. The dealer shall determine the number of cards in the stub by counting the cards face down on the layout.

1. If the count of the stub indicates that 52 cards are in the deck, the dealer shall place the stub in the discard rack without exposing the cards.

2. If the count of the stub indicates that the number of cards in the deck is incorrect, the dealer shall determine if the cards were misdealt. If the cards have been misdealt (a player or the area designed for the placement of the dealer's hand has more or less than five cards) but 52 cards remain in the deck, all hands shall be void pursuant to section 3.10.13. If the cards have not been misdealt, all hands shall be considered void and the entire deck of cards shall be removed from the table pursuant to section pertaining to the use and removal of cards.

Section 3.10.8 Procedures for dealing the cards from the hand

(a) A casino licensee may, in its discretion, permit a dealer to deal the cards used to play Caribbean stud poker from his or her hand.

(b) If a casino licensee chooses to have the cards dealt from the dealer's hand, the following requirements shall be observed.

1. The casino licensee shall use an automated shuffling device to shuffle the cards.

2. Once the procedures required by section 3.10.4 have been completed, the dealer shall place the stacked deck of cards in either hand.

i. Once the dealer has chosen the hand in which he or she will hold the cards, the dealer shall use that hand whenever holding the cards during that round of play.

ii. The cards held by the dealer shall at all times be kept in front of the dealer and over the table inventory container.

3. The dealer shall then announce "No more bets" and press the lock-out button in accordance with section 3.10.7 prior to dealing any cards. The dealer shall deal each card by holding the deck of cards in the chosen hand and using the other hand to remove the top card of the deck and place it face down on the appropriate area of the layout.

(c) The dealer shall, start with the player farthest to his or her left and continuing around the table in a clockwise manner, deal the cards as follows:

1. One card face down to each player;

2. One card face up to an area directly in front of the table inventory container designated for the dealer's hand;

3. A second card face down to each player directly on top of that player's first card;

4. A second card face down to the dealer to the right of the dealer's first card dealt face up; and

5. A third, fourth and fifth card face down to each player and the dealer, in succession, directly on top of the preceding card dealt face down.

(d) After five cards have been dealt to each player and the area designated for the placement of the dealer's hand, the dealer shall, except as provided in (e) below, place the stub in the discard rack without exposing the cards.

(e) The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct number of cards is still present in the deck. The dealer shall count the stub in accordance with the provisions of section 3.10.7.

Section 3.10.9 Procedures for dealing the cards from an automated dealing shoe

(a) A casino licensee may, in its discretion, choose to have the cards used to play Caribbean stud poker dealt from an automated dealing shoe which dispenses cards in stacks of five cards, provided that the shoe, its location and the procedures for its use are approved by the Lottery.

(b) If a casino licensee chooses to have the cards dealt from an automated dealing shoe, the following requirements shall be observed.

1. Once the procedures required by 3.10.4 have been completed, the cards shall be placed in the automated dealing shoe.

2. The dealer shall then announce "No more bets" and press the lock-out button in accordance with section 3.10.7.

(c) The dealer shall deliver the first stack of cards dispensed by the automated dealing shoe face down to the player farthest to his or her left who has placed a wager in accordance with section 3.10.6. As the remaining stacks are dispensed to the dealer by the automated dealing shoe, the dealer shall, moving clockwise around the table, deliver a stack face down to each of the other players who has placed a wager in accordance with section 3.10.6. The dealer shall then deliver a stack of five cards face down to the area designated for the dealer's hand.

(d) After each stack of five cards has been dispensed and delivered in accordance with this subsection, the dealer shall remove the stub from the automated dealing shoe and, except as provided in (e) below; place the cards in the discard rack without exposing the cards.

(e) The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct number of cards is still present in the deck. The dealer shall count the stub in accordance with the provisions of section 3.10.7.

(f) Notwithstanding the provisions of (e) above, the counting of the stub shall not be required if an automated card shuffling device is used that counts the number of cards in the deck after the completion of each shuffle and indicates whether 52 cards are still present. If the automated card shuffling device reveals that an incorrect number of cards are present, the deck shall be removed from the table in accordance with the provisions of the section pertaining to use and removal of cards.

(g) The stack of five cards comprising the dealer’s hand shall then be spread in a row directly in front of the table inventory container with the top card to the dealer’s right and the bottom card to the dealer’s left. The dealer shall then expose the bottom card of the dealer’s hand, or that card farthest to the dealer’s left, and the round of play shall proceed in accordance with section 3.10.10.

Section 3.10.10 Bet wagers; procedure for completion of each round of play; collection and payment of wagers

(a) After the dealing procedures required by sections 3.10.7, 3.10.8 or 3.10.9 have been completed but before the dealer exposes the hole cards, each player shall, after examining his or her cards, either place a bet wager in the designated betting area or fold and forfeit the ante wager. If a player folds, the entire ante wager shall be collected by the dealer and placed in the table inventory container. A folded hand shall then be immediately collected by the dealer and placed in the discard rack.

(b) Each player who makes a bet wager shall be responsible for his or her own hand and no other person other than the dealer may touch the cards of that player. Each player shall be required to keep the five cards in full view of the dealer at all times. Once each player has examined his or her cards and placed the five cards face down on the appropriate area of the layout, the player shall not touch the cards again.

(c) No player may exchange or communicate information regarding his or her hand prior to the dealer revealing the hole cards. Any violation shall result in a forfeiture of all wagers on that round by the players communicating.

(d) After all players have either placed a bet wager or folded, the dealer shall turn over and reveal the dealer's hole cards and set the highest ranking poker hand.

(e) Except as otherwise provided in (g) below, after the hole cards are revealed, the dealer shall, starting with the player farthest to his or her right, turn over the player's cards and if the dealer has a qualifying hand:

1. All losing wagers shall immediately be collected by the dealer and placed in the table inventory container. All losing hands shall then be immediately collected by the dealer and placed in the discard rack. Ante and bet wagers made by a player shall lose if the qualifying hand of the dealer has a hand rank which is higher than the hand of that player.

2. If the hand of the player ties with that of the dealer's qualifying hand, the hand of the player shall be a push. The dealer shall not collect or pay the wagers, but shall immediately collect the cards of that player after all losing wagers and hands have been collected.

3. After all losing wagers and pushes have been settled, all winning wagers shall be paid. All winning hands shall remain face up on the layout until all winning ante,

bet wagers and, if applicable, progressive payout wagers are paid. Winning wagers shall be paid in accordance with the payout odds listed in section 3.10.12. The dealer shall pay all winning wagers beginning with the player farthest to the right of the dealer and continuing counterclockwise around the table. Any wager made by a player shall win if the hand of the player has a hand rank higher than that of the dealer's qualifying hand. After paying all winning ante and bet wagers, the dealer shall immediately collect the cards of all winning players and place them in the discard rack, together with the remaining cards in the deck used for that round of play; provided however, if a player has won a progressive payout which is not being paid from the table inventory container, the cards of that player shall remain on the table until the necessary documentation has been completed in accordance with procedures for progressive payout wagers.

(f) Except as provided in (g) below, after the hole cards are revealed, if the dealer does not have a qualifying hand:

1. It shall be the option of the casino licensee whether or not the dealer shall turn over the player's cards. If the casino elects not to turn over all the player's cards, the dealer shall be required to turn over the cards of any player who has made a progressive wager pursuant to section 3.10.11;

2. The dealer shall immediately announce "No hand" and shall pay all ante wagers at payouts odds of 1 to 1. The dealer shall pay all ante wagers beginning with the player farthest to the right of the dealer and continuing counterclockwise around the table.

3. All bet wagers shall be considered void and the dealer shall neither collect nor pay said wagers.

4. After paying all ante wagers, the dealer shall immediately collect the cards of all players and place them in the discard rack, together with the remaining cards in the deck used for the round of play; provided however, if a player has won a progressive payout which is not being paid from the table inventory container, the cards of that player shall not be collected until the necessary documentation has been has been completed in accordance with procedures for progressive payout wagers.

(g) 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 be readily arranged to reconstruct each hand in the event of a question or dispute.

Section 3.10.11 Progressive payout

(a) A progressive payout wager shall be paid pursuant to the payout table listed in section 3.10.12, the procedures in accordance with progressive payout wagers and prior to the collection of the cards by the dealer.

(b) Prior to paying a progressive payout hand, the dealer shall:

1. Verify that the hand is a winning hand;
2. Verify that the appropriate light on the acceptor device has been illuminated; and
3. Have a casino supervisor validate the progressive payout pursuant to approved internal control procedures.

(c) Any winning progressive payout wager shall be paid irrespective of the rank of the hand of the dealer or even if the dealer does not have a qualifying hand or has a higher ranking hand.

Section 3.10.12 Payout odds; rate of progression; payout limitation

(a) The payout odds for winning wagers at Caribbean stud poker printed on any layout or in any brochure or other publication distributed by a casino licensee shall be stated through the use of the word "to" or "win," and no odds shall be stated through the use of the word "for."

(b) A casino licensee shall pay out winning ante wagers at payout odds of 1 to 1.

(c) Subject to the payout limitation in (d) below, a casino licensee shall pay off each winning wager at the game of Caribbean stud poker at no less than the odds listed below:

Wager	Payout odds
Royal Flush	100 to 1
Straight Flush	50 to 1
Four-of-a-kind	20 to 1
Full House	7 to 1

Flush	5 to 1
Straight	4 to 1
Three-of-a-kind	3 to 1
Two Pair	2 to 1
One Pair or less	1 to 1

(d) Notwithstanding the payout odds in (c) above, the payout limit on each bet wager for any hand shall be no less than $5,000 or the maximum amount that one patron could win per round when betting the minimum permissible wager, whichever is greater.

(e) A casino licensee shall pay out winning progressive payouts at no less than the amounts listed below:

Hand	Payout
Royal Flush	100 percent of progressive jackpot
Straight Flush	10 percent of progressive jackpot
Four-of-a-kind	$500.00
Full House	$100.00
Flush	$50.00

(f) The rate of progression for the progressive meter used for the progressive payouts in 3.10.12 shall be no less than 21 percent. The initial and reset amount shall be established by each casino licensee. If at the discretion of the casino licensee, a secondary jackpot is to be used for re-seeding of the main jackpot, the rate of progression shall be included in their submitted rules of the game. The only payouts that shall come off the sign are the Royal Flush and Straight Flush. The remainder of the payouts shall be made from the float.

(e) Winning progressive payout hands shall be paid in accordance with the amount on the meter when it is the player's turn to be paid in accordance with section 3.10.12 provided, however, if more than one player at a table has a royal flush progressive payout hand, at the casino licensee’s option as listed in their internal controls, they may:

a. Have each player share equally in the amount on the progressive meter when the first player with a royal flush is to be paid, or
b. Pay the qualifying player furthest to the dealer's right the amount on the sign first, followed by paying the next player the reset jackpot amount on the sign.

Section 3.10.13 Irregularities

(a) If a hole card is exposed prior to the dealer announcing "No more bets" pursuant to section 3.10.7, all hands shall be void.

(b) 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.

(c) 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.

(d) If any player is dealt an incorrect number of cards, that player's hand shall be void. If the dealer is dealt four cards of the five card hand, the dealer shall deal an additional card to complete the hand. Any other misdeal to the dealer shall result in all hands being void and the cards shall be reshuffled.

(e) 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 in accordance with procedures approved by the Lottery.

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

Section 3.11 Baccarat – Punto Banco

Section 3.11.1Cards: number of decks; value; point count of hand

Section 3.11.2 Wagers

Section 3.11.3 Payout odds; vigorish

Section 3.11.4 Opening of table for gaming

Section 3.11.5 Shuffle and cut of the cards

Section 3.11.6 Dealing shoe; selection of player to deal cards

Section 3.11.7 Hands of player and banker; procedure for dealing initial two cards to each hand

Section 3.11.8 Procedure for dealing of additional cards

Section 3.11.9 Rules for determining whether third card shall be dealt

Section 3.11.10 Announcement of result of round; payment and collection of wagers

Section 3.11.11 Continuation of curator as such; selection of new curator

Section 3.11.12 Irregularities

Section 3.11.1 Cards: number of decks; value; point count of hand

(a) Baccarat-Punto Banco shall be played with at least six (6) decks of cards and two additional cutting cards. The cutting cards shall be opaque and in a solid color readily distinguishable from the color of the backs and edges of the playing cards, as approved by the Lottery.

(b) The "Value" of the cards in each deck shall be as follows:

1. Any card from 2 to 9 shall have its face value;
2. Any Ten, Jack, Queen or King shall have a value of zero;
3. Any Ace shall have a value of one.

(c) The "Point Count" of a hand shall be a single digit number from 0 to 9 inclusive and shall be determined by totaling the value of the cards in the hand. If the total of the cards in a hand is a two-digit number, the left digit of such number shall be discarded having no value and the right digit shall constitute the Point Count of the hand. Examples of this rule are as follows:

1. A hand composed of an ace, a 2 and a 4 has a Point Count of 7;
2. A hand composed of an ace, a 2 and a 9 has a total of 12 but only a Point Count of 2 since the digit 1 in the number 12 is discarded.

Section 3.11.2 Wagers

(a) The following wagers shall be permitted to be made by a participant at the game of Baccarat-Punto Banco:

1. A wager on the "Banker's Hand" which shall:

i. Win if the "Banker's Hand" has a Point Count higher than that of the "Player's Hand";

ii. Lose if the "Banker's Hand" has a Point Count lower than that of the "Player's Hand";

iii. Be void if the Point Count of the "Banker's Hand" and the "Player's Hand" are equal.

2. A wager on the "Player's Hand" which shall:

i. Win if the "Player's Hand" has a Point Count higher than that of the "Banker's Hand",

ii. Lose if the "Player's Hand" has a Point Count lower than that of the "Banker's Hand",

iii. Be void if the Point Counts of the "Banker's Hand" and the "Player's Hand" are equal.

3. A "Tie Bet" which shall win if the Point Counts of the "Banker's Hand" and the "Player's Hand" are equal and shall lose if such Point Counts are not equal.

(b) Unless otherwise approved by the Lottery, no casino licensee, his employees or agents shall accept any wager at the game of Baccarat-Punto Banco other than those specified in subsection (a) of this section.

(c) All wagers at Baccarat-Punto Banco shall be made by placing gaming chips or plaques and, if applicable, a match play coupon on the appropriate areas of the Baccarat-Punto Banco layout, except that verbal wagers accompanied by cash may be accepted provided they are confirmed by the dealer and casino supervisor at the table and such cash is expeditiously converted into gaming chips or plaques in accordance with regulations for accepting cash at a table.

(d) No wager at Baccarat-Punto Banco shall be made, increased or withdrawn after the dealer calling the game has announced "No More Bets".

Section 3.11.3 Payout odds; vigorish

(a) A winning wager made on the "Player's Hand" shall be paid off by a casino licensee at odds of 1 to 1.

(b) A winning tie bet shall be paid off by a casino licensee at odds of at least 8 to 1.

(c) Except as otherwise provided in (e) below, a winning wager made on the "Banker's Hand" shall be paid off by a casino licensee at odds of 1 to 1, except that the casino licensee shall extract a commission known as "vigorish" from the winning player in an amount equal to, in the casino licensee's discretion, either four or five percent of the amount won.

1. When collecting the vigorish, the casino licensee may round off the amount of a five percent vigorish to 25 cents or the next highest multiple of 25 cents, and the amount of a four percent vigorish to 20 cents or the next highest multiple of 20 cents.

2. A casino licensee may collect the vigorish from a player at the time the winning payout is made or may defer it to a later time; provided, however, that all outstanding vigorish shall be collected prior to reshuffling the cards in a shoe. The amount of any vigorish not collected at the time of the winning payout shall be evidenced by the placing of a coin or marker button containing the amount of the vigorish owed in a rectangular space in front of the dealer on the layout imprinted with the number of the player owing such vigorish. The coin or marker button shall not be removed from the layout until the vigorish owed is collected or documented in accordance with (c)3 below.

3. Any vigorish deferred by the casino licensee but not collected from a player for any reason shall be recorded in the calculation of table game win for that table by the casino licensee in accordance with the licensee’s approved internal controls, which internal controls shall, at a minimum, require:

i. The preparation by the pit clerk of a serially prenumbered Complimentary Vigorish Form (“Form”), consisting of an original and a duplicate copy, at a minimum, and on which shall be recorded the amount of the vigorish that was not collected, the name of the patron from whom the vigorish was not collected, and the signatures of the dealer, pit boss and pit clerk, as well as the signature of the patron if available, or a statement by the dealer or pit boss as to why the patron’s signature could not be obtained;

ii. That the series numbers of all Forms received by a casino licensee shall be accounted for by casino employees, that access to the Form prior to use shall be restricted to pit clerks, and that each series of Forms shall be used in sequential order;

iii. The deposit of the original Form in the drop box by the dealer, in the presence of the pit boss and pit clerk who signed the Form;

iv. The retention of the duplicate copy of the Form by the pit clerk, for forwarding to the casino accounting department at the end of the gaming day, where it will be compared to the original Form placed in the drop box;

v. Compliance with all relevant provisions of cash complimentaries;

vi. That the original and duplicate copy of all void Forms shall be marked "VOID," shall require the signatures of the pit boss and pit clerk, and shall be retained by the pit clerk until they are forwarded to the casino accounting department at the end of the gaming day; and

vii. Procedures for recording, no later than at the end of the gaming day, the amount of vigorish paid by the casino licensee as a cash complimentary to that patron.

4. All deferred vigorish shall be collected or documented in accordance with (c)3 above when each shoe of cards is completed or when the patron leaves the gaming table, whichever occurs first.

(d) Each casino licensee shall provide notice of any increase in the percentage of vigorish being charged at each baccarat table. The percentage of vigorish charged at a baccarat table shall apply to all players at that table.

(e) Notwithstanding (c) and (d) above, a casino licensee may, in its discretion, pay a winning wager made on the "Banker's Hand" at odds of 1 to 1 and not collect any vigorish from the winning player provided that any winning wager on a "Banker's Hand" that has a Point Count of six shall be paid off by the casino licensee at odds of 1 to 2. Any casino licensee that elects to offer this no vigorish variation of the game of Baccarat-Punto Banco shall comply with notice requirements.

Section 3.11.4 Opening of table for gaming

(a) The dealer shall receive the six or more decks of cards at the table in accordance with section 2.3 pertaining to cards, receipt, storage, inspections and removal from use.

(b) Following the inspection of the cards by the dealer and the verification by the floorperson assigned to the table, the cards shall be, at the option of the casino licensee as noted in their internal controls, either:

1) Spread out face up on the table for visual inspection by the first player to arrive at the table. The cards shall be spread out according to suit and in sequence; or
2) Perform a wash of the cards in (c) below

(c) After the first player has been afforded an opportunity to visually inspect the cards, or the cards have been inspected by the dealer and floorperson, the cards shall be turned face downward on the table, mixed thoroughly by a "washing" or "chemmy shuffle" of the cards and stacked.

Section 3.11.5 Shuffle and cut of the cards

(a) Immediately prior to the commencement of play, unless the cards were pre-shuffled, and after each shoe of cards is completed, the casino licensee shall require its dealers to perform, at its option, either of the following procedures. Additionally, as noted in section 2.3 (a) 10, if pre-shuffled cards are used, they must be shuffled using an automated shuffler that can verify both the number and suit of the cards. These shufflers shall be able to identify any additional or missing cards.

1. One or more of the dealers shall shuffle the cards so that they are randomly intermixed. After the cards have been shuffled, a dealer shall lace approximately one deck of cards so that they are evenly dispersed into the remaining stack.

i. After lacing the cards, the casino licensee may, as an additional option, require the dealer calling the game to shuffle some or all of the cards again.

ii. A casino licensee shall not initiate or terminate the use of this reshuffling option unless the casino licensee provides its surveillance department and the Lottery with at least 30 minutes prior written notice.

2. One or more of the dealers shall "wash" and stack the cards, after which each of the three dealers shall shuffle the stack of cards independently.

(b) Any shuffling or lacing option chosen for use by a casino licensee pursuant to (a) above shall be implemented at all tables within a pit.

(c) After shuffling or lacing the cards and, where applicable, reshuffling them, the dealer calling the game shall offer the stack of cards, with backs facing away from the dealer, to the participants to be cut. If the casino licensee opted to not have or use the player inspection, the dealer shall cut the cards pursuant to the section below.

The dealer shall begin with the participant seated in the highest number position at the table or, in the case of reshuffle the last curator and working clockwise around the table, shall offer the stack to each participant until a participant accepts the cut. If no participant accepts the cut, the dealer shall cut the cards.

(d) The cards shall be cut by placing the cutting card in the stack at least 10 cards in from either end.

(e) Once the cutting card has been inserted into the stack, the dealer shall take all cards in front of the cutting card and place them to the back of the stack. The dealer shall then insert one cutting card in a position at least 14 cards in from the back of the stack and the second cutting card at the end of the stack. The stack of cards shall then be inserted into the dealing shoe for commencement of play. Prior to commencement of play, the dealer shall remove the first card from the shoe and place it, and an additional amount of cards equal to the amount on the first card drawn, in the discard bucket after all cards have been shown to the players. Face cards and tens count as tens. Aces count as one.

(f) After the cards have been cut and before any cards have been dealt, a casino supervisor may require the cards to be recut if he or she determines that the cut was performed improperly or in any way that might affect the integrity or fairness of the game. If a recut is required, the cards shall be recut, at the casino licensee's option,

by the player who last cut the cards, or by the next person entitled to cut the cards, as determined by section (c) above.

Section 3.11.6 Dealing shoe; selection of player to deal cards

(a) All cards used to game at Baccarat-Punto Banco shall be of backs of the same color and design and shall be dealt from a dealing shoe specifically designed for such purpose.

(b) At the commencement of play, the dealer calling the game shall offer the shoe to the participant in seat number one at the table. If such participant rejects the shoe or if there is no one in seat number one, the dealer shall offer the shoe to each of the other participants in turn counterclockwise around the table until one of the participants accepts it.

(c) The participant to accept the shoe (hereinafter called the "curator") shall be responsible for dealing the cards in accordance with these regulations and the instructions of the dealer calling the game.

(d) Notwithstanding (b) and (c) above, the dealer may act as the curator upon either of the following:

1. A participant who accepts the shoe and any other participant to whom the shoe is relinquished pursuant to section 3.11.11 designates the dealer as the curator; or
2. No participant to whom the shoe is offered accepts the shoe.

Section 3.11.7 Hands of player and banker; procedure for dealing initial two cards to each hand

(a) There shall be two hands dealt in the game of Baccarat-Punto Banco, one of which shall be denominated the "Player's Hand" and the other denominated the "Banker's Hand."

(b) At the commencement of each round of play, the dealer calling the game shall announce "No More Bets" after which he shall instruct the curator to commence dealing the cards by announcing "Cards."

(c) The curator shall deal an initial four cards from the shoe. The first and third card dealt shall constitute the first and second cards of the "Player's Hand". The second

and fourth card dealt shall constitute the first and second cards of the "Banker's Hand." After the cards are dealt to each hand, the dealer calling the game shall place them face upwards in front of himself.

(d) In lieu of the procedure in (c) above, the first and third cards dealt shall be placed face down on the area designated for the “Player’s Hand” and the second and fourth card dealt shall be placed face down on the area designated for the “Banker’s Hand.” After all four cards have been dealt, the dealer shall place the “Banker’s Hand” underneath the right corner of the dealing shoe until the “Player’s Hand” is called in accordance with section 3.11.8(a).

1. The dealer shall then hand the two cards of the “Player’s Hand,” face down, to the player with the highest wager on the “Player’s Hand.” The patron with the highest wager on the Player’s Hand may designate another patron to turn the Player’s Hand if they choose. After viewing the “Player’s Hand,” the player shall return the two cards, face up, to the dealer who shall place the cards face up on the area of the layout designated for the “Player’s Hand” and announce the point count of the “Player’s Hand” in accordance with section 3.11.8(a).
2. The dealer shall then hand the two cards of the “Banker’s Hand,” face down, to the player with the highest wager on the “Banker’s Hand.” The patron with the highest wager on the Banker’s Hand may designate another patron to turn the Player’s Hand if they choose. After viewing the “Banker’s Hand,” the player shall return the two cards, face up, to the dealer who shall place the cards face up on the areas of the layout designated for the “Banker’s Hand” and announce the point count of the “Banker’s Hand” in accordance with 3.11.8(a).
3. At the request of the patrons, the dealer may distribute the Banker’s Hand before the Player’ws Hand
4. Any third card required to be dealt to the “Player’s Hand” shall be placed face down on the area of the layout designated for the “Player’s Hand.” The dealer shall then hand the card, face down, to the player who was handed and returned the “Player’s Hand.” After viewing the card, the player shall return the card face up to the dealer who shall place the card face up on the area on the layout designated for the “Player’s Hand.”

5. Any third card required to be dealt to the “Banker’s Hand” shall be placed face down on the area of the layout designated for the “Banker’s Hand.” The dealer shall then hand the card, face down, to the player who was handed and returned the “Banker’s Hand.” After viewing the card, the player shall return the card face up to the dealer who shall place the card face up on the area of the layout designated for the “Banker’s Hand.”

6. If two or more players offer to wager an equally high amount on the “Player’s Hand,” the player making such wager who is closest to the dealer moving counterclockwise around the table shall be handed the “Player’s Hand” and any third card required to be dealt. If two or more players offer to wager an equally high amount on the “Banker’s Hand,” the player making such wager who is closest to the dealer moving counterclockwise around the table shall be handed the “Banker’s Hand” and any third card required to be dealt pursuant to section 3.11.9.

7. In the event there are no wagers on the “Player’s Hand,” any player with a wager on the Banker’s Hand may be permitted at the discretion of the casino licensee to turn face up the “Player’s Hand” and any additional card required to be dealt. In the event there are no wagers on the “Banker’s Hand,” any player with a wager on the “Player’s Hand” may be permitted at the discretion of the casino licensee to turn face up the “Banker’s Hand” and any additional card required to be dealt.

Section 3.11.8 Procedure for dealing of additional cards

(a) After the initial four cards have been dealt, the dealer calling the game shall announce the Point Count of the "Player's Hand". After the dealer calling the game takes and positions the cards of the "Banker's Hand" in front of him the dealer calling the game shall announce the Point Count of the "Banker's Hand." When the dealer is acting as curator, the casino licensee, at its discretion and upon the request of a player, may turn the cards of the “Banker’s Hand” face up prior to turning the cards of the “Player’s Hand” face up.

(b) Following the announcement of the Point Counts of each hand, the dealer calling the game shall instruct the curator whether to deal a third card to each hand which instructions shall be in conformity with the requirements of section 3.11.9.

(c) Any third card required to be dealt by the dealer's instructions shall first be dealt face upwards to the "Player's Hand" and then to the "Banker's Hand" by the curator.

(d) In no event shall more than one additional card be dealt to either hand.

(e) Whenever the cutting card appears during play, the cutting card will be removed and placed to the side and the hand will be completed. Upon completion of that hand, the dealer calling the game shall announce "last hand." At the completion of one more hand, no more cards will be dealt until the reshuffle occurs.

Section 3.11.9 Rules for determining whether third card shall be dealt

(a) If the Point Count of either the "Player's Hand" or the "Banker's Hand" after the initial two cards are dealt to each is an 8 or 9 (which shall be called a "natural") no more cards shall be dealt to either hand.

(b) If the Point Count of the "Banker's Hand" on the first two cards is 0 to 7 inclusive, the "Player's Hand" shall draw (i.e. take a third card) or stay (i.e. not take a third card) in accordance with the requirements of the Table 1 of this subsection.

TABLE 1

Player Having	THIRD CARD DETERMINATION
0 to 5	Draws
6 to 9	Stays

(c) The "Banker's Hand" shall draw (i.e. take a third card) or stay (i.e. not take a third card) in accordance with the requirements of Table 2 of this subsection.

TABLE 2

Third Card

Drawn by Player's Hand

If No Third Card	0	1	2	3	4	5	6	7	8	9

	Drawn										
0	(Point Count of Banker's Hand)										
1	BANKER'S HAND DRAWS										
2											
3	D	D	D	D	D	D	D	D	D	S	D
4	D	S	S	D	D	D	D	D	D	S	S
5	D	S	S	S	S	D	D	D	D	S	S
6	S	S	S	S	S	S	S	D	D	S	S
7											
8	BANKER'S HAND STAYS										
9											

(d) The first vertical column in Table 2 labeled "Point Count of Banker's Hand" shall refer to the Point Count of the "Banker's Hand" after the first two cards have been dealt to it.

(e) The first horizontal column at the top of Table 2 labeled "Third Card Drawn by Player's Hand" shall refer to the value of the third card drawn by the "Player's Hand" as distinguished from the Point Count of the "Player's Hand."

(f) The letter "D" used in Table 2 shall mean that the "Banker's Hand" must draw a third card and the letter "S" used in Table 2 shall mean that the "Banker's Hand" must stay (i.e. not draw a third card).

(g) The method of using Table 2 shall be to find the Point Count of the "Banker's Hand" in the first vertical column and trace that horizontally across the table until it intersects the third card drawn by the "Player's Hand". The box at which such intersection takes place will show whether the "Banker's Hand" shall draw a third card or stay. For example, if the Point Count of the "Banker's Hand" after two cards is 5 and the value of the third card drawn by the "Player's Hand" is 4, the table shows that the Banker's Hand shall draw a third card.

Section 3.11.10 Announcement of result of round; payment and collection of wagers

(a) After each hand has received all the cards to which it is entitled pursuant to sections 3.11.7, 3.11.8 and 3.11.9, the dealer shall announce the final Point Count of

each hand indicating which hand has won the round. If the two hands have equal Point Counts, the dealer shall announce "Tie Hand."

(b) After the result of the round is announced, the dealer or dealers responsible for the wagers on the table shall first collect each losing wager. Thereafter, the dealer or dealers shall, in accordance with one of the following procedures, pay each winning wager and collect or mark any vigorish or Lottery owed pursuant to section 3.11.3.

1. Starting at the highest numbered player position at which a winning wager is located and proceeding in descending order to each next highest numbered player position, the dealer shall first pay each winning wager and then, returning to the highest numbered player position at which a winning wager was located and proceeding in like order, mark or collect the vigorish owed by each player.

2. Starting at the highest numbered player position at which a winning wager is located and proceeding in descending order to each next highest numbered player position, the dealer shall first mark or collect the vigorish owed by each player and then, returning to the highest numbered player position at which a winning wager is located and proceeding in like order, pay each winning wager.

3. Starting at the highest numbered player position at which a winning wager is located, the dealer shall pay that player's winning wager and immediately thereafter mark or collect the vigorish owed by that player and then, proceeding in descending order to the next highest numbered player position at which a winning wager is located, repeat this procedure until each winning wager is paid and the vigorish owed by each player is either marked or collected.

4. Starting at the highest numbered player position at which a winning wager is located, the dealer shall mark or collect the vigorish owed by that player and immediately thereafter pay that player's winning wager and then, proceeding in descending order to the next highest numbered player position at which a winning wager is located, repeat this procedure until the vigorish owed by each player is either marked or collected and each winning wager is paid.

(c) A casino licensee may, in its discretion, elect to use any of the procedures authorized in (b) above at any punto banco table in its establishment; provided, however, that:

1. The same procedure shall be used for all punto banco tables located within the same gaming pit; and
2. The Lottery and the casino licensee's surveillance department shall be notified, in writing, at least 30 minutes prior to the implementation of or a change in the particular procedure to be used at a table or gaming pit.

Section 3.11.11 Continuation of curator as such; selection of new curator

(a) It shall be the option of the curator, after any round of play, either to pass the shoe or remain as curator except that:

1. The curator shall pass the shoe whenever the banker's hand loses; and
2. The dealer or floorman assigned to the table may order the curator to pass the shoe if the curator unreasonably delays the game, repeatedly makes invalid deals or violates the regulations of the Lottery.

(b) Whenever a voluntary or compulsory relinquishment of the shoe occurs, the dealer shall offer the shoe to the participant immediately to the right of the previous curator and, if he does not accept it or there is no participant in that position, the dealer shall offer the shoe to each of the other participants in turn counterclockwise around the table. The first to accept the shoe when offered shall become the new curator.

Section 3.11.12 Irregularities

(a) A third card dealt to the "Player's Hand" when no third card is authorized by these regulations shall become the third card of the "Banker's Hand" if the "Banker's Hand" is obliged to draw by Table 2 of section 3.11.9(c). If, in such circumstances, the "Banker's Hand" is required to stay, the card dealt in error shall become the first card of the next hand except as otherwise provided in (c) below.

(b) A card drawn in error from the shoe shall be used as the first card of the next hand of play except as otherwise provided in (c) below.

(c) If a card dealt in error pursuant to (a) or (b) above is disclosed at the time it is dealt, the dealer shall perform the procedure in (c)1 through 3 below that has been pre-selected by the casino licensee in its rules of the game submission.

1. The disclosed card and an additional number of cards equal to the value of the disclosed card shall be drawn face upwards from the shoe and placed in the discard bucket.

2. The disclosed card and one additional card drawn face downwards from the shoe shall be placed in the discard bucket without disclosing the additional card.

3. The disclosed card shall be used as the first card of a simulated round of play in which no wagers shall be accepted, the cards shall be dealt in accordance with the rules of this subchapter and the cards shall be discarded upon completion of the dealing procedures.

(d) Any card found face upwards in the shoe shall not be used in the game and shall be placed in the discard bucket, along with an additional number of cards, drawn face upwards, equal to the value of the card found face upwards in the shoe.

(e) If there are insufficient cards remaining in the shoe to complete a round of play, that round shall be void and a new round shall commence after the entire set of cards are reshuffled and placed in the shoe.

Section 3.12 Minibaccarat

3.12.1 Cards: number of decks; value; point count of hand

3.12.2 Wagers

3.12.3 Payout odds; vigorish

3.12.4 Opening of table for gaming

3.12.5 Shuffle and cut of the cards

3.12.6 Dealing shoe

3.12.7 Hands of player and banker; procedure for dealing initial two cards to each hand

3.12.8 Procedure for dealing of additional cards

3.12.9 Rules for determining whether third card shall be dealt

3.12.10 Announcement of result of round; payment and collection of wagers

3.12.11 Irregularities

3.12.12 Continuous shuffling shoe or device

Section 3.12.1 Cards: number of decks; value; point count of hand

(a) Minibaccarat shall be played with at least six decks of cards and two additional cutting cards. The cutting cards shall be opaque and in a solid color readily distinguishable from the color of the backs and edges of the playing cards, as approved by the Lottery.

(b) The "Value" of the cards in each deck shall be as follows:

1. Any card from 2 to 9 shall have its face value;
2. Any Ten, Jack, Queen or King shall have a value of zero; and
3. Any Ace shall have a value of one.

(c) The "Point Count" of a hand shall be a single digit number from 0 to 9 inclusive and shall be determined by totaling the value of the cards in the hand. If the total of the cards in a hand is a two-digit number, the left digit of such number shall be discarded having no value and the right digit shall constitute the Point Count of the hand. Examples of this rule are as follows:

1. A hand composed of an Ace, a 2 and a 4 has a Point Count of 7; and
2. A hand composed of an Ace, a 2 and a 9 has a total of 12 but only a Point Count of 2 since the digit 1 in the number 12 is discarded.

(d) If an automated card shuffling device is utilized, minibaccarat shall be played with at least 12 decks of cards in accordance with the following requirements:

1. Each deck of cards shall meet card requirements specified in the Minimum Internal Control Standards.
2. The cards shall be separated into two batches, with an equal number of decks included in each batch;
3. The backs of the cards in each batch shall be of the same color and design, but of a different color than the cards included in the other batch;
4. One batch of cards shall be shuffled and stored in the automated card shuffling device while the other batch is being dealt or used to play the game;
5. Both batches of cards shall be continuously alternated in and out of play, with each batch being used for every other dealing shoe; and

6. The cards from only one batch shall be placed in the discard rack at any given time.

Section 3.12.2 Wagers

(a) The following wagers shall be permitted to be made by a participant at the game of minibaccarat:

1. A wager on the "Banker's Hand" which shall:

   i. Win if the "Banker's Hand" has a Point Count higher than that of the "Player's Hand";

   ii. Lose if the "Banker's Hand" has a Point Count lower than that of the "Player's Hand"; and

   iii. Either be void or, if the licensee charges vigorish in accordance with the provisions of 17.3(d), be charged a vigorish equal to 25 percent of the wager, if the Point Counts of the "Banker's Hand" and the "Player's Hand" are equal.

2. A wager on the "Player's Hand" which shall:

   i. Win if the "Player's Hand" has a Point Count higher than that of the "Banker's Hand";

   ii. Lose if the "Player's Hand" has a Point Count lower than that of the "Banker's Hand"; and

   iii. Be void if the Point Counts of the "Banker's Hand" and the "Player's Hand" are equal.

3. A "Tie Bet" which shall win if the Point Counts of the "Banker's Hand" and the "Player's Hand" are equal and shall lose if such Point Counts are not equal.

4. At the discretion of the casino licensee, three separate wagers on whether the total number of cards dealt during the round of play will be four, five or six, which wagers shall win or lose based upon the actual number of cards required to be dealt.

5. At the discretion of the casino licensee, an optional bonus wager known as Dragon Bonus. The Dragon Bonus wager may be made on either or both the “Player’s Hand” and “Banker’s Hand” and shall:

i. Win if the hand selected is a natural winner (8 or 9 points in the first two cards).

ii. Win if the hand selected is a non-natural winner by 4 or more points.

iii. Lose if the hand selected upon is a natural 8 and the other hand is a natural 9.

iv. Lose if the hand selected is equal to the Point Count of the other hand.

v. Lose if the hand selected is a winner, but the Point Count differential is less than 4.

vi. Lose if the hand selected has a Point Count less than the other hand, or

vii. Be void if the hand selected is a natural and the other hand is a natural with the same Point Count.

6. At the discretion of the casino licensee, an optional side bonus wager known as Dragon 7 will be allowed. This side wager may be placed in either of the following ways: 1) If the table minimum wager value is met with a base game wager, this side wager may be placed following the individual side wager minimum/maximum posted amounts; 2) If a base game wager is not placed, the side wager amount must be at least the minimum wager amount posted for the base game wagers. Combining the posted base game wager and the side wager amounts to meet the posted table game minimum wager amount shall not be allowed. The Dragon 7 wager is a bet that the Banker's hand will win with a 3-card total of 7. The wager will lose with all other outcomes of the Banker's hand.

7. At the discretion of the casino licensee, an optional side bonus wager known as Panda 8 will be allowed. This side wager may be placed in either of the following ways: 1) If the table minimum wager value is met with a base game wager, this side wager may be placed following the individual side wager minimum/maximum posted amounts; 2) If a base game wager is not placed, the side wager amount must be at least the minimum wager amount posted for the base game wagers. Combining the posted base game wager and the side wager amounts to meet the posted table game minimum wager amount shall not be allowed. The Panda 8 wager is a bet that the Player's

hand will win with a 3-card total of 8. The wager will lose with all other outcomes of the Player's hand.

(b) Unless otherwise approved by the Lottery, no casino licensee, his employees or agents shall accept any wager at the game of minibaccarat other than those specified in (a) above.

(c) All wagers at minibaccarat shall be made by placing gaming chips or plaques and, if applicable, a match play coupon on the appropriate areas of the minibaccarat layout except that verbal wagers accompanied by cash may be accepted provided they are confirmed by the dealer and casino supervisor at the table, and such cash is expeditiously converted into gaming chips or plaques in accordance with rules for acceptance of cash.

(d) No wager at minibaccarat shall be made, increased or withdrawn after the dealer has announced "No More Bets".

(e) Once the first card of any hand has been removed from the shoe by the dealer, no participant shall handle, remove or alter any wagers that have been made until a decision has been rendered and implemented with respect to that wager.

Section 3.12.3 Payout odds; vigorish

(a) A winning wager made on the "Player's Hand" shall be paid off by a casino licensee at odds of 1 to 1.

(b) A winning tie bet shall be paid off by a casino licensee at odds of at least 8 to 1.

(c) Except as otherwise provided in (d) and (f) below, a winning wager made on the "Banker's Hand" shall be paid off by a casino licensee at odds of 1 to 1, except that the casino licensee shall extract a commission known as "vigorish" from the winning player in an amount equal to, in the casino licensee's discretion, either four or five percent of the amount won.

1. When collecting the vigorish, the casino licensee may round off the vigorish to five cents or the next highest multiple of five cents.

2. A casino licensee may collect the vigorish from a player at the time the winning payout is made or may defer it to a later time; provided, however, that

all outstanding vigorish shall be collected prior to reshuffling the cards in a shoe. The amount of any vigorish not collected at the time of the winning payouts shall be evidenced by the placing of a coin or marker button containing the amount of the vigorish owed in a rectangular space in front of the dealer on the layout imprinted with the number of the player owing such vigorish. The coin or marker button shall not be removed from the layout until the vigorish owed is collected or documented in accordance with (c)3 below.

3. Any vigorish deferred by the casino licensee but not collected from a player for any reason shall be recorded in the calculation of table game win for that table by the casino licensee in accordance with the licensee's approved internal controls, which internal controls shall, at a minimum, require:

i. The preparation by the floor person of a serially prenumbered Complimentary Vigorish Form ("Form"), consisting of an original and a duplicate copy, at a minimum, and on which shall be recorded the amount of the vigorish that was not collected, the name of the patron from whom the vigorish was not collected, and the signatures of the dealer, pit boss and floor person, as well as the signature of the patron if available, or a statement by the dealer or pit boss as to why the patron's signature could not be obtained;

ii. That the series numbers of all Forms received by a casino licensee shall be accounted for by casino employees, that access to the Form prior to use shall be restricted to floor persons, and that each series of Forms shall be used in sequential order;

iii. The deposit of the original Form in the drop box by the dealer, in the presence of the pit boss or floor person who signed the Form;

iv. The retention of the duplicate copy of the Form by the floor person, for forwarding to the casino accounting department at the end of the gaming day, where it will be compared to the original Form placed in the drop box;

v. Compliance with all relevant provisions of complimentary procedures.

vi. That the original and duplicate copy of all void Forms shall be marked "VOID," shall require the signatures of the pit boss and floor person, and

shall be retained by the floor person until they are forwarded to the casino accounting department at the end of the gaming day; and

vii. Procedures for recording, no later than at the end of the gaming day, the amount of vigorish paid by the casino licensee as a cash complimentary to that patron.

4. All deferred vigorish shall be collected or documented in accordance with (c)3 above when each shoe of cards is completed or when the patron leaves the gaming table, whichever occurs first.

(d) A casino licensee may, in its discretion, charge every player at a minibaccarat table a vigorish equal to 25 percent of the player's wager on the "Banker's Hand" if the Point Counts of the "Banker's Hand" and the "Player's Hand" are equal. The vigorish authorized by this subsection shall be collected at the end of the round of play and prior to any cards being dealt for the next round of play. If a casino licensee elects to charge the vigorish authorized by this subsection, the vigorish otherwise required by (c) above shall not be collected.

(e) Each casino licensee shall provide notice of any change in the type of vigorish being charged or increase in the percentage of vigorish being charged at each minibaccarat table. The type and percentage of vigorish charged at a minibaccarat table shall apply to all players at that table.

(f) Notwithstanding (c) through (e) above, a casino licensee may, in its discretion, pay a winning wager made on the “Banker’s Hand” at odds of 1 to 1 and not collect any vigorish from the winning player provided that the casino licensee offers one, but not all, of the following options:

1. Any winning wager on a “Banker’s Hand” that has a Point Count of six shall be paid off by the casino licensee at odds of 1 to 2; or

2. The player has made one or more of the total card wagers authorized by 12.2(a)4 in a total amount that is equal to or greater than the player’s wager on the Banker’s Hand for that round of play.

3. Any winning wager on a 3-Card Bank hand of 7 will be “pushed” and not paid.

(g) If a casino licensee offers the total card wagers authorized by 3.12.2(a)4, winning

wagers shall be paid by a casino licensee at the following odds:

Total Cards Dealt	Payout
Four	3 to 2
Five	2 to 1
Six	2 to 1

(h) No vigorish shall be charged on a winning optional bonus wager. A casino licensee shall pay a Dragon Bonus wager for hands that are not a natural with prescribed winning margins and for natural winning hands at no less than the odds in accordance with one of the following payout tables:

Table A – Payout Odds	
Win by 9 points	30 to 1
Win by 8 points	10 to 1
Win by 7 points	6 to 1
Win by 6 points	4 to 1
Win by 5 points	2 to 1
Win by 4 points	1 to 1
Natural winner	1 to 1

Table B – Payout Odds	
Win by 9 points	30 to 1
Win by 8 points	10 to 1
Win by 6 or 7 points	4 to 1
Win by 4 or 5 points	2 to 1
Natural winner	1 to 1

(i) No vigorish shall be charged on a winning Dragon 7 wager. A casino licensee shall pay a winning Dragon 7 wager 40 to 1.

(j) No vigorish shall be charged on a winning Panda 8 wager. A casino licensee shall pay a winning Panda 8 wager 25 to 1.

Section 3.12.4 Opening of table for gaming

(a) The dealer shall receive the six or more decks of cards at the table in accordance with section 2.3 pertaining to cards, receipt, storage, inspections and removal from use.

(b) Following the inspection of the cards by the dealer and the verification by the floorperson assigned to the table, the cards shall be, at the option of the casino licensee as noted in their internal controls, either:

1) Spread out face up on the table for visual inspection by the first player to arrive at the table. The cards shall be spread out according to suit and in sequence; or
2) Perform a wash of the cards in (c) below

(c) After the first player has been afforded an opportunity to visually inspect the cards, or the cards have been inspected by the dealer and floorperson,
the cards shall be turned face downward on the table, mixed thoroughly by a "washing" or "chemmy shuffle" of the cards and stacked.

(d) If a automated shuffling device is utilized, all the decks in one batch of cards shall be spread for inspection on the table separate from the decks in the other batch of cards. After the player or players is afforded an opportunity to visually inspect the cards, each batch of cards shall separately be turned face downward on the table and stacked.

Section 3.12.5 Shuffle and cut of the cards

(a) Immediately prior to the commencement of play, and after each shoe of cards is completed, the dealer shall shuffle the cards so that they are randomly intermixed. Additionally, as noted in section 2.3 (a) 10, if pre-shuffled cards are used, they must be shuffled using an automated shuffler that can verify both the number and suit of the cards. These shufflers shall be able to identify any additional or missing cards.

(b) After the cards have been shuffled, the casino licensee shall require the dealer, at its option, to either:

1. Leave the entire stack of cards intermixed but not entirely squared off ("feathered") so that the floorperson can verify that the shuffle did not result in any uneven distribution of cards; or

2. Lace approximately one deck of cards so that they are evenly dispersed into the remaining stack.

i. After lacing the cards, the casino licensee may, as an additional option, require the dealer to shuffle some or all of the cards again.

ii. A casino licensee shall not initiate or terminate the use of this reshuffling option unless the casino licensee provides its surveillance department and the Lottery with at least 30 minutes prior written notice.

(c) Any shuffling or lacing option chosen for use by a casino licensee pursuant to (b) above shall be implemented at all tables within a pit.

(d) After shuffling or lacing the cards and, where applicable, reshuffling them, the dealer shall offer the stack of cards, with backs facing away from the dealer, to the participants to be cut. If the casino licensee opted to not have or use the player inspection, the dealer shall cut the cards pursuant to the section below.

The dealer shall begin with the participant seated in the highest number position at the table and, working clockwise around the table, shall offer the stack to each participant until a participant accepts the cut. If no participant accepts the cut, the dealer shall cut the cards.

(e) The cards shall be cut by placing the cutting card in the stack at least 10 cards in from either end.

(f) Once the cutting card has been inserted into the stack, the dealer shall take all cards in front of the cutting card and place them to the back of the stack. The dealer shall then insert one cutting card in a position at least 14 cards in from the back of the stack, and the second cutting card at the end of the stack. The stack of cards shall then be inserted into the dealing shoe for commencement of play. Prior to commencement of play, the dealer shall remove the first card from the shoe and place it, and an additional amount of cards equal to the amount on the first card drawn, in the discard rack after all cards have been shown to the participants. Face cards and tens count as tens. Aces count as one.

(g) After the cards have been cut and before any cards have been dealt, a casino supervisor may require the cards to be recut if he or she determines that the cut was performed improperly or in any way that might affect the integrity or fairness of the

game. If a recut is required, the cards shall be recut, at the casino licensee's option, by the player who last cut the cards, or by the next person entitled to cut the cards, as determined by section (d) above.

(h) If there is no gaming activity at a minibaccarat table which is open for gaming, the casino licensee, as written in their internal controls, shall either:

Remove the cards from the dealing shoe and the discard rack, and spread out on the table for inspection, either face up or face down. If the cards are spread face down, they shall be turned face up once a player arrives at the table. After the first player is afforded an opportunity to visually inspect the cards the cards shall be turned face downward on the table. Provided however, if the casino opted to waive the player inspection of the cards during the table opening, the player inspection may be waived at this time as well.

1.

a. If there is no automated shuffling device in use, the cards shall be mixed thoroughly by a washing or chemmy shuffle of the cards, stacked, then shuffled and cut in accordance with this section.

b. If an automated shuffling device is in use, the cards shall be stacked and placed into the automated shuffling device to be shuffled. The batch of cards already in the shuffler shall then be removed. Unless a player so requests, the batch of cards removed from the shuffler need not be spread for inspection and reshuffled prior to being dealt, if:

i. The automated card shuffling device stores a single batch of shuffled cards inside the shuffler in a secure manner approved by the Lottery; and

ii. The shuffled cards have been secured, released and prepared for play in accordance with procedures approved by the Lottery; or

2. The shoe shall be brought to the center of the table until the next patron arrives at the table. At the discretion of the floor supervisor or above, a reshuffle may be performed, per the procedures (a) thru (h) above.

Section 3.12.6 Dealing shoe

(a) All cards used to game at minibaccarat shall be of backs of the same color and

design and shall be dealt from a dealing shoe specifically designed for such purpose.

Section 3.12.7 Hands of player and banker; procedure for dealing initial two cards to each hand

(a) There shall be two hands dealt in the game of minibaccarat one of which shall be denominated the "Player's Hand" and the other denominated the "Banker's Hand".

(b) At the commencement of each round of play, the dealer calling the game shall announce "No More Bets".

(c) The dealer shall deal an initial four cards from the shoe. The first and third cards dealt shall constitute the first and second cards of the "Player's Hand." The second and fourth cards dealt shall constitute the first and second cards of the "Banker's Hand." The casino licensee may deal the initial four cards in accordance with one of the following options:

1. The dealer shall remove cards from the shoe with his or her left hand, turn them face up and then place them on the appropriate area of the layout with his or her right hand. The first and third cards dealt shall be placed on the area designated for the "Player's Hand" and the second and fourth cards dealt shall be placed on the area designated for the "Banker's Hand;" or

2 The first and third cards dealt shall be placed face down on the area designated for the "Player's Hand" and the second and fourth cards dealt shall be placed face down underneath the right corner of the dealing shoe until the "Player's Hand" is called as provided for in 12.8(a), at which time the second and fourth cards shall be turned face up and placed on the area designated for the "Banker's Hand"; or

3. The first and third cards dealt shall be placed face down on the area designated for the "Player's Hand" and the second and fourth cards dealt shall be placed face down on the area designated for the "Banker's Hand." After all four cards have been dealt, the dealer shall place the “Banker’s Hand” underneath the right corner of the dealing shoe until the “Player's Hand” is called, as provided for in 3.12.8(a).

i. The dealer shall then hand the two cards of the “Player’s Hand,” face down, to the player with the highest wager on the “Player’s Hand.” The

patron with the highest wager on the Player's Hand may designate another patron to turn the Player's Hand if they choose. After viewing the "Player's Hand," the player shall return the two cards, face up, to the dealer, who shall place the cards face up on the area designated for the "Player's Hand" and announce the point count of the "Player's Hand" in accordance with 3.12.8(a).

ii. The dealer shall then hand the two cards of the "Banker's Hand," face down, to the player with the highest wager on the "Banker's Hand." The patron with the highest wager on the Banker's Hand may designate another patron to turn the Player's Hand if they choose. After viewing the "Banker's Hand," the player shall return the two cards, face up, to the dealer, who shall place the cards face up on the area designated for the "Banker's Hand" and announce the point count of the "Banker's Hand" in accordance with 3.12.8(a).

iii. At the request of the patrons, the dealer may distribute the Banker's Hand before the Player's Hand

iv. Any third card required to be dealt to the "Player's Hand" shall be placed face down on the area designated for the "Player's Hand." The dealer shall then hand the card, face down, to the player who was handed and returned the "Player's Hand." After viewing the card, the player shall return the card face up to the dealer, who shall place the card face up on the area designated for the "Player's Hand."

v. Any third card required to be dealt to the "Banker's Hand" shall be placed face down on the area designated for the "Banker's Hand." The dealer shall then hand the card, face down, to the player who was handed and returned the "Banker's Hand." After viewing the card, the player shall return the card face up to the dealer, who shall place the card face up on the area designated for the "Banker's Hand."

vi. If two or more players offer to wager an equally high amount on the "Player's Hand," the player making such wager who is closest to the dealer moving counterclockwise around the table shall be handed the "Player's

Hand" and any third card required to be dealt. If two or more players offer to wager an equally high amount on the “Banker’s Hand,” the player making such wager who is closest to the dealer moving counterclockwise around the table shall be handed the “Banker’s Hand” and any third card required to be dealt pursuant to 3.12.9.

Section 3.12.8 Procedure for dealing of additional cards

(a) After the dealer positions the cards in accordance with either 3.12.7(c)1 or 2, the dealer shall announce the point count of the "Player's Hand" and then the "Banker's Hand." If the dealer positions the cards in accordance with 3.12.7(c)3, the point counts of the “Player’s Hand” and “Banker’s Hand” shall be announced as provided therein.

(b) Following the announcement of the Point Counts of each hand, the dealer shall determine whether to deal a third card to each hand which instructions shall be in conformity with the requirements of 3.12.9.

(c) If the dealer positions the cards in accordance with 3.12.7(c)1 or 2, any third card required to be dealt shall first be dealt face upwards to the "Player's Hand" and then to the "Banker's Hand" by the dealer. If the dealer positions the cards in accordance with 3.12.7(c)3, any third cards required to be dealt shall be dealt as provided therein.

(d) In no event shall more than one additional card be dealt to either hand.

(e) Whenever the cutting card appears during play, the cutting card will be removed and placed to the side and the hand will be completed. Upon completion of that hand, the dealer calling the game shall announce "last hand". At the completion of one more hand, no more cards will be dealt until the reshuffle occurs.

Section 3.12.9 Rules for determining whether third card shall be dealt

(a) If the Point Count of either the ""Player's Hand" or the "'Banker's Hand" after the initial two cards are dealt to each is an 8 or 9 (which shall be called a "natural") no more cards shall be dealt to either hand.

(b) If the Point Count of the "Banker's Hand" on the first two cards is 0 to 7 inclusive, the "'Player's Hand" shall draw (that is, take a third card) or stay (that is, not take a third card) in accordance with the require¬ments of Table I below.

TABLE I

Player Having	Third Card Determination
0 to 5	Draws
6 to 9	Stays

(c) The "Banker's Hand" shall draw (that is, take a third card) or stay (that is, not take a third card) in accordance with the requirements of Table 2 below.

(d) The first vertical column in Table 2 labeled "Point Count of Banker's Hand" shall refer to the Point Count of the "Banker's Hand" after the first two cards have been dealt to it.

TABLE 2

Third Card Drawn by Player's Hand

* If No Third Card Drawn	0	1	2	3	4	5	6	7	8	9
0										
1	BANKER'S HAND DRAWS									
2										
3	D	D	D	D	D	D	D	D	S	D
4	D	S	S	D	D	D	D	D	S	S
5	D	S	S	S	S	D	D	D	S	S
6	S	S	S	S	S	S	S	D	S	S
7										
8	BANKER'S HAND STAYS									
9										

*(Point count of Banker’s Hand)

(e) The first horizontal column at the top of Table 2 labeled "Third Card Drawn by Player's Hand" shall refer to the value of the third card drawn by the "Player's Hand" as distinguished from the Point Count of the "Player's Hand".

(f) The letter "D" used in Table 2 shall mean that the "Banker's Hand" must draw a third card and the letter "S" used in Table 2 shall mean that the "Banker's Hand" must

stay (that is, not draw a third card).

(g) The method of using Table 2 shall be to find the Point Count of the "Banker's Hand" in the first vertical column and trace that horizontally across the table until it intersects the third card drawn by the "Player's Hand". The box at which such intersection takes place will show whether the "Banker's Hand" shall draw a third card or stay. For example, if the Point Count of the "Banker's Hand" after two cards is 5 and the value of the third card drawn by the "Player's Hand is 4, the table shows that the "Banker's Hand" shall draw a third card.

Section 3.12.10 Announcement of result of round; payment and collection of wagers

(a) After each hand has received all the cards to which it is entitled pursuant to 3.12.7, 3.12.8 and 3.12.9, the dealer shall announce the final Point Count of each hand indicating which hand has won the round. If two hands have equal Point Counts, the dealer shall announce "Tie Hand". If the total card wagers authorized by 3.12.2(a)4 are offered, the dealer shall also announce the total number of cards dealt during the round of play.

(b) After the result of the round is announced, the dealer responsible for the wagers on the table shall first collect each losing wager. Thereafter, the dealer shall, in accordance with one of the following procedures, pay each winning wager and collect or mark any vigorish or commission owed pursuant to 3.12.3.

1. Starting at the highest numbered player position at which a winning wager is located and proceeding in descending order to each next highest numbered player position, the dealer shall first pay each winning wager and then, returning to the highest numbered player position at which a winning wager was located and proceeding in like order, mark or collect the vigorish owed by each player.

2. Starting at the highest numbered player position at which a winning wager is located and proceeding in descending order to each next highest numbered player position, the dealer shall first mark or collect the vigorish owed by each player and then, returning to the highest numbered player position at which a winning wager is located and proceeding in like order, pay each winning wager.

3. Starting at the highest numbered player position at which a winning wager is located, the dealer shall pay that player's winning wager and immediately thereafter mark or collect the vigorish owed by that player and then, proceeding in descending order to the next highest numbered player position at which a winning wager is located, repeat this procedure until each winning wager is paid and the vigorish owed by each player is either marked or collected.

4. Starting at the highest numbered player position at which a winning wager is located, the dealer shall mark or collect the vigorish owed by that player and immediately thereafter pay that player's winning wager and then, proceeding in descending order to the next highest numbered player position at which a winning wager is located, repeat this procedure until the vigorish owed by each player is either marked or collected and each winning wager is paid.

(c) A casino licensee may, in its discretion, elect to use any of the procedures authorized in (b) above at any minibaccarat table in its establishment; provided, however, that:

1. The same procedure shall be used for all minibaccarat tables located within the same gaming pit;

2. Any minibaccarat table located in a gaming pit that also contains a punto banco table shall use the same procedure that is to be used at the punto banco table pursuant to 3.11.10(c); and

3. The Lottery and the casino licensee's surveillance department shall be notified, in writing, at least 30 minutes prior to the implementation of or a change in the particular procedure to be used at a table or gaming pit.

(d) At the conclusion of a round of play, all cards on the layout shall be picked up by the dealer and placed in the discard rack, in order and in such a way that they can be readily arranged to indicate the "Player's Hand" and the "Banker's Hand" in case of question or dispute.

(e) No participant or spectator shall handle, remove or alter any cards used to game at minibaccarat and no dealer or other casino employee or casino key employee shall permit a participant or spectator to engage in such activity.

Section 3.12.11 Irregularities

(a) A third card dealt to the "Player's Hand", when no third card is authorized by these regulations, shall become the third card of the "Banker's Hand" if the "Banker's Hand" is obliged to draw by Table 2 of 3.12.9. If, in such circumstances, the "Banker's Hand" is required to stay, the card dealt in error shall become the first card of the next hand except as otherwise provided in (c) below.

(b) A card drawn in error from the shoe shall be used as the first card of the next hand of play except as otherwise provided in (c) below.

(c) If a card dealt in error pursuant to (a) or (b) above is disclosed at the time it is dealt, the dealer shall perform the procedure in (c)1 through 3 below that has been pre-selected by the casino licensee in its rules of the game submission.

1. The disclosed card and an additional number of cards equal to the value of the disclosed card shall be drawn face upwards from the shoe and placed in the discard rack.
2. The disclosed card and one additional card drawn face downwards from the shoe shall be placed in the discard rack without disclosing the additional card.
3. The disclosed card shall be used as the first card of a simulated round of play in which no wagers shall be accepted, the cards shall be dealt in accordance with the rules of this subchapter and the cards shall be discarded upon completion of the dealing procedures.

(d) Any card found face upwards in the shoe shall not be used in the game and shall be placed in the discard rack, along with an additional number of cards, drawn face upwards, equal to the value of the card found face upwards in the shoe.

(e) If there are insufficient cards remaining in the shoe to complete a round of play, that round shall be void and a new round shall commence after the entire set of cards are reshuffled and placed in the shoe.

(f) The dealer or floorperson assigned to the table may require any player to relinquish the right to turn over the cards pursuant to 3.12.7(c)3, if the player unreasonably delays the game or violates either the minimum internal control standards or the regulations of the Lottery. Whenever the voluntary or compulsory relinquishment of that right occurs, the dealer shall offer it to the player immediately to the right of the

previous player, and, if he or she does not accept it or there is no player in that position, the dealer shall offer it to each of the other players in turn counterclockwise around the table for the remainder of that round of play. If no player accepts the cards, the dealer shall turn the cards over and place them on the designated areas of the layout.

Section 3.12.12 Continuous shuffling shoe or device

(a) In lieu of the dealing and shuffling requirements set forth in 3.12.5 and 3.12.6, a casino licensee may utilize a dealing shoe or other device designed to automatically reshuffle the cards provided that such shoe or device and the procedures for dealing and shuffling the cards through use of this device are approved by the Lottery or its authorized designee.

Section 3.13 Hold 'Em Poker

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Section 3.13.13 Irregularities

Section 3.13.1 Definitions

The following words and terms, when used in this subchapter, shall have the following meanings unless the context clearly indicates otherwise:

“Ante” or “ante wager” means the wager a player is required to make prior to any cards being dealt in order to participate in the round of play.

“Bonus wager” means the optional, supplemental wager on the two cards dealt to a player.

“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.

“Community cards” means any of the five cards dealt face up in the center of the table that are used by each player and the dealer with their own
two cards to form the best possible five-card poker hand.

“Deal” means the distribution of the playing cards among the players and the dealer.

“Dealer” means the employee of licensed casino who is responsible for dealing the cards at the Four Card Poker table.

“Envy Bonus” means a bonus payout that players will receive if they have bet the progressive side wager and another player at the table hits a hand of a Royal Flush or Straight Flush.

“Flop” means the first three community cards dealt face up to the area designated for the placement of the community cards.

“Flop wager” means the second wager, equal to twice the amount of the player’s ante,that is required to be made prior to the flop being dealt in order to continue participation in the round of play.

“Fold” means the withdrawal of a player from a round of play by discarding his or her two cards prior to placing the flop wager.

“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.

“Push” means a tie.

“Rank” or “ranking” means the relative position of a card or group of cards.

“River” or “river card” means the fifth and final community card dealt face up to the designated area of the layout.

“River wager” means the fourth wager, equal to the amount of the player’s ante, that the player may place prior to the river card being dealt.

“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 in accordance with the rules of this subchapter.

“Stub” means the remaining portion of the deck after all cards in the round of play have been dealt.

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

“Turn” or “turn card” means the fourth community card dealt face up to the designated area of the layout.

“Turn wager” means the third wager, equal to the amount of the player’s ante, that a player may place prior to the turn card being dealt.

Section 3.13.2 Cards, number of decks

(a) Except as provided in (b) below, the game of hold ‘em shall be played with one deck of cards with back of the same color and design and two additional solid yellow or green cover cards.

(b) If an automated card shuffling device is used, a casino licensee shall be permitted to use a second deck of cards to play the game, provided that:

1. Each deck of cards complies with the requirements of (a) above;

2. The backs of the cards in the two decks are of a different color;

3. One deck is being shuffled by the automated card shuffling device while the other deck is being dealt or used to play the game;

4. Both decks are continually alternated in and out of play, with each deck being used for every other round of play; and

5. The cards from only one deck shall be placed in the discard rack at any given time.

Section 3.13.3 Hold’em Poker Hand Rankings

(a) The rank of the cards used in texas hold ‘em 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 five-card poker hands at the game of hold ‘em poker, 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 straight flush and ace, 2, 3, 4 and 5 being the lowest straight flush;

3. “Four of a kind” is a hand consisting of four cards of the same rank, with four aces being the highest ranking four of a kind and four 2’s being the lowest ranking four of a kind;

4. “Full house” is a hand consisting of a “three of a kind” and a “pair” with three aces and two kings being the highest ranking full house and three 2’s and two 3’s 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 however, 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 and 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 2’s 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 3’s and two 2’s 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 2’s being the lowest ranking pair.

(c) When comparing two hands which are of identical poker rank pursuant to the provisions of this section, or which contain none of the hands authorized in this

section, the hand which 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 subsection, the hands shall be considered a push.

Section 3.13.4 Opening of the table for gaming

(a) The dealer shall receive cards at the table in accordance with section 2.3 pertaining to cards, receipt, storage, inspections and removal from use.

(b) Following the inspection of the cards by the dealer and the verification by the floorperson assigned to the table, the cards shall be, at the option of the casino licensee as noted in their internal controls, either:

1) Spread out face up on the table for visual inspection by the first player to arrive at the table. The cards shall be spread out according to suit and in sequence; or
2) Perform a wash of the cards in (c) below

(c) After the first player has been afforded an opportunity to visually inspect the cards, or the cards have been inspected by the dealer and floorperson,
the cards shall be turned face down on the table, mixed thoroughly by a “washing” or “chemmy shuffle” of the cards and stacked. Once the cards have been stacked they shall be shuffled in accordance with Section 3.13.5.

(d) If a casino licensee uses an automated card shuffling device to play the game and two decks of cards are received at the table each deck of cards shall be separately sorted, inspected, verified, spread, inspected, mixed, stacked and shuffled in accordance with the provisions of (a) through (c) above.

Section 3.13.5 Shuffle and cut of the cards

(a) Immediately prior to commencement of play, unless the cards were pre-shuffled, and after each round of play has been completed, the dealer shall shuffle the cards, either manually or by use of an automated card shuffling device, so that they are randomly intermixed. Upon completion of the shuffle, the dealer or device shall place the deck of cards in a single stack, provided, however, that nothing in this section shall be deemed to prohibit the use of an automated card shuffling device which, upon

completion of the shuffling of the cards, inserts the stack of cards directly into a dealing shoe

(b) After the cards have been shuffled and stacked, the dealer shall:

1. If the cards were shuffled using an automated card shuffling device, deal or deliver the cards in accordance with the procedures set forth in Section 3.13.7, 3.13.8, or 3.13.9; or

2. If the cards were shuffled manually or were pre-shuffled, cut the cards in accordance with the procedures set forth in (c) below.

(c) If a cut of the cards is required, the dealer shall:

1. Cut the deck, using one hand, by:

i. Placing the cover card on the table in front of the deck of cards;

ii. Taking a stack of at least 10 cards from the top of the deck and placing them on top of the cover card;

iii. Placing the cards remaining in the deck on top of the stack of cards that were cut and placed on the cover card pursuant to (c)1ii above; and

iv. Removing the cover card and placing it in the discard rack; and

2. Deal the cards in accordance with the procedures set forth in 3.13.7, 3.13.8. or 3.13.9.

(d) Notwithstanding (c) above, after the cards have been cut and before any cards have been dealt, a casino supervisor may require the cards to be recut if he or she determines that the cut was performed improperly or in any way that might affect the integrity or fairness of the game.

(e) Whenever there is no gaming activity at a hold ‘em table that is open for gaming, the cards shall be spread out on the table either face up or face down. If the cards are spread face down, they shall be turned face up once a player arrives at the table. After the first player is afforded an opportunity to visually inspect the cards, the procedures outlined in Section 3.13.4 (c) shall be completed. Provided however, if the casino opted to waive the player inspection of the cards during the table opening, the player inspection may be waived at this time as well.

Section 3.13.6 Wagers

(a) All wagers at hold ‘em poker shall be made by placing gaming chips or plaques, and, if applicable, a match play coupon or other approved promotional offer on the appropriate betting areas of the table layout. A verbal wager accompanied by cash shall not be accepted.

(b) All wagers shall be placed prior to the dealer announcing “No more bets”. No wager shall be made, increased or withdrawn after the dealer has announced “No more bets”.

(c) Upon placing an ante wager, a player may also place a bonus wager by placing, at a minimum, a $1.00 gaming chip on the designated betting area of the layout. The outcome of the bonus wager shall have no bearing on any other wager made by the player at the game of hold ‘em poker.

(d) Flop, turn and river wagers shall be made in accordance with the provisions of Section 3.13.10.

(e) Only players who are seated at the 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 position at a hold’em poker table.

(g) Upon placing an ante wager, a player may also place an optional progressive wager by placing a $1 chip directly on the sensor acceptor device. Each player shall be responsible for verifying that his or her respective acceptor light has been properly illuminated. A player qualifies for the progressive payouts by using the initial two (2) cards dealt to them by the dealer and the first three (3) cards turned up by the dealer (the flop).

Section 3.13.7 Procedure for dealing the cards from a manual dealing shoe

(a) If a casino licensee chooses to have the cards dealt from a manual dealing shoe, the dealing shoe shall meet the requirements of the section pertaining to dealing shoes and automatic shuffling devices and shall be located on the table in a location as approved by the Lottery Commission. Once the procedures required by Section

3.13.5 have been completed, the stacked deck of cards shall be placed in the dealing shoe either by the dealer or by the automated card shuffling device.

(b) The dealer shall announce “No more bets” prior to dealing any cards.

(c) Each card shall be removed from the dealing shoe with the hand of the dealer that is the closest to the dealing shoe and placed on the appropriate area of the layout with the opposite hand.

(d) The dealer shall, 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. One card face down to each player;

2. One card face down to the area designated for the dealer’s hand under a cover card;

3. A second card face down to each player; and

4. A second card face down to the area designated for the dealer’s hand under a cover card.

(e) After two cards have been dealt to each player and to the area designated for the hand of the dealer, and after all community cards have been dealt the dealer shall remove the stub from the manual dealing shoe and, except as provided in (f) below, place the stub in the discard rack without exposing the cards.

(f) The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct number of cards are still in the deck. The dealer shall determine the number of cards in the stub by counting the cards face down on the layout.

1. If the count of the stub indicates that 52 cards are in the deck, the dealer shall place the stub in the discard rack without exposing the cards.

2. If the count of the stub indicates that the number of cards in the deck is incorrect, the dealer shall determine if the cards were misdealt. If the cards were misdealt (a player or the area designated for the placement of the dealer’s cards has more or less than two cards) but 52 cards remain in the deck, all hands are void pursuant to Section 3.13.13. If the cards have not been misdealt, all hands shall be considered void and the entire deck of cards shall be removed from the table.

(g) Notwithstanding the provisions of (f) above, the counting of the stub shall not be required if an automated card shuffling device is used that counts the number of cards in the deck after the completion of each shuffle and indicates whether 52 cards are still present. If the automated card shuffling device reveals that an incorrect number of cards are present, the deck shall be removed from the table.

Section 3.13.8 Procedure for dealing the cards from the hand

(a) Notwithstanding any other provisions of this chapter, a casino licensee may, in its discretion, permit a dealer to deal the cards used to play hold 'em poker from his or her hand.

(b) If a casino chooses to have the cards dealt from the dealer's hand, the following requirements shall be observed:

1. The casino licensee shall use an automated shuffling device to shuffle the cards.

2. Once the procedures required by Section 3.13 5 have been completed, the dealer shall place the stacked deck of cards in either hand.

i. Once the dealer has chosen the hand in which he or she will hold the cards, the dealer shall use that hand whenever holding the cards during that round of play.

ii. The cards held by the dealer shall at all times be kept in front of the dealer and over the table inventory container.

3. The dealer shall announce "No more bets" prior to dealing any cards. The dealer shall deal each card by holding the deck of cards in the chosen hand and using the other hand to remove the top card of the deck and place it face down on the appropriate area of the layout.

(c) The dealer shall, 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. One card face down to each player;

2. One card face down to the area designated for the dealer's hand under a cover card;

3. A second card face down to each player; and

4. A second card face down to the area designated for the dealer's hand under a cover card.

(d) After two cards have been dealt to each player and to the area designated for the hand of the dealer and after all community cards have been dealt , the dealer shall, except as provided in (e) below, place the stub in the discard rack without exposing the cards.

(e) The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct number of cards are still in the deck. The dealer shall count the stub in accordance with the provisions of Section 3.13.7 (e) and (f).

Section 3.13.9 Procedure for dealing the cards from an automated dealing shoe

(a) Notwithstanding any other provision of this chapter, a casino licensee may, in its discretion, choose to have the cards used to play hold 'em poker dealt from an automated dealing shoe which dispenses cards in stacks of two cards, provided that the shoe, its location and the procedures for its use are approved by the Commission.

(b) If a casino licensee chooses to have the cards dealt from an automated dealing shoe, the following requirements shall be observed:

1. Once the procedures required by Section 3.13.5 have been completed, the cards shall be placed in the automated dealing shoe.

2. The dealer shall then announce "No more bets" prior to the shoe dispensing any stacks of cards.

c) The dealer shall deliver the first stack of two cards dispensed by the automated dealing shoe face down to the player farthest to his or her left who has placed a wager in accordance with Section 3.13.6. As the remaining

stacks are dispensed to the dealer by the automated dealing shoe, the dealer shall, moving clockwise around the table, deliver a stack face down to each of the other players who has placed a wager in accordance with Section 3.13.6. The dealer shall then place a cover card on top of the dealer's stack of two cards in the automated dealing shoe and deliver the stack face down with the cover card on top to the area designated for the dealer's hand.

(d) After each stack of two cards has been dispensed and delivered in accordance with this subsection, the dealer shall remove the remaining cards from the automated

dealing shoe and, following the procedures set forth in Section 3.13.8 deal from his or hand the five community cards. After all community cards have been dealt, the dealer shall, except as provided in (e) below, place the stub in the discard rack without exposing the cards.

(e) The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct number of cards are still in the deck. The dealer shall count the stub in accordance with the provisions of Section 3.13.7 (e) and (f).

Section 3.13.10 Procedure for completion of each round of play

(a) After the dealing procedures required by Section 3.13.7, 3.13.8, or 3.13.9 have been completed, each player shall examine his or her cards without exposing them to any person, replace the cards face down on the layout and either place a flop wager or fold and forfeit the ante wager.

1. If a player chooses to place a flop wager, the wager shall be placed in the designated flop betting area.

2. If a player folds, the player's ante shall be collected by the dealer and placed in the table inventory container.

i. If the player has also placed a bonus wager or progressive wager, the player's cards shall remain on the table pending resolution of the bonus wager and progressive wager at the conclusion of the round of play.

ii. If no bonus wager or progressive wager has been made, the dealer shall immediately spread the cards of the folded hand face down, collect the cards and place them in the discard rack.

(b) Once all players have either placed a flop wager or folded, the dealer shall burn the next card face down. The dealer shall then turn face up the next three cards in the deck (the flop) and place them in the designated area for the community cards.

(c) Prior to revealing the turn card, the dealer shall, starting with the player farthest to the dealer's left who has placed a flop wager and proceeding around the table in a clockwise manner, ask each player who has placed a flop wager if he or she wishes to place a turn wager or check (not place a turn wager). If a player wishes to place a turn wager, the wager shall be placed in the designated turn betting area.

(d) Once all remaining players have either placed a turn wager or checked, the dealer shall burn the next card face down. The dealer shall then turn face up the next card in the deck (the turn) and place it in the designated area for the community cards.
(e) Prior to revealing the river card, the dealer shall, starting with the player farthest to the dealer's left who has placed a flop wager and proceeding around the table in a clockwise manner, ask each player if he or she desires to
place a river wager or check (not place a river wager). If a player wishes to place a river wager, the wager shall be placed in the designated river betting area.
(f) Once all remaining players have either placed a river wager or checked, the dealer shall burn the next card face down. The dealer shall then turn the next card in the deck (the river) face up and place it in the designated area for the community cards.
(g) The dealer shall remove the cover card on top of the dealer's cards and place it on the table layout. The dealer shall then turn the dealer's two cards face up, and announce and place the cards to indicate the best possible five-card poker hand that can be formed using the dealer's two cards and the five community cards.
(h) Starting with the player farthest to the dealer's right who has placed a flop wager and proceeding in a counterclockwise manner around the table, the dealer shall turn face up the two cards of each player who has placed a flop wager and announce the best possible five-card poker hand that can be formed using the two player cards and the five community cards. The wagers of each player shall be resolved one player at a time regardless of outcome. Unless a player has placed a bonus wager or progressive wager, the hand of the player shall then be immediately collected by the dealer and placed in the discard rack.

1. If the player's five-card poker hand has a lower rank than the dealer's five-card poker hand, the player shall lose and the dealer shall immediately collect any ante, flop, turn and river wagers made by the player and place the wagers in the table inventory container.

2. If the player's five-card poker hand has a higher rank than the dealer's five-card poker hand, the player shall win and the dealer shall pay any ante, flop, turn and river wagers made by the player, provided, however, that the ante wager shall not be

paid unless the player's winning hand has a rank, at the election of the casino licensee, of straight or higher or flush or higher.

3. If the player's five-card poker hand and the dealer's five-card poker 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 wagers.

4. After settling a player's ante, flop, turn and river wagers, the dealer shall settle any bonus wager made by the player by determining whether the player's two cards qualify for a payout. A winning bonus wager shall be paid without regard to the outcome of any other wager made by the player. After the bonus wager of the player is settled, and the player did not place a progressive wager, the dealer shall immediately collect the cards of that player and place them in the discard rack.

5. After settling a player's ante, flop, turn and river wagers and any bonus wager made, the dealer shall settle any progressive wager made by the player following sections 3.13.11 and 3.13.12 below. A winning progressive wager shall be paid without regard to the outcome of any other wager made by the player.

(i) 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 be readily arranged to reconstruct each hand in the event of a question or dispute.

Section 3.13.11 Payout odds; rate of progression; payout limitation

(a) The payout odds for winning wagers at hold 'em poker printed on any sign or in any brochure or other publication distributed by a casino licensee shall be stated through the use of the word "to" or "win," and no odds shall be stated through the use of the word "for."

(b) A casino licensee shall pay each winning ante, flop, turn and river wager at odds of 1 to 1.

(c) A casino licensee shall pay each winning bonus wager at the game of hold 'em poker at no less than the odds set forth below:

Player's Two Cards	Payout Odds
Ace-ace	30 to 1
Ace-king (same suit)	25 to 1
Ace-queen or ace-jack (same suit)	20 to 1

Ace-king (different suits)	15 to 1
King-king, queen-queen or jack-jack	10 to 1
Ace-queen or ace-jack (different suits)	5 to 1
10-10 through two-two (pair)	3 to 1

(d) A casino licensee may, in its discretion, supplement the pay table set forth in (c) above to include a payout for when both a player and the dealer have a pair of aces. In such case, the player shall be paid at odds of no less than 1000 to 1.

(e) Notwithstanding the payout odds set forth in (b) through (d) above, the aggregate payout limit on all winning ante, flop, turn, river and bonus wagers for any hand shall be $50,000.00 or the maximum amount that one patron could win per round when betting the minimum wager, whichever is greater.

(f) Progressive odds: A player qualifies for the progressive payouts by using a five (5) cards hand created from the initial two (2) cards dealt to them by the dealer and the first three (3) cards turned up by the dealer (the flop). The licensed Casino shall pay off each winning wager at no less than the odds listed below:

Hand:	Payout:
Royal flush	100% of progressive jackpot
Straight flush	10% of progressive jackpot
Four of a Kind	$300
Full House	$50
Flush	$40
Straight	$30
Three-of-a-Kind	$9

(g) Envy Bonus Payouts

1. A player making the progressive side wager also qualifies to win an envy payout. If another player at the table hits a hand associated with an envy pay, all other

players who made the progressive side bet win the envy pay. The player hitting the hand receives the normal prize pay only, but does NOT receive the envy pay.

2. If a player's hand triggers an envy payout, the dealer will leave the hand face up on the layout; otherwise, the dealer will lock up the cards. The dealer will then move on to the next player.

3. The dealer pays any Envy bonuses at the end of the round. In the event that more than one player is involved in a qualifying envy pay, then all players win multiple envy payouts.

Hand	Payout
Royal Flush	$1,000
Straight Flush	$300

When paying a Progressive win, the original wager is not returned.

(h) The rate of progression for the progressive meter used for the progressive payouts in 3.13.11 below shall be no less than 21 percent. The initial and reset amount shall be established by each casino licensee. If at the discretion of the casino licensee, a secondary jackpot is to be used for re-seeding of the main jackpot, the rate of progression shall be included in their submitted rules of the game. The only payouts that shall come off the sign are the Royal Flush and Straight Flush. The remainder of the payouts shall be made from the float.

(i) Winning progressive payout hands shall be paid in accordance with the amount on the meter when it is the player's turn to be paid in accordance with section 3.13.11 provided, however, if more than one player at a table has a royal flush progressive payout hand, at the casino licensee's option as listed in their internal controls, they may:

   a. Have each player share equally in the amount on the progressive meter when the first player with a royal flush is to be paid, or

b. Pay the qualifying player furthest to the dealer's right the amount on the sign first, followed by paying the next player the reset jackpot amount on the sign.

Section 3.13.12 Progressive payout

(a) A progressive payout wager shall be paid pursuant to the payout table listed in section 3.13.11, the procedures in accordance with progressive payout wagers and prior to the collection of the cards by the dealer.

(b) Prior to paying a progressive payout hand, the dealer shall:

1. Verify that the hand is a winning hand;

2. Verify that the appropriate light on the acceptor device has been illuminated; and

3. Have a casino supervisor validate the progressive payout pursuant to approved internal control procedures.

(c) Any winning progressive payout wager shall be paid irrespective of the rank of the hand of the dealer

Section 3.13.13 Irregularities

(a) If any card dealt to the dealer in hold 'em poker is exposed prior to each player having either folded or placed a flop, turn or river wager, all hands shall be void. Notwithstanding the foregoing, if a player has placed a bonus wager, such wager shall be settled in accordance with the payout odds set forth in Section 3.13.11.

(b) 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 their initial two cards, any bonus wager shall be settled in accordance with the payout odds set forth in Section 3.13.11

(c) 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.

(d) If a player is dealt an incorrect number of cards, that player's hand shall be void and the cards shall be reshuffled. 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.

(e) 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 in accordance with procedures approved by the Lottery Commission.

(f) 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, in accordance with procedures approved by the Lottery Commission.

Section 3.14 Casino War

Section 3.14.1 Definitions

Section 3.14.2 Cards; number of decks; dealing shoe

Section 3.14.3 Casino war card rankings

Section 3.14.4 Opening of the table for gaming

Section 3.14.5 Shuffle and cut of the cards

Section 3.14.6 Wagers

Section 3.14.7 Procedure for dealing the cards

Section 3.14.8 Procedures for completion of each round of play; collection and payment of wagers

Section 3.14.9 Payout odds

Section 3.14.10 Irregularities

Section 3.14.1 Definitions

The following words and terms, when used in this subchapter, shall have the following meanings unless the context clearly indicates otherwise:

“Burn card” means a card that the dealer removes from the shoe and places face down in the discard rack without revealing its rank to anyone.

“Initial wager” means the wager that must be made by a player prior to any cards being dealt in order to participate in the round of play.

“Original deal” means the first card that is dealt to each player and the dealer to determine the initial wager in a round of play.

“Round of play” or “round” means one complete cycle of play during which each player then playing at the table has placed an initial wager, has
been dealt a card, has surrendered or gone to war, if appropriate, and has had his or her wagers paid or collected in accordance with this subchapter.

“Suit” means one of the four categories of cards: club, diamond, heart or spade.

“Tie hand” means the rank of a player’s card and the rank of the dealer’s card are equal.

“Tie wager” means an optional wager, made at the same time as an initial wager.

“War” or “go to war” means the decision of a player, in accordance with the option to place a war wager when there is a tie hand on the original deal.

“War deal” means the deal of the cards that follows the placement of a war wager.

“War wager” means a wager, equal in amount to the player’s initial wager, that is required to be made if the player elects to go to war.

Section 3.14.2 Cards; number of decks; dealing shoe

(a) Casino war shall be played with six, seven or eight decks of cards. All decks of cards use to play casino war shall comply with the requirements for physical characteristics of cards and, except as otherwise provided in this section, all decks of cards shall be identical in appearance. The game of casino war shall also require one additional cutting card which shall be opaque and in a solid color readily distinguishable from the color of the backs and edges of the playing cards in use at the table, as approved by the Lottery.

(b) All cards used in casino war shall be dealt from a manual dealing shoe that meets the requirements of section 2.12 The dealing shoe shall be located on the table to the left of the dealer.

(c) Nothing in this chapter shall preclude a casino licensee from using an additional cutting card or similar object to conceal the last card of the stack of cards to be placed in the dealing shoe.

(d) If an automated card shuffling device is utilized, casino war shall be played with at least 12 decks of cards in accordance with the following requirements:

1. Each deck of cards shall meet the requirements for physical characteristics of cards.

2. The cards shall be separated into two batches, with an equal number of decks included in each batch;

3. The backs of the cards in each batch shall be of the same color and design, but of a different color than the cards included in the other batch;

4. One batch of cards shall be shuffled and stored in the automated card shuffling device while the other batch is being dealt or used to play the game;

5. Both batches of cards shall be continuously alternated in and out of play, with each batch being used for every other dealing shoe; and

6. The cards from only one batch shall be placed in the discard rack at any given time.

Section 3.14.3 Casino war card rankings

The rank of the cards used in casino war, for the purpose of determining a winning hand, shall be, in order from the highest to lowest rank: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3 and 2. The suit of a card shall have no effect on its rank.

Section 3.14.4 Opening of the table for gaming

(a) The dealer shall receive cards at the table in accordance with section 2.3 pertaining to cards, receipt, storage, inspections and removal from use.

(b) Following the inspection of the cards by the dealer and the verification by the floorperson assigned to the table, the cards shall be, at the option of the casino licensee as noted in their internal controls, either:

1) Spread out face up on the table for visual inspection by the first player to arrive at the table. The cards shall be spread out according to suit and in sequence; or

2) Perform a wash of the cards in (c) below

(c) After the first player has been afforded an opportunity to visually inspect the cards, or the cards have been inspected by the dealer and floorperson, the cards shall be turned face downward on the table, mixed thoroughly by a "washing" or a "chemmy shuffle" of the cards and stacked.

(d) If an automated shuffling device is utilized, all the decks in one batch of cards shall be spread for inspection on the table separate from the decks in the other batch of cards. After the player or players is afforded an opportunity to visually inspect the cards, each batch of cards shall separately be turned face downward on the table and stacked.

Section 3.14.5 Shuffle and cut of the cards

(a) Immediately prior to commencement of play, unless the cards were preshuffled, and after any round of play as may be determined by the casino licensee and after each shoe of cards is dealt, the dealer shall shuffle the cards so that they are randomly intermixed.

(b) After the cards have been shuffled, the dealer shall offer the stack of cards with backs facing away from him to the players to be cut.

(c) The player designated by subsection (e) of this section shall cut the cards by placing the cutting card in the stack at least 10 cards in from either end.

(d) Once the cutting card has been inserted by the player, the dealer shall take all cards in front of the cutting card and place them to the back of the stack. The dealer shall then take the entire stack of cards that was just shuffled and align them along the side of the dealing shoe which has the mark required by regulations for dealing shoe requirements. Thereafter, the dealer shall insert the cutting card in the stack at a position at least approximately one-quarter of the way in from the back of the stack. The stack of cards shall then be inserted into the dealing shoe for commencement of play.

(e) The player to cut the cards shall be:

1. The first player to the table, if the game is just beginning;

2. The player on whose betting area the cutting card appeared during the last round of play;

3. The player at the farthest point to the right of the dealer if the cutting card appeared on the dealer's hand during the last round of play; or

4. The player at the farthest point to the right of the dealer if the reshuffle was initiated at the discretion of the casino licensee.

(f) If the player designated in (e) above refuses to cut, the dealer shall offer the cut to each other player moving clockwise around the table until a player accepts the cut. If no player accepts the cut, the dealer shall cut the cards.

(g) After the cards have been cut and before any cards have been dealt, a casino supervisor may require the cards to be recut if he or she determines that the cut was performed improperly or in any way that might affect the integrity or fairness of the game. If a recut is required, the cards shall be recut, at the casino licensee's option, by the player who last cut the cards, or by the next person entitled to cut the cards, as determined by section (f) above.

(h) A reshuffle of the cards in the shoe shall take place after the cutting card is reached in the shoe as provided for in this section except that:

1. The casino licensee may determine after each round of play that the cards should be reshuffled.

(i) If there is no gaming activity at the casino war table, the cards shall be removed from the dealing shoe and the discard rack, and spread out on the table either face up or face down. If the cards are spread face down, they shall be turned face up once a player arrives at the table. After the first player is afforded an opportunity to visually inspect the cards, the cards shall be turned face downward on the table. Provided however, if the casino opted to waive the player inspection of the cards during the table opening, the player inspection may be waived at this time as well.

1. If there is no automated shuffling device in use, the cards shall be mixed thoroughly by a washing or chemmy shuffle of the cards, stacked, then shuffled and cut in accordance with this section.

2. If an automated shuffling device is in use, the cards shall be stacked and placed into the automated shuffling device to be shuffled. The batch of cards already in the shuffler shall then be removed. The batch of cards removed from the shuffler need not be spread for inspection and reshuffled prior to being dealt, if:

i. The automated card shuffling device stores a single batch of shuffled cards inside the shuffler in a secure manner approved by the Lottery; and

ii. The shuffled cards have been secured, released, prepared and inspected for play in accordance with procedures approved by the Lottery.

(h) A casino licensee may submit to the Lottery for approval proposed shuffle, cut card placement, number of cut cards (to include shuffle techniques without the use of any cut cards), location of where the shuffle takes place, who is responsible for shuffling, shuffling equipment (dealing shoes or other dealing devices) and burn card procedures.

Section 3.14.6 Wagers

(a) All wagers at casino war shall be made by placing gaming chips or plaques and, if applicable, match play coupons on the appropriate betting area of the casino war layout.

(b) All wagers shall be placed prior to the dealer announcing “No more bets” in accordance with the dealing procedures set forth in section 3.14.7. Once a wager has been placed, no player shall handle, remove or alter the wager unless and until the dealer indicates that the wager has been decided in the player’s favor as provided in this subchapter.

Section 3.14.7 Procedure for dealing the cards

(a) Prior to starting the first round of play after the cards have been cut and placed in the dealing shoe pursuant to section 3.14.5, the dealer shall remove the first card from the shoe face down and, without revealing its rank to anyone, place it in the discard rack, which shall be located on the table in front of or to the right of the dealer. Each new dealer who comes to the table shall either also discard one burn card before dealing any cards in a round of play; or at the casino licensee’s discretion, each new

dealer shall not need to burn a card when entering in the middle of a shoe. The casino licensee shall state in their internal control which method they will use.

(b) Prior to dealing any cards, the dealer shall announce “No more bets.” Each card shall be removed from the dealing shoe with the left hand of the dealer and placed face up on the appropriate area of the layout with the right hand of the dealer.

(c) The dealer shall, starting with the player farthest to the dealer’s left and continuing in a clockwise manner, deal the cards as follows:

1. One card face up to each player who has placed an initial wager in accordance with section 3.14.6; and

2. One card face up to the dealer.

(d) Whenever the cutting card is reached in the deal of the cards, the dealer shall continue dealing the cards until that round of play is completed after which the cards shall be reshuffled.

(e) No player shall touch any card used in the game of casino war other than the cutting card.

Section 3.14.8 Procedures for completion of each round of play; collection and payment of wagers

(a) After the dealing procedures required by section 3.14.7. have been completed, the dealer shall, beginning from the dealer’s left and proceeding around the table in a clockwise direction, compare the rank of each player’s card with that of the dealer’s card and settle all initial and tie wagers.

1. If a player’s card is lower in rank than the dealer’s card, the player shall lose his or her initial wager and, if applicable, tie wager.

2. If a player’s card is higher in rank than the dealer’s card, the player shall win his or her initial wager and, if applicable, lose his or her tie wager.

3. If the player’s card and the dealer’s card are of equal rank (a tie hand), the player shall be afforded the options specified in (c) below as to his or her initial wager and, if applicable, win his or her tie wager.

(b) All losing initial wagers and tie wagers shall be collected by the dealer and placed in the table inventory container. All winning initial wagers and tie wagers shall be paid by the dealer in accordance with the payout odds provided in Section 3.14.9.

(c) If a player has a tie hand, the player shall be offered one of the following options:

1. The player may surrender one-half of his or her initial wager and end his or her participation in that round of play. If a player selects this option, the dealer shall collect one-half of the player's initial wager and place it in the table inventory container. The dealer shall return the remaining one-half of the initial wager to the player. The dealer shall then proceed around the table in a clockwise direction, repeating the process for each player with a tie hand who selects this option.

2. The player may go to war by placing an additional wager equal to his original bet.

(d) After settling all initial wagers and tie wagers on the original deal, the dealer shall collect the cards of all players except for the cards of those players with a tie hand who have elected to go to war. The collected cards shall be placed in the discard rack in a manner that permits the reconstruction of each hand of the original deal in case of a question or dispute.

(e) If any player elects to make a war wager upon the occurrence of a tie hand, the dealer shall confirm the placement of the war wager. The dealer will then remove chips from the table inventory container equivalent to the player's war wager and place this wager adjacent to the dealer's card. This is known as the dealer's war wager. The player's card and the dealer's card from the original deal shall remain exposed during the war deal

(f) The war deal shall begin with the dealer discarding three burn cards and then dealing the next card face up to the player farthest to the dealer's left who has placed a war wager. The player's war deal card shall be placed on the table adjacent to the player's card from the original deal. The dealer will burn three more cards and turn the next card face up for the dealer and place it adjacent to the dealer's original card.

1. If the player's card in the war deal is lower in rank than the dealer's card in the war deal, the player shall lose his or her war wager.

2. If the player's card in the war deal is higher in rank than the dealer's card in the war deal, the player shall win his or her war wager.

3. If the player's card and the dealer's card in the war deal are of equal rank, the player shall win his or her initial wager and the war wager.

4. As each hand is settled, the dealer will collect the player's cards and only the dealer's war card.

(g) The dealer shall then proceed around the table in a clockwise direction, repeating the process for each player who has placed a war wager.

(h) All losing war wagers and tie wagers shall be collected by the dealer and placed in the table inventory container. All winning war wagers and tie wagers shall be paid in accordance with the payout odds set forth in section 3.14.9. After the collection of all losing wagers and the payment of all winning wagers from the war deal, the dealer shall remove all remaining cards from the table and place them in the discard rack in a manner that permits the reconstruction of each hand of the war deal in case of a question or dispute.

Section 3.14.9 Payout odds

(a) Winning wagers shall be paid as follows:

1. An initial wager shall be paid at odds of 1 to 1.
2. An initial tie wager shall be paid at odds of 10 to 1.
3. A war wager shall be paid at odds of 1 to 1.
4. A war wager tie shall be paid at odds of 2 to 1.

Section 3.14.10 Irregularities

(a) A card found face up in the shoe 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 while the cards are being dealt, all hands shall be void and the cards shall be reshuffled.

(b) If a card is drawn from the shoe in error, the card will be burned and play will continue as normal. .

(c) If a card is not dealt to a player's initial wager or tie wager in the original deal, the wager shall be void and the player shall be included in the next round of play.

(d) If the dealer fails to burn a card or cards in the first hand out of the shoe after the shuffle, the hand will be declared a misdeal and all cards collected.

(e) if the dealer fails to burn a card or cards on a war bet, the player has the option of keeping the card they have or backing out of the hand.

(f) If an automated shuffling device is being used and the device jams, stops shuffling during the shuffle, or fails to complete a shuffle cycle, the cards shall be reshuffled in accordance with procedures approved by the Lottery.

Section 3.15 Sic Bo

Section 3.15.1 Dice; number of dice; sic bo shaker
Section 3.15.2 Permissible wagers
Section 3.15.3 Wagers
Section 3.15.4 Payout odds
Section 3.15.4 Procedures for opening and dealing the game
Section 3.15.5 Irregularities

Section 3.15.1 Dice; number of dice; sic bo shaker

Sic bo shall be played with three dice, which shall be sealed inside a sic bo shaker pursuant to section 2.4. The sic bo shaker while at the table shall be the responsibility of the dealer at all times. No dice that have been placed in a sic bo shaker for use in gaming shall remain on a table for more than 24 hours.

Section 3.15.2 Permissible wagers

(a) The following shall constitute the definitions of permissible wagers at the game of sic bo:

1. "Three of a kind" shall mean a wager which shall win if the same number is showing on all three dice and the player selected that number to appear on all three dice.

2. "Two of a kind" shall mean a wager which shall win if the same number is showing on two of the three dice and the player selected that number to appear on two out of the three dice.

3. "Any three of a kind" shall mean a wager which shall win if the numeric value on all three dice is the same and the player wagered that any of the number 1 through 6 would appear on all of the three dice.

4. "Total Value Bet" shall mean a wager which shall win if the numeric total of all three dice equals the total of the number wagered.

5. "Two Dice Combination" shall mean a wager which shall win when the player

wagered that a combination of two specific but different numeric values would appear on at least two of the dice and the two numeric values chosen are showing.

6. "Small Bet" shall mean a wager which shall win if the numeric total of all three dice equals any one of the following totals: 4, 5, 6, 7, 8, 9, or 10 and shall lose if any other numeric total is shown or it three of a kind appears.

7. "Big Bet" shall mean a wager which shall win if the numeric total of all three dice equals any one of the following totals: 11, 12, 13, 14, 15, 16 or 17 and shall lose if any numeric total is shown or if three of a kind appears.

8. "One of a kind" shall mean a wager which shall win if one or more of the three dice shows a numeric value equal to the number wagered.

Section 3.15.3 Wagers

(a) All wagers at sic bo shall be made by placing gaming chips or plaques on the appropriate areas of the sic bo layout. No verbal wagers accompanied by cash may be accepted at the game of sic bo.

(b) Each player shall be responsible for the correct positioning of his wagers on the sic bo layout regardless of whether the player is assisted by the dealer. Each player must ensure that any instructions given to the dealer regarding the placement of wagers are correctly carried out.

(c) Each wager shall be settled strictly in accordance with its position on the layout when the dice come to rest and the numeric value showing on each die has been entered into the electrical device and illuminated at the table.

Section 3.15.4 Payout odds

(a) Payout odds on any layout or in any brochure or other publication distributed by a casino licensee shall be stated through the use of the word "to" or "win" and no odds shall be stated through the use of the word "for."

(b) Each casino licensee shall pay off winning wagers at the game of sic bo at no less than the odds listed below:

Wager	Payout Odds
Three of a kind	150 to 1
Two of a kind	8 to 1
Any three of a kind	25 to 1
Total value of 4	50 to 1

Total value of 5	18 to 1
Total value of 6	14 to 1
Total value of 7	12 to 1
Total value of 8	8 to 1
Total value of 9	6 to 1
Total value of 10	6 to 1
Total value of 11	6 to 1
Total value of 12	6 to 1
Total value of 13	8 to 1
Total value of 14	12 to 1
Total value of 15	14 to 1
Total value of 16	18 to 1
Total value of 17	50 to 1
Any two dice combination	5 to 1
Small Bet	1 to 1
Big Bet	1 to 1
One of a kind	1 to 1

(c) "One of a kind" shall be paid at 2 to 1, if two of the dice show the same numeric value, and at 3 to 1, if all three dice show the same numeric value.

Section 3.15.5 Procedures for opening and dealing the game

(a) Prior to opening the sic bo table for gaming activity, the floorperson assigned to the sic bo table shall inspect the following items to insure that each is in proper working order:

1. The electrical device; at a minimum, the inspection shall be completed by entering three numeric values into the electrical device and verifying that all winning combinations are properly illuminated; and

2. The automated dice shaker, if one is in use; at a minimum, the inspection shall be completed by operating the device three times and verifying that the dice are being properly tossed.

(b) At the beginning of each shift, the casino supervisor assigned to the sic bo table shall also inspect the automated dice shaker, if one is in use, to insure that it is in proper working order; at a minimum, the inspection shall be completed by operating the device three times and verifying that the dice are being properly tossed.

(c) Prior to shaking the manual sic bo shaker or activating the automated dice shaker,

the dealer shall announce "No more bets."

(d) Once "No more bets" has been announced, the dealer shall either:

1. Place the cover on the manual sic bo shaker, and shake the sic bo shaker at least three times so as to cause a random mixture of the dice; or

2. Place the cover on and activate the automated dice shaker to permit and cause a random mixture of the dice.

(e) The dealer shall then remove the cover from the manual sic bo shaker, announce the numeric value of each die and enter the numeric value of each die into the electrical device on the table. The electrical device shall then cause the winning combinations to be illuminated on the sic bo layout.

(f) After the winning combinations have been illuminated, the dealer shall first collect all losing wagers and then pay off all winning wagers at the odds currently being offered in accordance with section 3.15.4. A manual sic bo shaker shall remain uncovered until all winning wagers have been paid; an automated sic bo dice shaker shall remain uncovered until all winning wagers have been paid.

(g) After all losing wagers have been collected and all winning wagers paid, the dealer shall clear the previously illuminated winning combinations from the table.

Section 3.15.6 Irregularities

(a) If all three dice do not land flat on the bottom of the sic bo shaker after being tossed, the dealer shall call a "No Roll."

(b) If the electrical device malfunctions after the manual sic bo shaker has been uncovered or the automated sic bo dice shaker has tossed the dice, the dealer shall, in the presence of the casino supervisor, collect all losing wagers and pay all winning wagers. Once the wagers on the layout have been settled, all gaming at sic bo shall cease until the electrical device has been fixed.

(c) If the automated sic bo shaker fails to operate or malfunctions when activated, the round of play shall be void.

(d) An automated sic bo shaker shall be removed from a gaming table before a manual sic bo shaker may be utilized at that table.

(e) In the event the dice are exposed before the announcement of “No more bets”, the dealer shall announce “No Roll”.

(f) In the event of a “No Roll”, the dice shaker shall be reactiviated.

Section 3.16 Asia Poker

Section 3.16.1 Definitions
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Section 3.16.1 Definitions

The following words and terms, when used in this subchapter, shall have the following meanings unless the context clearly indicates otherwise:

“Copy hand” means either a high hand, medium hand or low hand of a player that is identical in rank to the corresponding high hand, medium hand or low hand of the dealer.

"High hand" means the four-card hand formed by the player or dealer from the seven cards that he or she is dealt, so that the four-card hand is higher in rank than the medium hand and low hand.

"Low hand" means the one-card hand formed by the player or dealer from the seven cards that he or she is dealt, so that the one-card hand is lower in rank than the high hand and the medium hand.

"Medium hand" means the two-card hand formed by the player or dealer from the seven cards that he or she is dealt so that the two-card hand is lower in rank than the high hand and higher in rank than the low hand.

"Rank or ranking" means the relative position of a card or group of cards as set forth in 3.16.3.

"Set or setting the hands" means the process of forming a high hand, medium hand and low hand from the seven cards that are dealt to a player or the dealer.

"Suit" means one of the four categories of cards: club, diamond, heart or spade.

Section 3.16.2 Cards; number of decks

(a) Except as provided in (b) below, asia poker shall be played with one deck of cards that meets the requirements of Section 2.3, including one joker, and one additional cutting card and one additional cover card. The cutting card and cover card shall be opaque and in a solid color readily distinguishable from the color of the backs and edges of the playing cards, as approved by the Commission. Nothing in this section shall prohibit a casino licensee from using decks that are manufactured with two jokers provided that only one joker is used for gaming at asia poker.

(b) If an automated card shuffling device is used for asia poker, a casino licensee shall be permitted to use a second deck of cards to play the game, provided that:

1. Each deck of cards complies with the requirements of (a) above;
2. The backs of the cards in the two decks are of a different color;
3. One deck is being shuffled by the automated card shuffling device while the other deck is being dealt or used to play the game;

4. Both decks are continuously alternated in and out of play, with each deck being used for every other round of play; and

5. The cards from one deck only shall be placed in the discard rack at any given time.

Section 3.16.3 Asia poker rankings; cards; poker hands

(a) The rank of the cards used in asia poker, in order from highest to lowest rank, shall be: ace, king, queen, jack, 10, nine, eight, seven, six, five, four, three, and two. Notwithstanding the foregoing, an ace may be used to complete a "straight flush" or a "straight" formed with a two, three and four. Except as otherwise provided in (c) below, the joker shall be used and ranked as an ace.

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

1. "Four aces" is a high hand consisting of all four aces or three aces and the joker;

2. "Royal flush" is a high hand consisting of an ace, king, queen and jack of the same suit;

3. "Straight flush" is a high hand consisting of four cards of the same suit in consecutive ranking, with ace, two, three and four being the highest ranking straight flush; king, queen, jack and 10 being the second highest ranking straight flush, and five, four, three and two 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 kings being the highest ranking four-of-a-kind and four twos being the lowest ranking four-of-a-kind;

5. "Flush" is a high hand consisting of four cards of the same suit, and when comparing two flushes, the provisions of (e) below shall be applied;

6. "Straight" is a high hand consisting of four cards of consecutive rank, regardless of suit, with an ace, king, queen and jack being the highest ranking straight; an ace, two, three, and four being the second highest ranking straight, and a five, four, three and two being the lowest ranking straight;

7. “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;

8. “Two pairs” is a high hand containing two pairs, with two aces and two kings being the highest ranking two pairs and two threes and two twos being the lowest ranking two pairs; and

9. “Pair” is either a high hand or a medium hand consisting of two cards of the same rank, regardless of suit, with two aces being the highest ranking pair and two twos being the lowest ranking pair.

(c) For purposes of setting the hands, a joker may be used as any card to complete a straight, a flush, a straight flush or a royal flush.

(d) Notwithstanding the provisions of (b) above, a casino licensee may, in its discretion, determine that a straight flush formed with an ace, two, three, and four of the same suit shall be the lowest ranking straight flush and that a straight formed with an ace, two, three, and four, regardless of suit, shall be the lowest ranking straight. If a casino licensee chooses to exercise this option, it shall so indicate in its Rules of the Games Submission.

(e) When comparing two high hands, two medium hands or two low hands that are of identical poker hand rank pursuant to the provisions of this section, or that contain none of the poker hands authorized in this section, the hand that contains the highest ranking card as provided in (a) above not contained in the other hand shall be considered the higher ranking hand. If the two hands are of identical rank after the application of this subsection, the hands shall be considered a copy hand.

Section 3.16.4 Asia poker shaker and dice; computerized random number generator; button

(a) The starting position for the dealing or delivery of cards in asia poker shall be determined by using one of the following methods:

1. Three dice and an asia poker shaker, which shall meet the requirements of the section pertaining to dice characteristics respectively, and be used in accordance with the section pertaining to shaker use and design and section 3.16.11.

i. The three dice shall be maintained at all times within the asia poker shaker.

ii. The asia poker shaker and the dice contained therein shall be the responsibility of the dealer and shall never be left unattended while at the table.

iii. No dice that have been placed in an asia poker shaker for use in gaming shall remain on a table for more than 24 hours;

2. A computerized random number generator that, is approved by Lottery and section 3.16.11, shall automatically select and display a number from 1 through 7 inclusive; or

3. If an automated card shuffling device and dealing shoe is used pursuant to sections 3.16.10 and 3.16.11, a button that is moved by the dealer clockwise around the table as each round of play is completed.

Section 3.16.5 Opening of the table for gaming

(a) The dealer shall receive cards at the table in accordance with section 2.3 pertaining to cards, receipt, storage, inspections and removal from use.(b) If the deck of cards used by the casino licensee contains two jokers, the dealer and a casino supervisor shall ensure that only one joker is utilized and that the other joker is torn in half and discarded. Following the inspection of the cards by the dealer and the verification by the floorperson assigned to the table, the cards shall be, at the option of the casino licensee as noted in their internal controls, either:

1) Spread out face up on the table for visual inspection by the first player to arrive at the table. The cards shall be spread out according to suit and in sequence; or
2) Perform a wash of the cards in (c) below

(c) After the first player is afforded an opportunity to visually inspect the cards, or the cards have been inspected by the dealer and floorperson, the cards shall be turned face down on the table, mixed thoroughly by a washing or chemmy shuffle of the cards and stacked. Once the cards have been stacked, they shall be shuffled in accordance with section 3.16.6

(d) If a casino licensee uses an automated card shuffling device to play the game of asia poker and two decks of cards are received at the table pursuant to section 3.16.2, each deck of cards shall be separately sorted, inspected, verified, spread, inspected, mixed, stacked and shuffled in accordance with the provisions of (a) through (c) above immediately prior to the commencement of play.

Section 3.16.6 Shuffle and cut of the cards

(a) Immediately prior to the commencement of play, unless the cards were pre-shuffled, and after each round of play has been completed, the dealer shall shuffle the cards either manually or by use of an automated card shuffling device so that the cards are randomly intermixed. Upon completion of the shuffle, the dealer or device shall place the deck of cards in a single stack; provided, however, that nothing in this section shall be deemed to prohibit an automated card shuffling device which, upon completion of the shuffling of the cards, inserts the cards directly into an automated or manual dealing shoe.

(b) After the cards have been shuffled and stacked, the dealer shall:

1. If the cards were shuffled using an automated card shuffling device, deal or deliver the cards in accordance with the procedures set forth in 3.16.8, 3.16.9, or 3.16.10; or
2. If the cards were shuffled manually or were pre-shuffled, cut the cards in accordance with the procedures set forth in (c) below.

(c) If a cut of the cards is required, the dealer shall:

1. Cut the deck, using one hand, by:
    i. Placing the cover card on the table in front of the deck of cards;
    ii. Taking a stack of at least 10 cards from the top of the deck and placing them on top of the cover card;
    iii. Placing the cards remaining in the deck on top of the stack of cards that were cut and placed on the cover card pursuant to (c)1ii above; and
    iv. Removing the cover card and placing it in the discard rack; and

2. Deal the cards in accordance with the procedures set forth in 3.16.8, or 3.16.9, or 3.16.10.

(d) After the cards have been cut and before any cards have been dealt, a casino supervisor may require the cards to be recut if he or she determines that the cut was performed improperly or in any way that might affect the integrity or fairness of the game.

(e) Whenever there is no gaming activity at an asia poker table that is open for gaming, the cards shall be spread out on the table either face up or face down. If the cards are spread face down, they shall be turned face up once a player arrives at the table. After the first player is afforded an opportunity to visually inspect the cards, the procedures set forth in 3.16.5(c) shall be completed. Provided however, if the casino opted to waive the player inspection of the cards during the table opening, the player inspection may be waived at this time as well.

Section 3.16.7 Wagers

(a) All wagers at asia poker shall be made by placing gaming chips or plaques and, if applicable, a match play coupon on the appropriate betting area of the asia poker layout. A verbal wager accompanied by cash shall not be accepted at the game of asia poker.

(b) Only players who are seated at the asia 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.

(c) All wagers at asia poker shall be placed prior to the dealer announcing “no more bets” in accordance with the dealing procedures set forth in 3.16.8 or 3.16.9 or 3.16.10. No wager at asia poker shall be made, increased or withdrawn after the dealer has announced “no more bets.”

Section 3.16.8 Procedures for dealing the cards from a manual dealing shoe

(a) If a casino licensee chooses to have the cards dealt from a manual dealing shoe, the dealing shoe shall meet the requirements in section 2.12. Once the procedures required by 3.16.6 have been completed, the cards shall be placed in the manual dealing shoe and the dealer shall announce “no more bets.”

(b) The dealer shall then, using one of the procedures authorized by 3.16.11, determine the starting position for dealing the cards.

(c) After the starting position for dealing the cards has been determined, each card shall be removed from the dealing shoe with the left hand of the dealer and placed face down on the appropriate area of the layout with the right hand of the dealer. The dealer shall deal the first card to the starting position as determined in (b) above and, moving clockwise around the table, deal a card to all other positions, including the dealer, regardless of whether there is a wager at the position. The dealer shall then return to the starting position and deal a second card in a clockwise rotation and shall continue dealing until each position, including the dealer, has seven cards.

(d) After seven cards have been dealt to each position, including the dealer, the dealer shall remove the remaining cards from the shoe and determine whether exactly four cards are left.

1. If four cards remain, the four cards shall not be exposed to anyone and shall be placed in the discard rack. 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.
2. 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 void and the cards reshuffled. If the cards have not been misdealt, the round of play shall be considered void and the entire deck of cards shall be removed from the table pursuant to the section pertaining to the use and removal of cards.

Section 3.16.9 Procedures for dealing the cards from the hand

(a) Notwithstanding any other provision of this chapter, a casino licensee may, in its discretion, permit a dealer to deal the cards used to play asia poker from his or her hand.

(b) If a casino licensee chooses to have the cards dealt from the dealer's hand, the following requirements shall be observed.

1. Once the procedures required by 3.16.6 have been completed, the dealer shall place the deck of cards in either hand.

    i. Once the dealer has chosen the hand in which he or she will hold the cards, the dealer shall use that hand whenever holding the cards during that round of play.

    ii. The cards held by the dealer shall at all times be kept in front of the dealer and over the table inventory container.

2. The dealer shall then announce "no more bets" prior to dealing seven stacks of seven cards each to the area in front of the table inventory container. The dealer shall deal each card by holding the deck of cards in the chosen hand and using the other hand to remove the top card of the deck and place it face down on the appropriate area of the layout.

(c) The dealer shall deal the first seven cards moving from left to right and the second seven cards moving from right to left and shall continue alternating in this manner until there are seven stacks of seven cards.

(d) After seven stacks of seven cards have been dealt, the dealer shall determine whether exactly four cards are left by spreading them face down on the layout.

1. If four cards remain, the cards shall not be exposed to anyone at the table and shall be placed in the discard rack.

2. If more or less than four cards remain, the dealer shall determine if the cards were misdealt. If the cards were misdealt and a stack has more or less than seven cards, the round of play shall be void and the cards reshuffled. If the cards have not been misdealt, the round of play shall be considered void and the entire deck of cards shall be removed from the table pursuant to the section pertaining to the use and removal of cards.

(e) Once the dealer has completed dealing the seven stacks and placed the four remaining cards in the discard rack, the dealer shall then, using one of the procedures authorized by 3.16.11, determine the starting position for delivering the stacks of cards.
(f) After the starting position for delivering the stacks of cards has been determined, the dealer shall deliver the first stack to the starting position as determined in (e) above and, moving clockwise around the table, deliver the remaining stacks in order to all positions, including the dealer, regardless of whether there is a wager at the position. In delivering the stacks, the stack farthest to the left of the dealer shall be considered the first stack, and the stack farthest to the right of the dealer shall be considered the seventh stack. The dealer shall deliver each stack face down.
(g) After the seven stacks have been delivered to each position, including the dealer, the dealer shall collect any stacks dealt to a player position where there is no wager and place them in the discard rack without exposing the cards.

Section 3.16.10 Procedures for dealing the cards from an automated dealing shoe

(a) Notwithstanding any other provision of this chapter, a casino licensee may, in its discretion, choose to have the cards used to play asia poker dealt from an automated dealing shoe that dispenses cards in stacks of seven cards, provided that the shoe, its location and the procedures for its use are approved by the Lottery.
(b) If a casino licensee chooses to have the cards dealt from an automated dealing shoe, the following requirements shall be observed.

1. Once the procedures required by section 3.16.6 have been completed, the cards shall be placed in the automated dealing shoe.

2. The dealer shall then announce “no more bets” prior to the shoe dispensing any stacks of cards.

(c) The dealer shall then, using one of the procedures authorized by 3.16.11, determine the starting position for delivering the stacks of cards.
(d) Once the starting position has been determined in accordance with (c) above, the dealer shall deliver the first stack of cards dispensed by the automated dealing shoe to that position. As the remaining stacks are dispensed to the dealer by the

automated dealing shoe, the dealer shall deliver a stack in turn to each of the other positions, including the dealer, moving clockwise around the table, whether or not there is a wager at the position. The dealer shall deliver each stack face down.

(e) After the seven stacks of seven cards have been dispensed and delivered to each position, including the dealer, the dealer shall remove the remaining cards from the shoe and determine whether exactly four cards are left by spreading them face down on the layout.

1. If four cards remain, the cards shall not be exposed to anyone at the table and shall be placed in the discard rack. The dealer shall then collect any stacks dealt to a position where there is no wager and place them in the discard rack without exposing the cards.

2. If more or less than four cards remain, the dealer shall determine if the cards were misdealt. If the cards were misdealt and a stack has more or less than seven cards, the round of play shall be void and the cards reshuffled. If the cards have not been misdealt, the round of play shall be considered void and the entire deck of cards shall be removed from the table pursuant to the section pertaining to the use and removal of cards.

Section 3.16.11 Procedure for determining the starting position for dealing cards or delivering stacks of cards

(a) In order to determine the starting position for the dealing of cards or the delivery of stacks of cards for the game of asia poker, a casino licensee may, in its discretion, use the procedure authorized in (b), (c) or (d) below.

(b) The dealer shall shake the asia poker shaker and dice described in 3.16.4 at least three times so as to cause a random mixture of the dice.

1. The dealer shall then remove the lid covering the asia poker shaker, total the dice and announce the total.

2. To determine the starting position, the dealer shall count counterclockwise around the table, with the position of the dealer considered number one, and continuing around the table with each betting position counted in order, including the dealer, regardless of whether there is a wager at the position, until the count matches the total of the three dice.

3. Examples are as follows:

i. If the dice total 8, the dealer would receive the first card or stack of cards; or

ii. If the dice total 14, the sixth betting position would receive the first card or stack of cards.

4. After the dealing or delivery of the cards has been completed in accordance with the procedures set forth in 3.16.8 or 3.16.9 or 3.16.10, the dealer shall place the cover on the asia poker shaker and shake the shaker once. The asia poker shaker shall then be placed to the right of the dealer.

(c) The dealer may use a computerized random number generator approved by the Lottery to select and display a number from 1 through 7 inclusive, and verbally announce the number. To determine the starting position, the dealer shall count counterclockwise around the table, with the position of the dealer considered number one, and continuing around the table with each betting position counted in order, including the dealer, regardless of whether there is a wager at the position, until the count matches the number displayed by the random number generator.

(d) If an automated card shuffling device and dealing shoe is used pursuant to 3.16.10, the dealer may use a flat disc button approved by the Lottery to indicate the starting position. At the commencement of play, the button shall be placed in front of the dealer. Thereafter, the button shall rotate around the table in a clockwise manner after each round of play.

(e) After the starting position for a round of play has been determined, a casino licensee may, in its discretion, mark that position by the use of an additional cut card or similar object.

Section 3.16.12 Procedures for completion of each round of play; setting of hands; payment and collection of wagers

(a) After the dealing of the cards has been completed, each player shall set his or her hands by arranging the cards into a high hand, medium hand and low hand. When setting the three hands, the high hand shall be higher in rank than the medium hand, and the medium hand shall higher in rank than the low hand. For example, if

the medium hand contains a pair of sevens, the high hand must contain at least a pair of sevens and the two remaining cards.

(b) Each player at the table shall be responsible for setting his or her own hands and no other person except the dealer may touch the cards of that player. Notwithstanding the foregoing, if a player requests assistance in the setting of his or her hands, the dealer may inform the requesting player of the manner in which the casino licensee requires the hands of the dealer to be set in its Rules of the Games Submission. 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, medium and low hand and placed the three 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 seven cards of the dealer shall be turned over and the dealer shall set his or her hands by arranging the cards into a high, medium and low hand. The dealer shall then place the three hands face up on the appropriate area of the layout.

(d) Each casino licensee shall submit to the Lottery in its Rules of the Games Submission the manner in which it will require the hands of the dealer to be set.

(e) A player may announce that he or she wishes to surrender his or her wager prior to the dealer exposing any of the three hands of that player pursuant to (f) below. Once the player has announced his or her intention to surrender, the dealer shall:

1. Immediately collect the wager from that player; and
2. Collect the seven cards dealt to that player without exposing the cards to anyone at the table. The dealer shall verify that seven cards were collected by counting them face down on the layout prior to placing them in the discard rack.

(f) Once the dealer has set a high hand, medium hand and low hand pursuant to (d) above, the dealer shall expose all three hands of each player, starting from the right and proceeding counterclockwise around the table. The dealer shall compare the high, medium and low hand of each player to the high, medium and low hand of the dealer and shall announce if the asia poker wager of that player shall win or lose.

(g) All losing asia poker wagers shall be immediately collected by the dealer and put in the table inventory container. All losing asia poker hands shall also be collected. An asia poker wager made by a player shall lose if:

1. Any two of the player's three hands are identical (copy hand) or lower in rank than the dealer's corresponding hands;
2. Any one of the player's three hands is identical in rank to the corresponding hand of the dealer and one of the player's remaining hands is lower in rank than the dealer's corresponding hand;
3. The high hand of the player was not set so as to rank higher than his or her medium hand, or the medium hand of the player was not set so as to rank higher than his or her low hand; or
4. The three hands of the player were not otherwise set correctly in accordance with the rules of the game (for example, a player forms a one-card medium hand and a five-card high hand).

(h) All hands that result in a winning asia poker wager shall be immediately paid by the dealer from the table inventory container. After being paid, winning asia poker hands shall also be collected. The dealer shall pay all winning wagers and collect all losing wagers, in order, beginning with the player farthest to the right of the dealer and continuing counterclockwise around the table. An asia poker wager made by a player shall win if any two of the player's three hands are higher in rank than the dealer's corresponding hands.

(i) A winning asia poker wager shall be paid off by a casino licensee at odds of 1 to 1.

(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 be readily arranged to reconstruct each hand in case of a question or dispute.

Section 3.16.13 A player wagering on more than one betting area

(a) A casino licensee may, in its discretion, permit a player to wager on no more than two betting areas at an asia poker table, which areas must be adjacent to each other.

(b) If a casino licensee permits a player to wager on two adjacent betting areas, the cards dealt to each betting area shall be played separately. If the two wagers are not equal, the player shall be required to rank and set the hand with the larger wager before ranking and setting the other hand. If the amounts wagered are equal, each hand shall be played separately in a counterclockwise rotation with the first hand being ranked and set before the player proceeds to rank and set the second hand. Once a hand has been ranked and set and placed face down on the appropriate area of the layout, the hand may not be changed.

Section 3.16.14 Irregularities; invalid roll of the dice

(a) If the dealer uncovers the asia poker shaker and all three dice do not land flat on the bottom of the shaker, the dealer shall call a “no roll” and reshake the dice.

(b) If the dealer uncovers the asia poker shaker and a die or dice fall out of the shaker, the dealer shall call a “no roll” and reshake the dice.

(c) If the dealer incorrectly totals the dice and deals the first card or delivers the first stack to the wrong position, all hands shall be called dead and the dealer shall reshuffle the cards.

(d) If the dealer exposes any of the cards dealt to a player, the player has the option of voiding the hand. Without looking at the unexposed cards, the player shall make the decision either to play out the hand or to void the hand.

(e) If a card or cards in the hand of the dealer is exposed, all hands shall be void and the cards shall be reshuffled.

(f) A card found turned face up in the shoe shall not be used in the game and shall be placed in the discard rack. If more than one card is found turned face up in the shoe, all hands shall be void and the cards shall be reshuffled.

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

(h) If any player or the dealer is dealt an incorrect number of cards, all hands shall be void and the cards reshuffled.

(i) If the dealer does not set his or her hands in the manner submitted to the Lottery pursuant to section 3.16.12, the hands must be reset in accordance with this submission and the round of play completed.
(j) If a card is exposed while the dealer is dealing the seven stacks in accordance with 3.16.9, the cards shall be reshuffled.
(k) If cards are being dealt from the hand and the dealer fails to deal the seven stacks in accordance with 3.16.9(c), the cards shall be reshuffled.
(l) 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 in accordance with procedures approved by the Lottery.
(m) If an automated dealing shoe is being used and the device jams, stops dealing cards, or fails to deal all cards during a round of play, the round of play shall be void, and the cards shall be removed from the device and reshuffled with any cards already dealt, in accordance with procedures approved by the Lottery.
(n) 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.

Section 3.17 5 Card Hi Lo

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Section 3.17.1 Definitions

The following words and terms, when used in this subchapter, shall have the following meanings unless the context clearly indicates otherwise:

"Ante Wager" shall mean the wager that a player is required to make prior to any cards being dealt in order to compete against the dealer's hand in a round of play.

"Hand" shall mean the best Hi-Lo hand that can be formed by each player and the dealer from the cards they are dealt.

"Play wager" shall mean an additional wager, in an amount equal to the amount of the player's ante wager that a player is required to make if the player opts to remain in competition against the dealer.

"Round of play" shall mean one complete cycle of play during which all wagers have been placed, all cards have been dealt and all remaining wagers have been settled in accordance with the rules of this subchapter.

"Stub" shall mean the remaining portion of the deck after all cards in the round of play have been dealt or delivered.

"Suit" shall mean one of the four categories of cards: club, diamond, heart or spade.

Section 3.17.2 Cards; number of decks

(a) Except as provided in (b) and (c) below, 5 card Hi LO will be played with one deck of cards with backs of the same color and design and one cover card to be used in accordance with the procedures set forth in sections 3.17.5, 3.17.7; 3.17.8 and 3.17.9.. The deck of cards will meet the requirements of section pertaining to physical description of cards.

(b) If an automated card shuffling device is used, a casino licensee shall be permitted to use a second deck of cards to play the game, provided that:

1. Each deck of cards complies with the requirements of (a) above;
2. The backs of the cards in the two decks are of different color;
3. One deck is being shuffled by the automated card shuffling device while the other deck is being dealt or used to play the game;

4. Both decks are continuously alternated in and out of play, with each deck being used for every other round of play; and

5. The cards from only one deck will be placed in the discard rack at any given time.

(c) If an automated dealing shoe is used to deal the cards pursuant to section 3.17.9, a casino license shall be required to use a cover card with the same attributes described in (a) above in accordance with the procedures set forth in section 3.17.9(c).

Section 3.17.3 Hand Rankings

(a) Each card is given a point value: 2s through 10s have their own denomination as their value; Jacks, Queens, and Kings are 10 value, and Aces have a value of 11 if placed in High hand or a value of 1 if placed in the Low hand.

Section 3.17.4 Opening of the table for gaming

(a) The dealer shall receive cards at the table in accordance with section 2.3 pertaining to cards, receipt, storage, inspections and removal from use.

(b) Following the inspection of the cards by the dealer and the verification by the floorperson assigned to the table, the cards shall be, at the option of the casino licensee as noted in their internal controls, either:

1) Spread out face up on the table for visual inspection by the first player to arrive at the table. The cards shall be spread out according to suit and in sequence; or
2) Perform a wash of the cards in (c) below

(c) After the first player has been afforded an opportunity to visually inspect the cards, or the cards have been inspected by the dealer and floorperson,
the cards will be turned face down on the table, mixed thoroughly by a "washing" or "chemmy shuffle" of the cards and stacked. Once the cards have been stacked, they will be shuffled in accordance with 3.17.5

(d) If a casino licensee uses an automated card shuffling device to play the game and two decks of cards are received at the table pursuant to the section pertaining to card receipt, storage, inspection and removal from use, each deck of cards will be

separately sorted, inspected, verified, spread, inspected, mixed, stacked and shuffled in accordance with the provisions of (a) through (c) above.

Section 3.17.5 Shuffle and cut of the cards

(a) Immediately prior to the commencement of play and after each round of play has been completed, the dealer will shuffle the cards, either manually or by use of an automated card shuffling device, so that the cards are randomly intermixed. Upon completion of the shuffle, the dealer or device will place the deck of cards in a single stack; provided, however, that nothing herein will be deemed to prohibit the use of an automated card shuffling device which, upon completion of the shuffling of the cards, inserts the stack of cards directly into a dealing shoe.

(b) After the cards have been shuffled and stacked, the dealer shall:

1. If the cards were shuffled using an automated card shuffling device, deal or deliver the cards in accordance with the procedures set forth in section 3.17.7, 3.17.8, or 3.17.9

2. If the cards were shuffled manually cut the cards in accordance with the procedures set forth in (c) below.

(c) If a cut of the cards is required, the dealer shall:

1. Cut the deck, using one hand, by:

   i. Placing the cover card on the table in front of the deck of cards;

   ii. Taking a stack of at least 10 cards from the top of the deck and placing them on top of the cover card;

   iii. Placing the cards remaining in the deck on top of the stack of cards that were cut and placed on the cover card pursuant to section (c)1ii above; and

   iv. Removing the cover card and placing it in the discard rack; and

2. Deal the cards in accordance with the procedures set forth in sections 3.17.7, 3.17.8 or 3.17.9

(d) Notwithstanding (c) above, after the cards have been cut and before any cards have been dealt, a casino supervisor may require the cards to be recut if he or she

determines that the cut was performed improperly or in any way that might affect the integrity or fairness of the game.

(e) Whenever there is no gaming activity at a 5 Card Hi-Lo table, which is open for gaming, the cards shall be spread out on the table either face up or face down. If the cards are spread face down, they shall be turned face up once a player arrives at the table. After the first player is afforded an opportunity to visually inspect the cards, the procedures outlined in 3.17.4(c) shall be completed. Provided however, if the casino opted to waive the player inspection of the cards during the table opening, the player inspection may be waived at this time as well.

Section 3.17.6 Wagers

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

(b) A player, after placing an ante wager, may at their option place a tie wager in an amount within the posted minimum and maximum wagers.

(c) A player who has placed a 5 Card Hi Lo wager pursuant to section 3.17.6 (a) above, may at their option make a 5 card poker bonus wager by placing gaming chips in the area designated for the bonus wager at his or her betting position. The outcome of wagers 3.17.6 (a) or (b) above, do not have any effect on the outcome of the 5 card poker bonus wager. The minimum and maximum 5 card poker bonus wagers permitted by a casino licensee shall be posted.

Section 3.17.7 Procedures for dealing the cards from a manual dealing shoe

(a) If a casino licensee chooses to have the cards dealt from a manual dealing shoe, the dealing shoe shall meet the requirements of the section pertaining to dealing shoes and automatic shuffling devices and shall be located on the table in a location as approved by West Virginia Lottery. Once the procedures required by 3.17.5 have been completed, the stacked deck of cards shall be

placed in the dealing shoe either by the dealer or by an automated card-shuffling device.

(b) The dealer shall announce "No more bets" prior to dealing any cards. Each card shall be removed from the dealing shoe with the hand of the dealer that is closest to the dealing shoe and placed on the appropriate area of the layout with the opposite hand.

(c) The dealer shall, starting with the player farthest to his or her left and continuing around the table in a clockwise manner, deal one card at a time, in order, to each player who has placed a wager and to the dealer until each player and the dealer has five cards. All cards dealt to the players and the dealer shall be dealt face down.

(d) After five cards have been dealt to each player and the dealer, the dealer shall remove the stub from the manual dealing shoe and, except as provided in (e) below, place the stub in the discard rack without exposing the cards.

(e) The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct number of cards is still present in the deck. The dealer shall determine the number of cards in the stub by counting the cards face down on the layout.

1. If the count of the stub indicates that 52 cards are in the deck, the dealer shall place the stub in the discard rack without exposing the cards.

2. If the count of the stub indicates that the number of cards in the deck is incorrect, the dealer shall determine if the cards were misdealt. If the cards have been misdealt (a player or the dealer has more or less than five cards) but 52 cards remain in the deck, all hands shall be void pursuant to 3.17.12. If the cards have not been misdealt, all hands shall be considered void and the entire deck of cards shall be removed from the table pursuant to section pertaining to removal of cards from use.

(f) Notwithstanding the provisions of (e) above, the counting of the stub shall not be required if an automated card shuffling device is used that counts the number of cards in the deck after the completion of each shuffle and indicates whether 52 cards are still present. If the automated card-shuffling device reveals that an incorrect number of cards are present, the deck shall be removed from the table in accordance with the section for removal of cards from use.

Section 3.17.8 Procedures for dealing the cards from the hand

(a) Notwithstanding any other provisions of this chapter, a casino licensee may, in its discretion, permit a dealer to deal the cards used to play Five Card Hi Lo from his or her hand.

(b) If a casino licensee chooses to have the cards dealt from the dealer's hand, the following requirements shall be observed:

1. A casino licensee shall use an automated shuffling device to shuffle the cards.

2. Once the procedures required by 3.17.5 have been completed, the dealer shall place the stacked deck of cards in either hand.

    i. Once the dealer has chosen the hand in which he or she will hold the cards, the dealer shall use that hand whenever holding the cards during that round of play.

    ii. The cards held by the dealer shall at all times be kept in front of the dealer and over the table inventory container.

3. The dealer shall then announce "No more bets" prior to dealing any cards. The dealer shall deal each card by holding the deck of cards in the chosen hand and using the other hand to remove the top card of the deck and place it face down on the appropriate area of the layout.

(c) The dealer shall, starting with the player farthest to his or her left and continuing around the table in a clockwise manner, deal one card at a time in order to each

player who has placed a wager and to the dealer until each player and the dealer has five cards. All cards dealt to the players and the dealer shall be dealt face down.

(d) After five cards have been dealt to each player and the dealer, the dealer shall, except as provided in (e) below, place the stub in the discard rack without exposing the cards.

(e) The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct number of cards is still present in the deck. The dealer shall count the stub in accordance with the provisions of 3.17.7(e) and (f).

Section 3.17.9 Procedures for dealing the cards from an automated dealing shoe

(a) Notwithstanding any other provision of this chapter, a casino licensee may, in its discretion, choose to have the cards used to play 5 Card Hi LO dealt from an automated dealing shoe which dispenses cards in stacks of five cards, provided that the shoe, its location, and the procedures for its use are approved by the WV Lottery.
(b) If a casino licensee chooses to have the cards dealt from an automated dealing shoe, the following requirements will be observed.

1. Once the procedures required by section 3.17.5 have been completed, the cards will be placed in the automated dealing shoe.
2. The dealer will then announce "No more bets" prior to the shoe dispensing any stacks of cards.

(c) The dealer will deliver the first stack of cards dispensed by the automated dealing shoe face down to the player farthest to his or her left who has placed a wager in accordance with section 3.17.6. As the remaining stacks are dispensed to the dealer by the automated dealing shoe, the dealer will, moving clockwise around the table, deliver a stack face down to each of the other players who have placed a

wager in accordance with section 3.17.6. The dealer will then place a cover card on top of the dealer's stack of five cards in the automated dealing shoe and either:

1. Deliver the stack face down with the cover card on top to the area designated for the placement of the dealer's cards; or
2. Deliver the stack face down after each player has made a play wager or forfeited his or her ante wager, the dealer has collected all forfeited wagers and associated cards, and the dealer has placed the cards of forfeited hands in the discard rack.

(d) After each stack of five cards has been dispensed and delivered in accordance with this subsection, the dealer will remove the stub from the automated dealing shoe and place the cards in the discard rack without exposing the cards.

Section 3.17.10 Procedures for completion of each round of play

(a) After the dealing procedures required by 3.17.7, 3.17.8 or 3.17.9 have been completed, each player shall examine his or her cards. Each player who wagers at 5 Card Hi LO shall be responsible for his or her own hand and no person other than the dealer and the player to whom the cards were dealt may touch the cards of that player.

(b) The dealer shall, starting with the player farthest to his or her left and continuing clockwise around the table, offer each player who has placed an ante wager the option to either make a play wager or forfeit his or her ante wager. A play wager shall be made in an amount equal to the amount of the player's ante wager.

(c) After each player has either placed a play wager on the designated area of the layout or forfeited his or her ante wager and or tie wager, the dealer shall collect all forfeited ante and tie wagers. The dealer shall collect the cards of any player who forfeited his or her ante wager and or tie wager, placing the cards in the discard rack. The cards of any player who has placed a 5 card poker bonus wager shall remain on the layout regardless of the outcome of his or her 5 Card Hi Lo wager.

(d) The dealer shall then reveal the dealer's cards and set their high and lo hands accordingly. The dealer shall then, starting with the player farthest to his or her right whose hand is still active, reveal the cards of each player and determine the outcome of the hand. The dealer shall then collect all losing ante and tie wagers. A hand is

considered a losing hand if the player's high hand is lower than the dealer's high hand and the player's low hand is higher than the dealer's low hand or if the player's high hand ties the dealer's high hand or the player's low hand ties the dealer's low hand, or both. A hand is considered a push when the player's high hand is higher than the dealer's hand and the player's low hand is higher than the dealer's hand or when the player's high hand is lower than the dealer's high hand and the player's low hand is lower than the dealer's low hand.

(e) The dealer shall then settle the wagers remaining on the table by complying with either (e) 1 or 2 below. A casino licensee shall identify in its approved gaming submission which alternative the dealer shall use. The dealer's cards shall be placed in the discard rack after all players' cards have been collected.

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

i. Reveal both hands for each player;

ii. Collect all losing wagers;

iii. Pay each winning wager in accordance with the payout odds listed in 3.17.11;

iv. If a 5 card poker bonus wager was placed, the dealer shall set the player's hand with the best possible 5 card poker hand. The 5 card poker bonus hand is evaluated and collected if a loser or paid in accordance with 3.17.11 below, and;

v. Collect all player hands and place them in the discard rack

2. The dealer shall, starting with the player farthest to the dealer's right and continuing counterclockwise around the table, complete all of the following procedures as to each remaining player in succession:

i. Reveal both hands for each player;

ii. Collect losing wagers or pay winning wagers in accordance with the payout odds listed in 3.17.11; and

iii If a 5 card poker bonus wager was placed, the dealer shall set the player's hand with the best possible 5 card poker hand. The 5 card poker bonus hand

is evaluated and collected if a loser or if a winner paid in accordance with 3.17.11 below, and;

iv. Collect the player's cards and place them in the discard rack.

(f) 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 be readily arranged to reconstruct each hand in the event of a question or dispute.

Section 3.17.11 Payout Odds

(a) A player in competition against the dealer shall be paid 1 to 1 on both the ante wager and the play wager if the player's high hand is higher than the dealer's hand and the player's lo hand is lower than the dealer's lo hand.

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

		A	B	C	D
Perfect Hand:	A,A,A,A,2	1000 to1	500 to 1	200 to 1	100 to 1
Four Aces:	A,A,A,A,X	100 to1	50 to 1	50 to	50 to 1
Three Aces:	A,A,A,X,X	10 to 1	5 to 1	5 to 1	5 to 1

(c) The player can wager on an optional side bet that pays when one or both of the hands (Player and Dealer) tie using the following payout ledger:

Tie Bet Payouts:

2 Card Low Hand Ties	4 to 1
3 Card High Hand Ties	4 to 1
Both Hands Tie	20 to 1

(d) 5 Card Poker Bonus wagers shall be paid pursuant to one of the following schedules, which shall be listed in the casino licensee's rules of the game:

Hand	Paytable A	Paytable B
Royal flush	250 to 1	500 to 1

Straight flush	50 to 1	100 to 1
Four-of-a-kind	25 to 1	40 to 1
Full house	15 to 1	15 to 1
Flush	10 to 1	8 to 1
Straight	8 to 1	6 to 1
Three-of-a-kind	5 to 1	4 to 1
Two Pair	3 to 1	3 to 1
Pair of Sevens or better	1 to 1	1 to 1
Pair of Sixes or better	Lose	1 to 1

Section 3.17.12 Irregularities

(a) 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.

(b) 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.

(c) If any player or the dealer is dealt an incorrect number of cards, all hands shall be void and the cards shall be reshuffled.

(d) If one or more of the dealer's cards is inadvertently exposed prior to the dealer revealing his or her cards as prescribed in 3.17.10, all hands shall be void and the cards shall be reshuffled.

(e) 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 in accordance with procedures approved by West Virginia Lottery.

(f) If an automated dealing shoe is being used and the device jams, stops dealing cards, or fails to deal all cards during a round of play, the round of play shall be void and the cards shall be removed from the device and reshuffled with any cards already dealt, in accordance with procedures approved by West Virginia Lottery

Section 3.18 Spanish 21

Section 3.18.1Definitions
Section 3.18.2 Cards: number of decks; value; point count of hand
Section 3.18.3 Opening of table for gaming
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Section 3.18.14 Player wagering on more than one box
Section 3.18.15 Irregularities

Section 3.18.1 Definitions

The following words and terms, when used in this subchapter, shall have the following meanings unless the context clearly indicates otherwise:

"Blackjack" shall mean an ace and any card having a point value of 10 dealt as the initial two cards to a player or a dealer, except that this shall not include an ace and a 10 point value card dealt to a player who has split pairs.

"Hard total" shall mean the total point count of a hand which contains no aces or which contains aces that are each counted as one in value.

“Push” shall mean a tie between the hand of the player and that of the dealer, except for hands containing a point count of 21 or a blackjack.

“Rescue” is defined in Section 3.18.9.

"Soft total" shall mean the total point count of a hand which contains an ace that is counted as 11 in value.

“Suit” shall mean one of the four categories of cards: club, diamond, heart or

spade.

Section 3.18.2 Cards: number of decks; value; point count of hand

(a) Spanish 21 shall be played with six or eight decks of cards, with backs of the same color and design and one additional cutting card. The decks shall meet the requirements of section 2.3 and shall consist of 48 cards, with the 10 of each suit having been removed from each deck during the inspection required by section 3.18.3. The cutting card shall be opaque and a solid color readily distinguishable from the color of the backs and edges of the playing cards, as approved by the Commission.

(b) The point value of the cards contained in each deck shall be as follows:

1. Any card from 2 to 9 shall have its face value;
2. Any Jack, Queen or King shall have a value of 10;
3. An ace shall have a value of 11, unless that value would give a player or the dealer a score in excess of 21, in which case it shall have a value of one.

Section 3.18.3 Opening of table for gaming

(a) The dealer shall receive cards at the table in accordance with section 2.3 pertaining to cards, receipt, storage, inspections and removal from use.(b) If the decks contain the 10 of any suit, the dealer shall remove these cards from the decks, and the floorperson or above shall verify that all such cards have been removed from each deck, and shall destroy them in a manner approved by the Commission. Following the inspection of the cards by the dealer and the verification by the floorperson assigned to the table, the cards shall be, at the option of the casino licensee as noted in their internal controls, either:

1) Spread out face up on the table for visual inspection by the first player to arrive at the table. The cards shall be spread out according to suit and in sequence; or
2) Perform a wash of the cards in (c) below

(c) After the first player has been afforded an opportunity to visually inspect the cards, or the cards have been inspected by the dealer and floorperson,

the cards shall be turned face down on the table, mixed thoroughly by a "washing" or "chemmy shuffle" of the cards, and stacked. If during the mixing or the stacking process a card is turned over and exposed to the players, the cards shall be remixed. Once the cards have been stacked, they shall be shuffled in accordance with Section 3.18.4.

Section 3.18.4 Shuffle and cut of the cards

(a) Immediately prior to the commencement of play, unless the cards were pre-shuffled, and after each shoe of cards has been completed, the dealer shall shuffle the cards, either manually or by use of an automated card shuffling device, so that the cards are randomly intermixed. Additionally, as noted in section 2.3 (a) 10, if pre-shuffled cards are used, they must be shuffled using an automated shuffler that can verify both the number and suit of the cards. These shufflers shall be able to identify any additional or missing cards. Upon completion of the shuffle, the dealer or device shall place the deck of cards in a single stack.

(b) After the cards have been shuffled and stacked, the dealer shall:

1.If the cards were shuffled using an automated card shuffling device, place the stack of cards in the dealing shoe and deal the cards in accordance with the procedures set forth in Section 3.18.7; provided, however, that nothing herein shall be deemed to prohibit the use of an automated card shuffling device which, upon completion of the shuffling of the cards, inserts the stack of cards directly into a dealing shoe; or

2.If the cards were shuffled manually or were pre-shuffled, cut the cards in accordance with the procedures set forth in (c) below.

(c) If a cut of the cards is required, the dealer shall offer the stack of cards to be cut, with the backs facing away from the dealer, to the player determined pursuant to (d) below. If the casino licensee opted to not have or use the player inspection, the dealer shall cut the cards pursuant to the section below. If no player accepts the cut, the dealer shall cut the cards.

(d) The cut of the cards shall be offered to players in the following order:

1. The first player to the table, if the game is just beginning; or

2. The player on whose box the cutting card appeared during the last round of play; or

3. The player at the farthest position to the right of the dealer;

provided, however, that if there are two or more consecutive rounds of play, the offer to cut the cards shall rotate in a counter-clockwise manner after the player to the far right of the dealer has been offered the cut.

(e) The player or dealer making the cut shall place the cutting card in the stack at least 10 cards from either end. Once the cutting card has been inserted, the dealer shall take the cutting card and all the cards on top of the cutting card and place them on the bottom of the stack. The dealer shall then take the entire stack of cards that was just shuffled and align them along the side of the dealing shoe. Thereafter, the dealer shall insert the cutting card in the stack at a position at least approximately one-quarter of the way in from the back of the stack. The stack of cards shall then be inserted into the dealing shoe for commencement of play.

(f) After the cards have been cut and before any cards have been dealt, a casino supervisor may require the cards to be recut if he or she determines that the cut was performed improperly or in any way that might affect the integrity or fairness of the game. If a recut is required, the cards shall be recut, at the casino licensee's option, by the player who last cut the cards, or by the next person entitled to cut the cards, as determined by (c) and (d) above.

(g) A reshuffle of the cards in the shoe shall take place after the cutting card is reached in the shoe as provided for in Section 3.18.7 (j), provided, however, that the casino licensee may determine after each round of play that the cards should be reshuffled.

(h) Whenever there is no gaming activity at a Spanish 21 table which is open for gaming, the casino licensee, as written in their internal controls, shall either: Remove the cards from the dealing shoe and the discard rack, and spread out on the table for inspection, either face up or face down. If the cards are spread face down, they shall be turned face up once a player arrives at the table. After the first player is afforded an opportunity to visually inspect the cards the cards shall be turned face

downward on the table. Provided however, if the casino opted to waive the player inspection of the cards during the table opening, the player inspection may be waived at this time as well.

1.

a. If there is no automated shuffling device in use, the cards shall be mixed thoroughly by a washing or chemmy shuffle of the cards, stacked, then shuffled and cut in accordance with this section.

b. If an automated shuffling device is in use, the cards shall be stacked and placed into the automated shuffling device to be shuffled. The batch of cards already in the shuffler shall then be removed. Unless a player so requests, the batch of cards removed from the shuffler need not be spread for inspection and reshuffled prior to being dealt, if:

i. The automated card shuffling device stores a single batch of shuffled cards inside the shuffler in a secure manner approved by the Lottery; and

ii. The shuffled cards have been secured, released and prepared for play in accordance with procedures approved by the Lottery; or

2. The shoe shall be brought to the center of the table until the next patron arrives at the table. At the discretion of the floor supervisor or above, a reshuffle may be performed, per the procedures above.

Section 3.18.5 Wagers; payout odds

(a) Prior to the first card being dealt for each round of play, each player at the game of Spanish 21 shall make a wager against the dealer which shall win if:

1. The score of the player is 21 or less and the score of the dealer is in excess of 21;

2. The score of the player exceeds that of the dealer without either exceeding 21;

3. The player has achieved a score of 21 in two cards and the dealer has achieved a score of 21 in two or more cards; or

4. The player has achieved a score of 21 in more than two cards and the dealer has achieved a score of 21 in more than two cards.

(b) Except as otherwise provided in (a) 3 and 4 above, a wager made in accordance with this section shall be void if the score of the player is the same as the dealer. However, a wager shall lose if the player has 21 in more than two cards and the dealer has a blackjack.

(c) All wagers at Spanish 21 shall be made by placing gaming chips or plaques and, if applicable, a match play coupon on the appropriate betting areas of the table layout. A verbal wager accompanied by cash may be accepted, provided it is confirmed by the dealer and a pit supervisor or above, and that such cash is expeditiously converted into gaming chips or plaques.

(d) Except as otherwise provided in this subchapter, no wager shall be made, increased or withdrawn after the first card of the respective round has been dealt.

(e) After each round of play is complete, the dealer shall collect all losing wagers and pay off all winning wagers. Except as provided in (f) and (g) below, winning wagers made in accordance with (a)3 above shall be paid at odds of 3 to 2, and all winning wagers made in accordance with (a)1, 2 or 4 above shall be paid at odds of 1 to 1.

(f) Notwithstanding the provisions of (e) above, a casino licensee may, in its discretion, pay the following payout odds for winning wagers made in accordance with (a) above unless the player has doubled down, in which case all of the following wagers shall only be paid at odds of 1 to 1, and provided that the casino licensee complies with the notice requirements set forth for rules of games notice:

1. Three cards consisting of the 6, 7 and 8 of mixed suits shall be paid at odds of 3 to 2;

2. Three cards consisting of the 6, 7 and 8 of the same suit shall be paid at odds of 2 to 1, except that three cards consisting of the 6, 7 and 8 of spades shall be paid at odds of 3 to 1;

3. Three cards consisting of three 7's of mixed suits shall be paid at odds of 3 to 2;

4. Three cards consisting of three 7's of the same suit shall be paid at odds of 2 to 1, except that three cards consisting of three 7's of spades shall

be paid at odds of 3 to 1;

5. Five cards totaling 21 shall be paid at odds of 3 to 2;
6. Six cards totaling 21 shall be paid at odds of 2 to 1; and
7. Seven or more cards totaling 21 shall be paid at odds of 3 to 1.

(g) In addition to the payouts required by (f) 4 above, a winning hand that consists of three 7's of the same suit when the dealer's exposed card is also a seven of any suit shall be paid an additional fixed payout of $1,000 if the player's original wager was $5.00 or more but less than $25.00, or $5,000 if the player's original wager was $25.00 or more. All other players at the table who placed a wager during that round of play shall also be paid an additional fixed payout of $50.00. Notwithstanding the foregoing, the additional fixed payouts required by this subsection shall not be applicable if the winning hand had been doubled down pursuant to Section 3.18.9 or had been split pursuant to Section 3.18.10.

(h) Except as expressly permitted by this subchapter, once the first card of any hand has been removed from the shoe by the dealer, 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.

(i) Once an insurance wager, a wager to double down or a wager to split pairs has been made and confirmed by the dealer, no player shall handle, remove or alter such wagers until a decision has been rendered and implemented with respect to that wager, except as expressly permitted by this subchapter.

(j) After the cards have been shuffled pursuant to Section 3.18.4, a casino licensee may, in its discretion, prohibit any person, whether seated at the gaming table or not, who does not make a wager on a given round of play from placing a wager on the next round of play and any subsequent round of play at that gaming table unless the casino licensee chooses to permit the player to begin wagering or until a reshuffle of the cards has occurred.

Section 3.18.6 Match-the-dealer wager

(a) A player at a Spanish 21 table may make an additional "match-the-dealer" wager that either of the player's initial two cards will match the dealer's up card in the

manner required by (e) below. If both of the player's initial two cards match the dealer's up card, the player shall be paid in accordance with (e) below for each matching card.

(b) Prior to the first card being dealt for each round of play, a player who has placed the basic wager required by Section 3.18.5 may make an additional match-the-dealer wager, which shall be in an amount not less than $1.00 and shall not exceed the lesser of:

1. The amount of the wager made by the player pursuant to Section 3.18.5(a); or
2. A maximum amount established by the casino licensee, which limit shall be posted in accordance with Section 3.33.

(c) A match-the-dealer wager shall be made by placing gaming chips or plaques and, if applicable, a match play coupon on the appropriate area of the Spanish 21 layout, except that a verbal wager accompanied by cash may be accepted provided that it is confirmed by the dealer and a pit supervisor or above at the table prior to the first card being dealt to any player, and that such cash is expeditiously converted into gaming chips or plaques.

(d) Immediately after the second card is dealt to each player and the dealer, and prior to any additional cards being dealt to any player at the table or the dealer and before any card reader device is utilized, all losing match-the-dealer wagers shall be collected by the dealer, and then all winning match-the-dealer wagers shall be paid by the dealer, in accordance with (e) below.

(e) All winning match-the-dealer wagers shall be paid at no less than the following odds:

1. If six decks of cards are being used:

Each matching card of a different suit	4 to 1
Each matching card of the same suit	9 to 1

2. If eight decks of cards are being used:

Each matching card of a different suit	3 to 1
Each matching card of the same suit	12 to 1

(f) A match-the-dealer wager shall have no bearing on any other wager made by a

player at the game of Spanish 21.

Section 3.18.7 Procedure for dealing the cards

(a) All cards used in Spanish 21 shall be dealt from a dealing shoe specifically designed for such purpose and located on the table to the left of the dealer.

(b) The dealer shall remove cards from the shoe with his or her left hand, turn them face upwards, and then place them on the appropriate area of the layout with his or her right hand, except that the dealer has the option to deal hit cards to the first two betting positions with his or her left hand.

(c) After each full set of cards is placed in the shoe, the dealer shall remove the first card there from face downwards and place it in the discard rack, which shall be located on the table immediately to the right of the dealer. Each new dealer who comes to the table shall either also burn one card as described in this subchapter before the new dealer deals any cards to the players; or at the casino licensee's discretion, each new dealer shall not need to burn a card when entering in the middle of a shoe. The casino licensee shall state in their internal control which method they will use. The burn card shall be disclosed if requested by a player.

(d) At the commencement of each round of play, the dealer shall, starting on his or her left and continuing around the table, deal the cards in the following order:

1. One card face upwards to each box on the layout in which a wager is contained;
2. One card face upwards to the dealer; and
3. A second card face upwards to each box in which a wager is contained.

(e) After two cards have been dealt to each player, the dealer shall, beginning from his or her left, announce the point total of each player. As each player's point total is announced, such player shall indicate whether he wishes to surrender, double down, split pairs, stand or draw, as provided for by this subchapter.

(f) As each player indicates his or her decisions, the dealer shall deal face upwards whatever additional cards are necessary to effectuate such decisions consistent with this subchapter and shall announce the new point total of such player after each

additional card is dealt.

(g) After the decisions of each player have been implemented and all additional cards have been dealt, the dealer shall deal a second card face upward to himself or herself; provided, however, that such card shall not be removed from the dealing shoe until the dealer has first announced "Dealer's Card," which shall be stated by the dealer in a tone of voice calculated to be heard by each person at the table. Any additional cards authorized to be dealt to the hand of the dealer by Section 3.18.12 shall be dealt face upwards at this time, after which the dealer shall announce his or her total point count. In lieu of the requirements of this subsection, one of the procedures set forth in (i) below may be implemented.

(h) At the conclusion of a round of play, all cards still remaining on the layout shall be picked up by the dealer in order and in such a way that they can be readily arranged to indicate each player's hand in case of question or dispute. The dealer shall pick up the cards beginning with those of the player to his or her far right and moving counterclockwise around the table. After all the players' cards have been collected the dealer shall pick up his or her cards against the bottom of the players' cards and place them in the discard rack.

(i) In lieu of the procedure set forth in (g) above, a casino licensee may permit the dealer to deal his or her hole card face downward after a second card and before additional cards are dealt to the players; provided, however, that the dealer shall not look at the face of the hole card until after all other cards requested by the players pursuant to those regulations are dealt to them. Notwithstanding the foregoing, if a casino licensee elects to utilize a card reader device and the dealer’s first card is an ace, king, queen or jack of any suit, the dealer shall determine whether the hole card will give the dealer a blackjack prior to dealing any additional cards to the players at the table, in accordance with procedures approved by the Commission. The dealer shall insert the hole card into the card reader device by moving the card face down on the layout without exposing it to anyone, including the dealer, at the table. If the dealer has a blackjack, no additional cards shall be dealt and each player’s wager shall be settled in accordance with Section 3.18.5. Any casino licensee using this alternate dealing procedure shall provide notice thereof in accordance with the

notice requirements set forth in these regulations.

(j) Whenever the cutting card is reached in the deal of the cards, the dealer shall continue dealing the cards until that round of play is completed, after which the dealer shall:

1. Collect the cards as provided in (h) above;
2. Remove the cards remaining in the shoe and place them in the discard rack to ensure that no cards are missing; and then
3. Shuffle the cards.

(k) No player or spectator shall handle, remove or alter any cards used to game at Spanish 21 except as explicitly permitted by this subchapter and no dealer or other casino employee shall permit a player or spectator to engage in such activity.

(l) Each player at the table shall be responsible for correctly computing the point count of his or her hand, and no player shall rely on the point counts required to be announced by the dealer under this section without checking the accuracy of such announcement himself or herself.

Section 3.18.8 Surrender

(a) After the first two cards are dealt to a player and the player's point total is announced, the player may elect to discontinue play on his or her hand for that round by surrendering one-half of his or her wager. All decisions to surrender shall be made prior to such player indicating as to whether he or she wishes to double down, split pairs, stand or draw as provided in this subchapter.

1. If the first card dealt to the dealer was a 2, 3, 4, 5, 6, 7, 8 or 9, the dealer shall immediately collect one-half of the wager and return one-half to the player.

2. If the first card dealt to the dealer was an ace, king, queen or jack, the dealer shall place the player's wager on top of the player's cards. When the dealer's second card is revealed, the hand shall be settled by immediately collecting the entire wager if the dealer has blackjack, or by collecting one-half of the wager and returning one-half of the wager to the player if the dealer does not have blackjack.

(b) If the player has made an insurance wager and then elects to surrender, each wager shall be settled separately and one wager shall have no bearing on the other.

Section 3.18.9 Doubling down; rescue

(a) Except for blackjack, a player may elect to double down, that is, make an additional wager not in excess of the amount of his or her original wager, on the two or more cards dealt to that player, including any hands resulting from a split pair, on the condition that one and only one additional card shall be dealt to each hand on which the player has elected to double down. In such circumstances, the one additional card shall be dealt face upwards and placed sideways on the layout.

(b) A winning wager on a doubled hand shall be paid in accordance with Section 3.18.5(e) only, and the payouts in Section 3.18.5(f) and (g) shall not be applicable to such wagers.

(c) If a dealer obtains blackjack after a player doubles down, the dealer shall collect only the amount of the original wager of such player, and shall not collect the additional amount wagered in doubling down.

(d) After the additional card required by (a) above has been dealt to a doubled hand, a player may “rescue” (take back) the double down wager and forfeit his or her original wager, as long as the additional card does not result in the hand having a point count in excess of 21.

Section 3.18.10 Splitting pairs

(a) Whenever the initial two cards dealt to a player are identical in value, the player may elect to split the hand into two separate hands, provided that the player makes a wager on the second hand so formed in an amount equal to his or her original wager.

(b) When a player splits pairs, the dealer shall deal a card to and complete the player's decisions with respect to the first incomplete hand on the dealer's left before proceeding to deal any cards to any other hand.

(c) After a second card is dealt to a split pair, the dealer shall announce the point

total of such hand and the player shall indicate his or her decision to stand, draw or double down with respect thereto. A player may also split pairs again if the second card dealt to an incomplete hand is identical in value to the split pair; provided, however, that a player may split pairs a maximum of three times, or a total of four hands.

(d) If the dealer obtains blackjack after a player splits pairs, the dealer shall collect only the amount of the original wager of such player, and shall not collect the additional amount wagered in splitting pairs.

(e) The additional payouts provided in Section 3.18.5(g) are not applicable to a winning wager on a split hand.

Section 3.18.11 Insurance

(a) Whenever the first card dealt to the dealer is an ace, each player shall have the right to make an insurance bet, which shall win if the dealer's second card is a King, Queen or Jack and shall lose if the dealer's second card is an ace, 2, 3, 4, 5, 6, 7, 8 or 9.

(b) An insurance bet shall be made by placing on the insurance line of the layout an amount not more than half the amount staked on the player's initial wager, except that a player may bet an amount in excess of half the initial wager to the next unit that can be wagered in chips, when because of the limitation of the value of chip denominations, half the initial wager cannot be bet. All insurance bets shall be placed immediately after the second card is dealt to each player and prior to any additional cards being dealt to any player at the table. If a card reader device is in use, all insurance wagers shall be placed prior to the dealer inserting his or her hole card into the card reader device.

(c) All winning insurance bets shall be paid at odds of 2 to 1.

(d) All losing insurance bets shall be collected by the dealer immediately after the dealer draws his or her second face up card or discloses his or her hole card and before the dealer draws any additional cards.

(e) Insurance bets shall not apply to the match-the-dealer wager permitted pursuant to Section 3.18.6.

Section 3.18.12 Drawing of additional cards by players and dealers

(a) A player may elect to draw additional cards whenever his or her point count total is less than 21, except that:

1. A player having blackjack or a hard total of 21 may not draw additional cards; and
2. A player electing to double down shall draw one and only one additional card;

(b) Except as provided in (c) below, a dealer shall draw additional cards to his or her hand until:

1. The dealer has a hard or soft total of 17, 18, 19, 20 or 21; or
2. The dealer has:
   i. A hard total of 17, 18, 19, 20, or 21; or
   ii. A soft total of 18, 19, 20, or 21.

at which point no additional cards shall be drawn.

(c) A dealer shall draw no additional cards to his or her hand, regardless of the point count, if decisions have been made on all players' hands and the point count of the dealer's hand will have no effect on the outcome of the round of play.

Section 3.18.13 More than one player wagering on a box

(a) Unless otherwise directed by the Commission, a casino licensee may permit from one to three people to wager on any one box of the Spanish 21 layout, provided that the first person wagering on that box consents to additional players wagering on such box, and provided further that the casino licensee adheres to such procedures and limitations imposed by the Commission as dictated by the particular circumstances.

(b) Whenever more than one player wagers on a box, the player seated at that box shall have the exclusive right to call the decisions with regard to the cards dealt to

such box. In the case of no seated player, the person with the highest wager in the box shall have such right.

(c) The player calling the decisions with respect to any box shall place his or her wager in that portion of the box closest to the dealer's side of the table and all other players wagering on such box shall place their wagers immediately behind and in a vertical line with the aforementioned wager.

(d) Whenever more than one player is wagering on a box and the player calling the decisions decides to double down, the other players may also double their wagers but shall not be required to do so. In any event, only one additional card shall be dealt to the hand that is subject to the double down decision.

(e) Whenever more than one player is wagering on a box and the player calling the decisions decides to split pairs, the other players shall either make an additional wager to cover each split pair or designate the split pair to which their initial wager shall apply.

(f) Whenever more than one player is wagering on a box, each player shall have the right to make an insurance bet, regardless of whether the other players on that box make such a bet.

(g) The Commission and its agents shall have the discretion and authority to limit, control and regulate the implementation of this section as is appropriate under the circumstances which shall include, without limitation, the right to limit the number of tables at which this procedure is permitted, the right to limit the number of boxes at each table on which more than one person can wager and the right to require the casino licensee to establish the ability of its dealers to implement this section.

Section 3.18.14 Player wagering on more than one box

A player may only wager on one box at a Spanish 21 table unless the casino licensee, in its discretion, permits the player to wager on additional boxes.

Section 3.18.15 Irregularities

(a) A card found turned face upwards in the shoe 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 during the dealing of the cards, the round of play shall be void and the cards shall be reshuffled.

(b) If a 10 card of any suit is found in the shoe, it shall not be used in the game and shall be removed from the shoe and destroyed by a floorperson in a manner approved by the Commission. If more than one 10 card is found in the shoe during the dealing of the cards, the round of play shall be void and the cards shall be re-inspected and reshuffled.

(c) A card drawn in error without its face being exposed shall be used as though it were the next card from the shoe.

(d) After the initial two cards have been dealt to each player and a card is drawn in error and exposed to the players, such card shall be dealt to the players or dealer as though it were the next card from the shoe. Any player refusing to accept such card shall not have any additional cards dealt to him during such round. If the card is refused by the players and the dealer cannot use the card, the card shall be burned.

(e) If the dealer has a point count of 17 or higher and accidentally draws a card for himself or herself, such card shall be burned.

(f) If the dealer misses dealing his or her first or second card to himself or herself, the dealer shall continue dealing the first two cards to each player, and then deal the appropriate number of cards to himself or herself.

(g) If there are insufficient cards remaining in the shoe to complete a round of play, all of the cards in the discard rack shall be shuffled and cut according to the procedures in Section 3.18.4, the first card shall be drawn face downwards and burned, and the dealer shall complete the round of play.

(h) If no cards are dealt to the player's hand, the hand is dead and the player shall be included in the next deal. If only one card is dealt to the player's hand, at the player's option, the dealer shall deal the second card to the player after all other players have received a second card.

(i) If after receiving the first two cards, the dealer fails to deal an additional card or cards to a player who has requested such cards, then, at the player's option, the dealer shall either deal the additional cards after all other players have received their

additional cards but prior to the dealer revealing his or her hole card, or shall call the player's hand dead and return the player's original wager.

(j) 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 in accordance with procedures approved by the Commission.

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

(l) If the dealer inserts his or her hole card into a card reader device when the value of his or her first card is not an ace, king, queen or jack, the dealer, after notification to a casino supervisor, shall:

1. If the particular card reader device in use provides any player with the opportunity to determine the value of the hole card, call all hands dead, collect the cards and return each player's wager; or
2. If the particular card reader device in use does not provide any player with the opportunity to determine the value of the hole card, continue play.

(k) If a card reader device malfunctions the dealer may only continue dealing the game of Spanish 21 at that table using the dealing procedures applicable when a card reader device is not in use.

Section 3.19 Mississippi Stud

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Section 3.19.1 Definitions

The following words and terms, when used in this subchapter, shall have the following meanings unless the context clearly indicates otherwise:

"Ante wager" means the initial wager placed prior to any cards being dealt in order to participate in the round of play.

“Bet wager” means either a 3rd street wager, a 4th street wager or a 5th street wager.”

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

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

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

“4th street wager” means an additional wager made by a player, in an amount equal to one, two or three times the amount of the player’s ante wager, after the first community card has been revealed by the dealer.

"Push" means a player’s hand, as defined in Section 3.19.10, resulting in neither payment on nor collection of the player’s wagers.

"Rank" or "ranking" means the relative position of a card or group of cards as set forth in Section 3.19.5.

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

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

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

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

Section 3.19.2 Cards; number of decks

(a) Except as provided in (b) below, Mississippi Stud shall be played with one deck of cards that meets the requirements in section 2.3 and one additional cover card. The cover card shall be opaque and in a solid color readily distinguishable from the color of the backs and edges of the playing cards, as approved by the Commission.

(b) If an automated card shuffling device is used for Mississippi Stud, a casino licensee shall be permitted to use a second deck of cards to play the game, provided that:

1. Each deck of cards complies with the requirements of (a) above;
2. The backs of the cards in the two decks are of a different color;
3. One deck is being shuffled by the automated card shuffling device while the other deck is being dealt or used to play the game;
4. Both decks are continuously alternated in and out of play, with each deck being used for every other round of play; and
5. The cards from one deck only shall be placed in the discard rack at any given time.

Section 3.19.3 Opening of the table for gaming

(a) The dealer shall receive cards at the table in accordance with section 2.3 pertaining to cards, receipt, storage, inspections and removal from use.

(b) Following the inspection of the cards by the dealer and the verification by the floorperson assigned to the table, the cards shall be, at the option of the casino licensee as noted in their internal controls, either:

1) Spread out face up on the table for visual inspection by the first player to arrive at the table. The cards shall be spread out according to suit and in sequence; or
2) Perform a wash of the cards in (c) below

(c) After the first player has been afforded an opportunity to visually inspect the cards, or the cards have been inspected by the dealer and floorperson, the cards shall be turned face down on the table, mixed thoroughly by a “washing” or “chemmy shuffle” of the cards and stacked. Once the cards have been stacked, they shall be shuffled in accordance with section 3.19.4.

(d) If a casino licensee uses an automated card shuffling device to play the game and two decks of cards are received at the table pursuant to section 2.3, each deck of cards shall be separately sorted, inspected, verified, spread, inspected, mixed, stacked and shuffled in accordance with the provisions of (a) through (c) above.

Section 3.19.4 Shuffle and cut of the cards

(a) Immediately prior to the commencement of play, unless the cards were pre-shuffled, and after each round of play has been completed, the dealer shall shuffle the cards, either manually or by use of an automated card shuffling device, so that they are randomly intermixed. Upon completion of the shuffle, the dealer or device shall place the deck of cards in a single stack, provided, however, that nothing in this section shall be deemed to prohibit the use of an automated card shuffling device which, upon completion of the shuffling of the cards, inserts the stack of cards directly into a dealing shoe.

(b) After the cards have been shuffled and stacked, the dealer shall:

1. If the cards were shuffled using an automated card shuffling device, deal or deliver the cards in accordance with the procedures set forth in Sections 3.19.7 – 3.19.9; or

2. If the cards were shuffled manually or were pre-shuffled, cut the cards in accordance with the procedures set forth in (c) below.

(c) If a cut of the cards is required, the dealer shall:

1. Cut the deck, using one hand, by:

i. Placing the cover card on the table in front of the deck of cards;

ii. Taking a stack of at least 10 cards from the top of the deck and placing them on top of the cover card;

iii. Placing the cards remaining in the deck on top of the stack of cards that were cut and placed on the cover card pursuant to (c)1ii above; and

iv. Removing the cover card and placing it in the discard rack; and

2. Deal the cards in accordance with the procedures set forth in Section 3.19.7, 3.19.8, or 3.19.9.

(d) Notwithstanding (c) above, after the cards have been cut and before any cards have been dealt, a casino supervisor may require the cards to be recut if he or she determines that the cut was performed improperly or in any way that might affect the integrity or fairness of the game.

(e) Whenever there is no gaming activity at a Mississippi stud table that is open for gaming, the cards shall be spread out on the table either face up or face down. If the cards are spread face down, they shall be turned face up once a player arrives at the table. After the first player is afforded an opportunity to visually inspect the cards, the procedures outlined in Section 3.19.3 (c) and, if applicable, (d) shall be completed. Provided however, if the casino opted to waive the player inspection of the cards during the table opening, the player inspection may be waived at this time as well.

Section 3.19.5 Mississippi stud hand rankings

(a) The rank of the cards used in Mississippi stud for the determination of winning hands, in order of highest to lowest rank, shall be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3 and 2. Notwithstanding the foregoing, an ace may be used to complete a "straight flush" or a "straight" formed with a 2, 3, 4 and 5. An ace may not be used, however, with any other sequence of cards to form a "straight" (for example, queen, king, ace, 2 and 3).

(b) The permissible poker hands at the game of Mississippi stud, 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, except for a royal flush as defined in (b)1 above;
3. "Four-of-a-kind" is a hand consisting of four cards of the same rank;
4. "Full house" is a hand consisting of a "three-of-a-kind" and a "pair;"
5. "Flush" is a hand consisting of five cards of the same suit, not in consecutive order;
6. "Straight" is a hand consisting of five unsuited cards of consecutive rank;
7. "Three-of-a-kind" is a hand consisting of three cards of the same rank;
8. "Two pairs" is a hand consisting of two "pairs;" and
9. "Pair" is a hand consisting of two cards of the same rank.

Section 3.19.6 Wagers

(a) All wagers at Mississippi stud shall be made by placing gaming chips or plaques, and, if applicable, a match play coupon, on the appropriate betting areas of the table layout. A verbal wager accompanied by cash shall not be accepted.

(b) All ante wagers and bet wagers shall be placed prior to the dealer announcing "No more bets" in accordance with the dealing procedure in Sections 3.19.7, 3.19.8 or 3.19.9.

(c) A "bet" wager shall be made in accordance with Section 3.19.10.

(d) Upon placing an ante wager, a player may also place an optional progressive wager by placing a $1 chip or a $5 chip directly on the sensor acceptor device. Each player shall be responsible for verifying that his or her respective acceptor light has been properly illuminated. A player qualifies for the progressive payouts by using the initial two (2) cards dealt to them by the dealer and the first three (3) cards turned up by the dealer (the flop).

(e) An optional progressive wager shall have no bearing on any other wager made by a player at the game of Mississippi stud.

(f) A player shall not be permitted to play at more than one betting position.

(g) Only players who are seated at the Mississippi stud 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.

Section 3.19.6A Three card bonus wager

(a) A casino licensee may, in its discretion, offer to each player at a Mississippi stud table the option to make an additional “three card bonus wager” that the dealer will receive a poker hand with a rank of one pair or better; provided, however, that the casino licensee shall comply with the notice requirements prior to withdrawing the option.

(b) Prior to the dealer announcing “No more bets,” each player who has placed a wager required by section 3.19.6 may make an additional three card bonus wager by placing a gaming chip(s) in the approved area of the table designated for that wager.

(c) All winning three card bonus wagers shall be paid in accordance with one of the payout tables in 3.19.11(d).

(d) A three card bonus wager shall have no bearing on any other wager made by a player at the game of Mississippi stud.

(e) The minimum and maximum three card bonus wager permitted by a casino licensee shall be posted at the gaming table.

Section 3.19.7 Procedure for dealing the cards from a manual dealing shoe

(a) If a casino licensee chooses to have the cards dealt from a manual dealing shoe, the dealing shoe shall meet the requirements of Section 2.12 and shall be located on the table in a location as approved by the Commission. Once the procedures required by Section 3.19.4 have been completed, the stacked deck of cards shall be placed in the dealing shoe either by the dealer or by an automated shuffling device.

(b) Prior to dealing any cards and prior to revealing each community cards, the dealer shall announce "No more bets."

(c) Each card shall be removed from the dealing shoe with the hand of the dealer that is closest to the dealing shoe and placed on the appropriate area of the layout with the opposite hand.

(d) The dealer shall, 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 face down to each player; and
2. Three community cards face down in the designated area.

(e) After two cards have been dealt to each player and the three community cards have been dealt, the dealer shall remove the stub from the manual dealing shoe and, except as provided in (f) and/or (g) below, place the stub in the discard rack without exposing the cards.

(f) The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct number of cards are still present in the deck. The dealer shall determine the number of cards in the stub by counting the cards face down on the layout.

1. If the count of the stub indicates that 52 cards are in the deck, the dealer shall place the stub in the discard rack without exposing the cards.
2. If the count of the stub indicates that the number of cards in the deck is incorrect, the dealer shall determine if the cards were misdealt. If the cards have been misdealt (a player has more or less than two cards or the area designed for the community cards has more or less than three cards) but 52 cards remain in the deck, all hands shall be void pursuant to Section 3.19.13. If the cards have not

been misdealt, all hands shall be considered void and the entire deck of cards shall be removed from the table pursuant to the section pertaining to removal of cards from use.

(g) Notwithstanding the provisions of (e) above, the counting of the stub shall not be required if an automated card shuffling device is used that counts the number of cards in the deck after the completion of each shuffle and indicates whether 52 cards are still present. If the automated card shuffling device reveals that an incorrect number of cards are present, the deck shall be removed from the table in accordance with the provisions for removal of cards from use.

Section 3.19.8 Procedures for dealing the cards from the hand

(a) Notwithstanding any other provision, a casino licensee may, in its discretion, permit a dealer to deal the cards used to play Mississippi stud from his or her hand.

(b) If a casino licensee chooses to have the cards dealt from the dealer's hand, the following requirements shall be observed.

1. The casino licensee shall use an automated shuffling device to shuffle the cards.

2. Once the procedures required by Section 3.19.4 have been completed, the dealer shall place the stacked deck of cards in either hand.

i. Once the dealer has chosen the hand in which he or she will hold the cards, the dealer shall use that hand whenever holding the cards during that round of play.

ii. The cards held by the dealer shall at all times be kept in front of the dealer and over the table inventory container.

3. The dealer shall then announce "No more bets" prior to dealing any cards. The dealer shall deal each card by holding the deck of cards in the chosen hand and using the other hand to remove the top card of the deck and place it face down on the appropriate area of the layout.

(c) The dealer shall, 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 face down to each player; and

2. Three community cards face down in the designated area.

(d) After two cards have been dealt to each player and the three community cards have been dealt, the dealer shall remove the stub from the manual dealing shoe and, except as provided in (e) below, place the stub in the discard rack without exposing the cards.

(e) The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct number of cards are still present in the deck. The dealer shall count the stub in accordance with the provisions of Section 3.19.7.

Section 3.19.9 Procedures for dealing the cards from an automated dealing shoe

(a) Notwithstanding any other provision, a casino licensee may, in its discretion, choose to have the cards used to play Mississippi stud dealt from an automated dealing shoe which dispenses cards in stacks of three and two cards, provided that the shoe, its location and the procedures for its use are approved by the Commission.

(b) If a casino licensee chooses to have the cards dealt from an automated dealing shoe, the following requirements shall be observed.

1. Once the procedures required by Section 3.19.4 have been completed, the cards shall be placed in the automated dealing shoe.

2. The dealer shall then announce "No more bets" prior to the shoe dispensing any stacks of cards.

(c) The dealer shall deliver the first stack of three cards dispensed by the automated dealing shoe face down in the area of the layout for the community cards. The dealer shall then deliver the first stack of two cards to the player farthest to his or her left who has placed a wager in accordance with Section 3.19.6. As the remaining stacks of two cards are dispensed to the dealer by the automated dealing shoe, the dealer shall, moving clockwise around the table, deliver a stack face down to each of the other players who has placed a wager in accordance with Section 3.19.6.

(d) The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct number of cards are still present in the deck. The dealer shall count the stub in accordance with the provisions of Section 3.19.7.

Section 3.19.10 Completion of a round of play; collection and payment of wagers

(a) After the dealing procedures required by Section 3.19.7, 3.19.8 or 3.19.9 have been completed but before the dealer exposes the community cards, each player shall, after examining his or her cards, either place a bet wager in an amount equal to one, two or three times the amount of his or her ante wager in the designated 3rd street betting area or fold and forfeit the ante wager. If a player folds, the player's ante wager shall be collected by the dealer and placed in the table inventory container. If an optional 3 card bonus wager or an optional progressive wager was not made, the cards from the folded hand shall be immediately collected by the dealer and placed in the discard rack. If an optional 3 card bonus wager or an optional progressive wager was made, the cards from a folded hand shall be handled in one of the following ways:

1. The folded hand shall be immediately collected by the dealer and placed in the discard rack; or
2. The folded hand shall be placed face down under the 3 card bonus wager or beside the lighted progressive sensor, until such time that the wager is settled.

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

(c) No player may exchange or communicate information regarding his or her hand prior to the dealer revealing all of the community cards. Any violation shall result in a forfeiture of all wagers on that round by such player.

(d) After all players have either placed a 3rd street wager or folded, the dealer shall then turn over and reveal the first community card.

(e) Each player shall then either place a bet wager in an amount equal to one, two or three times the amount of the player's ante wager in the designated 4th street betting area or fold and forfeit the ante wager and 3rd street wager. If a player folds, the ante wager and 3rd street wager shall be collected by the dealer and placed in the table inventory container. A folded hand shall be handled in accordance with 3.19.10 (a) above.

(f) After all remaining players have either placed a 4th street wager or folded, the dealer shall then turn over and reveal the second community card.

(g) Each player shall then either place a bet wager in an amount equal to one, two or three times the amount of the player's ante wager in the designated 5th street betting area or fold and forfeit the ante wager, 3rd street wager and 4th street wager. If a player folds, the ante wager, 3rd street wager and 4th street wager shall be collected by the dealer and placed in the table inventory container. A folded hand shall be handled in accordance with 3.19.10 (a) above.

(h) After all remaining players have either placed a 5th street wager or folded, the dealer shall then reveal the third community card.

(i) Starting with the player farthest to the dealer's right and proceeding in a counterclockwise manner around the table, the dealer shall evaluate and announce the best possible five-card poker hand that can be formed using the two player cards and the three community cards. The wagers of each remaining player shall be resolved one player at a time regardless of outcome. The hand of the player shall then be immediately collected by the dealer and placed in the discard rack.

1. All losing wagers shall immediately be collected by the dealer and placed in the table inventory container. All losing hands shall then be immediately collected by the dealer and placed in the discard rack.

2. If the hand of the player is a push (a pair of 6s, 7s, 8s, 9s or 10s), the dealer shall not collect or pay the wagers, but shall immediately collect the cards of that player.

3. All winning wagers shall be paid in accordance with the payout odds listed in Section 3.19.11. A player's winning hand shall remain face up on the layout until the ante wager and bet wagers are paid. After paying winning ante and

bet wagers, the dealer shall immediately collect the cards of all winning players and place them in the discard rack. At this time all three card bonus wagers and progressive wagers are settled, regardless if the player folded the hand or not.

(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 be readily arranged to reconstruct each hand in the event of a question or dispute.

Section 3.19.11 Payout odds; rate of progression; payout limitation

(a) The payout odds for winning wagers at Mississippi stud printed on any layout or in any brochure or other publication distributed by a casino licensee shall be stated through the use of the word "to" or "win," and no odds shall be stated through the use of the word "for."

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

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

(c) Notwithstanding the payout odds set forth in (b) above, the aggregate payout limit for any hand shall be $50,000 or the maximum amount that one patron could win per round when betting the minimum wager, whichever is greater.

(d) A casino licensee shall pay off each winning three card bonus wager at no less than the odds in accordance with one of the following payout tables, of which the Lottery shall be notified:

	Table A	Table B	Table C
Mini-royal	N/A	N/A	N/A

Straight flush	40 to 1	40 to 1	40 to 1
Three-of-a-kind	30 to 1	30 to 1	30 to 1
Straight	6 to 1	5 to 1	6 to 1
Flush	4 to 1	4 to 1	3 to 1
Pair	1 to 1	1 to 1	1 to 1

	Table D	Table E	Table F
Mini-royal	50 to 1	50 to 1	50 to 1
Straight flush	40 to 1	40 to 1	40 to 1
Three-of-a-kind	30 to 1	30 to 1	30 to 1
Straight	6 to 1	5 to 1	6 to 1
Flush	4 to 1	4 to 1	3 to 1
Pair	1 to 1	1 to 1	1 to 1

(e) A player qualifies for the progressive payouts by using both (2) cards dealt to them by the dealer and the first three (3) community cards (flop) of the dealer. The licensed Casino shall pay off each winning wager at no less than the odds listed below:

Hand:	**$1 Wager Payout:**	**$5 Wager Payout**
Royal flush	100% of Prog. Jackpot	100% of Prog. Jackpot
Straight flush	10% of Prog. Jackpot	10% of Prog. Jackpot
Four of a Kind	$300	$1,500
Full House	$50	$250
Flush	$40	$200
Straight	$30	$150
Three-of-a-Kind	$9	$45

(f). Envy Bonus Payout:

a. A player making the progressive side wager also qualifies to win an envy payout. If another player at the tabl

e hits a hand associated with an envy pay, all other players who made the progressive side bet win the envy pay. The player hitting the hand receives the normal prize pay only, but does NOT receive the envy pay.

b. If a player's hand triggers an envy payout, the dealer will leave the hand face up on the layout; otherwise, the dealer will lock up the cards. The dealer will then move onto the next player.

c. The dealer pays any envy bonus at the end of the round. In the event that more than one player is involved in a qualifying envy pay, then all players win multiple envy payouts.

Hand	**$1 Wager Payout**	**$5 Wager Payout**
Royal Flush	$1,000	$5,000
Straight Flush	$300	$1,500

When paying a Progressive win, the original wager is not returned.

(g) The rate of progression for the progressive meter used for the progressive payouts in 3.19.11 shall be no less than 21 percent. The initial and reset amount shall be established by each casino licensee. If at the discretion of the casino licensee, a secondary jackpot is to be used for re-seeding of the main jackpot, the rate of progression shall be included in their submitted rules of the game. The only payouts that shall come off the sign are the Royal Flush and Straight Flush. The remainder of the payouts shall be made from the float.

(h) Winning progressive payout hands shall be paid in accordance with the amount on the meter when it is the player's turn to be paid in accordance with section 3.19.11 provided, however, if more than one player at a table has a royal flush

progressive payout hand, at the casino licensee's option as listed in their internal controls, they may:

a. Have each player share equally in the amount on the progressive meter when the first player with a royal flush is to be paid, or
b. Pay the qualifying player furthest to the dealer's right the amount on the sign first, followed by paying the next player the reset jackpot amount on the sign.

Section 3.19.12 Progressive payout

(a) A progressive payout wager shall be paid pursuant to the payout table listed in section 3.20.11, the procedures in accordance with progressive payout wagers and prior to the collection of the cards by the dealer.

(b) Prior to paying a progressive payout hand, the dealer shall:

1. Verify that the hand is a winning hand;
2. Verify that the appropriate light on the acceptor device has been illuminated; and
3. Have a casino supervisor validate the progressive payout pursuant to approved internal control procedures.

(c) Any winning progressive payout wager shall be paid irrespective of the rank of the hand of the dealer

Section 3.19.13 Must Hit by Progressive

a) The optional **Must Hit by Progressive** is a Mystery Progressive intended to be used in conjunction with progressives that utilize the Atlas system. If a Light & Wonder Atlas system progressive side wager has four or fewer progressive meters active, one of the available progressive meters can be configured to function as the **Must Hit by Progressive**.
b) The **Must Hit by Progressive** is an add-on to the existing **Progressive** wager, no additional wagering is required to qualify for it.

c) After all wagers have been placed, the value of the Must Hit Progressive is incremented based on the configured increment rate and the total value of all progressive wagers.

d) After the new value of the progressive meter is calculated, each player who has placed a progressive side wager is assigned a random value from a random number generator. If a player's assigned random value falls below a calculated threshold based on the odds of the **Must Hit by Progressive** being awarded at its current value, then the **Must Hit by Progressive** is awarded

e) The **Must Hit by Progressive** meter randomly generates when selecting END ROUND on the dealer terminal. If there is a random winner from those that participated in the Atlas Progressive Bonus wager, this will be indicated with the sensor flashing at the Player spot as well as being indicated on the Dealer Terminal and Table signage.

f) If multiple players at a table qualify for the **Must Hit by Progressive** at the same time, then the player with the lowest random value is awarded the progressive.

g) The odds of the progressive being awarded will increase as the value of the progressive passes certain thresholds.

Must Hit by Configurations

Must Hit By Parameters - $1			
Bet	Min Value	Max Value	Increment Rate
$1	$100	$200	2.00%
$1	$100	$500	5.00%
$1	$250	$500	2.00%
$1	$250	$1,000	5.00%

Must Hit By Parameters - $2

Bet	Min Value	Max Value	Increment Rate
$2	$100	$200	1.50%
$2	$100	$500	3.50%
$2	$250	$500	1.50%
$2	$250	$1,000	3.00%

Must Hit By Parameters - $5			
Bet	Min Value	Max Value	Increment Rate
$5	$100	$200	1.00%
$5	$100	$500	2.00%
$5	$250	$500	0.50%
$5	$250	$1,000	2.00%

The increment rate of progression, reset value and max value for the **Must Hit by Progressive** Meter will be determined by the Casino license and shall be included in their submitted Internal Controls.

Section 3.19.14 Irregularities

(a) If a community card is exposed prior to the dealer announcing "No more bets", all hands shall be void.

(b) 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.

(c) 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.

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

(e) 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 in accordance with procedures approved by the Commission.

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

(g) 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.

Section 3.20 Ultimate Texas Hold 'Em

Section 3.20.1 Definitions
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Section 3.20.14 Irregularities

Section 3.20.1 Definitions

The following words and terms, when used in this subchapter, shall have the following meanings unless the context clearly indicates otherwise:

"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.

"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.

"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.

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

"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.

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

"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.

"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.

"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.

"Push" means a tie, as defined in Section 3.20.10 (h) 3.

"Rank" or "ranking" means the relative position of a card or group of cards as set forth in Section 3.20.5.

“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 in accordance with the rules of this subchapter.

“Stub” means the remaining portion of the deck after all cards in the round of play have been dealt.

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

“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.

Section 3.20.2 Cards; number of decks

(a) Except as provided in (b) below, the game of ultimate texas hold ‘em shall be played with one deck of cards that meets the requirements of Section 2.3 and two additional solid yellow or green cover cards.

(b) If an automated card shuffling device is used, a casino licensee shall be permitted to use a second deck of cards to play the game, provided that:

1. Each deck of cards complies with the requirements of Section 2.3;
2. The backs of the cards in the two decks are of different color;
3. One deck is being shuffled by the automated card shuffling device while the other deck is being dealt or used to play the game;
4. Both decks are continually alternated in and out of play, with each deck being used for every other round of play; and
5. The cards from only one deck shall be placed in the discard rack at any given time.

Section 3.20.3 Opening of the table for gaming

(a) The dealer shall receive cards at the table in accordance with section 2.3 pertaining to cards, receipt, storage, inspections and removal from use.

(b) Following the inspection of the cards by the dealer and the verification by the floorperson assigned to the table, the cards shall be, at the option of the casino licensee as noted in their internal controls, either:

1) Spread out face up on the table for visual inspection by the first player to arrive at the table. The cards shall be spread out according to suit and in sequence; or
2) Perform a wash of the cards in (c) below

(c) After the first player has been afforded an opportunity to visually inspect the cards, or the cards have been inspected by the dealer and floorperson, the cards shall be turned face down on the table, mixed thoroughly by a “washing” or “chemmy shuffle” of the cards and stacked. Once the cards have been stacked, they shall be shuffled in accordance with Section 3.20.4.

(d) If a casino licensee uses an automated card shuffling device to play the game and two decks of cards are received at the table pursuant to Section 2.3, each deck of cards shall be separately sorted, inspected, verified, spread, inspected, mixed, stacked and shuffled in accordance with the provisions of (a) through (c) above.

Section 3.20.4 Shuffle and cut of the cards

(a) Immediately prior to the commencement of play and after each round of play has been completed, the dealer shall shuffle the cards, either manually or by use of an automated card shuffling device, so that they are randomly intermixed. Upon completion of the shuffle, the dealer or device shall place the deck of cards in a single stack, provided, however, that nothing in this section shall be deemed to prohibit the use of an automated card shuffling device which, upon completion of the shuffling of the cards, inserts the stack of cards directly into a dealing shoe.

(b) After the cards have been shuffled and stacked, the dealer shall:

1. If the cards were shuffled using an automated card shuffling device, deal or deliver the cards in accordance with the procedures set forth in Section3.20.7, 20.8 or 20.9, or

2. If the cards were shuffled manually, cut the cards in accordance with the procedures set forth in (c) below.

(c) If a cut of the cards is required, the dealer shall:

1. Cut the deck, using one hand, by:

i. Placing the cover card on the table in front of the deck of cards;

ii. Taking a stack of at least 10 cards from the top of the deck and placing them on top of a cover card;

iii. Placing the cards remaining in the deck on top of the stack of cards that were cut and placed on the cover card pursuant to (c)1ii above; and

iv. Removing the cover card and placing it in the discard rack; and

2. Deal the cards in accordance with the procedures set forth in Section 3.20.7, 20.8 or 20.9.

(d) Notwithstanding (c) above, after the cards have been cut and before any cards have been dealt, a casino supervisor may require the cards to be recut if he or she determines that the cut was performed improperly or in any way that might affect the integrity or fairness of the game.

(e) Whenever there is no gaming activity at an ultimate texas hold ‘em table that is open for gaming, the cards shall be spread out on the table either face up or face down. If the cards are spread face down, they shall be turned face up once a player arrives at the table. After the first player is afforded an opportunity to visually inspect the cards, the procedures set forth in Section 3.20.3(c) and, if applicable, (d) shall be completed. Provided however, if the casino opted to waive the player inspection of the cards during the table opening, the player inspection may be waived at this time as well.

Section 3.20.5 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. 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 ten 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 ten being the highest ranking five-card straight flush and ace, two, three, four and five being the lowest ranking five-card straight flush;

3. “Four-of-a-kind” is a hand consisting of four cards of the same rank, with four aces being the highest ranking four-of-a-kind and four twos being the lowest ranking four-of-a-kind;

4. “Full house” is a hand consisting of a “three-of-a-kind” and a “pair” with three aces and two kings being the highest ranking full house and three twos and two threes 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 nine being the highest ranking flush and two, three, four, five and seven 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 ten being the highest ranking straight and an ace, two, three, four and five being the lowest ranking straight; provided however, 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, two and three);

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 twos 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 threes and two twos 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 twos being the lowest ranking pair.

(c) When comparing two hands which are of identical poker rank pursuant to the provisions of this section, 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 subsection, the hands shall be considered a push.

Section 3.20.6 Wagers

(a) All wagers at ultimate texas hold ‘em shall be made by placing gaming chips or plaques, and, if applicable, a match play coupon on the appropriate betting areas of the table layout. A verbal wager accompanied by cash shall not be accepted.

(b) All ante, blind and trips wagers shall be placed prior to the dealer announcing “No more bets” in accordance with the dealing procedure in Section 3.20.7, 20.8 or 20.9. Except as provided in Section 3.20.10, no wager shall be made, increased, or withdrawn after the dealer has announced “No more bets.”

(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 of Section 3.20.10.

(e) Upon placing an ante and blind wager, a player may also place an optional progressive wager by placing a $1 chip or $5 chip directly on the sensor acceptor device. Each player shall be responsible for verifying that his or her respective acceptor light has been properly illuminated. A player qualifies for the

progressive payouts by using the initial two (2) cards dealt to them by the dealer and the first three (3) cards turned up by the dealer (the flop).

(f) 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.

Section 3.20.7 Procedure for dealing the cards from a manual dealing shoe

(a) If a casino licensee chooses to have the cards dealt from a manual dealing shoe, the dealing shoe shall meet the requirements of Section 2.12 and shall be located on the table in a location as approved by the Commission. Once the procedures required by Section 3.20.4 have been completed, the stacked deck of cards shall be placed in the dealing shoe either by the dealer or by the automated card shuffling device.

(b) The dealer shall announce “No more bets” prior to dealing any cards.

(c) Each card shall be removed from the dealing shoe with the hand of the dealer that is the closest to the dealing shoe and placed on the appropriate area of the layout with the opposite hand.

(d) The dealer shall, 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. One card face down to each player who has placed wagers in accordance with Section 3.20.6;
2. One card face down to the area designated for the dealer’s hand under a cover card;
3. A second card face down to each player who has placed wagers in accordance with Section 3.20.6; and
4. A second card face down to an area designated for the dealer’s hand under a cover card.

(e) After two cards have been dealt to each player and to the area designated for the dealer’s hand, and after all community cards have been dealt in accordance with the provisions of Section 3.20.10, the dealer shall remove the stub

from the manual dealing shoe and, except as provided in (f) below, place the stub in the discard rack without exposing the cards.

(f) The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct number of cards is still in the deck. If a shuffling device that counts the cards is being used, the requirements below are waived. The dealer shall determine the number of cards in the stub by counting the cards face down on the layout.

1. If the count of the stub indicates that 52 cards are in the deck, the dealer shall place the stub in the discard rack without exposing the cards.

2. If the count of the stub indicates that the number of cards in the deck is incorrect, the dealer shall determine if the cards were misdealt. If the cards were misdealt (a player or the area designated for the placement of the dealer's hand has more or less than two cards) but 52 cards remain in the deck, all hands shall be void pursuant to Section 3.20.13. If the cards have not been misdealt, all hands shall be considered void and the entire deck of cards shall be removed from the table pursuant to Section 2.3.

Section 3.20.8 Procedure for dealing the cards from the hand

(a) Notwithstanding any other provisions, a casino licensee may, in its discretion, permit a dealer to deal the cards used to play ultimate texas hold 'em from his or her hand.

(b) If a casino chooses to have the cards dealt from the dealer's hand, the following requirements shall be observed:

1. The casino licensee shall use an automated shuffling device to shuffle the cards.

2. Once the procedures required by Section 3.20.4 have been completed, the dealer shall place the stacked deck of cards in either hand.

i. Once the dealer has chosen the hand in which he or she will hold the cards, the dealer shall use that hand whenever holding the cards during that round of play.

ii. The cards held by the dealer shall at all times be kept in front of the dealer and over the table inventory container.

3. The dealer shall announce “No more bets” prior to dealing any cards. The dealer shall deal each card by holding the deck of cards in the chosen hand and using the other hand to remove the top card of the deck and place it face down on the appropriate area of the layout.

(c) The dealer shall, 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. One card face down to each player who has placed wagers in accordance with Section 3.20.6;

2. One card face down to the area designated for the dealer’s hand under a cover card;

3. A second card face down to each player who has placed wagers in accordance with Section 3.20.6; and

4. A second card face down to the area designated for the dealer’s hand under a cover card.

(d) After two cards have been dealt to each player and the area designated for the hand of the dealer and all community cards have been dealt in accordance with the provisions of Section 3.20.10, the dealer shall, except as provided in (e) below, place the stub in the discard rack without exposing the cards.

(e) The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct number of cards is still in the deck. The dealer shall count the stub in accordance with the provisions of Section 3.20.7(f).

Section 3.20.9 A Procedures for dealing the cards from an automated dealing shoe

(a) Notwithstanding any other provisions, a casino licensee may, in its discretion, choose to have the cards used to play ultimate texas hold ‘em dealt from an automated dealing shoe which dispenses cards in stacks of two cards, provided that the shoe, its location and the procedures for its use are approved by the Commission.

(b) If a casino licensee chooses to have the cards dealt from an automated dealing shoe, the following requirements shall be observed:

1. Once the procedures required by Section 3.20.4 have been completed, the cards shall be placed in the automated dealing shoe.

2. The dealer shall then announce “No more bets” prior to the shoe dispensing any stacks of cards.

(c) The dealer shall deliver the first stack of two cards dispensed by the automated dealing shoe face down to the player farthest to his or her left who has placed wagers in accordance with Section 3.20.6. As the remaining stacks are dispensed to the dealer by the automated dealing shoe, the dealer shall, moving clockwise around the table, deliver a stack face down to each of the other players who has placed wagers in accordance with Section 3.20.6. The dealer shall then place a cover card on top of the dealer’s stack of two cards in the automated dealing shoe and deliver the stack face down with the cover card on top to the area designated for the dealer’s hand.

(d) After each stack of two cards has been dispensed and delivered in accordance with this subsection, the dealer shall remove the remaining cards from the automated dealing shoe, placing them on top of the additional cover card, and, following the procedures set forth in Section 3.20.8(b)2 and 3, deal from his or her hand, according to Section 3.20.10, the five community cards. After all community cards have been dealt, the dealer shall, except as provided in (e) below, place the stub in the discard rack without exposing the cards.

(e) The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct number of cards is still in the deck. The dealer shall count the stub in accordance with the provisions of Section 3.20.7(f).

Section 3.20.9 B Procedures for dealing the cards from an automated dealing shoe (Alternate Method)

(a) Notwithstanding any other provision of this chapter, a licensed agent may, in its discretion, choose to have the cards used to play Ultimate Texas Hold ‘em poker

dealt from an automated dealing shoe which dispenses cards, the first stack being five cards, then subsequent stacks of two cards, provided that the shoe, its location and the procedures for its use are approved by Lottery.

(b) If a licensed agent chooses to have the cards dealt from an automated dealing shoe, the following requirements shall be observed.

1. Once the procedures required by section 3.20.4 have been completed, the cards shall be placed in the automated dealing shoe.

2. The dealer shall then announce "No more bets" prior to the shoe dispensing any stacks of cards.

(c) The dealer shall deliver the first stack of five cards dispensed by the automated dealing shoe face down to the community area, then the subsequent stacks of two to the player farthest to his or her left who has placed an Ante and Blind wager in accordance with section 3.20.6. As the remaining stacks are dispensed to the dealer by the automated dealing shoe, the dealer shall, moving clockwise around the table, deliver a stack face down to each of the other players who has placed an Ante and Blind wager in accordance with section 3.20.6. The dealer shall then place a cover card on top of the dealer’s stack of two cards in the automated dealing shoe and;

1. Deliver the stack face down with the cover card on top to the area designated for the placement of the dealer’s cards; or

(d) After each stack of two cards has been dispensed and delivered in accordance with this subsection, the dealer shall remove the remaining cards from the automated dealing shoe and, place the cards in the discard rack without exposing the cards

(e) The dealer does not have to count the stub, as long as the automated dealing shoe counts the cards.

Section 3.20.10 Procedures for completion of each round of play; collection and payment of wagers

(a) After the dealing procedures required by Section 3.20.7, 20.8 or 20.9 have been completed, each player shall examine his or her cards without exposing them to any person 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.

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

2. 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.

(b) Once all players have either placed a play wager or checked, the dealer shall burn the next card, unless the dealing option in 3.20.9 B is being used. The dealer shall then deal the next three cards in the deck (the flop) face up to the designated area for the community cards. If 3.20.9 B is being used, the dealer shall turn over the top three cards from the stack of five community cards that were dealt.

(c) After the flop has been dealt, 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.

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

2. 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.

(d) Once all players have either placed a play wager or checked, the dealer shall burn the next card, unless the dealing option in 3.20.9 B is being used. The dealer shall then deal the next two cards in the deck face up to the designated area

for the community cards. If 3.20.9 B is being used, the dealer shall turn over the remaining two cards from the stack of five community cards that were dealt.

(e) After the final two community cards have been dealt, 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.

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

2. 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.

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

ii. If the player has not placed a trips wager or progressive wager, the dealer shall immediately spread the cards of the folded hand face down and place them in the discard rack.

(f) After each player has either folded or placed a play wager, the dealer shall remove the cover card from the top of the dealer's cards and place it on the table layout. 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.

(g) 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 (h) below.

(h) 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 in the discard rack.

1. 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 and place the wagers in the table inventory container.

2. 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 in Section 3.20.11; provided, however, that the blind wager shall not be paid unless the player's winning hand has a rank of straight or higher.

3. 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.

4. After settling a player's ante, blind and play wagers, the dealer shall settle any trips wager or progressive wager made by the player by determining whether the player's five-card hand qualifies for a payout in accordance with Sections 3.20.11(d) and/or (e). A winning trips wager and progressive wager shall be paid without regard to the outcome of any other wager made by the player.

(i) 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 be readily arranged to reconstruct each hand in the event of a question or dispute.

Section 3.20.11 Payout odds; rate of progression; payout limitation

(a) The payout odds for winning wagers at ultimate texas hold 'em printed on any sign or in any brochure or other publication distributed by a casino licensee shall be stated through the use of the word "to" or "win," and no odds shall be stated through the use of the word "for."

(b) A casino licensee shall pay each winning ante and play wager at odds of 1 to 1.

(c) If a player's five-card hand ranks higher than the dealer's five card hand, a casino licensee shall pay 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

(d) A casino licensee shall pay each winning trips wager at the game of ultimate texas hold 'em at no less than the odds set forth in the alternative pay table set forth below that was pre-selected by the casino licensee:

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

(e) A player qualifies for the progressive payouts by using both (2) cards dealt to them by the dealer and the first three (3) community cards (flop) of the dealer. The licensed Casino shall pay off each winning wager at no less than the odds listed below:

Hand:	**$1 Wager Payout:**	**$5 Wager Payout**
Royal flush	100% of Prog. Jackpot	100% of Prog. Jackpot
Straight flush	10% of Prog. Jackpot	10% of Prog. Jackpot
Four of a Kind	$300	$1,500
Full House	$50	$250
Flush	$40	$200

Straight	$30	$150
Three-of-a-Kind	$9	$45

(f). Envy Bonus Payout:

a. A player making the progressive side wager also qualifies to win an envy payout. If another player at the table hits a hand associated with an envy pay, all other players who made the progressive side bet win the envy pay. The player hitting the hand receives the normal prize pay only, but does NOT receive the envy pay.

b. If a player's hand triggers an envy payout, the dealer will leave the hand face up on the layout; otherwise, the dealer will lock up the cards. The dealer will then move onto the next player.

c. The dealer pays any envy bonus at the end of the round. In the event that more than one player is involved in a qualifying envy pay, then all players win multiple envy payouts.

Hand	**$1 Wager Payout**	**$5 Wager Payout**
Royal Flush	$1,000	$5,000
Straight Flush	$300	$1,500

When paying a Progressive win, the original wager is not returned.

(g) The rate of progression for the progressive meter used for the progressive payouts in 3.20.11 shall be no less than 21 percent. The initial and reset amount shall be established by each casino licensee. If at the discretion of the casino licensee, a secondary jackpot is to be used for re-seeding of the main jackpot, the rate of progression shall be included in their submitted rules of the game. The only payouts

that shall come off the sign are the Royal Flush and Straight Flush. The remainder of the payouts shall be made from the float.

(h) Winning progressive payout hands shall be paid in accordance with the amount on the meter when it is the player's turn to be paid in accordance with section 3.20.11 provided, however, if more than one player at a table has a royal flush progressive payout hand, at the casino licensee's option as listed in their internal controls, they may:

a. Have each player share equally in the amount on the progressive meter when the first player with a royal flush is to be paid, or
b. Pay the qualifying player furthest to the dealer's right the amount on the sign first, followed by paying the next player the reset jackpot amount on the sign.

(i) Notwithstanding the payout odds set forth in (b) through (f) above, the aggregate payout limit on all winning ante, play, blind and trips wagers for any hand shall be $50,000 or the maximum amount that one patron could win per round when betting the minimum wager, whichever is greater.

Section 3.20.12 Progressive payout

(a) A progressive payout wager shall be paid pursuant to the payout table listed in section 3.20.11, the procedures in accordance with progressive payout wagers and prior to the collection of the cards by the dealer.

(b) Prior to paying a progressive payout hand, the dealer shall:

1. Verify that the hand is a winning hand;
2. Verify that the appropriate light on the acceptor device has been illuminated; and
3. Have a casino supervisor validate the progressive payout pursuant to approved internal control procedures.

(c) Any winning progressive payout wager shall be paid irrespective of the rank of the hand of the dealer

Section 3.20.13 Prohibition against a player wagering on more than one player position

A player shall not be permitted to wager on more than one player position at an ultimate texas hold ‘em table.

Section 3.20.14 Irregularities

(a) 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 pursuant to Section 3.20.10, 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 in accordance with the payout odds set forth in Section 3.20.11(d).

(b) 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 their initial two cards, the community cards shall be dealt and any trips wager shall be settled in accordance with the payout odds set forth in Section 3.20.11(d).

(c) 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.

(d) 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.

(e) 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 in accordance with procedures approved by the Commission.

(f) 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, in accordance with procedures approved by the Commission.

(g) 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.

Section 3.21 Double Draw Poker

Section 3.21.1 Definitions
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Section 3.21.10 Procedure for completion of each round of play
Section 3.21.11 Payout odds
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Section 3.21.1 Definitions

The following words and terms, when used in this subchapter, shall have the following meanings unless the context clearly indicates otherwise.
“Ante Wager” shall mean the wager that a player is required to make prior to any cards being dealt in order to compete in a round of play.
“Bonus Wager” shall mean the wager that a player is required to make prior to any cards being dealt in order to compete in a round of play.
“Deal” means the distribution of the players’ cards among the players.
“Draw Wagers” means an additional wager in an amount equal to the players ante wager, that a player is required to make if the player opts to remain in the game.
“Round of play” shall mean one complete cycle of play during which all wagers have been placed, all cards have been dealt and all remaining wagers have been settled in accordance with the rules of this subchapter.
“Stub” shall mean the remaining portion of the deck after all cards in the round of play have been dealt or delivered.
“Suit” shall mean one of the four categories of cards: club, diamond, heart or spade.

Section 3.21.2 Cards; number of decks

(a) Except as provided in (b) and (c) below, Double Draw Poker will be played with one deck of cards and two jokers with backs of the same color and design and one cover card to be opaque and in a solid color readily distinguishable from the color of the backs and edges of the playing cards used in accordance with the procedures set forth in sections 3.21.5, 3.21.7, 3.21.8, and 3.21.9. The deck of cards will meet the requirements of section 2.3 pertaining to physical description of cards.

(b) If an automated card shuffling device is used, a casino licensee shall be permitted to use a second deck of cards to play the game, provided that:

1. Each deck of cards complies with the requirements of (a) above;

2. The backs of the cards in the two decks are of different color;

3. One deck is being shuffled by the automated card shuffling device while the other deck is being dealt or used to play the game.

4. Both decks are continuously alternated in and out of play, with each deck being used for every other round of play; and

5. The cards from only one deck will be placed in the discard rack at any given time.

(c) If an automated dealing shoe is used to deal the cards pursuant to section 3.21.9, a casino license shall be required to use a cover card with the same attributes described in (a) above in accordance with the procedures set forth in section 3.21.9(c).

Section 3.21.3 Double Draw Poker Rankings

(a) The rank of the cards used in double draw poker, for the determination of winnings hands, in order of highest to lowest rank, shall be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, and 2. The jokers can be used as an ace or to complete “straights’ and “flushes”.

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

1. “Five Aces” is a hand consisting of four aces and a joker or three aces and two jokers.

2. “Natural Royal Flush” is a hand consisting of an ace, king, queen, jack, and 10 of the same suit (joker cannot be used to complete natural royal flush);

3. “Wild Royal Flush” is a hand consisting of an ace, king, queen, jack, and 10 of the same suit (joker can be used to complete a wild royal flush);

4. “Straight Flush” is a hand consisting of five cards of the same suit in consecutive ranking (joker can be used to complete straight flush);

5. “Four of a kind” is a hand consisting of four cards of the same rank;

6. “Full House” is a hand consisting of “three of a kind” and a “pair”

7. “ Flush” is a hand consisting of five cards of the same suit (jokers can be used to complete flushes);

8. “Straight” is a hand consisting of five cards of consecutive rank with an ace, king, queen, jack and 10 being a straight and also an ace, 2, 3, 4, 5 being a straight (jokers can be used to complete straights)

9. “Three of a kind” is a hand consisting of three cards of the same rank;

10. “Two pairs” is a hand consisting of two “pairs”

Section 3.21.4 Opening of the table for gaming

(a) The dealer shall receive cards at the table in accordance with section 2.3 pertaining to cards, receipt, storage, inspections and removal from use.

(b) Following the inspection of the cards by the dealer and the verification by the floorperson assigned to the table, the cards shall be, at the option of the casino licensee as noted in their internal controls, either:

1) Spread out face up on the table for visual inspection by the first player to arrive at the table. The cards shall be spread out according to suit and in sequence; or
2) Perform a wash of the cards in (c) below

(c) After the first player has been afforded an opportunity to visually inspect the cards, or the cards have been inspected by the dealer and floorperson, the cards will be turned face down on the table, mixed thoroughly by a “washing or “chemmy shuffle” of the cards and stacked, they will be shuffled in accordance with 3.21.5

(d) If a casino licensee uses an automated card shuffling device to play the game and two decks of cards are received at the table pursuant to the section 2.3, each deck of cards will be separately sorted, inspected, verified, spread, inspected, mixed, stacked and shuffled in accordance with the provisions of (a) through (c) above.

Section 3.21.5 Shuffle and cut of the cards

(a) Immediately prior to the commencement of play, unless the cards were pre-shuffled, and after each round of play has been completed, the dealer will shuffle the cards, either manually or by use of an automated card shuffling device, so that the cards are randomly intermixed. Upon completion of the shuffle, the dealer or device will place the deck of cards in a single stack; provided, however, that nothing in this section shall be deemed to prohibit the use of an automated card shuffling device which, upon completion of the shuffling of the cards, inserts the stack of cards directly into a dealing shoe.

(b) After the cards have been shuffled and stacked, the dealer shall:

1. If the cards were shuffled using an automated card shuffling device, deal or deliver the cards in accordance with the procedures set forth in section 3.21.7, 3.21.8, or 3.21.9

2. If the cards were shuffled manually cut the cards in accordance with the procedures set forth in (c) below.

(c) If a cut of the cards is required, the dealer shall:

1. Cut the deck, using one hand, by:

   i. Placing the cover card on the table in front of the deck of cards;

   ii. Taking a stack of at least 10 cards from the top of the deck and placing them on top of the cover card:

   iii. Placing the cards remaining in the deck on top of the stack of cards that were cut and placed on the cover card pursuant to section (c)1 ii above; and

   iv. Removing the cover card and placing it in the discard rack; and

2. Deal the cards in accordance with the procedures set forth in sections 3.21.7, 3.21.8 or 3.21.9

(d) Notwithstanding (c) above, after the cards have been cut and before any cards have been dealt, a casino supervisor may require the cards to be recut if he or she determines that the cut was performed improperly or in any way that might affect the integrity or fairness of the game.

(e) Whenever there is no gaming activity at a Double Draw Poker table, which is open for gaming, the cards shall be spread out on the table either face up or face down. If the cards are spread face down, they shall be turned face up once a player arrives at the table. After the first player is afforded an opportunity to visually inspect the cards, the procedures outlined in 3.21.4(c) shall be completed. Provided however, if the casino opted to waive the player inspection of the cards during the table opening, the player inspection may be waived at this time as well.

Section 3.21.6 Wagers

(a) A player competes solely against a posted payout table by placing an ante and bonus wager of equal amounts within the posted minimum and maximum wagers, and then placing up to two separate draw wagers equal to ante wager.

(b) All wagers at double draw poker shall be made by placing gaming chips or plaques and, if applicable, a match play coupon or other approved promotional offer on the appropriate betting areas of the table layout. A verbal wager accompanied by cash shall not be accepted.

(c) Only players who are seated at a double draw poker table may 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.

(d) All wagers shall be placed prior to the dealer announcing “No more bets” in accordance with the dealing procedures in 3.21.7, 3.21.8, 3.21.9. No wager

shall be made, increased, or withdrawn after the dealer announced “No more bets.” All play wagers shall be placed in accordance with 3.21.10.

Section 3.21.7 Procedure for dealing the cards from a manual dealing shoe

(a) If a casino licensee chooses to have the cards dealt from a manual dealing shoe, the dealing shoe shall meet the requirements of section 2.12 pertaining to dealing shoes and automated shuffling devices and shall be located on the table in a location approved by the Commission. Once the procedures required by 3.21.5 have been completed, the stacked deck of cards shall be placed in the dealing shoe either by the dealer or by an automated card-shuffling device.

(b) The dealer shall announce “No more bets” prior to dealing any cards. Each card shall be removed from the dealing shoe with the hand of the dealer that is closest to the dealing shoe and placed on the appropriate area of the layout with the opposite hand.

(c) The dealer shall, starting with the player farthest to his left and continuing around the table in a clockwise manner, deal one card at a time, in order, to each player who has placed an ante and bonus bet wager until each player has five cards. All cards dealt to the player shall be dealt face down.

(d) The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct number of cards is still present in the deck. The dealer shall determine the number of cards in the stub by counting the cards face down on the layout.

1. If the count of the stub indicates that 54 cards are in the deck, the dealer shall place the stub in the discard rack without exposing the cards.

2. If the count of the stub indicates that the number of cards in the deck is incorrect, the dealer shall determine if the cards were misdealt. If the cards have been misdealt (a player has more or less than five cards) but 54 cards remain in the deck, all hands shall be void pursuant to 3.21.12. If

the cards have not been misdealt, all hands shall be considered void and the entire deck of cards shall be removed from the table pursuant to section pertaining to removal of cards from use.

(e) Notwithstanding the provisions of (e) above, the counting of the stub shall not be required if an automated card shuffling device is used that counts the number of cards in the deck after completion of each shuffle and indicates whether 54 cards are still present. If the automated card-shuffling device reveals that an incorrect number of cards are present, the deck shall be removed from the table in accordance with the section for removal of cards from use.

Section 3.21.8 Procedures for dealing the cards from the hand

(a) Notwithstanding any other provisions of this chapter, a casino licensee may, in its discretion, permit a dealer to deal the cards used to play Double Draw Poker from his or her hand.

(b) If a casino licensee chooses to have the cards dealt from the dealer's hand, the following requirements shall be observed:

1. A casino licensee shall use an automated shuffling device to shuffle the cards.

2. Once the procedures required by 3.21.5 have been completed, the dealer shall place the stacked deck of cards in either hand.

    i. Once the dealer has chosen the hand in which he or she will hold the cards, the dealer shall use that hand whenever holding the cards during that round of play.

    ii. The cards held by the dealer shall at all times be kept in front of the dealer and over the table inventory container.

3. The dealer shall announce “No more bets” prior to dealing any cards. The dealer shall deal each card by holding the deck of cards in the chosen hand and using the other hand to remove the top card of the deck and place it face down on the appropriate area of the layout.

(c) The dealer shall, starting with the player farthest to his or her left and continuing around the table in a clockwise manner, deal one card at a time in order to each player who placed an ante and bonus bet wager until each player has five cards. All cards dealt to the players shall be dealt face down.

(d) The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct number of cards is still present in the deck. The dealer shall count the stub in accordance with the provisions of Section 3.21.7(d) and (e).

Section 3.21.9 Procedures for dealing the cards from an automated dealing shoe

(a) Notwithstanding any other provision of this chapter, a casino licensee may, in its discretion, choose to have the cards used to play Double Draw Poker dealt from an automated dealing shoe which dispenses cards in stacks of five cards, provided that the shoe, its location, and the procedures for its use are approved by the Commission.

(b) If a casino licensee chooses to have the cards dealt from an automated dealing shoe, the following requirements will be observed:

1. Once the procedures required by section 3.21.5 have been completed, the cards will be placed in the automated dealing shoe.

2. The dealer will then announce “No more bets” prior to the shoe dispensing any stacks of cards.

(c) The dealer will deliver the first stack of five cards dispensed by the automated dealing shoe face down to the player farthest to his or her left who has placed an ante and bonus bet wager in accordance with section 3.21.6. As the

remaining stacks are dispensed to the dealer by the automated dealing shoe, the dealer will, moving clockwise around the table, deliver a stack face down to each of the players who have placed an ante and bonus bet wager in accordance with section 3.21.6. The dealer then will remove the remaining cards from the automated dealing shoe and place cards in their left hand on top of cover card.

(d) The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct number of cards are still present in the deck. The dealer shall count the stub in accordance with the provisions of Section 3.21.7 (d) & (e).

Section 3.21.10 Procedure for completion of each round of play

(a) After the dealing procedures required by 3.21.7, 3.21.8 or 3.21.9 have been completed, each player shall examine their cards. Each player who wagers at Double Draw Poker shall be responsible for their own hands and no person other than the dealer and the player to whom the cards were dealt may touch the cards of that player.

(b) The dealer shall, starting with the player farthest to their left and continuing clockwise around the table, offer each player who has placed an ante and bonus wager the option to either make a draw wager or forfeit their ante and bonus wagers. A draw wager shall be made in an amount equal to the amount of the player's ante wager.

(c) After each player has either placed a draw wager on the designated area of the layout or forfeited their ante and bonus wagers, the dealer shall collect all forfeited ante and bonus wagers. The dealer shall collect the cards of any player who forfeited their ante and bonus wagers, placing the cards in the discard rack.

(d) The dealer shall, starting with the player farthest to their left and continuing clockwise around the table, deal to each player that placed a draw wager up

to 3 additional cards and place the discard cards in discard rack. The dealer shall verify the discarded cards are equal to the draw cards dealt prior to placing them in the discard rack.

(e) The dealer shall, starting with the player farthest to their left and continuing clockwise around the table, offer each player who has placed a draw wager the option to either make another draw wager or forfeit all wagers they have made thus far. An additional draw wager shall be made in an amount equal to the amount of the player's ante wager.

(f) After each player has either made another draw wager on the designated area of the layout or forfeited their previous wagers, the dealer shall collect all forfeited wagers. The dealer shall collect the cards of any player who forfeited their wagers, placing the cards in the discard rack.

(g) The dealer shall, starting with the player farthest to their left and continuing clockwise around the table, deal to each player that placed an additional draw wager up to one additional card and place discard card in discard rack. The dealer shall verify that one card was discarded by the patron, and one new draw card is dealt.

1. The dealer shall, starting with the player farthest to their right and continuing counterclockwise around the table, complete all of the following procedures as to each remaining player in succession:

    i. Reveal player's hand;

    ii. Collect losing wagers or pay winning wagers in accordance with the payout odds listed in 3.21.11; and

    iii. Collect the player's cards and place them in the discard rack.

(h) 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 be readily arranged to reconstruct each hand in the event of a question or dispute.

Section 3.21.11 Payout Odds

(a) A players hand is resolved against two separate pay tables, which are:

1. Ante and Draw wagers are paid 1 to 1 for all hands equal to or better than two pair.

2. Bonus wager is paid according to one of the following pay tables:

Hand	Bonus 1	Bonus 2
Five Aces	500 to 1	500 to 1
Natural Royal Flush	100 to 1	100 to 1
Wild Royal Flush	50 to 1	50 to 1
Straight Flush	50 to 1	50 to 1
4 of a Kind	20 to 1	20 to 1
Full House	5 to 1	5 to 1
Flush	3 to 1	3 to 1
Straight	2 to 1	2 to 1
3 of a Kind	1 to 1	Push
Two Pair	Push	Push

Section 3.21.12 Irregularities

(a) A card that is found face up in the shoe or the deck during the dealing of the cards, all hands shall be void.

(b) 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.

(c) If any player is dealt an incorrect number of cards, all hands shall be void and the cards shall be reshuffled

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

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

Section 3.22 Double UP Blackjack

Section 3.22.1 Definition
Section 3.22.2 Cards; number of decks; value of cards
Section 3.22.3 Wagers
Section 3.22.4 Opening of table for gaming
Section 3.22.5 Shuffle and cut of the cards
Section 3.22.6 Procedures for dealing of cards
Section 3.22.7 Payment of blackjack
Section 3.22.8 Procedures for completion of each round of play
Section 3.22.9 Determining a winner and payout odds
Section 3.22.10 Irregularities

Section 3.22.1 Definitions
“Blackjack” shall mean an ace and any card having a point value of 10 dealt as the initial two cards to a player.

“Dealer” shall mean the person responsible for dealing the cards at a Double Up Blackjack table.
“Double Up Wager” means an additional wager in an amount equal to the original wager, that a player is required to make if the player opt to remain in the game.
“Original Wager” shall mean the wager that a player is required to make prior to any cards being dealt in order to compete in a round of play.
“Round of play” shall mean one complete cycle of play during which all wagers have been placed, all cards have been dealt and all remaining wagers have been settled in accordance with the rules of this subchapter.
“Tie wager” shall mean an additional wager option the player can make prior to any cards being dealt that the player’s three card hand will have the same total as dealer three card hand.

Section 3.22.2 Cards; number of decks; value of cards

(a) Double Up Blackjack shall be played with at least six decks of cards. All decks of cards used in play shall comply with the requirements for physical characteristics of cards and, except as otherwise provided in this section, all decks of cards shall be identical in appearance. Double Up Blackjack shall also be played with two cut cards, which shall be opaque and in a solid color readily distinguishable from the color of the backs and edges of the playing cards in use at the table.

(b) The value of the cards contained in each deck shall be as follows:

1. Any card from 2 to 10 shall have its face value;

2. Any Jack, Queen or King shall have a value of ten;

3. Any Ace shall have value of eleven.

(c) If an automated card shuffling device is utilized, blackjack shall be played with at least six decks of cards in accordance with the following requirements:

1. The cards shall be separated into two batches, with an equal number of decks included in each batch;

2. The cards in each batch shall be identical in appearance, but the backs of the cards in each batch shall be of a different color than the cards included in the other batch;

3. One batch of cards shall be shuffled and stored in the automated card shuffling device while the other batch is being dealt or used to play the game;

4. Both batches of cards shall be continuously alternated in and out of play, with each batch being used for every other dealing shoe; and

5. The cards from only one batch shall be placed in the discard rack at any given time.

Section 3.22.3 Wagers

(a) Prior to the first card being dealt for each round of play, each player at the game of Double Up Blackjack shall make an original wager against the dealer and after placing this wager shall have the option to make an additional tie wager against the dealer within the posted minimum and maximum wagers.

(b) After the players and dealer are dealt their first two cards the player will now have the option of placing a Double Up wager if they wish to continue to play.

(c) All wagers at double up blackjack shall be made by placing gaming chips or plaques and, if applicable, a match play coupon or other approved promotional offer on the appropriate betting areas of the table layout. A verbal wager accompanied by cash shall not be accepted.

(d) Only players who are seated at a double up blackjack table may 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.

(e) Once the first card of any hand has been removed from the shoe by the dealer, 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 regulations.

(f) After each round of play is complete, the dealer shall collect all losing wagers and pay off all winning wagers. All winning wagers on original wager and double up wager shall be paid at odds of 1 to 1 with the exception of when the dealer does not qualify (has a total of 16 or less), than the original wager will be paid 1 to 1 regardless of the player's total and the double up wager will be a push. All winning tie wagers will be paid 20 to 1.

Section 3.22.4 Opening of table for gaming

(a) The dealer shall receive cards at the table in accordance with section 2.3 pertaining to cards, receipt, storage, inspections and removal from use.

(b) Following the inspection of the cards by the dealer and the verification by the floorperson assigned to the table, the cards shall be, at the option of the casino licensee as noted in their internal controls, either:

1) Spread out face up on the table for visual inspection by the first player to arrive at the table. The cards shall be spread out according to suit and in sequence; or
2) Perform a wash of the cards in (c) below

(c) After the first player has been afforded an opportunity to visually inspect the cards, or the cards have been inspected by the dealer and floorperson,

the cards shall be turned face down on the table, mixed thoroughly by a "washing" or a "chemmy shuffle" of the cards and stacked, they will be shuffled in accordance with 3.22.5.

(d) If an automated shuffling device is utilized, all the decks in one batch of cards shall be spread for inspection on the table separate from the decks in the other batch of cards. After the player is afforded an opportunity to visually inspect the cards, each batch of cards shall separately be turned face downward on the table and stacked, they will be shuffled in accordance with 3.22.5.

Section 3.22.5 Shuffle and cut of the cards

(a) Immediately prior to commencement of play unless the cards were pre-shuffled, after any round of play as may be determined by the casino licensee

and after each shoe of cards is dealt, the dealer shall shuffle the cards so that they are randomly intermixed. Additionally, as noted in section 2.3 (a) 10, if pre-shuffled cards are used, they must be shuffled using an automated shuffler that can verify both the number and suit of the cards. These shufflers shall be able to identify any additional or missing cards.

(b) After the cards have been shuffled, the dealer shall offer the stack of cards, with backs facing away from him to the players to be cut. If the casino licensee opted to not have or use the player inspection, the dealer shall cut the cards pursuant to the section below.

(c) The player designated by subsection (e) of this section shall cut the cards by placing the cutting card in the stack at least 10 cards in from either end.

(d) Once the cutting card has been inserted by the player, the dealer shall take all cards in front of the cutting card and place them to the back of the stack. The dealer shall then take the entire stack of cards that was just shuffled and align them along the side of the dealing shoe which has the mark required by regulations for dealing shoe requirements. Thereafter, the dealer shall insert the cutting card in the stack at a position at least approximately one-quarter of the way in from the back of the stack. The stack of cards shall then be inserted into the dealing shoe for commencement of play.

(e) The player to cut the cards shall be:

1. The first player to the table if the game is just beginning;
2. The player on whose box the cutting card appeared during the last round of play;
3. The player at the farthest point to the right of the dealer if the cutting card appeared on the dealer's hand during the last round of play.
4. The player at the farthest point to the right of the dealer if the reshuffle was initiated at the discretion of the casino licensee.

(f) If the player designated in subsection (e) of this section refuses the cut, the cards shall be offered to each player moving clockwise around the table until a player accepts the cut. If no player accepts the cut, the dealer shall cut the cards.

(g) After the cards have been cut and before any cards have been dealt, a casino supervisor may require the cards to be recut if he or she determines that the cut was performed improperly or in any way that might affect the integrity or fairness of the game. If a recut is required, the cards shall be recut, at the casino licensee's option, by the player who last cut the cards, or by the next person entitled to cut the cards, as determined by section (f) above.

(h) If there is no gaming activity at a Double Up Blackjack table which is open for gaming, the casino licensee, as written in their internal controls, shall either: Remove the cards from the dealing shoe and the discard rack, and spread out on the table for inspection, either face up or face down. If the cards are spread face down, they shall be turned face up once a player arrives at the table. After the first player is afforded an opportunity to visually inspect the cards the cards shall be turned face downward on the table. Provided however, if the casino opted to waive the player inspection of the cards during the table opening, the player inspection may be waived at this time as well.

a. If there is no automated shuffling device in use, the cards shall be mixed thoroughly by a washing or chemmy shuffle of the cards, stacked, then shuffled and cut in accordance with this section.

b. If an automated shuffling device is in use, the cards shall be stacked and placed into the automated shuffling device to be shuffled. The batch of cards already in the shuffler shall then be removed. Unless a player so requests, the batch of cards removed from the shuffler need not be spread for inspection and reshuffled prior to being dealt, if:

i. The automated card shuffling device stores a single batch of shuffled cards inside the shuffler in a secure manner approved by the Lottery; and

ii. The shuffled cards have been secured, released and prepared for play in accordance with procedures approved by the Lottery; or

3. The shoe shall be brought to the center of the table until the next patron arrives at the table. At the discretion of the floor supervisor or above, a reshuffle may be performed, per the procedures above.

Section 3.22.6 Procedures for dealing of cards

(a) All cards used at Double Up Blackjack shall be dealt from a dealing shoe specifically designed for such purpose.

(b) The dealer shall announce “No more bets” prior to dealing any cards. Each dealer shall remove cards from the shoe with his left hand, turn them face upwards, and then place them on the appropriate area of the layout with his right hand, except that the dealer has the option to deal hit cards to the first two positions with their left hand.

(c) After each full set of cards is placed in the shoe, the dealer shall remove the first card there from face downwards and place it in the discard rack. Each new dealer who comes to the table shall either also burn one card as described herein before the new dealer deals any cards to the players; or at the casino licensee’s discretion, each new dealer shall not need to burn a card when entering in the middle of a shoe. The casino licensee shall state in their internal control which method they will use. The burn card shall be disclosed if requested by the player.

(d) After burning a card or at the commencement of each round of play, the dealer shall, starting on his left and continuing around the table, deal the cards in the following order:

1. One card face upwards to each box on the layout in which a wager is contained;

2. One card face upwards to himself;

3. A second card face upwards to each box in which a wager is contained;

4. A second card face down to himself.

(e) No player or spectator shall handle, remove or alter any cards used to game at blackjack except as explicitly permitted by these regulations and no dealer or other casino employee shall permit a player or spectator to engage in such activity.

(f) Each player at the table shall be responsible for correctly computing the point count of his hand and no player shall rely on the point counts required to be announced by the dealer under this section without himself checking the accuracy of such announcement.

Section 3.22.7 Payment of blackjack

(a) If the first two cards are dealt to the player and are an ace and any card having a point value of 10 the player is said to have a “Blackjack” and will be paid 2 to 1 on their original bet and their game will end. The dealer will pay the player immediately before dealing any cards and put the player’s cards in the discard rack.

Section 3.22.8 Procedures for completion of each round of play

(a) After the dealing procedures required by 3.22.6 have been completed, the player shall view his two cards and the one dealer upcard.

(b) The dealer shall, starting with the player farthest to their left and continuing clockwise around the table, offer each player who has placed a wager the option to either make a double up wager or forfeit their original wager. A double up wager shall be made in an amount equal to the amount of the player’s original wager.

(c) After each player has either placed a double up wager on the designated area of the layout or forfeit their original wager, the dealer shall collect all forfeited wagers, placing the cards in the discard rack.

(d) The dealer shall, starting with the player farthest to their left and continuing clockwise around the table, deal each player that placed a double up wager an additional card face up.

(e) After all players receive their third card the dealer will reveal their hole card and deal themself one additional card face up.

1. The dealer shall, starting with the player farthest to their right and continuing counterclockwise around the table compare the player's three card total against the dealer's three card total.

(f) At the conclusion of a round of play, all cards still remaining on the layout shall be picked up by the dealer in order and in such a way that they can be readily arranged to indicate each player's hand in case of question or dispute. The dealer shall pick up the cards beginning with those of the player to his far right and moving counterclockwise around the table. After all the players' cards have been collected the dealer shall pick up his cards against the bottom of the players' cards and place them in the discard rack.

Section 3.22.9 Determining a winner and payout odds

(a) A player's hand is resolved by comparing the three card total of the player to the three card total of the dealer. The highest total is determined the winner by using the card values from 3.22.2(b).

1. The dealer needs a total of 17 or higher to qualify;

2. If the dealer does not qualify, the player's original wager is paid 1 to 1, and the double up wager is a push, regardless of the player's total;

3. If the dealer does qualify and the player has the highest point total, the original wager and the double up wager is paid 1 to 1.

4. If the dealer does qualify and the dealer's point total is equal or higher than the player, the original wager and double up wager are lost.

(b) A player also has the option of placing a tie wager on the appropriate betting area of the table layout before any cards are dealt.

1. If the player and dealer have the same 3 card point total, the tie wager is paid 20 to 1.

2. If the player folds, the tie wager is lost.

3. If the player is dealt a blackjack, the tie wager is lost.

4. If the player and dealer do not have same 3 card point total, the tie wager is lost.

Section 3.22.10 Irregularities

(a) A card found turned face upwards in the shoe shall not be used in the game and shall be placed in the discard rack.

(b) A card drawn in error without its face being exposed shall be used as though it were the next card from the shoe.

(c) If the dealer misses dealing his first or second card to himself, the dealer shall continue dealing the first two cards to each player, and then deal appropriate number of cards to himself.

(d) If there are insufficient cards remaining in the shoe to complete a round of play, all of the cards in the discard rack shall be shuffled and cut according to the procedures outlined in section 3.22.5, the first card shall be drawn face downwards and burned, and the dealer shall complete the round of play.

(e) If no cards are dealt to the player's hand, the hand is dead and the player shall be included in the next deal. If only one card is dealt to the player's hand, at the player's option, the dealer shall deal the second card to the player after all other players have received a second card.

(f) If after receiving the first two cards and the dealer fails to deal an additional card to a player who has requested a card, then, at the player's option, the dealer shall either deal the additional card after all other players have received their additional card but prior to the dealer revealing their hole card, or call the player's hand dead and return the player's wagers.

Section 3.23 Pai Gow Tiles

Section 3.23.1	Definitions
Section 3.23.2	Pai Gow tiles; ranking of hands, pairs and tiles; value of the hand
Section 3.23.3	Dice; number of dice; Pai Gow shaker
Section 3.23.4	Opening of the table for gaming; shuffling procedures
Section 3.23.5	Wagers
Section 3.23.6	Procedures for dealing the tiles
Section 3.23.7	Procedures for completion of each round of play; setting of hands; payment and collection of wagers; payout odds; vigorish
Section 3.23.8	Player bank; co-banking; selection of bank; procedures for Dealing
Section 3.23.9	Irregularities; invalid roll of the dice
Section 3.23.10	A player wagering on more than one betting area

Section 3.23.1 Definitions

The following words and terms, when used in this chapter, shall have the following meaning unless the context clearly indicates otherwise.

"Bank" shall mean the player who elects to have the other players and dealer play against him or her and accepts the responsibility to pay all winning wagers.

"Co-banking" is defined in Section 3.23.8.

"Copy hand" shall mean either a high hand or low hand of a player which is identical in pair rank or point value and contains the same highest ranking tile as the corresponding high hand or low hand of the dealer or bank.

"Dead hand" is defined a separate area, located to the left of the dealer, for the placement of four tiles which shall be referred to as the "Dead Hand".

"Gongs" is defined in Section 3.23.2.

"High hand" shall mean the two tile hand formed with two of the four tiles dealt at the game of Pai Gow so as to rank higher than the hand formed from the remaining two tiles.

"Marker" shall mean an object or objects used to designate the bank and the co-bank.

"Matched pairs" is defined in Section 3.23.2.

"Mixed or unmatched pairs" is defined in Section 3.23.2.

"Push" is a tie as defined in Section 3.23.7. (i).

"Rank or ranking" shall mean the relative position of a Pai Gow hand as set forth in Section 3.23.2.

"Second highest" or "low hand" shall mean the two tile hand formed with two of the four tiles dealt at the game of Pai Gow so as to rank lower than the hand formed from the remaining two tiles.

"Setting the hands" shall mean the process of forming a high hand and a low hand from the four dealt tiles.

"Supreme pair" shall mean the pair of tiles that form the highest ranking hand in the game of Pai Gow and shall be formed with the six (2-4) tile and the three (1-2) tile.

"Value" shall mean the numerical point value assigned to a pair of tiles in accordance with the provisions of Section 3.23.2.

"Washing" is defined in Section 3.23.4.

"Wongs" is defined in Section 3.23.2.

Section 3.23.2 Pai Gow tiles; ranking of hands, pairs and tiles; value of the hand

(a) Pai Gow shall be played with one set of thirty-two tiles which shall meet the requirements of Section 2.4A.

(b) When comparing high hands or low hands to determine the higher ranking hand, the determination shall first be based upon the rank of any permissible pair of tiles which are contained in the hands. A hand with any permissible pair of tiles shall rank higher than a hand which does not contain any permissible pair. The

permissible pairs of tiles in Pai Gow and their rank, with the "supreme pair" being the highest or "first" ranking pair, are as follows:

Ranking	Pairing
	Supreme Pair
First	Six (2-4) and Three (1-2)
	Matched Pairs
Second	Twelve (6-6) and Twelve (6-6)
Third	Two (1-1) and Two (1-1)
Fourth	Eight (4-4) and Eight (4-4)
Fifth	Four (1-3) and Four (1-3)
Sixth	Ten (5-5) and Ten (5-5)
Seventh	Six (3-3) and Six (3-3)
Eighth	Four (2-2) and Four (2-2)
Ninth	Eleven (5-6) and Eleven (5-6)
Tenth	Ten (4-6) and Ten (4-6)
Eleventh	Seven (1-6) and Seven (1-6)
Twelfth	Six (1-5) and Six (1-5)
	Mixed or Unmatched Pairs
Thirteenth	Mixed Nines (3-6 and 4-5)
Fourteenth	Mixed Eights (3-5 and 2-6)
Fifteenth	Mixed Sevens (3-4 and 2-5)
Sixteenth	Mixed Fives (1-4 and 2-3)
	Wongs
Seventeenth	Twelve (6-6) and Nine (4-5)
	Twelve (6-6) and Nine (3-6)
Eighteenth	Two (1-1) and Nine (4-5)
	Two (1-1) and Nine (3-6)
	Gongs
Nineteenth	Twelve (6-6) and Eight (2-6)
	Twelve (6-6) and Eight (3-5)
	Twelve (6-6) and Eight (4-4)
Twentieth	Two (1-1) and Eight (2-6)
	Two (1-1) and Eight (3-5)
	Two (1-1) and Eight (4-4)

(c) When comparing high hands or low hands which are of identical permissible pair rank, the dealer or, if applicable, the bank shall win that hand (copy

hand).

(d) When comparing the rank of high hands or low hands which do not contain any of the pairs listed in (b) above, the higher ranking hand shall be determined on the basis of the "value" of the hands. The value of a hand shall be a single digit number from 0 to 9 inclusive and shall be determined by adding the total number of spots which are contained on the two tiles which form the hand. If the numeric total of the spots is a two digit number, the left digit of such number shall be discarded and the right digit shall constitute the value of the hand. Examples of this rule are as follows:

1. A hand composed of a two (1-1) and a six (3-3) has a value of 8; and

2. A hand composed of an eleven (5-6) and a seven (1-6) has a numeric total of 18, but a value of only 8, since the left digit ("1") in the number 18 is discarded.

(e) Notwithstanding the provisions of (d) above, if the tiles which form the supreme pair are used separately, the numeric total of the three (1-2) may be counted as a 6 and the numeric total of the six (2-4) may be counted as a 3. When the three (1-2) is counted as 6, its individual ranking pursuant to (g) below shall be fifteenth instead of seventeenth and when the six (2-4) is counted as 3, its individual ranking shall be seventeenth instead of fifteenth.

(f) When comparing high hands or low hands which are of identical value, the hand with the highest ranking individual tile shall be considered the higher ranking hand.

(g) The individual ranking for each tile, with "first" representing the highest ranking, is as follows:

Ranking	Tile	Number of Tiles In Set
First	Twelve (6-6)	2
Second	Two (1-1)	2
Third	Eight (4-4)	2
Fourth	Four (1-3)	2
Fifth	Ten (5-5)	2
Sixth	Six (3-3)	2
Seventh	Four (2-2)	2

Eighth	Eleven (5-6)	2
Ninth	Ten (4-6)	2
Tenth	Seven (1-6)	2
Eleventh	Six (1-5)	2
Twelfth	Nine (3-6)	1
Twelfth	Nine (4-5)	1
Thirteenth	Eight (2-6)	1
Thirteenth	Eight (3-5)	1
Fourteenth	Seven (2-5)	1
Fourteenth	Seven (3-4)	1
Fifteenth	Six (2-4)	1
Sixteenth	Five (1-4)	1
Sixteenth	Five (2-3)	1
Seventeenth	Three (1-2)	1

(h) If the highest ranking tile in each hand being compared is of identical rank after the application of (f) above, the hand shall be considered a copy hand, and the hand of the dealer or bank, as applicable, shall be considered the higher ranking hand.

Section 3.23.3 Dice; number of dice; Pai Gow shaker

(a) Pai Gow shall be played with three dice which shall be maintained at all times inside a Pai Gow shaker while at the table. Both the dice and the shaker must meet the requirements of their respective sections in the regulations.

(b) The Pai Gow shaker and the dice contained therein shall be the responsibility of the dealer and shall never be left unattended while at the table.

(c) No dice that have been placed in a Pai Gow shaker for use in gaming shall remain on a table for more than 24 hours.

Section 3.23.4 Opening of the table for gaming; shuffling procedures

(a) After receiving one set of tiles at the table, per Section 2.4A, the dealer shall sort and inspect the tiles and the supervisor assigned to the table shall verify the inspection. Nothing in this section precludes a certificate holder from cleaning the tiles prior to the inspection required herein. The tiles at the gaming table shall be inspected as follows:

The inspection of tiles at the gaming table shall require the following:

1. Each set shall be sorted into pairs in order to assure that the

supreme pair and all 15 matched and unmatched pairs as identified in Sect. 3.23.2. are in the set.

2. Each tile shall be placed side by side in order to determine that all tiles are the same size and shading.

3. The back and sides of each tile shall be examined to assure that it is not flawed, scratched or marked in any way.

i. If, after checking the tiles, the dealer finds that certain tiles are unsuitable for use, a casino supervisor shall bring a substitute set of tiles to the table from the reserve in the pit stand.

ii. The unsuitable set of tiles shall be placed in a sealed envelope or container, identified by table number, date and time and shall be signed by the dealer and casino supervisor.

(b) Following the inspection of the tiles and the verification by the supervisor assigned to the table, the tiles shall be turned face up, then placed into 16 pairs and arranged according to rank starting with the supreme pair. The tiles shall be left in pairs for visual inspection by the first player to arrive at the table.

(c) After the first player is afforded an opportunity to visually inspect the tiles, the tiles shall be turned face downward on the table, mixed thoroughly by a "washing" of the tiles and stacked.

(d) The "washing" of the tiles shall be performed by the dealer and be known as the shuffle and shall be performed with the heels of the palms of the hands. The dealer shall shuffle the tiles in a circular motion with one hand moving clockwise and the other hand moving counterclockwise. Each hand shall complete at least eight circular motions in order to provide a random shuffle. The dealer shall then randomly pick up four tiles with each hand and place them side by side in stacks in front of the table inventory container, forming eight stacks of four tiles.

(e) If during the stacking process described in (d) above, a tile is turned over and exposed to the players, the entire set of tiles shall be reshuffled.

(f) After each round of play has been completed, the dealer shall turn all of the tiles face down and shuffle the tiles in accordance with (d) above.

(g) If there is no gaming activity at the Pai Gow table, the tiles shall be turned

face up and placed into 16 pairs according to rank starting with the supreme pair. Once a player arrives at the table, the procedures in (c) and (d) above shall be followed.

Section 3.23.5 Wagers

(a) All wagers at Pai Gow shall be made by placing gaming chips or plaques and, if applicable, a match play coupon on the appropriate betting area of the Pai Gow layout. A verbal wager accompanied by cash shall not be accepted at the game of Pai Gow.

(b) Only players who are seated at the Pai Gow table may place a wager at the game. Once a player has placed a wager and received tiles, that player must remain seated until the completion of the round of play.

(c) All wagers at Pai Gow shall be placed prior to the dealer announcing "No more bets" in accordance with the dealing procedures set forth in Section 3.23.6. No wager at Pai Gow shall be made, increased or withdrawn after the dealer has announced "No more bets."

(d) Except as provided in Section 3.23.8 (f), a casino licensee may, in its discretion, permit a player to wager on no more than two betting areas at a Pai Gow table, which areas must be adjacent to each other.

(e) If a casino licensee permits a player to wager on two adjacent betting areas, the tiles dealt to each betting area shall be played separately. If the two wagers are not equal, the player shall be required to rank and set the hand with the larger wager before ranking and setting the other hand. If the amounts wagered are equal, each hand shall be played separately in a counterclockwise rotation with the first hand being ranked and set before the player proceeds to rank and set the second hand. Once a hand has been ranked and set and placed face down on the layout, the hand may not be changed.

Section 3.23.6 Procedures for dealing the tiles

(a) Once the dealer has completed shuffling the tiles, the dealer shall announce "No More Bets" prior to shaking the Pai Gow shaker. The dealer shall then shake the Pai Gow shaker at least three times so as to cause a random mixture

of the dice.

(b) The dealer shall then remove the lid covering the Pai Gow shaker, total the dice and announce the total. The total of the dice shall determine which player receives the first stack of tiles.

(c) To determine the starting position for dealing the tiles, the dealer shall count counterclockwise around the table, with the position of the dealer considered number one and continuing around the table with each betting position, regardless of whether there is a wager at the position, and the dead hand counted in order until the count matches the total of the three dice. Examples are as follows:

1. If the dice total 9, the dealer would receive the first stack of four tiles; or

2. If the dice total 15, the sixth wagering position would receive the first stack of four tiles.

(d) The dealer shall deal the first stack of four tiles, starting from the right side of the eight stacks, to the starting position as determined in (c) above and, moving counterclockwise around the table, deal all other positions including the dead hand and the dealer a stack of tiles, regardless of whether there is a wager at the position. The dealer shall place a marker on top of his or her stack of tiles immediately after they are dealt.

(e) After all the stacks of tiles have been dealt, the dealer shall, without exposing the tiles, collect any stacks dealt to a position where there is no wager and place the stacks with the dead hand on the layout to the left of the dealer in front of the table inventory container.

(f) Once all tiles have been dealt and any tiles dealt to positions with no wagers have been collected, the dealer shall place the cover on the Pai Gow shaker and shake the shaker once. The Pai Gow shaker shall then be placed to the right of the dealer.

Section 3.23.7 Procedures for completion of each round of play; setting of hands; payment and collection of wagers; payout odds; vigorish

(a) After the dealing of the tiles has been completed, each player shall set his or her hands by arranging the tiles into a high hand and low hand. After setting the

hands the tiles shall be placed face down on the layout immediately behind that player's betting area and separated into two distinct hands.

(b) Each player at the table shall be responsible for setting his or her own hands and no other person except the dealer may touch the tiles of that player. Notwithstanding the foregoing, if a player requests assistance in the setting of his or her hands, the dealer may inform the requesting player of the manner in which the casino licensee requires the hands of the dealer to be set in its Rules of the Games Submission. Each player shall be required to keep the four tiles in full view of the dealer at all times. Once each player has set a high hand and low hand and placed the two hands face down on the layout, the player shall not touch the tiles again.

(c) After all players have set their hands and placed the tiles on the table, the four tiles of the dealer shall be turned over and the dealer shall set his or her hands by arranging the tiles into a high and low hand. The high hand shall be placed on the layout face up to his or her right and the low hand shall be placed on the layout face up to his or her left. If banking or co-banking is in effect pursuant to Sect.3.23.8., after all players have set their hands and placed the tiles on the table, the player banking the game shall turn over his or her four tiles and shall set the two hands by arranging the tiles in a high and low hand on the appropriate area of the layout.

(d) Except as provided in (e) below, the dealer shall be required to comply with the following rules when setting the hands of the dealer:

1. If the dealer has the supreme pair, it shall be played as such;

2. If possible, the dealer shall always play a pair, wong or gong as set forth in Sect. 3.23.2.

3. If the dealer does not have any combinations described in (d)1 or (d)2 above, the dealer shall play any two tiles together which have a value equal to nine, eight or seven; and

4. If the dealer does not have a combination listed in (d) 1 through (d)3 above, the dealer shall play the highest ranking tile with the lowest ranking tile.

(e) Each casino licensee shall submit to the Lottery in its Rules of the Games Submission the manner in which it proposes to require the hands of the dealer to be

set, and shall specifically note any exceptions it propses to the rules linsted in (d) above.

(f.) A player may surrender his or her wager after the hands of the dealer have been set. The player must announce his or her intention to surrender prior to the dealer exposing either of the two hands of that player pursuant to (g) below. Once the player has announced his or her intention to surrender, the dealer shall:

1. Immediately collect the wager from that player; and

2. Collect the four tiles dealt to that player and stack them face down on the right side of the table in front of the table inventory container without exposing the tiles to anyone at the table.

(g.) Once the dealer has set a high and low hand, the dealer shall expose both hands of each player, starting with the player farthest to the right of the dealer and proceeding counterclockwise around the table. The dealer shall always compare the high hand of the player to the high hand of the dealer and the low hand of the player to the low hand of the dealer and shall announce if the wager of that player shall win, lose or be considered a tie ("push").

(h.) All losing wagers shall be collected immediately by the dealer and put in the table inventory container. All losing hands shall also be collected. A wager made by a player shall lose if the high hand of the player is identical in rank or lower in rank than the high hand of the dealer, and the low hand of the player is identical in rank or lower in rank than the low hand of the dealer or has a value of zero.

(i.) If a wager is a push, the dealer shall not collect or pay the wager, but shall immediately collect the tiles 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 than the high hand of the dealer, but the low hand of the player is identical in rank to the low hand of the dealer (copy hand), lower in rank than the low hand of the dealer or has a value of zero; or

2. The high hand of the player is identical in rank to the high hand of the dealer (copy hand) or lower in rank than the high hand of the dealer, but the low hand of the player is higher in rank than the low hand of the dealer.

(j) All winning hands shall remain face up on the layout. Winning wagers shall be paid after all hands have been exposed. The dealer shall pay winning wagers 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 dealer and the low hand of the player is higher in rank than the low hand of the dealer.

(k) A winning Pai Gow wager shall be paid off by a casino licensee at odds of 1 to 1, except that the casino licensee shall extract a commission known as "vigorish" from the winning player in an amount equal to five percent of the amount won; provided, however, that when collecting the vigorish, the casino licensee may round off the vigorish to twenty-five cents or the next highest multiple of twenty-five cents. A casino licensee shall collect the vigorish from a player 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 tiles from that player.

(l) All tiles collected by the dealer shall be picked up in order and in such a way that they can be readily arranged to reconstruct each hand in case of a question or dispute and shall be placed face up to the right of the dealer in front of the table inventory container.

Section 3.23.8 Player bank; co-banking; selection of bank; procedures for dealing

(a) A casino licensee may, in its discretion, offer to all players at a Pai Gow table the opportunity to bank the game. If the casino licensee elects this option, all the other provisions of this subchapter shall apply except to the extent that they conflict with the provisions of this section, in which case the provisions of this section shall control for any round of play in which a player is the bank.

(b) A player may not be the bank at the start of the game. For the purposes of this section, the start of the game shall mean the first round of play after the dealer is required to restack and shuffle the tiles in accordance with the procedures set forth in Sect. 3.23.4 (b) or (g).

(c) After the first round of play pursuant to (b) above, each player at the table shall have the option to either be the bank or pass the bank to the next player. The

dealer shall, starting with the player farthest to the right of the dealer, offer the bank to each player in a counterclockwise rotation around the table until a player accepts the bank. The dealer shall place a marker designating the bank in front of the player who accepts the bank. If the first player offered the bank accepts, the player seated to the right of that player shall first be offered the bank on the next round of play. The initial offer to be the bank shall rotate counterclockwise around the table until it returns to the dealer. In no event may any player bank two consecutive rounds of play. If no player wishes to be the bank, the round of play shall proceed in accordance with the rules of play provided in this subchapter.

(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.

(e) A casino licensee may, in its discretion, offer the bank the option of having the casino cover 50 percent of the wagers made during a round of play. If the casino licensee offers this option, it shall make it available to all players at the table. If the bank wishes to use this option, the bank must specifically request the dealer to accept responsibility for the payment of one-half of all winning wagers. When the bank covers 50 percent and the casino covers 50 percent of the winning wagers, it shall be known as "co-banking" and the dealer shall place a marker designating the co-bank in front of that player. When the dealer is co-banking, the dealer shall be responsible for setting the hand of the bank pursuant to Sect. 3.23.7. When co-banking is in effect, the dealer may not place a wager against the bank.

(f) If a player is the bank, the player may only wager on one betting area.

(g) Once the tiles have been shuffled and formed into stacks pursuant to Sect. 4(d), the bank shall have the option to cut the tiles one time. If the bank does not wish to cut the tiles, there shall be no cut. Upon direction from the bank, the dealer may move:

1. One or more adjacent stacks of four tiles to the right or left end of

the original eight stacks of tiles; or

2. Two or more adjacent stacks of four tiles, of which at least one stack is moved to one end and the other stacks are moved to the opposite end of the original eight stacks of tiles.

(h) Once the dealer has determined that a player may be the bank pursuant to (d) above and the tiles have been shuffled and, if applicable, cut, the dealer shall, unless co-banking is in effect, remove gaming chips from the table inventory container in an amount equal to the last wager made by that player against the dealer or in an amount. This amount shall be the amount the dealer wagers against the bank. The bank may direct that the sum wagered by the dealer be a lesser amount or that the dealer place no wager during that round of play. Any amount wagered by the dealer shall be placed in front of the table inventory container. Immediately upon receipt of the four tiles dealt to the dealer pursuant to (k) below, the dealer shall place his or her wager on top of these tiles, instead of the marker otherwise required by Sect. 3.23.6, before dealing the remaining tiles. If co-banking is in effect, the dealer shall not remove any gaming chips from the table inventory container pursuant to this subsection.

(i) Once the dealer has announced "No more bets," the bank may, by issuing a verbal instruction to the dealer, choose to have the dealer deliver the stacks of tiles using any one of the 10 styles of delivery described in (k) below. If the bank does not choose a style of delivery, the dealer shall use house way from the right. After the style of delivery has been determined, the dealer shall indicate in order the style of delivery to be used by verbally repeating the selected style of delivery, taking such other action, that identifies the selected delivery style to the casino licensee's surveillance department, and moving certain stacks of tiles or individual tiles slightly forward, backward or diagonally in the manner described in (k) 1 through 10 below. After the dealer has indicated the style of delivery, the bank shall shake the Pai Gow shaker. It shall be the responsibility of the dealer to ensure that the bank shakes the Pai Gow shaker at least three times so as to cause a random mixture of the dice. Once the bank has completed shaking the Pai Gow shaker, the dealer shall remove the lid covering the Pai Gow shaker, total the dice and announce the total. The

dealer shall always remove the lid from the Pai Gow shaker and if the bank inadvertently removes the lid, the dealer shall require the Pai Gow shaker to be covered and re-shaken by the bank.

(j) To determine the starting position for dealing the tiles, the dealer shall count counterclockwise around the table, with the position of the bank considered number one and continuing around the table with each betting position, including the dealer, regardless of whether there is a wager at the position, and the dead hand counted in order until the count matches the total of the three dice.

(k) The dealer shall deal the first four tiles, in accordance with the selected style of delivery described in (k)1 through 10 below, to the starting position as determined in (j) above and, moving counterclockwise around the table, deal all other positions including the dead hand and the dealer four tiles, regardless of whether there is a wager at the position. The dealer shall place his or her wager or marker, as applicable, on top of his or her stack of tiles immediately after they are dealt. Each casino licensee shall set forth in its rules of the games submission the delivery styles offered to the bank. The 10 styles of delivery that may be used to deal the Pai Gow tiles are as follows:

1.House way from the right: The dealer shall indicate the use of house way from the right by pushing forward the first stack of tiles on the dealer's right. The dealer shall deliver the stack pushed forward to the starting position. The remaining stacks of tiles shall be delivered from the dealer's right to left.

2.House way from the left: The dealer shall indicate the use of house way from the left by pushing forward the first stack of tiles on the dealer's left. The dealer shall deliver the stack pushed forward to the starting position. The remaining stacks of tiles shall be delivered from the dealer's left to right.

3.Cup say (pick four) from the right: The dealer shall indicate the use of cup say from the right by pushing forward the first two stacks of tiles on the dealer's right. The dealer shall deliver the top two tiles from each of the two stacks pushed forward to the starting position. The four remaining tiles pushed forward shall be delivered to the next position. The remaining stacks of tiles shall be delivered from the dealer's right to left in the same manner as the first two stacks.

4.Cup say (pick four) from the left: The dealer shall indicate the use of cup say from the left by pushing forward the first two stacks of tiles on the dealer's left. The dealer shall deliver the top two tiles from each of the two stacks pushed forward to the starting position. The four remaining tiles pushed forward shall be delivered to the next position. The remaining stacks of tiles shall be delivered from the dealer's left to right in the same manner as the first two stacks.

5.Jung quat (take the heart): The dealer shall indicate the use of jung quat by pushing forward the fourth stack of tiles from the dealer's right and the fourth stack of tiles from the dealer's left (the two center stacks of the eight). The dealer shall deliver the top two tiles from each of the two stacks pushed forward to the starting position. The four remaining tiles pushed forward shall be delivered to the next position. The remaining stacks shall be pushed together and the two new center stacks shall be pushed forward and delivered in the same manner as the first two stacks. This procedure shall be repeated until all eight stacks of tiles have been delivered.

6.Chee yee (chop the ears): The dealer shall indicate the use of chee yee by pushing forward the first stack of tiles on the dealer's right and the first stack of tiles on the dealer's left. To deliver the tiles, the dealer shall center the two stacks pushed forward in front of the remaining stacks. The dealer shall deliver the top two tiles from each of the two centered stacks to the starting position. The four remaining tiles from the two centered stacks shall be delivered to the next position. The dealer shall then center and deliver the first stack remaining on the dealer's right and the first stack remaining on the dealer's left in the same manner. This procedure shall be repeated until all eight stacks of tiles have been delivered.

7.Pin say (slice four) from the right: The dealer shall indicate the use of pin say from the right by removing the top tile of the first stack of tiles on the dealer's right and placing it diagonally across the top of the second, third and fourth stacks of tiles from the dealer's right. The dealer shall deliver the top tile from each of the first four stacks on the dealer's right to the starting position (the diagonal tile plus the three tiles it covers). The top tile from each of the first four stacks on the dealer's left shall be delivered to the next position. The top tile remaining on each of the first four

stacks on the dealer's right shall be delivered to the third position and the top tile remaining on each of the first four stacks on the dealer's left shall be delivered to the fourth position. This procedure shall be repeated until four tiles have been delivered to all eight positions.

8.Pin say (slice four) from the left: The dealer shall indicate the use of pin say from the left by removing the top tile of the first stack of tiles on the dealer's left and placing it diagonally across the top of the second, third and fourth stacks of tiles from the dealer's left. The dealer shall deliver the top tile from each of the first four stacks on the dealer's left to the starting position (the diagonal tile plus the three tiles it covers). The top tile from each of the first four stacks on the dealer's right shall be delivered to the next position. The top tile remaining on each of the first four stacks on the dealer's left shall be delivered to the third position and the top tile remaining on each of the first four stacks on the dealer's right shall be delivered to the fourth position. This procedure shall be repeated until four tiles have been delivered to all eight positions.

9.Dragon head and phoenix tail from the right: The dealer shall indicate the use of dragon head and phoenix tail from the right by placing all four tiles in the first and second stacks from the dealer's right directly on top of the four tiles in the third and fourth stacks from the dealer's right and then pushing forward the top two tiles in each of the eight tile stacks that are created (forming the "dragon head"). The dealer shall deliver the four tiles pushed forward to the starting position. The top tile from each of the four stacks of four tiles to the dealer's left (the "phoenix tail") shall be delivered to the next position. The dealer shall deliver the top two tiles from each of the two stacks on the dealer's right to the third position and the top tile from each of the four stacks on the dealer's left to the fourth position. This procedure shall be repeated until four tiles have been delivered to all eight positions.

10.Dragon head and phoenix tail from the left: The dealer shall indicate the use of dragon head and phoenix tail from the left by placing all four tiles in the first and second stacks from the dealer's left directly on top of the four tiles in the third and fourth stacks from the dealer's left and then pushing forward the top two tiles in each of the eight tile stacks that are created (forming the "dragon head"). The

dealer shall deliver the four tiles pushed forward to the starting position. The top tile from each of the four stacks of four tiles to the dealer's right (the "phoenix tail") shall be delivered to the next position. The dealer shall deliver the top two tiles from each of the two stacks on the dealer's left to the third position and the top tile from each of the four stacks on the dealer's right to the fourth position. This procedure shall be repeated until four tiles have been delivered to all eight positions.

(l) After all the stacks of tiles have been dealt, the dealer shall, without exposing the tiles, collect any stacks dealt to a position where there is no wager and place the stacks with the dead hand on the layout to the left of the dealer in front of the table inventory container.

(m) Once all tiles have been dealt and any tiles dealt to positions with no wagers have been collected, the dealer shall place the cover on the Pai Gow shaker and shake the shaker once. The Pai Gow shaker shall then be placed to the right of the dealer.

(n) If the tiles dealt to the dealer have not been previously collected, after each player has set his or her two hands and placed them on 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 hands of the dealer are higher in rank than the hands of the bank. If the dealer wins, the tiles of the dealer shall be stacked face up to the right of the table inventory container 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 table inventory container. If the dealer loses, the amount wagered by the dealer against the bank shall be moved to the center of the layout.

(o) If banking is in effect, once the dealer has determined the outcome of the wager of the dealer against the bank, if any, the dealer shall expose the hands of each player 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 this amount becomes exhausted before all winning wagers have been paid, the dealer shall collect from the bank an amount equal to the remaining winning wagers and place that amount in the center of the layout. The remaining winning wagers shall be paid from the amount in the center of the layout. 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 5 percent vigorish in accordance with Sect. 3.23.7. Once the vigorish has been paid, the remaining amount shall be given to the bank.

(p) If co-banking is in effect, once the dealer has set the co-bank hand pursuant to (e) above, the dealer shall expose the hands of each player 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 shall be paid by the dealer with the gaming chips located in the center of the table. If this amount becomes exhausted before all winning wagers have been paid, the dealer shall collect from the co-bank, an amount equal to one-half of the remaining winning wagers and place that amount in the center of the layout. The dealer shall remove an amount equal to one-half of the remaining winning wagers from the table inventory container and place that amount in the center of the layout. The remaining winning wagers shall be paid from the total amount in the center of the layout. If, after collecting all losing wagers and paying all winning wagers, there is a surplus in the center of the table, this amount will be counted and the dealer shall place one-half of this amount into the table inventory container. The dealer shall collect a five percent vigorish in accordance with Sect. 3.23.7 on the remaining amount and place the vigorish amount in the table inventory container. The remaining amount shall then be given to the co-bank.

(q) Immediately after a winning wager of the dealer is paid, this amount and the original wager shall be returned to the table inventory container.

(r) Each player who has a winning wager against the bank shall pay a five percent vigorish on the amount won to the dealer, in accordance with Sect. 3.23.7.

Section 3.23.9 Irregularities; invalid roll of the dice

(a) If the dealer uncovers the Pai Gow shaker and all three dice do not land flat on the bottom of the shaker, the dealer shall call a "No roll" and re-shake the dice.

(b) If the dealer uncovers the Pai Gow shaker and a die or dice fall out of the shaker, the dealer shall call a "No roll" and re-shake the dice.

(c) If the dealer incorrectly totals the dice and deals the tiles to the wrong positions, all hands shall be void and the dealer shall reshuffle the tiles.

(d) If the dealer exposes any of the tiles dealt to a player, the player has the option of voiding the hand. Without looking at the unexposed tiles, the player shall make the decision either to play out the hand or to void the hand.

(e) If a tile dealt to the dealer, bank, the dead hand or any position where there is no wager is exposed, all hands shall be void and the tiles shall be reshuffled.

(f) If the dealer does not set his or her hands by the “House Way” pursuant to Sect. 7, the hands must be reset in accordance with such submission and the round of play completed.

Section 3.24 High Card Flush

Section 3.24.1 Definitions
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Section 3.24.1 Definitions

High Card Flush is a house-banked 7 cards game which is intended for play on a standard size gaming table

“7 Suit Specific” means the player’s 7 card straight flush must be of a predetermined specific suit.

“7, or 6 Ace High” means the player must achieve either a 7 card straight flush or a 6 card straight flush that includes an Ace when valued as a high card.

Section 3.24.2 Cards, number of decks

(a) Except as provided in (b) below, high card flush shall be played with one deck of cards with backs of the same color and design and one additional cover card to be used in accordance with the procedures set forth in 3.24.5. The cover card shall be opaque and in a solid color readily distinguishable from the color of the backs and edges of the playing cards, as approved by Lottery. The deck of cards shall meet the requirements of the section pertaining to the physical description of cards.

(b) If an automated card shuffling device is used, a casino licensee shall be permitted to use a second deck of cards to play the game, provided that:

1. Each deck of cards complies with the requirements of (a) above;
2. The backs of the cards in the two decks are of different color;
3. One deck is being shuffled by the automated card shuffling device while the other deck is being dealt or used to play the game;
4. Both decks are continuously alternated in and out of play, with each deck being used for every other round of play; and
5. The cards from only one deck shall be placed in the discard rack at any given time.

Section 3.24.3 High card flush hand rankings

(a) The rank of cards used in High Card Flush, in order of highest to lowest rank, shall be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, and 2. All suits shall be considered equal in rank.

(b) A flush is a hand consisting of three cards of the same suit, regardless of rank

(c) When comparing hands of identical rank, the hand that contains the highest ranking card that is not contained in the other hand shall be considered the higher ranking hand

(d) If after comparison the hands are of identical rank, the hands shall be considered a draw.

Section 3.24.4 Opening of the table for gaming

(a) The dealer shall receive cards at the table in accordance with section 2.3 pertaining to cards, receipt, storage, inspections and removal from use.

(b) Following the inspection of the cards by the dealer and the verification by the floorperson assigned to the table, the cards shall be, at the option of the casino licensee as noted in their internal controls, either:

1) Spread out face up on the table for visual inspection by the first player to arrive at the table. The cards shall be spread out according to suit and in sequence; or
2) Perform a wash of the cards in (c) below

(c) After the first player has been afforded an opportunity to visually inspect the cards, or the cards have been inspected by the dealer and floorperson,
the cards shall be turned face down on the table, mixed thoroughly by a "washing" or "chemmy shuffle" of the cards and stacked. Once the cards have been stacked, they shall be shuffled in accordance with 3.24.5.

(d) If a casino licensee uses an automated card shuffling device to play the game and two decks of cards are received at the table per 3.24.2, each deck of cards shall be separately sorted, inspected, verified, spread, inspected, mixed, stacked and shuffled in accordance with the provisions of (a) through (c) above.

Section 3.24.5 Shuffle and cut of the cards

(a) Immediately prior to the commencement of play, unless the cards were pre-shuffled, and after each round of play has been completed, the dealer shall shuffle the cards, either manually or by use of an automated card shuffling device, so that the cards are randomly intermixed. Upon completion of the shuffle, the dealer or device shall place the deck of cards in a single stack; provided, however, that nothing herein

shall be deemed to prohibit the use of an automated card shuffling device which, upon completion of the shuffling of the cards, inserts the stack of cards directly into a dealing shoe.

(b) After the cards have been shuffled and stacked, the dealer shall:

1. If the cards were shuffled using an automated card shuffling device, deal or deliver the cards in accordance with the procedures set forth in 3.24.7, 3.24.8; or

2. If the cards were shuffled manually or were pre-shuffled, cut the cards in accordance with the procedures set forth in (c) below.

(c) If a cut of the cards is required, the dealer shall:

1. Cut the deck, using one hand, by:

i. Placing the cover card on the table in front of the deck of cards;

ii. Taking a stack of at least 10 cards from the top of the deck and placing them on top of the cover card;

iii. Placing the cards remaining in the deck on top of the stack of cards that were cut and placed on the cover card pursuant to section (c)ii above; and

iv. Removing the cover card and placing it in the discard rack; and

2. Deal the cards in accordance with the procedures set forth in 3.24.7, 3.24.8.

(d) Notwithstanding (c) above, after the cards have been cut and before any cards have been dealt, a casino supervisor may require the cards to be recut if he or she determines that the cut was performed improperly or in any way that might affect the integrity or fairness of the game.

(e) Whenever there is no gaming activity at a high card flush table which is open for gaming, the cards shall be spread out on the table either face up or face down. If the cards are spread face down, they shall be turned face up once a player arrives at the table. After the first player is afforded an opportunity to visually inspect the cards, the procedures outlined in 3.24.4(c) shall be completed. Provided however, if the casino opted to waive the player inspection of the cards during the table opening, the player inspection may be waived at this time as well.

Section 3.24.6 Wagers

(a) The following wagers may be placed in the game of high card flush:

1. Ante – The initial wager placed in order to start the game; and/or

2. Raise wager - After examining their cards, each player must either fold their hand and surrender their Ante wager or place a Raise wager. The Raise wager amount must be equal to the Ante wager amount unless the Player's hand consists of five or more cards of the same suit. In that instance, a player with five suited cards may increase their Raise wager up to double their Ante wager and a player with more than five suited cards may increase their Raise wager up to triple their Ante wager.

3. Flush bonus wager – After the player has placed their ante wager, this optional wager may be placed as well. The player is playing against a pay table and this wager is paid and settled regardless of if the patron folds their hand. Only the highest qualifying hand is paid. This wager has no bearing on any other wager placed at the game; and/or

4. Straight flush bonus wager - After the player has placed their ante wager, this optional wager may be placed as well. The player is playing against a pay table and this wager is paid and settled regardless of if the patron folds their hand. An ace may be used as either the lowest or highest rank of the suit. Only the highest qualifying hand is paid. This wager has no bearing on any other wager placed at the game; and/or

5. Bonus jackpot progressive wager - After the player has placed their ante wager, this optional $1 wager or $5 wager may be placed as well. A player may, at their discretion, place a progressive wager of $1 or $5 on the sensor device, after they have placed the ante wager in number 1. Each player shall be responsible for verifying that his or her respective acceptor light has been properly illuminated. The player is playing against a pay table and this wager is paid and settled regardless of if the patron folds their hand. An ace may be used as either the lowest or highest rank of the suit. Only the highest qualifying hand is paid. This wager has no bearing on any other wager placed at the game.

(b) All wagers at high card flush shall be made by placing gaming chips or plaques and, if applicable, a match play coupon or other approved promotional offer on the

appropriate betting areas of the table layout. A verbal wager accompanied by cash shall not be accepted.

(c) Only players who are seated at a high card flush table may 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.

(d) All wagers shall be placed prior to the dealer announcing "No more bets" in accordance with the dealing procedures in 3.24.7 or 3.24.8. No wager shall be made, increased, or withdrawn after the dealer has announced "No more bets." All play wagers shall be placed in accordance with 3.24.9.

(e) A casino licensee may, in its discretion, permit a player to place wagers at two betting positions during a round of play provided that the two betting positions are adjacent to each other.

Section 3.24.7 Procedures for dealing the cards from the hand

(a) Notwithstanding any other provisions of this chapter, a casino licensee may, in its discretion, permit a dealer to deal the cards used to play high card flush from his or her hand.

(b) If a casino licensee chooses to have the cards dealt from the dealer's hand, the following requirements shall be observed:

1. The casino licensee shall use an automated shuffling device to shuffle the cards.
2. Once the procedures required by 3.24.5 have been completed, the dealer shall place the stacked deck of cards in either hand.
    i. Once the dealer has chosen the hand in which he or she will hold the cards, the dealer shall use that hand whenever holding the cards during that round of play.
    ii. The cards held by the dealer shall at all times be kept in front of the dealer and over the table inventory container.
3. The dealer shall then announce "No more bets" prior to dealing any cards. The dealer shall deal each card by holding the deck of cards in the chosen hand and

using the other hand to remove the top card of the deck and place it face down on the appropriate area of the layout.

(c) The dealer shall, starting with the player farthest to his or her left and continuing around the table in a clockwise manner, deal one card at a time in order to each player who has placed an ante wager, OR, to every spot on the table felt. The casino licensee shall specify in their written rules of the game which option they will use. After the players are dealt their first card, the dealer will then deal himself or herself one card. This process will continue until each player who placed an ante wager, or each felt spot, has seven cards and the dealer has seven cards. All cards dealt to the players and dealer shall be dealt face down.

(d) After seven cards have been dealt, per (c) above, the dealer shall place the stub in the discard rack without exposing the cards.

(e) The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct number of cards is still present in the deck. This requirement is waived provided that the automated shuffler counts the number of cards in the deck after the completion of each shuffle and indicates whether 52 cards are present. If the automated card shuffling device reveals that an incorrect number of cards are present, the deck shall be removed from the table in accordance with the section for removal of cards from use.

The dealer shall determine the number of cards in the stub by counting the cards face down on the layout.

1. If the count of the stub indicates that 52 cards are in the deck, the dealer shall place the stub in the discard rack without exposing the cards.

2. If the count of the stub indicates that the number of cards in the deck is incorrect, the dealer shall determine if the cards were misdealt. If the cards have been misdealt (a player has more or less than five cards or the dealer has more or less than six cards) but 52 cards remain in the deck, all hands shall be void pursuant to 3.24.11. If the cards have not been misdealt, all hands shall be considered void and the entire deck of cards shall be removed from the table pursuant to section pertaining to removal of cards from use.

Section 3.24.8 Procedures for dealing the cards from an automated dealing shoe

(a) Notwithstanding any other provision of this chapter, a casino licensee may, in its discretion, choose to have the cards used to play high card flush dealt from an automated dealing shoe which dispenses cards in stacks of seven cards, provided that the shoe, its location and the procedures for its use are approved by Lottery.

(b) If a casino licensee chooses to have the cards dealt from an automated dealing shoe, the following requirements shall be observed.

1. Once the procedures required by 3.24.5 have been completed, the cards shall be placed in the automated dealing shoe.
2. The dealer shall then announce "No more bets" prior to the shoe dispensing any stacks of cards.

(c) The dealer shall deliver the first stack of cards dispensed by the automated dealing shoe face down to the player farthest to his or her left in order, to each player who has placed an ante wager, OR, to every spot on the table felt. The casino licensee shall specify in their written rules of the game which option they will use. The dealer shall then deliver a stack of seven cards face down to himself or herself.

(d) After each stack of seven cards has been dispensed and delivered in accordance with this section, the dealer shall remove the stub from the automated dealing shoe and, except as provided in (e) below; place the cards in the discard rack without exposing the cards.

(e) The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct number of cards are still present in the deck. The dealer shall count the stub in accordance with the provisions of 3.24.7(e).

Section 3.24.9 Procedures for completion of each round of play

(a) After the dealing procedures required by 3.24.7 or 3.24.8 have been completed, each player shall examine his or her cards. Each player who wagers at high card flush shall be responsible for his or her own hand and no person other than the dealer and the player to whom the cards were dealt may touch the cards of that player.

(b) The dealer shall, starting with the player farthest to his or her left and continuing clockwise around the table, offer each player who has placed an ante wager the option

to either make a raise wager or forfeit his or her ante wager. A raise wager shall be made in an amount from one to three times the amount of the player's ante wager. If a player has five (5) suited cards, they may increase their raise wager up to double their ante wager. If a player has *more than* five (5) suited cards, they may increase their raise wager up to triple their ante wager. If a player chooses to fold, they shall not forfeit the flush bonus, straight flush bonus, or bonus jackpot progressive wagers.

(c) After each player has either placed a raise wager on the designated area of the layout or forfeited his or her ante wager, the dealer shall collect all forfeited ante wagers. The dealer shall collect the cards of any player who forfeited his or her ante wager and also did not make a flush bonus, straight flush bonus, or bonus jackpot progressive wager, placing the cards in the discard rack.

(d) The dealer shall then reveal the dealer's hand. The dealer qualifies with a hand of three-card flush, nine high or greater. If the dealer does not qualify, all remaining players who made an ante and raise wager are paid even money for their ante wager, and the raise wager results in a push. If the dealer's hand meets or exceeds a three-card flush, nine high or greater, the dealer's hand is compared to each remaining player's hand who made an ante and raise wager. If the player's hand ranks higher than the dealer's hand, both the ante and raise wager are paid even money, 1:1. If the player's hand ranks lower than the dealer's hand, the ante and raise wagers lose, and are collected. In the event the dealer and the player have the same number of cards in their flush, the winning hand is determined by the highest ranking flush, (Ace – 2). If the highest card is the same for each hand, the second card is then looked at, if that card is the same it continues in the same manner until all cards in the flush are compared. If the hands are determined to be the same, it is a tie/push, and both the ante and raise wagers are returned to the player. Successive cards of the same suit, a straight flush, has no significance in the regular game ante and raise wagers; as it would in a standard poker game. The dealer shall then collect all losing ante and raise wagers. The dealer shall collect the cards of any losing player who did not make a flush bonus, straight flush bonus, or bonus jackpot progressive wager, placing the cards in the discard rack.

(e) The dealer shall then settle the wagers remaining on the table by complying with either (e) 1 or 2 below. A casino licensee shall identify in its approved gaming submission which alternative the dealer shall use. The dealer's cards shall be placed in the discard rack after all players' cards have been collected.

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

i. Compare the seven cards of each player to the respective hand table; and

ii. Collect all losing wagers; and

iii. Pay each winning wager in accordance with the payout odds listed in 3.24.10; and if required the progressive payout listed in 3.24.11; and

iv. Collect all player hands and place them in the discard rack.

2. The dealer shall, starting with the player farthest to the dealer's right and continuing counterclockwise around the table, complete all of the following procedures as to each remaining player in succession:

i. Compare the seven cards of each player to the respective hand table; and

ii. Collect losing wagers or pay winning wagers in accordance with the payout odds listed in 3.24.10; and if required the progressive payout listed in 3.24.11; and

iii. Collect the player's cards and place them in the discard rack.

(f) 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 be readily arranged to reconstruct each hand in the event of a question or dispute.

Section 3.24.10 Payout odds; rate of progression

(a)There are five (5) types of payouts for high card flush:

1. When the dealer qualifies the ante and raise wagers are paid even money, 1:1.

2. When the dealer does not qualify the ante wager is paid even money, 1:1, and the raise wager is a push, and returned to the player.

3. **Flush bonus wager, pay tables:**

Paytable # of Flush Cards	HCF/FB 1	HCF/FB 2	HCF/FB 3	HCF/FB 4	HCF/FB 5
7	300	100	200	300	200
6	100	20	20	75	60
5	10	10	10	5	12
4	1	2	2	2	1

Paytable # of Flush Cards	HCF/FB 6	HCF/FB 7	HCF/FB 8	HCF/FB 9	HCF/FB 10
7	500	400	1,000	150	150
6	50	60	50	20	25
5	12	12	10	10	10
4	1	1	1	2	2

Paytable # of Flush Cards	HCF/FB 11	HCF/FB 12	HCF/FB 13	HCF/FB 14	HCF/FB 15
7	400	300	500	500	250
6	100	80	80	100	100
5	10	11	11	10	10
4	1	1	1	1	1

4. **Straight flush bonus wager, pay tables**

Paytable	HCF/SFB	HCF/SFB	HCF/SFB	HCF/SFB

# of Straight Flush Cards	1	2	3	4
7	8,000	500	500	1000
6	1,000	200	200	500
5	100	100	100	100
4	60	50	75	75
3	7	9	7	7

Paytable # of Straight Flush Cards	HCF/SFB 5	HCF/SFB 6	HCF/SFB 7
7	500	500	1,000
6	200	200	500
5	100	100	100
4	50	60	60
Four of a Kind	25	-	-
3	8	8	8

5. **Bonus jackpot progressive wager pay tables:**

$1 Wager:

Paytable # of Straight Flush Cards	HCF/SFPSB 1	HCF/SFPSB 2
7-Card Straight Flush	100 %	100 %
6-Card Straight Flush	10 %	10 %
5-Card Straight Flush	250	900
4-Card Straight Flush	40	50
3-Card Straight Flush	3	0

Paytable # of Straight Flush Cards	HCF/SFPSB 3	HCF/SFPSB 4
7-Card Straight Flush or 9TJQKA Suited	100 %	100 %
6-Card Straight Flush, A23456-89TJQK Suited	10 %	10 %
5-Card Straight Flush	250	800
4-Card Straight Flush	40	50
3-Card Straight Flush	3	0

$5 Wager:

Paytable # of Straight Flush Cards	HCF/SFPSB 1	HCF/SFPSB 2

7-Card Straight Flush	100 %	100 %
6-Card Straight Flush	10 %	10 %
5-Card Straight Flush	1,250	4,500
4-Card Straight Flush	200	250
3-Card Straight Flush	15	0

Paytable **# of Straight Flush Cards**	**HCF/SFPSB** **3**	**HCF/SFPSB** **4**
7-Card Straight Flush or 9TJQKA Suited	100 %	100 %
6-Card Straight Flush, A23456-89TJQK Suited	10 %	10 %
5-Card Straight Flush	1,250	4,000
4-Card Straight Flush	200	250
3-Card Straight Flush	15	0

The licensee shall state in their internal controls which pay tables they will use.

(b) The rate of progression for the progressive meter used for the progressive payouts in 3.24.10 (5) above shall be 23 percent (23%) to the main jackpot and 5 percent (5%) to the secondary jackpot, if the secondary jackpot is being used. When the secondary jackpot is not being used, the initial seed, and reseed, for the **$1 wager** for pay tables 1, 2, and 3 will be set at $30,000 and for pay table 4 it shall be $25,000. The initial seed, and reseed for the **$5 wager** for pay tables 1, 2, and 3 will be set at $150,000 and for pay table 4 it shall be $125,000. When the secondary jackpot is being used, the initial seed value shall be $10,000 for all wager amounts and paytables. When the main jackpot is hit, the reseed amount shall be the current value of the secondary jackpot.

(c) Winning progressive payout hands shall be paid in accordance with the amount on the meter when it is the player's turn to be paid in accordance with section 3.24.10 provided, however, if more than one player at a table has a qualifying jackpot payout hand, each player shall share equally in the amount on the progressive meter when the first player with a jackpot payout hand is to be paid.

(d) Not withstanding the progressive payout odds set forth in 5. above, the aggregate payout limit on all winning ante, raise, flush bonus, and straight flush bonus wagers for any hand shall be $50,000 or the maximum amount that one patron could win per round when betting the minimum wager, whichever is greater.

Section 3.24.11 Progressive payouts

(a) A progressive payout wager shall be paid pursuant to the payout table listed in section 3.24.10, the procedures in accordance with progressive payout wagers and prior to the collection of the cards by the dealer.

(b) Prior to paying a progressive payout hand, the dealer shall:

1. Verify that the hand is a winning hand;
2. Verify that the appropriate light on the acceptor device has been illuminated; and
3. Have a casino supervisor or above validate the progressive payout pursuant to approved internal control procedures.

(c) Any winning progressive payout wager shall be paid irrespective of the rank of the hand of the dealer.

Section 3.24.12 Irregularities

(a) 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.

(b) 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.

(c) If any player or the dealer is dealt an incorrect number of cards, all hands shall be void and the cards shall be reshuffled.

(d) If one or more of the dealer's cards is inadvertently exposed prior to the dealer revealing his or her cards, all hands shall be void and the cards shall be reshuffled.

(e) 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 in accordance with procedures approved by the Lottery.

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

Section 3.25 Rapid Fusion

Rapid Fusion (RF) is a gaming system that uses a camera(s) to show a live feed, of a live game(s), and allows patrons to wager on the live game using an automated transaction station (ATS) in an area of the casino away from the actual live table(s). The betting is done by using virtual chips at an electronic ATS. Rapid Fusion can be played with the following games: Roulette, Baccarat, Mini-baccarat, and Sic Bo. The “live game” rules, procedures and regulations are followed, with any variations noted below.

(a) There will be a centralized dealer in the Rapid Fusion gaming area. This dealer will have a chip float and follow all existing regulations for operating the chip float.

(b) The patron may buy in with cash at the ATS, or buy in through the dealer, and the dealer will apply the credits in the form of virtual chips to their respective ATS.

(c) There may be a maximum of 40 automated gaming stations.

(d) The RF system shall be set up and operate in a way that the ATS will “lock out” bets before the live game is ready to be played.

(e) All wins/loses are calculated by the ATS, once the winning hand is confirmed.

The player receives all wins in credits/virtual chips on their individual ATS. A player may only cash out through the live RF dealer. All payouts will be in the form of gaming chips issued by the RF dealer.

(f) Irregularities (including, but not limited to)

1. A table games supervisor or above may invalidate the outcome of a game if the result of that game is affected by the malfunction of any gaming equipment approved for use on that game.

2. If a terminal goes offline while a game is in play, the supervisor or above will be required to void that game, and pay the player out their balance so the player may select another terminal to wager on.

Section 3.26 Criss Cross Poker

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Section 3.26.17 Irregularities

Section 3.26.1 Definitions

The following words and terms, when used in this subchapter, shall have the following meanings unless the context clearly indicates otherwise.

“Ante Wager” means the initial wager placed prior to any cards being dealt in order to participate in the round of play.
“Bonus Wager” means the wager that a player has the option to make prior to any cards being dealt in order to participate in a round of play.
“Deal” means the distribution of the players’ cards among the players.
“Bet Wagers” means an additional wager in an amount of one to three times the players ante wager, that a player is required to make if the player opt to remain in the game.
“Round of play” shall mean one complete cycle of play during which all wagers have been placed, all cards have been dealt and all remaining wagers have been settle in accordance with the rules of this subchapter.
“Stub” shall mean the remaining portion of the deck after all cards in the round of play have been dealt or delivered
“Suit” shall mean one of the four categories of cards: club, diamond, heart or spade.

Section 3.26.2 Cards; number of decks

(a) Except as provided in (b) below, Criss Cross Poker shall be played with one deck of cards that meets the requirements in section 2.3 and one additional cover card. The cover card shall be opaque and in a solid color readily distinguishable from the color of the backs and edges of the playing cards, as approved by the Commission.

(b) If an automated card shuffling device is used for Criss Cross Poker, a casino licensee shall be permitted to use a second deck of cards to play the game, provided that:

1. Each deck of cards complies with the requirements of (a) above;
2. The backs of the cards in the two decks are of a different color;
3. One deck is being shuffled by the automated card shuffling device while the other deck is being dealt or used to play the game;
4. Both decks are continuously alternated in and out of play, with each deck being used for every other round of play; and

5. The cards from one deck only shall be placed in the discard rack at any given time.

Section 3.26.3 Criss Cross Poker Rankings

(a) The rank of the cards used in Criss Cross Poker, for the determination of winnings hands, in order of highest to lowest rank, shall be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, and 2.

(b) The permissible poker hands in the game of Criss Cross Poker, 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;
3. "Four of a kind" is a hand consisting of four cards of the same rank;
4. "Full House" is a hand consisting of "three of a kind" and a "pair"
5. " Flush" is a hand consisting of five cards of the same suit ;
6. "Straight" is a hand consisting of five cards of consecutive rank with an ace, king, queen, jack and 10 being a straight and also an ace, 2, 3, 4, 5 being a straight;
7. "Three of a kind" is a hand consisting of three cards of the same rank;
8. "Two pairs" is a hand consisting of two "pairs";
9. "Pair" is a hand consisting of two cards of the same rank.

Section 3.26.4 Opening of the table for gaming

(a) The dealer shall receive cards at the table in accordance with section 2.3 pertaining to cards, receipt, storage, inspections and removal from use.

(b) Following the inspection of the cards by the dealer and the verification by the floorperson assigned to the table, the cards shall be, at the option of the casino licensee as noted in their internal controls, either:

1) Spread out face up on the table for visual inspection by the first player to arrive at the table. The cards shall be spread out according to suit and in sequence; or
2) Perform a wash of the cards in (c) below

(c) After the first player has been afforded an opportunity to visually inspect the cards, or the cards have been inspected by the dealer and floorperson, the cards shall be turned face down on the table, mixed thoroughly by a “washing” or “chemmy shuffle” of the cards and stacked. Once the cards have been stacked, they shall be shuffled in accordance with section 3.26.5.

(d) If a casino licensee uses an automated card shuffling device to play the game and two decks of cards are received at the table pursuant to section 2.3, each deck of cards shall be separately sorted, inspected, verified, spread, inspected, mixed, stacked and shuffled in accordance with the provisions of (a) through (c) above.

Section 3.26.5 Shuffle and cut of the cards

(a) Immediately prior to the commencement of play and after each round of play has been completed, the dealer will shuffle the cards, either manually or by use of an automated card shuffling device, so that the cards are randomly intermixed. Upon completion of the shuffle, the dealer or device will place the deck of cards in a single stack; provided, however, that nothing herein will be deemed to prohibit the use of an automated card shuffling device which, upon completion of the shuffling of the cards, inserts the stack of cards directly into a dealing shoe.

(b) After the cards have been shuffled and stacked, the dealer shall:

1. If the cards were shuffled using an automated card shuffling device, deal or deliver the cards in accordance with the procedures set forth in section 3.26.7, 3.26.8, or 3.26.9

2. If the cards were shuffled manually cut the cards in accordance with the procedures set forth in (c) below.

(c) If a cut of the cards is required, the dealer shall:

3. Cut the deck, using one hand, by:

i. Placing the cover card on the table in front of the deck of cards;

ii. Taking a stack of at least 10 cards from the top of the deck and placing them on top of the cover card:

iii. Placing the cards remaining in the deck on top of the stack of cards that were cut and placed on the cover card pursuant to section (c)1ii above; and

iv. Removing the cover card and placing it in the discard rack; and

4. Deal the cards in accordance with the procedures set forth in sections 3.26.7, 3.26.8 or 3.26.9.

(d) Notwithstanding (c) above, after the cards have been cut and before any cards have been dealt, a casino supervisor may require the cards to be recut if he or she determines that the cut was performed improperly or in any way that might affect the integrity or fairness of the game.

(e) Whenever there is no gaming activity at a Criss Cross Poker table, which is open for gaming, the cards shall be spread out on the table either face up or face down. If the cards are spread face down, they shall be turned face up once a player arrives at the table. After the first player is afforded an opportunity to visually inspect the cards, the procedures outlined in 3.26.4(c) shall be completed. Provided however, if the casino opted to waive the player inspection of the cards during the table opening, the player inspection may be waived at this time as well.

Section 3.26.6 Wagers

(a) A player competes solely against a posted payout table by placing two ante wagers of equal amounts within the posted minimum and maximum wagers, and then placing up to three separate bet wagers one to three times an ante wager.

(b) Upon placing the ante wagers the player also has the option of placing a 5 card bonus wager.

(c) Upon placing the ante wagers, a player may also place an optional 5 Card Poker Stax progressive wager by placing either a $1 chip or a $5 chip directly on the sensor acceptor device. Each player shall be responsible for verifying that his or her respective acceptor light has been properly illuminated. A player qualifies for the progressive payouts by using the initial two (2) cards dealt to them by the dealer and the three (3) Across community cards. The wager amount shall be listed in the casino licensee's internal controls.

(d) An optional progressive wager shall have no bearing on any other wager made by a player at the game of Criss Cross Poker.

(e) A player shall not be permitted to play at more than one betting position.

(f) All wagers at Criss Cross Poker shall be made by placing gaming chips or plaques and, if applicable, a match play coupon or other approved promotional offer on the appropriate betting areas of the table layout. A verbal wager accompanied by cash shall not be accepted.

(g) Only players who are seated at a Criss Cross Poker table may 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.

(h) All wagers shall be placed prior to the dealer announcing "No more bets" in accordance with the dealing procedures in 3.26.7, 3.26.8, 3.26.9. No wager shall be made, increased, or withdrawn after the dealer announced "No more bets." All play wagers shall be placed in accordance with 3.26.10(b).

Section 3.26.7 Procedure for dealing the cards from a manual dealing shoe

(a) If a casino licensee chooses to have the cards dealt from a manual dealing shoe, the dealing shoe shall meet the requirements of Section 2.12 and shall be located on the table in a location as approved by the Commission. Once the

procedures required by Section 3.26.5 have been completed, the stacked deck of cards shall be placed in the dealing shoe either by the dealer or by an automated shuffling device.

(b) Prior to dealing any cards and prior to revealing each community cards, the dealer shall announce "No more bets."

(c) Each card shall be removed from the dealing shoe with the hand of the dealer that is closest to the dealing shoe and placed on the appropriate area of the layout with the opposite hand.

(d) The dealer shall, 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 face down to each player; and
2. Five community cards placed in front of the dealer in a cross formation.

(e) After two cards have been dealt to each player and the five community cards have been dealt, the dealer shall remove the stub from the manual dealing shoe and, except as provided in (f) and/or (g) below, place the stub in the discard rack without exposing the cards.

(f) The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct numbers of cards are still present in the deck. The dealer shall determine the number of cards in the stub by counting the cards face down on the layout.

1. If the count of the stub indicates that 52 cards are in the deck, the dealer shall place the stub in the discard rack without exposing the cards.
2. If the count of the stub indicates that the number of cards in the deck is incorrect, the dealer shall determine if the cards were misdealt. If the cards have been misdealt (a player has more or less than two cards or the area designed for the community cards has more or less than three cards) but 52 cards remain in the deck, all hands shall be void pursuant to Section 3.26.12. If the cards have not been misdealt, all hands shall be considered void and the entire deck of cards shall be removed from the table pursuant to the section pertaining to removal of cards from use.

(g) Notwithstanding the provisions of (e) above, the counting of the stub shall not be required if an automated card shuffling device is used that counts the number of cards in the deck after the completion of each shuffle and indicates whether 52 cards are still present. If the automated card shuffling device reveals that an incorrect number of cards are present, the deck shall be removed from the table in accordance with the provisions for removal of cards from use.

Section 3.26.8 Procedures for dealing the cards from the hand

(a) Notwithstanding any other provision, a casino licensee may, in its discretion, permit a dealer to deal the cards used to play Criss Cross Poker from his or her hand.

(b) If a casino licensee chooses to have the cards dealt from the dealer's hand, the following requirements shall be observed.

1. The casino licensee shall use an automated shuffling device to shuffle the cards.

2. Once the procedures required by Section 3.26.5 have been completed, the dealer shall place the stacked deck of cards in either hand.

i. Once the dealer has chosen the hand in which he or she will hold the cards, the dealer shall use that hand whenever holding the cards during that round of play.

ii. The cards held by the dealer shall at all times be kept in front of the dealer and over the table inventory container.

3. The dealer shall then announce "No more bets" prior to dealing any cards. The dealer shall deal each card by holding the deck of cards in the chosen hand and using the other hand to remove the top card of the deck and place it face down on the appropriate area of the layout.

(c) The dealer shall, 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 face down to each player; and
2. Five community cards face down in the designated area.

(d) After two cards have been dealt to each player and the five community cards have been dealt, the dealer shall remove the stub from the manual dealing shoe and, except as provided in (e) below, place the stub in the discard rack without exposing the cards.

(e) The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct number of cards is still present in the deck. The dealer shall count the stub in accordance with the provisions of Section 3.26.7.(f)

Section 3.26.9 Procedures for dealing the cards from an automated dealing shoe

(a) Notwithstanding any other provision, a casino licensee may, in its discretion, choose to have the cards used to play Criss Cross Poker dealt from an automated dealing shoe which dispenses cards in stacks of five and two cards, provided that the shoe, its location and the procedures for its use are approved by the Commission.

(b) If a casino licensee chooses to have the cards dealt from an automated dealing shoe, the following requirements shall be observed.

1. Once the procedures required by Section 3.26.5 have been completed, the cards shall be placed in the automated dealing shoe.

2. The dealer shall then announce "No more bets" prior to the shoe dispensing any stacks of cards.

(c) The dealer shall deliver the first stack of five cards dispensed by the automated dealing shoe face down in the area of the layout for the community cards. The dealer shall then deliver the first stack of two cards to the player farthest to his or her left who has placed a wager in accordance with Section 3.26.6. As the remaining stacks of two cards are dispensed to the dealer by the automated dealing shoe, the dealer shall, moving clockwise around the table, deliver a stack face down to each of the other players who has placed a wager in accordance with Section 3.26.6.

(d) The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct number of cards is still present in the deck. The dealer shall count the stub in accordance with the provisions of Section 3.26.7.

Section 3.26.10 Procedure for completion of each round of play

(a) Each player shall examine their cards. Each player who wagers at Criss Cross Poker shall be responsible for their own hands and no person other than the dealer and the player to whom the cards were dealt may touch the cards of that player.

(b) The dealer shall offer each player who has placed ante wagers the option to either make the
"Across" bet or forfeit their ante wagers. The "Across" bet must be one to three times ante bet.

(c) After each player has placed the "Across" bet on the designated area of the layout the dealer will turn over the two outside cards on the horizontal line of the cross. Any forfeited bets will be collected and chips put in inventory tray and the players cards will be placed in discard rack. Provided however if the player has also placed either or both the 5 card bonus wager or the 5 card Stax progressive wager, the player's cards shall be placed under the 5 card bonus wager or beside the Stax progressive sensor light.

(d) The dealer shall offer each player the option to either make the "Down" bet or forfeit all previous wagers. The "Down" bet must be one to three times ante bet.

(e) After each player has placed the "Down" bet on the designated area of the layout the dealer will turn over the two outside cards on the vertical line of the cross. Any forfeited bets will be collected and chips will be put in inventory tray and the players cards will be placed in discard rack per 3.26.10 (c) above.

(f) The dealer shall offer each player the option to either make the "Middle" bet or forfeit all previous wagers. The "Middle" bet must be one to three times

ante bet. Any forfeited bets will be collected and chips will put in inventory tray and the players cards will be placed in discard rack per 3.26.10 (c) above.

(g) After each player has placed the “Middle” bet on the designated area of the layout the dealer will turn over the middle card on the cross.

(h) The dealer shall starting with the player farthest to their right and continuing counterclockwise around the table, complete all of the following procedures as to each remaining player in succession:

1. Reveal player’s cards
2. The player then uses their two cards plus the three cards on the horizontal line of the cross to form an Across hand and uses their two cards plus the three cards on the vertical line of the cross to form a Down hand. Winning Across and Down hands are paid per the pay table listed in 3.26.11. Table 1. The Middle bet is paid if either the Across or Down bet qualify as a win, and is paid at the odds of the highest ranking hand. If the Across bet is a push and the Down bet loses the Middle bet is also a push, or if the Across bet loses and the Down bet is a push the Middle bet is also a push. If both the Across bet and Down bet push the Middle bet also is a push. The Middle bet only loses if both the Across and Down Bets lose.
3. Collect losing wagers or pay winning wagers in accordance with the payout odds listed in 3.26.11; and
4. Collect the player’s cards and place them in the discard rack.

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 be readily arranged to reconstruct each hand in the event of a dispute.

Section 3.26.11 Payout Odds

(a) The two ante bets are paid even money on qualifying hands for their respective hand. A qualifying hand is defined as any of the paying bets (pair of Jacks or Better). Pair of 6s through 10s result in a push, and all other outcomes forfeit the antes.

Table 1. Criss Cross Poker Paytable

Hand	Pays
Royal Flush	500 to 1
Straight Flush	100 to 1
4 of a Kind	40 to 1
Full House	12 to 1
Flush	8 to 1
Straight	5 to 1
3 of a Kind	3 to 1
Two Pair	2 to1
Pair of Jacks or Better	1 to 1
Pair 6s through 10s	Push

(b) The 5 Card Bonus Bet is resolved at the end of the game, regardless of player fold decisions, and is evaluated based on the five community cards. The paytable for the 5 Card Bonus bet is listed in Table 2.

(c) Notwithstanding the minimum payout odds required in (a) above, a casino licensee may establish a maximum amount as approved by the Lottery that is payable to a player on a single hand, which amount shall be at least $50,000 or the maximum amount that one patron could win per round when betting the minimum permissible wager, whichever is greater. If the established payout limit is not included on the layout, each casino licensee shall provide notice of any decrease in the payout limit.

Table 2. 5 Card Bonus Paytable

Hand	Pays
Royal Flush	250 to 1
Straight Flush	100 to 1
4 of a Kind	40 to 1
Full House	15 to 1
Flush	10 to 1
Straight	6 to 1
3 of a Kind	4 to 1
Two Pair	3 to1
Pair of Sixes or Better	1 to 1

Section 3.26.12 5 Card Stax Progressive with Must Hit

a) The Casino Licensee may choose to offer an Optional 5 Card Stax Progressive Wager. This optional wager has no bearing on any other wagers in the game of Criss Cross Poker

b) The optional progressive wager is for card games using a single standard 52-card deck, which uses five designated cards dealt.

c) 5 Card Stax is a multi-level progressive system which offers up to five different prize pools.

d) The player may place the optional Stax wager during wagering at the beginning of the game, before any cards are dealt.

e) The base game is then dealt and played normally.

f) The Stax wager remains active regardless of whether the player elects to fold their hand in the base game.

g) The Stax wager is resolved based on the five designated cards. For the game of Criss Cross Poker, these cards will consist of the players two cards and the three Across community cards.

h) The five card hand is then evaluated against the configured paytables listed below. For some paytables the casino licensee has the option to choose a particular suit of cards, and the player with a Royal Flush of that specified suit will qualify for a higher pay.

Section 3.26.13 Paytables

For the $1 Wager:

Hand	Paytable 1	Paytable 2
Royal Flush - Specified Suit	Star Prog.	Star Prog.
Royal Flush - Other Suits	Spade Prog.	Star Prog.
Straight Flush	Heart Prog.	Spade Prog.
Four of a Kind	Diamond Prog.	Heart Prog.
Full House	100	100
Flush	50	50
Straight	25	25
Three of a Kind	10	10
Two Pair	Loss	Loss

For the $5 Wager:

Hand	Paytable 3	Paytable 4	Paytable 5	Paytable 6
Royal Flush - Specified Suit	Star Prog.	Star Prog.	Star Prog.	Star Prog.
Royal Flush - Other Suits	Star Prog.	Star Prog.	Spade Prog.	Star Prog.
Straight Flush	Spade Prog.	Spade Prog.	Heart Prog.	Spade Prog
Four of a Kind	Heart Prog.	Heart Prog.	Diamond Prog.	Heart Prog.
Full House	Diamond Prog.	Diamond Prog.	250	Diamond Prog.
Flush	200	150	150	150
Straight	150	100	100	100

Three of a Kind	50	40	50	50
Two Pair	Loss	15	20	20

Hand	Paytable 7	Paytable 8	Paytable 9
Royal Flush - Specified Suit	Star Prog.	Star Prog.	Star Prog.
Royal Flush - Other Suits	Spade Prog.	Star Prog.	Spade Prog.
Straight Flush	Heart Prog.	Spade Prog.	Heart Prog.
Four of a Kind	Diamond Prog.	Heart Prog.	Diamond Prog.
Full House	300	Diamond Prog.	Club Prog.
Flush	200	250	250
Straight	150	150	150
Three of a Kind	75	75	50
Two Pair	Loss	Loss	Loss

a) The casino licensee shall designate which paytable they will use in their submitted Internal Controls.

b) When paying a progressive win, the original wager is not returned.

c) A progressive payout wager shall be paid pursuant to the payout tables listed above, the procedures in accordance with progressive payout wagers and prior to the collection of the cards by the dealer. Prior to paying a progressive payout hand, the dealer shall

1) Verify that the hand is a winning hand

2) Verify that the appropriate light on the acceptor device has been illuminated

3) Have a casino supervisor validate the progressive payout pursuant to approved internal control procedures.

d) Any winning progressive payout wager shall be paid irrespective of the rank of the hand of the dealer.

Section 3.26.14 Progressive Configurations

a) A configured percentage of each Stax wager will increment a primary meter for each enabled progressive.

b) The Casino licensee has the option to set up a reserve meter for the Star and Spade progressive. If enabled, the total increment for the progressive will be split between the primary meter and reserve meter, subject to the restrictions, the primary meter must receive at least 1% increment, and the reserve meter must be an integer number of percentage point (e.g. 1%,2%).

c) After a progressive is awarded, the primary meter is reseeded to the configured reseed value.

d) If a reserve meter is used, the full amount of the reserve meter is first transferred to the primary meter, and then the house provides additional seeding if necessary to raise the meter to the reseed value.

e) The available configurations are listed below. **Please note that each progressive configuration is tied to a particular paytable number and cannot be used with other paytables.**

f) All reseed values are given for the wager value indicated in the tables

Progressive Configurations - $1 Wager					
Progressive		**Configuration** **1A**	**1B**	**2A**	**2B**
Star	**Reseed**	$5,000	$5,000	$10,000	$10,000
	Total Inc	5%	8%	5%	8%
Spade	**Reseed**	$2,500	$2,500	$1,000	$1,000
	Total Inc	4%	4%	4%	4%
Heart	**Reseed**	$500	$500	$200	$200

	Total Inc	4%	4%	4%	4%
Diamond	**Reseed**	$200	$200	0	0
	Total Inc	4%	4%	0	0
Club	**Reseed**	0	0	0	0
	Total Inc	0	0	0	0

Progressive Configurations - $5 Wager						
Progressive		**Configuration** **3**	**4**	**5A**	**5B**	**5C**
Star	**Reseed**	$50,000	$50,000	$10,000	$25,000	$50,000
	Total Inc	8%	8%	4%	4%	4%
Spade	**Reseed**	$5,000	$5,000	$5,000	$5,000	$5,000
	Total Inc	4%	4%	3%	3%	3%
Heart	**Reseed**	$1,000	$1,000	$1,000	$1,000	$1,000
	Total Inc	3%	2%	4%	4%	4%
Diamond	**Reseed**	$250	$200	$500	$500	$500
	Total Inc	2%	2%	3%	3%	3%
Club	**Reseed**	0	0	0	0	0
	Total Inc	0	0	0	0	0

Progressive Configurations - $5 Wager							
Progressive		**Configuration** **6A**	**6B**	**6C**	**7A**	**7B**	**7C**
Star	**Reseed**	$10,000	$25,000	$50,000	$10,000	$25,000	$50,000
	Total Inc	4%	4%	4%	4%	4%	4%
Spade	**Reseed**	$1,000	$1,000	$1,000	$5,000	$5,000	$5,000
	Total Inc	4%	4%	4%	3%	3%	3%
Heart	**Reseed**	$500	$500	$500	$1,000	$1,000	$1,000
	Total Inc	3%	3%	3%	4%	4%	4%
Diamond	**Reseed**	$100	$100	$100	$500	$500	$500
	Total Inc	6%	6%	6%	3%	3%	3%
Club	**Reseed**	0	0	0	0	0	0
	Total Inc	0	0	0	0	0	0

Progressive Configurations - $5 Wager							
Progressive		Configuration 8A	8B	8C	9A	9B	9C
Star	**Reseed**	$10,000	$25,000	$50 ,000	$10,000	$25,000	$50,000
	Total Inc	4%	4%	4%	7.5%	7%	6%
Spade	**Reseed**	$1,000	$1,000	$1,000	$10,000	$10,000	$10,000
	Total Inc	4%	4%	4%	6%	6%	6%
Heart	**Reseed**	$500	$500	$500	$5,000	$5,000	$5,000
	Total Inc	3%	3%	3%	4%	4%	4%
Diamond	**Reseed**	$100	$100	$100	$1,000	$1,000	$1,000
	Total Inc	6%	6%	6%	3%	3%	3%
Club	**Reseed**				$250	$250	$250
	Total Inc				3%	3%	3%

The Casino licensee shall designate the progressive configuration and wager amount that they shall use in their approved Internal Controls.

Section 3.26.15 Must Hit Progressive

~~a)~~h) The optional **Must Hit Progressive** is a Mystery Progressive intended to be used in conjunction with progressives that utilize the Stax system. If an AGS Stax system progressive side wager has four or fewer progressive meters active, one of the available progressive meters can be configured to function as the **Must Hit Progressive**.

~~b)~~i) The **Must Hit Progressive** is an add-on to the existing **Progressive** wager, no additional wagering is required to qualify for it.

~~c)~~j) After all wagers have been placed, the value of the Must Hit Progressiveis incremented based on the configured increment rate and the total value of all progressive wagers.

~~d)~~k) After the new value of the progressive meter is calculated, each player who has placed a progressive side wager is assigned a random value from a random number generator. If a player's assigned random value falls below a

calculated threshold based on the odds of the **Must Hit Progressive** being awarded at it current value, then the **Must Hit Progressive** is awarded

~~e)~~l) The **Must Hit Progressive** meter randomly generates when selecting END ROUND on the dealer terminal. If there is a random winner from those that participated in the Stax Progressive Bonus wager, this will be indicated with the sensor flashing at the Player spot as well as being indicated on the Dealer Terminal and Table signage.

~~f)~~m) If multiple players at a table qualify for the **Must Hit Progressive** at the same time, then the player with the lowest random value is awarded the progressive.

~~g)~~n) The odds of the progressive being awarded will increase as the value of the progressive passes certain thresholds.

Section 3.26.16 Must Hit Progressive Configurations

Configurations - $1 Wager			
Configuration#	**Reset Value**	**Max Value**	**Increment Rate**
1	$25	$100	1.50%

Configurations - $5 Wager			
Configuration#	**Reset Value**	**Max Value**	**Increment Rate**
1	$250	$1,000	5.00%
2	$100	$500	5.00%
3	$100	$200	2.00%
4	$250	$1,000	1.80%
5	$100	$500	2.00%
6	$100	$200	0.90%

The increment rate of progression, reset value and max value for the **Must Hit Progressive** Meter will be determined by the Casino license and shall be included in their submitted Internal Controls.

Section 3.26.17 Irregularities

(a) A card that is found face up in the shoe or the deck during the dealing of the cards, all hands shall be void.

(b) 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.

(c) If any player is dealt an incorrect number of cards, all hands shall be void and the cards shall be reshuffled

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

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

Section 3.27 Heads-Up Hold'em Poker

Section 3.27.1 Definitions
Section 3.27.2 Cards; Number of Decks
Section 3.27.3 Heads-Up Hold'em Poker Hand Rankings
Section 3.27.4 Opening the Table for Gaming
Section 3.27.5 Shuffle and Cut of the Cards
Section 3.27.6 Wagers
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Section 3.27.9 Procedures for Dealing the Cards from an Automated Dealing Shoe
Section 3.27.10 Procedures for Completion of Each Round of Play; Collection and Payment of Wagers
Section 3.27.11 Payout Odds
Section 3.27.12 Progressive Payout
Section 3.27.13 Irregularities

Section 3.27.1 Definitions

The following words and terms, when used in this subchapter, shall have the following meanings unless the context clearly indicates otherwise:
“Ante” or “ante wager” means the wager a player is required to make prior to any cards being dealt in order to participate in the round of play.
“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.
“Community cards” means any of the five cards dealt face up in the center of the table that are used by each player and the dealer with their own two cards to form the best possible five-card poker hand.
“Flop” means the first three community cards dealt face up to the area designated for the placement of the community cards.
“Fold” means the withdrawal of a player from a round of play by discarding his or her two cards.
“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.
“Pocket Bonus” means the optional wager that a player is required to make prior to any cards being dealt in order to compete against a posted scale of payouts, regardless of the outcome of the player's hand against the dealer.
“Push” means a tie.
“Rank” or “ranking” means the relative position of a card or group of cards.
“River” or “river card” means the fifth and final community card dealt face up to the designated area of the layout.
“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 in accordance with the rules of this subchapter.

"Raise wager" means an additional wager, at least equal in value to his or her ante wager that a player must make if the player opts to remain in competition against the dealer after the player reviews his or her hand.
“Stub” means the remaining portion of the deck after all cards in the round of play have been dealt.
“Suit” means one of the four categories of cards: club, diamond, heart or spade, with no suit being higher in rank than another.
“Trips Plus” means the optional wager that a player is required to make prior to any cards being dealt in order to compete against a posted scale of payouts, regardless of the outcome of the player's hand against the dealer.
“Turn” or “turn card” means the fourth community card dealt face up to the designated area of the layout.

Section 3.27.2 Cards; Number of Decks

(a) Except as provided in (b) below, the game of Heads- Up Hold ‘em shall be played with one deck of cards with back of the same color and design and two additional solid yellow or green cover cards.
(b) If an automated card shuffling device is used, Hollywood Casino shall be permitted to use a second deck of cards to play the game, provided that:
    1. Each deck of cards complies with the requirements of (a) above;
    2. The backs of the cards in the two decks are of a different color;
    3. One deck is being shuffled by the automated card shuffling device while the other deck is being dealt or used to play the game;
    4. Both decks are continually alternated in and out of play, with each deck being used for every other round of play; and
    5. The cards from only one deck shall be placed in the discard rack at any given time.

Section 3.27.3 Heads-Up Hold’em Poker Hand Rankings

(a) The rank of the cards used in Heads-Up hold ‘em 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 five-card poker hands at the game of hold ‘em poker, 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 straight flush and ace, 2, 3, 4 and 5 being the lowest straight flush;
3. “Four of a kind” is a hand consisting of four cards of the same rank, with four aces being the highest ranking four of a kind and four 2’s being the lowest ranking four of a kind;
4. “Full house” is a hand consisting of a “three of a kind” and a “pair” with three aces and two kings being the highest ranking full house and three 2’s and two 3’s 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 however, 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 and 3);
7. “Three of a kind” is a hand consisting of three cards of the same
8. rank, with three aces being the highest ranking three of a kind and three 2’s being the lowest ranking three of a kind;
9. “Two pairs” is a hand consisting of two “pairs,” with two aces and two kings being the highest ranking two pair and two 3’s and two 2’s being the lowest ranking two pair; and

10. “One pair” is a hand consisting of two cards of the same rank, with two aces being the highest ranking pair and two 2’s being the lowest ranking pair.

(c) When comparing two hands which are of identical poker rank pursuant to the provisions of this section, or which contain none of the hands authorized in this section, the hand which 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 subsection, the hands shall be considered a push.

Section 3.27.4 Opening the Table for Gaming

(a) The dealer shall receive cards at the table in accordance with section 2.3 pertaining to cards, receipt, storage, inspections and removal from use.

(b) Following the inspection of the cards by the dealer and the verification by the floorperson assigned to the table, the cards shall be, at the option of the casino licensee as noted in their internal controls, either:

1) Spread out face up on the table for visual inspection by the first player to arrive at the table. The cards shall be spread out according to suit and in sequence; or
2) Perform a wash of the cards in (c) below

(c) After the first player has been afforded an opportunity to visually inspect the cards, or the cards have been inspected by the dealer and floorperson,

the cards shall be turned face down on the table, mixed thoroughly by a "washing" or "chemmy shuffle" of the cards and stacked. Once the cards have been stacked, they shall be shuffled in accordance with section 3.27.5

d) If a casino licensee uses an automated card shuffling device to play the game and two decks of cards are received at the table pursuant to the section pertaining to card receipt, storage, inspection and removal from use, each deck of cards shall be separately sorted, inspected, verified, spread, inspected, mixed, stacked and shuffled in accordance with the provisions of (a) through (c) above.

Section 3.27.5 Shuffle and Cut of the Cards

(a) Immediately prior to the commencement of play, unless the cards were pre-shuffled, and after each round of play has been completed, the dealer shall shuffle the cards, either manually or by use of an automated card shuffling device, so that the cards are randomly intermixed. Upon completion of the shuffle, the dealer or device shall place the deck of cards in a single stack; provided, however, that nothing herein shall be deemed to prohibit the use of an automated card shuffling device which, upon completion of the shuffling of the cards, inserts the stack of cards directly into a dealing shoe.

(b) After the cards have been shuffled and stacked, the dealer shall:

1. If the cards were shuffled using an automated card shuffling device, deal or deliver the cards in accordance with the procedures set forth in sections 3.27.7, 3.27.8 or 3.27.9; or

2. If the cards were shuffled manually or were pre-shuffled, cut the cards in accordance with the procedures set forth in (c) below.

(c) If a cut of the cards is required, the dealer shall:

1. Cut the deck, using one hand, by:
   i. Placing the cover card on the table in front of the deck of cards;
   ii. Taking a stack of at least 10 cards from the top of the deck and placing them on top of the cover card;
   iii. Placing the cards remaining in the deck on top of the stack of cards that were cut and placed on top of the cover card pursuant to (c)1ii above; and
   iv. Removing the cover card and placing it in the discard rack; and
2. Deal the cards in accordance with the procedures set forth in sections 3.27.7, 3.27.8 or 3.27.9.

(d) Notwithstanding (c) above, after the cards have been cut and before any cards have been dealt, a casino supervisor may require the cards to be re-cut if he or she determines that the cut was performed improperly or in any way that might affect the integrity or fairness of the game.

(e) Whenever there is no gaming activity at a Heads-Up Hold'em poker table which is open for gaming, the cards shall be spread out on the table either face up or face

down. If the cards are spread face down, they shall be turned face up once a player arrives at the table. After the first player is afforded an opportunity to visually inspect the cards, the procedures outlined in section 3.27.4(c) shall be completed. Provided however, if the casino opted to waive the player inspection of the cards during the table opening, the player inspection may be waived at this time as well.

Section 3.27.6 Wagers

(a) The following wagers may be placed in the game of heads-up hold'em poker:

1. A player shall place, prior to any cards being dealt, an ante and odds wager in an equal amount within the posted minimum and maximum; and or
2. A player may place, prior to any cards being dealt, an optional trips plus wager in any amount within the posted minimum and maximum wagers; and or
3. A player may place, prior to any cards being dealt, an optional pocket plus wager in any amount within the posted minimum and maximum wagers;
4. A player may, at their discretion, after placing the ante and odds wagers in number one above, place a progressive wager in the amount of $5 on the sensor device. Each player shall be responsible for verifying that his or her respective acceptor light has been properly illuminated.
5. A player may, at their discretion, place a raise wager according to section 3.27.10.

(b) Original wagers on the ante, odds, trips plus and or pocket bonus may not be increased, decreased, or withdrawn after the first card has been dealt.

(c) All wagers at heads-up hold'em poker shall be made by placing gaming chips or plaques and, if applicable, a match play coupon or other approved promotional offer on the appropriate betting areas of the table layout. A verbal wager accompanied by cash shall not be accepted.

(d) Only players who are seated at a heads-up hold'em poker table may 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.

(e) All wagers shall be placed prior to the dealer announcing "No more bets" in accordance with the dealing procedures in 3.27.7, 3.27.8 or 3.27.9. No wager shall be made, increased, or withdrawn after the dealer has announced "No more bets." All play wagers shall be placed in accordance with 3.27.10.

(f) A casino licensee may, in its discretion, permit a player to place wagers at two betting positions during a round of play provided that the two betting positions are adjacent to each other.

Section 3.27.7 Procedures for Dealing the Cards from a Manual Dealing Shoe

(a) If a casino licensee chooses to have the cards dealt from a manual dealing shoe, the dealing shoe shall meet the requirements of the section pertaining to dealing shoes and automatic shuffling devices and shall be located on the table in a location as approved by the Lottery Commission. Once the procedures required by section 3.27.5 have been completed, the stacked deck of cards shall be placed in the dealing shoe either by the dealer or by the automated card shuffling device.

(b) The dealer shall announce “No more bets” prior to dealing any cards.

(c) Each card shall be removed from the dealing shoe with the hand of the dealer that is the closest to the dealing shoe and placed on the appropriate area of the layout with the opposite hand.

(d) The dealer shall, 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. One card face down to each player;
2. One card face down to the area designated for the dealer’s hand;
3. A second card face down to each player; and
4. A second card face down to the area designated for the dealer’s hand.

(e) After two cards have been dealt to each player and to the area designated for the hand of the dealer, and after all community cards have been dealt the dealer shall remove the stub from the manual dealing shoe and, except as provided in (f) below, place the stub in the discard rack without exposing the cards.

(f) The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct number of cards is still in the deck. The dealer shall determine the number of cards in the stub by counting the cards face down on the layout.

1. If the count of the stub indicates that 52 cards are in the deck, the dealer shall place the stub in the discard rack without exposing the cards.
2. If the count of the stub indicates that the number of cards in the deck is incorrect, the dealer shall determine if the cards were misdealt. If the cards were misdealt (a player or the area designated for the placement of the dealer's cards has more or less than two cards) but 52 cards remain in the deck, all hands are void. If the cards have not been misdealt, all hands shall be considered void and the entire deck of cards shall be removed from the table.

(g) Notwithstanding the provisions of (f) above, the counting of the stub shall not be required if an automated card shuffling device is used that counts the number of cards in the deck after the completion of each shuffle and indicates whether 52 cards are still present. If the automated card shuffling device reveals that an incorrect number of cards are present, the deck shall be removed from the table.

Section 3.27.8 Procedures for Dealing the Cards from the Hand

(a) Notwithstanding any other provisions of this chapter, the casino licensee may, in its discretion, permit a dealer to deal the cards used to play hold 'em poker from his or her hand.

(b) If a casino chooses to have the cards dealt from the dealer's hand, the following requirements shall be observed:

1. The casino licensee shall use an automated shuffling device to shuffle the cards.

2. Once the shuffling procedures have been completed, the dealer shall place the stacked deck of cards in either hand.

i. Once the dealer has chosen the hand in which he or she will hold the cards, the dealer shall use that hand whenever holding the cards during that round of play.

ii. The cards held by the dealer shall at all times be kept in front of the dealer and over the table inventory container.

3. The dealer shall announce “No more bets” prior to dealing any cards. The dealer shall deal each card by holding the deck of cards in the chosen hand and using the other hand to remove the top card of the deck and place it face down on the appropriate area of the layout.

(c) The dealer shall, 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. One card face down to each player;
2. One card face down to the area designated for the dealer’s;
3. A second card face down to each player; and
4. A second card face down to the area designated for the dealer’s.

(d) At this time, the casino licensee shall choose, in their internal controls, one of the following ways to deal the five community cards:

1. After all players and the dealer have their two hole cards, the dealer shall deal all five community cards, placing them in the designated area of the felt, without burning a card; or
2. After all players and the dealer have their two hole cards and following section 3.27.10 (b), the dealer shall burn one card, and then deal the three community cards, flop. After section 3.27.10 (c) below, the dealer shall burn one card, and then deal the final two community cards, turn and river.

After two cards have been dealt to each player and to the area designated for the hand of the dealer and after all community cards have been dealt , the dealer shall, except as provided in (e) below, place the stub in the discard rack without exposing the cards.

(e) The dealer shall be required to count the stub per section 3.27.7 (f) and (g).

Section 3.27.9 Procedures for Dealing the Cards from an Automated Dealing Shoe

(a) Notwithstanding any other provision of this chapter, the casino licensee may, in its discretion, choose to have the cards used to play hold 'em poker dealt from an automated dealing shoe which dispenses cards in stacks of two cards, provided that the shoe, its location and the procedures for its use are approved by the Lottery Commission.

(b) If the casino licensee chooses to have the cards dealt from an automated dealing shoe, the following requirements shall be observed:

1. The cards shall be placed in the automated dealing shoe.
2. The dealer shall then announce "No more bets" prior to the shoe dispensing any stacks of cards.

c) The dealer shall deliver the first stack of two cards dispensed by the automated dealing shoe face down to the player farthest to his or her left who has placed a wager. As the remaining stacks are dispensed to the dealer by the automated dealing shoe, the dealer shall, moving clockwise around the table, deliver a stack face down to each of the other players who has placed a wager. The dealer shall then place a cover card on top of the dealer's stack of two cards in the automated dealing shoe and deliver the stack face down with the cover card on top to the area designated for the dealer's hand. If the automated dealing shoe allows for the five community cards to be dealt as one stack, this will be permitted and shall be placed on the felt in the designated area for the community cards.

(d) If the automated dealing shoe does not allow for the five community cards to be dealt in one stack; After each stack of two cards has been dispensed and delivered in accordance with this subsection, the dealer shall remove the remaining cards from the automated dealing shoe, the stub, and, following the procedures for dealing from his or her hand in section 3.27.8 (d), deal the five community cards.

After all community cards have been dealt, the dealer shall, except as provided in (e) below, place the stub in the discard rack without exposing the cards.

(e) The dealer shall be required to count the stub per section 3.27.7 (f) and (g).

Section 3.27.10 Procedures for Completion of Each Round of Play; Collection and Payment of Wagers

(a) After the dealing procedures required by sections 3.27.7, 3.27.8, or 3.27.9 have been completed, each player shall examine his or her cards. Each player who wagers at hold'em poker shall be responsible for his or her own hand and no person other than the dealer or the player to whom the cards were dealt may touch the cards of that player. Additionally, no discussion of hands between players is permitted.

(b) After examination of his or her cards, each player who has placed the required ante and odds wagers, has the option to either make a raise wager equal to, two times, or three times their ante wager, or check:

(c) The dealer will now reveal the first three community cards, the flop. Each player who has not yet made a raise wager, may now make a raise wager equal to or two times their ante wager, or check.

(d) The dealer will now reveal the final two community cards, turn and river. Each player who has not yet made a raise wager, **must** now either make a raise equal to their ante wager, or fold their hand forfeiting both their ante and odds wagers. A player who folds, who placed a pocket bonus wager, a trips plus wager, or progressive wager does not forfeit these wagers and they remain in play.

(e) The dealer now reveals their two hole cards, and both the dealer and the player make their best five card poker hand possible, using the five community cards and their respective two hole cards.

(f) The player and dealer's hands are compared as follows:

1. If the Dealer's hand is not a Pair or better, then the dealer does not qualify and the Ante wager is pushed. To indicate this, the dealer may push the player's Ante wager back to the player's position, or the Dealer may tap the felt next to the player's Ante wager to show this push result. All other wagers will remain in action.

2. If the Dealer qualifies with a pair or better, the Ante wager is paid even money if the player's hand beats the dealer's hand.
3. If the dealer's hand beats the player's hand, the Ante wager loses and is collected.
4. If the dealer's hand and the player's hand are equal copies, the Ante wager is pushed.
5. If the player wins with a Straight or better, the Raise wager is paid even money, and the Odds wager is paid according to the paytable in 3.27.11.a).
6. If the Player wins with a Three-of-a-Kind or less, the Raise wager wins and is paid even money, and the Odds bet pushes.
7. If the Player ties or "copies" the Dealer, then both the Raise and Odds wagers push.
8. If the player loses to the dealer and his final hand is Three-of-a-Kind or worse, then both the Raise and Odds wagers lose and are collected.
9. If the player loses to the dealer and his final hand is at least a Straight, the Raise wager loses and is collected. The Odds bet remains and is paid according to the Bad Beat Bonus paytable in 3.27.11. b).
10. The trips plus optional wager is paid if the player's seven cards (two hole cards and five community cards) contain a three-of-a-kind or better, regardless of the outcome of the primary game wagers. The licensee shall choose a paytable in 3.27.11. c).
11. The pocket bonus optional wager is paid on the value of the player's two hole cards only. A player's hole cards must contain a pair or an ace with a face card. The licensee shall choose a paytable in 3.27.11. d).
12. The progressive optional wager is paid by combining the player's two hole cards with the first three community cards (the flop) creating a five card poker hand. Payouts are listed in 3.27.11 e. below.

Section 3.27.11 Payout Odds

a) The player's two cards and the five community cards are combined to make a five card poker hand which is paid according to the corresponding paytable:

Odds Bet - Player Wins	Pay Out
Royal Flush	500 to 1
Straight Flush	50 to 1
Four-of-a Kind "Quads"	10 to 1
Full House	3 to 1
Flush	3 to 2
Straight	1 to 1
All Other	Push

b) The player is paid the following for the bad beat bonus:

Bad Beat Bonus	Payout
Royal	N/A
Straight Flush	500 to 1
Four of a kind “Quads”	25 to 1
Full House	6 to 1
Flush	5 to 1
Straight	4 to 1
All Other	Loss

c) The player is paid according to one of the following for the trips plus wager:

Trips Plus Bet	Table 1	Table 2	Table 3	Table 4
Royal	100 to 1	100 to 1	100 to 1	100 to 1
Straight Flush	40 to 1	40 to 1	40 to 1	40 to 1
Four of a kind "Quads"	30 to 1	30 to 1	30 to 1	30 to 1
Full House	9 to 1	8 to 1	7 to 1	8 to 1
Flush	7 to 1	6 to 1	6 to 1	7 to 1
Straight	4 to 1	5 to 1	5 to 1	4 to 1
Trips (Three-of-a-Kind)	3 to 1	3 to 1	3 to 1	3 to 1

Two (2) pairs	Loss	Loss	Loss	Loss
One (1) pair	Loss	Loss	Loss	Loss
High Cards	Loss	Loss	Loss	Loss

d) The player is paid according to one of the following for the pocket bonus wager:

Pocket Bonus Bet	**Table 1**	**Table 2**	**Table 3**
Pair of Aces	30 to 1	25 to 1	30 to 1
Ace-Faced Suited	20 to 1	20 to 1	20 to 1
Ace-Face (unsuited)	10 to 1	10 to 1	10 to 1
Pair 2's - K	5 to 1	5 to 1	4 to 1

e) The five card progressive $5 wager shall be paid following the paytable below. When paying a Progressive win, the original wager is not returned.

Royal Flush	100% of Progressive Meter
Straight Flush	10% of Progressive Meter
Four of a Kind	$1,500
Full House	$250
Flush	$200
Straight	$150
Three of a Kind	$50

f) The rate of progression for the progressive meter used for the progressive payouts in 3.27.11 e. shall be no less than 21 percent. The initial and reset amount shall be $50,000. If at the discretion of the casino licensee, a

secondary jackpot is to be used for re-seeding of the main jackpot, the rate of progression shall be included in their submitted rules of the game. The only payouts that shall come off the sign are the Royal Flush and Straight Flush. The remainder of the payouts shall be made from the float.

g) Winning progressive payout hands shall be paid in accordance with the amount on the meter when it is the player's turn to be paid in accordance with section 3.27.11 provided, however, if more than one player at a table has a royal flush progressive payout hand, at the casino licensee's option as listed in their internal controls, they may:

1) Have each player share equally in the amount on the progressive meter when the first player with a royal flush is to be paid, or
2) Pay the qualifying player furthest to the dealer's right the amount on the sign first, followed by paying the next player the reset jackpot amount on the sign.

The licensee shall state in their internal controls the pay tables they wish to use.

Section 3.27.12 Progressive Payout

(a) A progressive payout wager shall be paid pursuant to the payout table listed in section 3.27.11, the procedures in accordance with progressive payout wagers and prior to the collection of the cards by the dealer.

(b) Prior to paying a progressive payout hand, the dealer shall:

1. Verify that the hand is a winning hand;
2. Verify that the appropriate light on the acceptor device has been illuminated; and
3. Have a casino supervisor validate the progressive payout pursuant to approved internal control procedures.

(c) Any winning progressive payout wager shall be paid irrespective of the rank of the hand of the dealer.

Section 3.27.13 Irregularities

(a) 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.

(b) 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.

(c) If any player or the dealer is dealt an incorrect number of cards, all hands shall be void and the cards shall be reshuffled.

(d) If one or more of the dealer's cards is inadvertently exposed prior to the dealer revealing his or her cards, all hands shall be void and the cards shall be reshuffled.

(e) 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 in accordance with procedures approved by the Lottery.

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

(g) In the event that the dealer fails to properly burn a card before the flop or before the final two cards are exposed, the turn and river, the dealers' hand shall be considered void and the wagers associated with the five community cards shall be considered void. The bonus wager labeled "Pocket Bonus" shall remain in play and the payouts or collection of wagers shall be finalized. The dealer will then collect all cards and reshuffle the deck.

Section 3.28 Three Card Prime

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Section 3.28.13 Irregularities

Section 3.28.1 Definitions

The following words and terms, when used in this subchapter, shall have the following meanings unless the context clearly indicates otherwise:

“All Seven” means the optional progressive jackpot wager a player is required to make prior to any cards being dealt in order to compete against a posted scale of payouts, regardless of the outcome of the player's hand against the dealer, based on the player’s four cards only.

“Ante” or “ante wager” means the wager a player is required to make prior to any cards being dealt in order to participate in the round of play.

“Copy” means a tie.

“Final Four” means the optional progressive jackpot wager a player is required to make prior to any cards being dealt in order to compete against a posted scale of payouts, regardless of the outcome of the player's hand against the dealer, based on the seven card hand (four of the player and three of the dealer).

“Fold” means the withdrawal of a player from a round of play by discarding his or her two cards.

“Hand” means the highest ranking three-card hand that can be formed from the the three cards dealt to the dealer or a player.

“Pair Bonus” means the optional wager that a player is required to make prior to any cards being dealt in order to compete against a posted scale of payouts, regardless of the outcome of the player's hand against the dealer.

“Prime” means the optional wager that a player is required to make prior to any cards being dealt in order to compete against a posted scale of payouts, regardless of the outcome of the player's hand against the dealer.

“Loose Deuce” the player’s forth card, if it is a deuce, becomes a qualifying card to make their hand eligible for the “Loose Deuce” pay table regardless of the outcome of the player's hand against the dealer.

“Rank” or “ranking” means the relative position of a card or group of cards.

“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 in accordance with the rules of this subchapter.

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

“Stub” means the remaining portion of the deck after all cards in the round of play have been dealt.

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

Section 3.28.2 Cards; Number of Decks

(a) Except as provided in (b) below, the game of Three Card Prime shall be played with one deck of cards with back of the same color and design and two additional solid yellow or green cover cards.

(b) If an automated card shuffling device is used, a casino licensee shall be permitted to use a second deck of cards to play the game, provided that:

1. Each deck of cards complies with the requirements of (a) above;
2. The backs of the cards in the two decks are of a different color;
3. One deck is being shuffled by the automated card shuffling device while the other deck is being dealt or used to play the game;

4. Both decks are continually alternated in and out of play, with each deck being used for every other round of play; and

5. The cards from only one deck shall be placed in the discard rack at any given time.

Section 3.28.3 Three Card Prime Hand Rankings

(a) The rank of the cards used in Three Card Prime, 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 three-card poker hands at the game of Three Card Prime, in order of highest to lowest rank, shall be:

1. “Mini-Royal flush” is a hand consisting of an ace, king, and queen of the same suit;
2. “Straight flush” is a hand consisting of three cards of the same suit in consecutive ranking, with ace, king and queen being the highest ranking straight flush and ace, 2 and 3 being the lowest straight flush;
3. “Three of a kind” is a hand consisting of three cards of the same with three aces being the highest ranking three of a kind and three 2’s being the lowest ranking three of a kind;
4. “Straight” is a hand consisting of three unsuited cards of consecutive rank, with an ace, king and queen being the highest ranking straight and an ace, 2, and 3 being the lowest ranking straight; provided however, 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 and 3);
5. “Flush” is a hand consisting of three cards of the same suit, not in consecutive order, with ace, king, queen being the highest ranking flush and 2, 3, 4, being the lowest ranking flush;
6. “One pair” is a hand consisting of two cards of the same rank, with two aces being the highest ranking pair and two 2’s being the lowest ranking pair.

(c) When comparing two hands which are of identical poker rank pursuant to the provisions of this section, or which contain none of the hands authorized in this section, the hand which 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 subsection, the hands shall be considered a copy.

Section 3.28.4 Opening the Table for Gaming

(a) The dealer shall receive cards at the table in accordance with section 2.3 pertaining to cards, receipt, storage, inspections and removal from use.

(b) Following the inspection of the cards by the dealer and the verification by the floorperson assigned to the table, the cards shall be, at the option of the casino licensee as noted in their internal controls, either:

1) Spread out face up on the table for visual inspection by the first player to arrive at the table. The cards shall be spread out according to suit and in sequence; or
2) Perform a wash of the cards in (c) below

(c) After the first player has been afforded an opportunity to visually inspect the cards, or the cards have been inspected by the dealer and floorperson, the cards shall be turned face down on the table, mixed thoroughly by a "washing" or "chemmy shuffle" of the cards and stacked. Once the cards have been stacked, they shall be shuffled in accordance with section 3.28.5

d) If a casino licensee uses an automated card shuffling device to play the game and two decks of cards are received at the table pursuant to the section pertaining to card receipt, storage, inspection and removal from use, each deck of cards shall be separately sorted, inspected, verified, spread, inspected, mixed, stacked and shuffled in accordance with the provisions of (a) through (c) above.

Section 3.28.5 Shuffle and Cut of the Cards

(a) Immediately prior to the commencement of play, unless the cards were pre-shuffled, and after each round of play has been completed, the dealer shall shuffle the cards, either manually or by use of an automated card shuffling device, so that the cards are randomly intermixed. Upon completion of the shuffle, the dealer or device shall place the deck of cards in a single stack; provided, however, that nothing herein shall be deemed to prohibit the use of an automated card shuffling device which, upon completion of the shuffling of the cards, inserts the stack of cards directly into a dealing shoe.

(b) After the cards have been shuffled and stacked, the dealer shall:

1. If the cards were shuffled using an automated card shuffling device, deal or deliver the cards in accordance with the procedures set forth in sections 3.28.7, 3.28.8 or 3.28.9; or

2. If the cards were shuffled manually or were pre-shuffled, cut the cards in accordance with the procedures set forth in (c) below.

(c) If a cut of the cards is required, the dealer shall:

1. Cut the deck, using one hand, by:

i. Placing the cover card on the table in front of the deck of cards;

ii. Taking a stack of at least 10 cards from the top of the deck and placing them on top of the cover card;

iii. Placing the cards remaining in the deck on top of the stack of cards that were cut and placed on top of the cover card pursuant to (c)1ii above; and

iv. Removing the cover card and placing it in the discard rack; and

2. Deal the cards in accordance with the procedures set forth in sections 3.28.7, 3.28.8 or 3.28.9.

(d) Notwithstanding (c) above, after the cards have been cut and before any cards have been dealt, a casino supervisor may require the cards to be re-cut if he or she determines that the cut was performed improperly or in any way that might affect the integrity or fairness of the game.

(e) Whenever there is no gaming activity at a Three Card Prime table which is open for gaming, the cards shall be spread out on the table either face up or face down. If

the cards are spread face down, they shall be turned face up once a player arrives at the table. After the first player is afforded an opportunity to visually inspect the cards, the procedures outlined in section 3.28.4(c) shall be completed. Provided however, if the casino opted to waive the player inspection of the cards during the table opening, the player inspection may be waived at this time as well.

Section 3.28.6 Wagers

(a) The following wagers may be placed in the game of Three Card Prime:

1. A player shall place, prior to any cards being dealt, an ante wager in an amount within the posted minimum and maximum; and or

2. A player may place, prior to any cards being dealt, an optional Prime wager in any amount within the posted minimum and maximum wagers; and or

3. A player may place, prior to any cards being dealt, an optional Pair Bonus wager in any amount within the posted minimum and maximum wagers;

4. A player may, at their discretion, place a play wager according to section 3.28.10.

5. A player may place, in addition to the ante wager, prior to any cards being dealt, an optional Final Four Progressive Jackpot wager in the amount of $1.00 on the sensor device. Each player shall be responsible for verifying that his or her respective acceptor light has been properly illuminated;

6. A player may place, in addition to the ante wager, prior to any cards being dealt, an optional All Seven Progressive Jackpot wager in the amount of $1.00 on the sensor device. Each player shall be responsible for verifying that his or her respective acceptor light has been properly illuminated;

(b) Original wagers may not be increased, decreased, or withdrawn after the first card has been dealt.

(c) All wagers at Three Card Prime shall be made by placing gaming chips or plaques and, if applicable, a match play coupon or other approved promotional offer on the

appropriate betting areas of the table layout. A verbal wager accompanied by cash shall not be accepted.

(d) Only players who are seated at a Three Card Prime table may 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.

(e) All wagers shall be placed prior to the dealer announcing "No more bets" in accordance with the dealing procedures in 3.28.7, 3.28.8 or 3.28.9. No wager shall be made, increased, or withdrawn after the dealer has announced "No more bets." All play wagers shall be placed in accordance with 3.28.10.

(f) A casino licensee may, in its discretion, permit a player to place wagers at two betting positions during a round of play provided that the two betting positions are adjacent to each other.

Section 3.28.7 Procedures for Dealing the Cards from a Manual Dealing Shoe

(a) If a casino licensee chooses to have the cards dealt from a manual dealing shoe, the dealing shoe shall meet the requirements of the section pertaining to dealing shoes and automatic shuffling devices and shall be located on the table in a location as approved by the Lottery Commission. Once the procedures required by section 3.28.5 have been completed, the stacked deck of cards shall be placed in the dealing shoe either by the dealer or by the automated card shuffling device.

(b) The dealer shall announce “No more bets” prior to dealing any cards.

(c) Each card shall be removed from the dealing shoe with the hand of the dealer that is the closest to the dealing shoe and placed on the appropriate area of the layout with the opposite hand.

(d) The dealer shall, 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. One card face down to each player;
2. One card face down to the area designated for the dealer’s hand;
3. A second card face down to each player; and

4. A second card face down to the area designated for the dealer's hand.
5. A third card face down to each player; and
6. A third card face down to the area designated for the dealer's hand.
7. A fourth or Loose Deuce multiplier card face down to each player touching the Pair Bonus wager area; and
8. A fourth card face down to the area designated for the dealer's hand which will be discarded.
9. The fourth card of all hands that do not have a Pair Bonus, and/or Final Four, and/or All Seven wager will be removed and discarded before any further action is taken.

(e) After all cards have been dealt to each player and to the area designated for the hand of the dealer, the dealer shall remove the stub from the manual dealing shoe and, except as provided in (f) below, place the stub in the discard rack without exposing the cards.

(f) The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct number of cards is still in the deck. The dealer shall determine the number of cards in the stub by counting the cards face down on the layout.

1. If the count of the stub indicates that 52 cards are in the deck, the dealer shall place the stub in the discard rack without exposing the cards.
2. If the count of the stub indicates that the number of cards in the deck is incorrect, the dealer shall determine if the cards were misdealt. If the cards were misdealt (a player or the area designated for the placement of the dealer's cards has more or less than two cards) but 52 cards remain in the deck, all hands are void. If the cards have not been misdealt, all hands shall be considered void and the entire deck of cards shall be removed from the table.

(g) Notwithstanding the provisions of (f) above, the counting of the stub shall not be required if an automated card shuffling device is used that counts the number of cards in the deck after the completion of each shuffle and indicates whether 52

cards are still present. If the automated card shuffling device reveals that an incorrect number of cards are present, the deck shall be removed from the table.

Section 3.28.8 Procedures for Dealing the Cards from the Hand

(a) Notwithstanding any other provisions of this chapter, the casino licensee may, in its discretion, permit a dealer to deal the cards used to play Three Card Prime from his or her hand.

(b) If a casino chooses to have the cards dealt from the dealer's hand, the following requirements shall be observed:

1. The casino licensee shall use an automated shuffling device to shuffle the cards.

2. Once the shuffling procedures have been completed, the dealer shall place the stacked deck of cards in either hand.

i. Once the dealer has chosen the hand in which he or she will hold the cards, the dealer shall use that hand whenever holding the cards during that round of play.

ii. The cards held by the dealer shall at all times be kept in front of the dealer and over the table inventory container.

3. The dealer shall announce "No more bets" prior to dealing any cards. The dealer shall deal each card by holding the deck of cards in the chosen hand and using the other hand to remove the top card of the deck and place it face down on the appropriate area of the layout.

(c) The dealer shall, 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. One card face down to each player;
2. One card face down to the area designated for the dealer's hand;
3. A second card face down to each player; and
4. A second card face down to the area designated for the dealer's hand.
5. A third card face down to each player; and
6. A third card face down to the area designated for the dealer's hand.

7. A fourth or Loose Deuce multiplier card face down to each player touching the Pair Bonus wager area; and
8. A fourth card face down to the area designated for the dealer's hand which will be discarded.
9. The fourth card of all hands that do not have a Pair Bonus, and/or Final Four, and/or All Seven wager will be removed and discarded before any further action is taken.

(e) The dealer shall be required to count the stub per section 3.28.7 (f) and (g).

Section 3.28.9 Procedures for Dealing the Cards from an Automated Dealing Shoe

(a) Notwithstanding any other provision of this chapter, the casino licensee may, in its discretion, choose to have the cards used to play Three Card Prime dealt from an automated dealing shoe which dispenses cards in stacks of four cards, provided that the shoe, its location and the procedures for its use are approved by the Lottery Commission.

(b) If the casino licensee chooses to have the cards dealt from an automated dealing shoe, the following requirements shall be observed:
1. The cards shall be placed in the automated dealing shoe.
2. The dealer shall then announce "No more bets" prior to the dispensing any stacks of cards.

c) The dealer shall deliver the first stack of four cards dispensed by the automated dealing shoe face down to the player farthest to his or her left who has placed a wager placing the top card adjacent to the Pair Bonus wager designating it as the Loose Deuce multiplier card. The remaining three cards are delivered to the player. As the remaining stacks are dispensed to the dealer by the automated dealing shoe, the dealer shall, moving clockwise around the table, deliver a stack face down to each of the other players who has placed a wager. The dealer shall then place a cover card on top of the dealer's stack of four cards in the automated dealing shoe and deliver the stack face down with the cover card on

top to the area designated for the dealer's hand. The dealer will then discard the bottom card of his/her stack.

(d) After all cards have been dealt, the dealer shall, except as provided in (e) below, place the stub in the discard rack without exposing the cards.

(e) The dealer shall be required to count the stub per section 3.28.7 (f) and (g).

Section 3.28.10 Procedures for Completion of Each Round of Play; Collection and Payment of Wagers

(a) After players view their three cards, they have the option to fold the hand and lose the Ante wager. Alternatively, they may place a Play wager that is equal to the Ante wager. The Play wager may never exceed the Ante wager in value.

(b) When all Players have either placed a play wager or folded, the Dealer will then reveal their three card hand.

(c) Starting with the player farthest to the dealer's right who still has an active hand, the Player's and Dealer's hands are compared as follows:

1. The Dealer qualifies with a Queen High or better.
2. If the Dealer's best hand is not at least a Queen-High, then all Ante wagers push, and all Play wagers win. In this case the dealer may push the Player's Ante wager back and away from the betting area to indicate this action, and then pay all Play wagers even money.
3. If the Dealer qualifies with a Queen-High or better hand, and the Player's hand wins or copies against the Dealer's hand, the Player's Ante bet wins and is paid even money. Additionally, the Player is paid on the Play bet according to the Play wager pay table.
4. If the Dealer qualifies and the player loses to the Dealer with a Flush or better, their Ante bet loses and the Play wager will be paid according to the Bad Beat pay tables.

Side Bet Dealing Procedures

There are four additional side bets offered with Three Card Prime as follows:

Prime Wager

The Prime wager is a side bet that pays on a Player's single-color three-card hand. There is also a bonus payout if the dealer's hand is also composed of the same color cards as the player's hand. It is paid according to the Prime pay table.

Pair Bonus (with Loose Deuce)

(a) The Pair Bonus wager is paid on all hands that contain a Pair or better. Additionally, only when Players qualify with a winning Pair Bonus hand is the 4th card revealed to the Player. Otherwise, the 4th card is not exposed.

(b) When the 4th card is a Deuce (2) it becomes a qualifying card, or multiplier card and the Player is paid according to the Loose Deuce pay table. *Only when the 4th card is a Deuce does the Player qualify for the Loose Deuce pay table*. If the 4th card is anything but a Deuce, Players are paid according to the Pair Bonus pay table.

1) If the Player's three-card hand has less than a Pair, then the Player's Pair Bonus wager loses. The fourth card is left face-down and placed into the discard rack.
2) If the player has a Pair or better, then the player's fourth card is turned face up.
3) If the Player's fourth card is not a Deuce, then the player is paid according to the Pair Bonus Pay table.
4) If the player's fourth card is a Deuce, then the Player is paid according to one of the Loose Deuce pay tables.

Final Four Jackpot Wager

1. The Final Four Progressive Jackpot paytables are based on the player having at least a straight in their three card hand to qualify to win the Final Four Jackpot. If the player has an initial three-card hand of a straight or

better, then the fourth “loose deuce” card is added to the player’s hand, to determine the final winning 4-card hand payout and is paid according to one of the final four paytables.

2. The rate of progression for the progressive meter used for the Final Four progressive payouts in 3.28.11 shall be: The progressive pot has an initial seed value of $10,000.00. During the initial progressive cycle, each *Final Four Progressive* wager contributes $0.22 to the main progressive pot and $0.01 to the reserve pot. For all subsequent progressive cycles, each wager contributes $0.24 to the main progressive pot and $0.01 to the reserve pot. After a 100% progressive payout, the casino has the option to seed the meter using only a reserve pot, or using the seed value in conjunction with the reserve pot, this choice shall be noted in their internal controls.
3. Winning progressive payout hands shall be paid in accordance with the amount on the meter when it is the player's turn to be paid in accordance with section 3.28.11 provided, however, if more than one player at a table has a royal flush progressive payout hand, each player shall share equally in the amount on the progressive meter when the first player with a 4 card diamond royal flush is to be paid.

All Seven Jackpot Wager

1. The All Seven Progressive Jackpot wager is based on the player’s four-card hand plus the dealer’s three-card hand, and where the player has no requirement of achieving an initial three card hand of a straight or better in the original hand. Only the seven cards are considered as a group against the Winning Triggering Event are the wager is paid according to one of the all seven paytables.

2. The rate of progression for the progressive meter used for the All Seven progressive payouts in 3.28.11 shall be: The progressive pot has an initial seed value of $5,000.00. Each *Final Seven Progressive* wager contributes

$0.24 to the main progressive pot and $0.01 to the reserve progressive pot. After a 100% progressive payout, the casino has the option to seed the meter using only a reserve pot, or using the seed value in conjunction with the reserve pot, this choice shall be noted in their internal controls.

3. Winning progressive payout hands shall be paid in accordance with the amount on the meter when it is the player's turn to be paid in accordance with section 3.28.11 provided, however, if more than one player at a table has a 7 card straight flush progressive payout hand, each player shall share equally in the amount on the progressive meter when the first player with a 7 card straight flush is to be paid.

Section 3.28.11 Payout Odds; rate of progression; payout limitation

a) The player's three card poker hand is paid according to the corresponding Play wager pay table:

Hand	Play Win/Copy
Mini-Royal Flush	**10**
Straight Flush	**6**
Three-of-a-Kind	**5**
Straight	**2**
Flush and lower	**1**

b) The player is paid the following for the bad beat bonus:

Hand	Bad Beat #1	Bad Beat #2	Bad beat #3	Bad Beat #4
Straight Flush	12	12	6	6
Three-of-a-Kind	10	10	5	5
Straight	4	4	2	2
Flush	(loss)	1	(loss)	1
Pair or high cards	(loss)	(loss)	(loss)	(loss)

The player's Prime wager is paid according to the following Prime wager pay table:

Same Color Player and Dealer Hands		4
Same Color Player Hand		3
Others		(loss)

c) The player is paid according to one of the following for the Pair Bonus wager:

3-Card Hand	Pair Bonus 1	Pair Bonus 2	Loose Deuce #1	Loose Deuce #2	Loose Deuce #3	Loose Deuce #4
Mini Royal	50	40	100	75	75	75
Straight Flush	40	40	80	60	50	50
Three-of-a-Kind	30	30	60	45	40	40
Straight	6	6	12	10	8	8
Flush	3	3	6	5	4	4
Pair	1	1	1	2	2	1
Nothing	(loss)	(loss)	(loss)	(loss)	(loss)	(loss)

d) The player is paid according to one of the following for the Final Four Progressive Jackpot wager:

Hand	Final Four #1	Final Four #2	Final Four #3
4-Card Diamond Royal	100%	100%	100%
4-Card Royal	10%	10%	10%
4-Card Straight Flush	1,000	1,000	1,000
Four of a Kind	1,000	500	1,000
Initial 3-Card Straight Flush	40	30	50
Three of a Kind	25	20	30
4-Card Straight	15	15	15
Initial 3-Card Straight	6	10	5

e) The player is paid according to one of the following for the All Seven Progressive Jackpot wager:

Hand	All Seven #1	All Seven #2	All Seven #3	All Seven #4
7-Card Straight Flush	100%	100%	100%	100%
Royal	10%	10%	10%	10%

Straight Flush	200	200	200	
Four of a Kind	50	50	50	
Full House	10	10	10	
Flush	5	4	3	

The licensee shall state in their internal controls the pay tables they wish to use. When paying a Progressive win, the original wager is not returned.

Section 3.28.12 Progressive payout

(a) A progressive payout wager shall be paid pursuant to the payout table listed in section 3.28.11, the procedures in accordance with progressive payout wagers and prior to the collection of the cards by the dealer.

(b) Prior to paying a progressive payout hand, the dealer shall:

1. Verify that the hand is a winning hand;
2. Verify that the appropriate light on the acceptor device has been illuminated; and
3. Have a casino supervisor validate the progressive payout pursuant to approved internal control procedures.

(c) Any winning progressive payout wager shall be paid irrespective of the rank of the hand of the dealer.

Section 3.28.13 Irregularities

(a) 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.

(b) 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.

(c) If any player or the dealer is dealt an incorrect number of cards, all hands shall be void and the cards shall be reshuffled.

(d) If one or more of the dealer's cards is inadvertently exposed prior to the dealer revealing his or her cards, all hands shall be void and the cards shall be reshuffled.

(e) 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 in accordance with procedures approved by the Lottery.

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

Section 3.29 Dueling for Dollars

Section 3.29.1 Definitions
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Section 3.29.9 Payout Odds; rate of progression
Section 3.29.10 Progressive payout
Section 3.29.11 Irregularities

Section 3.29.1 Definitions

The following words and terms, when used in this subchapter, shall have the following meanings unless the context clearly indicates otherwise:

"Player or Dealer” wager means the wager that a player is required to make prior to any cards being dealt in order to compete against the dealer's hand in a round of play.

"Hand" means the Dueling for Dollars hand that is held by each player and the dealer after the cards are dealt.
"Suit" means one of the four categories of cards: club, diamond, heart or spade.
“Tie Plus” means the wager that a player is required to make prior to any cards being dealt in order to compete against a posted scale of payouts, regardless of the outcome of the player's hand against the dealer.
“Tie After Tie Jackpot” wager means the optional wager a player may make after making a Player or Dealer wager. This wager wins if the player’s and community’s initial cards tie AND the player’s and community’s second card tie after “going to war”.
“2 + 2 Jackpot” wager means the optional wager a player may make after making a Player or Dealer wager. This wager is based on the player’s initial card, the initial community card, and two added community cards. A player qualifies to win the 2 + 2 Jackpot wager when the player’s initial card and the initial community card form either a pair or a two card straight flush. On this event, two additional community cards are dealt to form a four card hand. If a player had started with a pair event (a tie event), the tie-breaking “go to war” cards are not used.
“Combo Bet” means the wager that a player is required to make prior to any cards being dealt in order to compete against a posted scale of payouts, regardless of the outcome of the player's hand against the dealer.
“Burn card” means a card that the dealer removes from the shoe and places face down in the discard rack without revealing its rank to anyone.
“Original deal” means the first card that is dealt to each player and the dealer to determine the initial wager in a round of play.
“Round of play” or “round” means one complete cycle of play during which each player then playing at the table has placed an initial wager, has been dealt a card, has surrendered or gone to war, if appropriate, and has had his or her wagers paid or collected.
“Tie hand” means the rank of a player’s card and the rank of the dealer’s card are equal.

“War” or “go to war” means the decision of a player, in accordance with the option to place a war wager when there is a tie hand on the original deal.
“War deal” means the deal of the cards that follows the placement of a war wager.

Section 3.29.2 Cards; Number of Decks

(a) Dueling for Dollars shall be played with five, six or eight decks of cards. All decks of cards use to play Dueling for Dollars shall comply with the requirements for physical characteristics of cards and, except as otherwise provided in this section, all decks of cards shall be identical in appearance. The game of Dueling for Dollars shall also require one additional cutting card which shall be opaque and in a solid color readily distinguishable from the color of the backs and edges of the playing cards in use at the table, as approved by the Lottery.
(b) All cards used in Dueling for Dollars shall be dealt from a manual dealing shoe that meets the requirements of section 2.12 The dealing shoe shall be located on the table to the left of the dealer.
(c) Nothing in this chapter shall preclude a casino licensee from using an additional cutting card or similar object to conceal the last card of the stack of cards to be placed in the dealing shoe.
(d) If an automated card shuffling device is utilized, Dueling for Dollars shall be played with at least 6 decks of cards in accordance with the following requirements:

1. Each deck of cards shall meet the requirements for physical characteristics of cards.
2. The cards shall be separated into two batches, with an equal number of decks included in each batch;
3. The backs of the cards in each batch shall be of the same color and design, but of a different color than the cards included in the other batch;
4. One batch of cards shall be shuffled and stored in the automated card shuffling device while the other batch is being dealt or used to play the game;
5. Both batches of cards shall be continuously alternated in and out of play, with each batch being used for every other dealing shoe; and

6. The cards from only one batch shall be placed in the discard rack at any given time.

Section 3.29.3 Dueling for Dollars Hand Rankings

(a) The rank of the cards used in Dueling for Dollars, 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.

(b) The permissible two-card poker hands at the game of Dueling for Dollars, in order of highest to lowest rank, shall be:

1. “Straight flush” is a hand consisting of two cards of the same suit in consecutive ranking, with ace, king being the highest ranking straight flush and ace, 2.
2. “Straight” is a hand consisting of two unsuited cards of consecutive rank, with an ace, king being the highest ranking straight and an ace, 2 being the lowest ranking straight; provided however, that an ace may not be combined with a 2 for purposes of determining a winning hand.
3. “Flush” is a hand consisting of two cards of the same suit, not in consecutive order, with ace, king being the highest ranking flush and 2, 3 being the lowest ranking flush;
4. “Pair” is a hand consisting of two cards of the same rank, with two aces being the highest ranking pair and two 2’s being the lowest ranking pair.

Section 3.29.4 Opening the Table for Gaming

(a) The dealer shall receive cards at the table in accordance with section 2.3 pertaining to cards, receipt, storage, inspections and removal from use.

(b) Following the inspection of the cards by the dealer and the verification by the floorperson assigned to the table, the cards shall be, at the option of the casino licensee as noted in their internal controls, either:

1) Spread out face up on the table for visual inspection by the first player to arrive at the table. The cards shall be spread out according to suit and in sequence; or
2) Perform a wash of the cards in (c) below

(c) After the first player has been afforded an opportunity to visually inspect the cards, or the cards have been inspected by the dealer and floorperson, the cards shall be turned face down on the table, mixed thoroughly by a "washing" or "chemmy shuffle" of the cards and stacked. Once the cards have been stacked, they shall be shuffled in accordance with section 3.30.5

d) If a casino licensee uses an automated card shuffling device to play the game and two or more decks of cards are received at the table pursuant to the section pertaining to card receipt, storage, inspection and removal from use, each deck of cards shall be separately sorted, inspected, verified, spread, inspected, mixed, stacked and shuffled in accordance with the provisions of (a) through (c) above.

Section 3.29.5 Shuffle and Cut of the Cards

(a) Immediately prior to commencement of play, unless the cards were preshuffled, and after any round of play as may be determined by the casino licensee and after each shoe of cards is dealt, the dealer shall shuffle the cards so that they are randomly intermixed.

(b) After the cards have been shuffled, the dealer shall offer the stack of cards with backs facing away from him to the players to be cut.

(c) The player designated by subsection (e) of this section shall cut the cards by placing the cutting card in the stack at least 10 cards in from either end.

(d) Once the cutting card has been inserted by the player, the dealer shall take all cards in front of the cutting card and place them to the back of the stack. The dealer shall then take the entire stack of cards that was just shuffled and align them along the side of the dealing shoe which has the mark required by regulations for dealing shoe requirements. Thereafter, the dealer shall insert the cutting card in the stack at a position at least approximately one-quarter of the way in from the back of the stack.

The stack of cards shall then be inserted into the dealing shoe for commencement of play.

(e) The player to cut the cards shall be:

1. The first player to the table, if the game is just beginning;
2. The player on whose betting area the cutting card appeared during the last round of play;
3. The player at the farthest point to the right of the dealer if the cutting card appeared on the dealer's hand during the last round of play; or
4. The player at the farthest point to the right of the dealer if the reshuffle was initiated at the discretion of the casino licensee.

(f) If the player designated in (e) above refuses to cut, the dealer shall offer the cut to each other player moving clockwise around the table until a player accepts the cut. If no player accepts the cut, the dealer shall cut the cards.

(g) After the cards have been cut and before any cards have been dealt, a casino supervisor may require the cards to be recut if he or she determines that the cut was performed improperly or in any way that might affect the integrity or fairness of the game. If a recut is required, the cards shall be recut, at the casino licensee's option, by the player who last cut the cards, or by the next person entitled to cut the cards, as determined by section (f) above.

(h) A reshuffle of the cards in the shoe shall take place after the cutting card is reached in the shoe as provided for in this section except that:

1. The casino licensee may determine after each round of play that the cards should be reshuffled.

(i) If there is no gaming activity at the Dueling for Dollars table, the cards shall be removed from the dealing shoe and the discard rack, and spread out on the table either face up or face down. If the cards are spread face down, they shall be turned face up once a player arrives at the table. After the first player is afforded an opportunity to visually inspect the cards, the cards shall be turned face downward on the table. Provided however, if the casino opted to waive the player inspection of the cards during the table opening, the player inspection may be waived at this time as well.

1. If there is no automated shuffling device in use, the cards shall be mixed thoroughly by a washing or chemmy shuffle of the cards, stacked, then shuffled and cut in accordance with this section.
2. If an automated shuffling device is in use, the cards shall be stacked and placed into the automated shuffling device to be shuffled. The batch of cards already in the shuffler shall then be removed. The batch of cards removed from the shuffler need not be spread for inspection and reshuffled prior to being dealt, if:
    i. The automated card shuffling device stores a single batch of shuffled cards inside the shuffler in a secure manner approved by the Lottery; and
    ii. The shuffled cards have been secured, released, prepared and inspected for play in accordance with procedures approved by the Lottery.

(h) A casino licensee may submit to the Lottery for approval proposed shuffle, cut card placement, number of cut cards (to include shuffle techniques without the use of any cut cards), location of where the shuffle takes place, who is responsible for shuffling, shuffling equipment (dealing shoes or other dealing devices) and burn card procedures.

Section 3.29.6 Wagers

(a) The following wagers may be placed in the game of Dueling for Dollars:

1. A player shall place, prior to any cards being dealt, a “Player” or “Dealer” wager in an amount within the posted minimum and maximum; and or

2. A player may place, in addition to a bet placed in (a) 1. above, prior to any cards being dealt, an optional “Tie Plus wager in any amount within the posted minimum and maximum wagers; and or

3. A player may place, in addition to a bet placed in (a) 1. above, prior to any cards being dealt, an optional “Combo Bet” wager in any amount within the posted minimum and maximum wagers;

4. A player may place, in addition to a bet placed in (a) 1. above, prior to any cards being dealt, an optional “Tie After Tie Jackpot” wager in the amount of one ($1) dollar.

5. A player may place, in addition to a bet placed in (a) 1. above, prior to any cards being dealt, an optional “2 + 2 Jackpot” wager in the amount of one ($1) dollar.

(b) Original wagers may not be increased, decreased, or withdrawn after the first card has been dealt.

(c) All wagers at Dueling for Dollars shall be made by placing gaming chips or plaques and, if applicable, a match play coupon or other approved promotional offer on the appropriate betting areas of the table layout. A verbal wager accompanied by cash shall not be accepted.

(d) Only players who are seated at a Dueling for Dollars table may 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.

(e) All wagers shall be placed prior to the dealer announcing "No more bets" in accordance with the dealing procedures in 3.29.7. No wager shall be made, increased, or withdrawn after the dealer has announced "No more bets." All play wagers shall be placed in accordance with 3.29.8.

(f) A casino licensee may, in its discretion, permit a player to place wagers at two betting positions during a round of play provided that the two betting positions are adjacent to each other.

Section 3.29.7 Procedures for Dealing the Cards from a Manual Dealing Shoe

(a) The dealing shoe shall meet the requirements of the section pertaining to dealing shoes and automatic shuffling devices and shall be located on the table in a location as approved by the Lottery Commission. Once the procedures required by section 3.29.5 have been completed, the stacked deck of cards shall be placed in the dealing shoe either by the dealer or by the automated card shuffling device.

(b) The dealer shall announce “No more bets” prior to dealing any cards.

(c) Each card shall be removed from the dealing shoe with the hand of the dealer that is the closest to the dealing shoe and placed on the appropriate area of the layout with the opposite hand.

(d) The dealer shall, 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. One card face up to each player;
2. One card face up to the area designated for the dealer's hand.

Section 3.29.8 Procedures for Completion of Each Round of Play; Collection and Payment of Wagers

1. The players must make a Player or Dealer wager and will receive one card; side bets (Tie Plus, Combo Bet, Tie After Tie Jackpot, 2 + 2 Jackpot) are optional.

2. After the players have made a Player or Dealer wager, the dealer starting with the player to their immediate left shall deal one face up card to each player and the dealer shall get one face up card.

3. The dealer, going from the player on his right to the player on his left, will compare the player's card to the dealer's card. If the player's card is higher the player wins even money if the player had selected the Player wager, otherwise the wager shall lose if the player had selected the Dealer wager to win. If the dealer's card is higher, the Player wager loses and the Dealer wager wins.

4. In the event of a tie the player shall have two choices: (1) Surrender and forfeit half the Player wager or Dealer wager (whichever one was made), or (2) "Go to war." If the player surrendered, the player signals this by sliding an index finger behind his bet; the dealer then takes one-half of the player's wager, and discards the player's card.

5. "Going to War": If the player elects to "go to war" he must raise his bet by an amount equal to his original wager, placing the equal wager to the right of his

original wager. The dealer will also place an amount equal to the player's original bet on the apron in front of the rack, to indicate that a "going to war" tie event had occurred. The dealer will then optionally burn three cards and give the player another card and himself another card by placing it in front of his original card, (or alternatively, directly give the player and dealer another card without any burn cards.) The casino licensee shall indicate in their rules of the game which option they choose.

a. If the player wagers on "Player", and the player's second card equals or beats the dealer's second card, then the player shall win even money on the "Raise Wager" only and the original wager shall push. Otherwise, if the player had wagered on "Dealer", all wagers lose and are taken into the rack.

b. If the player had wagered on the Dealer wager, and the player's second card beats the dealer's second card then Dealer wagers shall lose; otherwise if the player's card is lower than or equal to the dealer's card, the Raise wager only shall win, and the original wager shall push.

In the event the Player and Dealer second cards are equal in value again, the Player wins even money on their original wager regardless if they wagered on Player or Dealer.

Section 3.29.9 Payout Odds; rate of progression

There are four payout types as follows:

Tie Plus

A player wins the Tie Plus wager if the player's initial card plus the initial community card form a pair. The Tie Plus wager pays according to the following pay tables:

Pay Table #1

Number of Decks:	5-Decks	6-Decks	8-Deck
Suited Pair - Tie	12	12	12
Unsuited Pair - Tie	12	12	12

Pay Table #2

Number of Decks:	5-Decks	6-Decks	8-Deck
Suited Pair - Tie	18	18	18
Unsuited Pair - Tie	10	10	10

Pay Table #3

Number of Decks:	5-Decks	6-Decks	8-Deck
Suited Pair - Tie	20	20	20
Unsuited Pair - Tie	10	10	10

Combo Bet

A player wins their Combo Bet wager if the player's card plus the dealer's card forms a 2-card poker hand, such as a Flush (two suited cards) a Straight (two connecting cards), a Straight Flush (two suited connecting cards), or a Pair. The Combo Bet is taken or paid after the main bet and the Tie Plus have been taken and paid. Additionally, the specific pay table in use will be listed on the layout. The Combo Bet pays according to the following pay tables:

Pay Table #1

Number of Decks:	5-Decks	6-Decks	8-Deck
Pair	2	2	2
Straight Flush	2	2	2
Straight or Flush	1	1	1

Pay Table #2

Number of Decks:	5-Decks	6-Decks	8-Deck
Pair	3:2	3:2	3:2
Straight Flush	3	3	3
Straight or Flush	1	1	1

Pay Table #3

Number of Decks:	5-Decks	6-Decks	8-Deck
Pair	2	2	2
Straight Flush	2.5	2.5	2.5
Straight or Flush	1	1	1

Pay Table #4

Number of Decks:	All-Decks
Straight Flush	5
Straight	2
Flush	1
Pair	Loss

Pay Table #5

Number of Decks:	All-Decks
Straight Flush	4
Straight	2
Flush	1
Pair	Loss

Tie After Tie Jackpot

This wager wins when the player's initial card and initial community card tie AND the player's second card and the second community card tie again after "going to war". The Tie After Tie Jackpot wager pays according to the following pay tables:

Triggering Event	Table 1	Table 2	Table 3
Quads same suit	100%	100%	100%
Quads same color	$500	100%	20%
Quads two color	$100	10%	$100
Two pairs same color	$50	$100	$50
Trips same color	$25	$50	$25
Trips two color	$15	$20	$15
Two pairs two color	$10	$10	$10
One Tie one color	$4	$4	$4
One Tie two color	$3	$2	$4
Not a tie	$0	$0	$0

2 + 2 Jackpot

A player qualifies to win the 2 + 2 Jackpot wager when the player's initial card and the initial community card form either a pair or a two card straight flush. On this event, two additional community cards are dealt to form a four card hand. If a player had started with a pair event (a tie event), the tie-breaking "go to war" cards are not used.

Triggering Event	2+2 Table 1	2+2 Table 2
Royal Flush	100%	100%
4-Card Straight Flush	10%	$500
Four-of-a-Kind	$100	$100
3-Card Straight Flush	$30	$30
Three-of-a-Kind	$15	$15
Starting Straight Flush	$3	$3
Starting Pair	$2	$2

The licensee shall state in their internal controls the pay table(s) they will use.

(a) The rate of progression for the progressive meter used for the progressive payouts in 3.29.9 shall be no less than 20 percent (20%) for the main jackpot and 04 percent (4%) for the reset. The initial jackpot amount shall be seeded at $5,000.

(b) Winning progressive payout hands shall be paid in accordance with the amount on the meter when it is the player's turn to be paid in accordance with section 3.29.9 provided, however, if more than one player at a table has a 100% progressive payout hand, each player shall share equally in the amount on the progressive meter when the first player with a 100% payout hand is to be paid.

Section 3.29.10 Progressive payout

(a) A progressive payout wager shall be paid pursuant to the payout table listed in section 3.29.9, the procedures in accordance with progressive payout wagers and prior to the collection of the cards by the dealer.

(b) Prior to paying a progressive payout hand, the dealer shall:

1. Verify that the hand is a winning hand;

2. Verify that the appropriate light on the acceptor device has been illuminated; and

3. Have a casino supervisor validate the progressive payout pursuant to approved internal control procedures.

Section 3.29.11 Irregularities

(a) 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.

(b) 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.

(c) If any player or the dealer is dealt an incorrect number of cards, all hands shall be void and the cards shall be reshuffled.

(d) If one or more of the dealer's cards is inadvertently exposed prior to the dealer revealing his or her cards, all hands shall be void and the cards shall be reshuffled.

(e) 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 in accordance with procedures approved by the Lottery.

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

Section 3.30 Chase the Flush

Section 3.30.1 Definitions
Section 3.30.2 Cards; Number of Decks
Section 3.30.3 Chase the Flush Hand Rankings
Section 3.30.4 Opening the Table for Gaming
Section 3.30.5 Shuffle and Cut of the Cards
Section 3.30.6 Wagers
Section 3.30.7 Procedure for Dealing the Cards from the Hand
Section 3.30.8 Procedure for Dealing from an Automated Dealing Shoe
Section 3.30.9 Procedures for Completion of Each Round of Play; Collection and Payment of Wagers
Section 3.30.10 Payout Odds
Section 3.30.11 Irregularities

Section 3.30.1 Definitions

The following words and terms, when used in this subchapter, shall have the following meanings unless the context clearly indicates otherwise:

“All-in Wager” means the wager that is made by the players after receiving their cards; players may go 3x their bet pre-flop, 2x their bet post-flop, and 1x their bet after the Turn/River.

“Ante Wager” means the required wager that must be of equal value with the X-tra Bonus that always wins even money when the dealer qualifies or pushes when the dealer does not qualify.

"Flop” means the first two community cards that are revealed by the dealer.

"Hand" means the Chase the Flush hand that is held by each player and the dealer after the cards are dealt.

"Same Suit Wager" means the optional wager that uses only the player’s seven-card hand regardless of the regular game outcome. The player wins if they have a four-card flush or higher.

“Turn and River” means the last two community cards revealed by the dealer.

“X-Tra Bonus Wager” means the required and of equal value wager a player must make along with the ante wager. This wager wins if the player beats the dealer with

four or more cards of the same suit. If the player wins against the dealer with less than a four-card flush, this wager is a push.

Section 3.30.2 Cards; Number of Decks

(a) Chase the Flush shall be played with one 52 card deck. All decks of cards use to play Chase the Flush shall comply with the requirements for physical characteristics of cards and, except as otherwise provided in this section, all decks of cards shall be identical in appearance. The game of Chase the Flush shall also require one additional cutting card which shall be opaque and in a solid color readily distinguishable from the color of the backs and edges of the playing cards in use at the table, as approved by the Lottery.

(b) Nothing in this chapter shall preclude a casino licensee from using an additional cutting card or similar object to conceal the last card of the stack of cards to be placed in the dealing shoe.

(c) If an automated card shuffling device is utilized, Chase the Flush shall be played with 2 decks of cards in accordance with the following requirements:

1. Each deck of cards shall meet the requirements for physical characteristics of cards.
2. The cards shall be separated into two batches, with an equal number of decks included in each batch;
3. The backs of the cards in each batch shall be of the same color and design, but of a different color than the cards included in the other batch;
4. One batch of cards shall be shuffled and stored in the automated card shuffling device while the other batch is being dealt or used to play the game;
5. Both batches of cards shall be continuously alternated in and out of play, with each batch being used for every other dealing shoe; and
6. The cards from only one batch shall be placed in the discard rack at any given time.

Section 3.30.3 Chase the Flush Hand Rankings

(a) The rank of the cards used in Chase the Flush, 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” formed with a 2.

(b) To determine the winner when both the dealer and player have the same number of cards in their respective flush, the highest card will be used, with an Ace being the highest value.

Section 3.30.4 Opening the Table for Gaming

(a) The dealer shall receive cards at the table in accordance with section 2.3 pertaining to cards, receipt, storage, inspect
ions and removal from use.

(b) Following the inspection of the cards by the dealer and the verification by the floorperson assigned to the table, the cards shall be, at the option of the casino licensee as noted in their internal controls, either:

1) Spread out face up on the table for visual inspection by the first player to arrive at the table. The cards shall be spread out according to suit and in sequence; or
2) Perform a wash of the cards in (c) below

(c) After the first player has been afforded an opportunity to visually inspect the cards, or the cards have been inspected by the dealer and floorperson, the cards shall be turned face down on the table, mixed thoroughly by a "washing" or "chemmy shuffle" of the cards and stacked. Once the cards have been stacked, they shall be shuffled in accordance with section 3.30.5

d) If a casino licensee uses an automated card shuffling device to play the game and two or more decks of cards are received at the table pursuant to the section pertaining to card receipt, storage, inspection and removal from use, each deck of

cards shall be separately sorted, inspected, verified, spread, inspected, mixed, stacked and shuffled in accordance with the provisions of (a) through (c) above.

Section 3.30.5 Shuffle and Cut of the Cards

(a) Immediately prior to commencement of play, unless the cards were preshuffled, and after any round of play as may be determined by the casino licensee and after each shoe of cards is dealt, the dealer shall shuffle the cards so that they are randomly intermixed.

(b) After the cards have been shuffled and stacked, the dealer shall:

1. If the cards were shuffled using an automated card shuffling device, deal or deliver the cards in accordance with the procedures set forth in sections 3.30.7, 3.30.8; or

2. If the cards were shuffled manually or were pre-shuffled, cut the cards in accordance with the procedures set forth in (c) below.

(c) If a cut of the cards is required, the dealer shall:

1. Cut the deck, using one hand, by:

i. Placing the cover card on the table in front of the deck of cards;

ii. Taking a stack of at least 10 cards from the top of the deck and placing them on top of the cover card;

iii. Placing the cards remaining in the deck on top of the stack of cards that were cut and placed on the cover card pursuant to section (c)1.ii above; and

iv. Removing the cover card and placing it in the discard rack; and

2. Deal the cards in accordance with the procedures set forth in sections 3.30.7, 3.30.8.

(d) Notwithstanding (c) above, after the cards have been cut and before any cards have been dealt, a casino supervisor may require the cards to be recut if he or she determines that the cut was performed improperly or in any way that might affect the integrity or fairness of the game.

(e) Whenever there is no gaming activity at a Chase the Flush table which is open for gaming, the cards shall be spread out on the table either face up or face down. If the cards are spread face down, they shall be turned face up once a player arrives at the

table. After the first player is afforded an opportunity to visually inspect the cards, the procedures outlined in section 3.30.4(c) shall be completed. Provided however, if the casino opted to waive the player inspection of the cards during the table opening, the player inspection may be waived at this time as well.

Section 3.30.6 Wagers

(a) The following wagers may be placed in the game of Chase the Flush:

1. A player shall place, prior to any cards being dealt, an “Ante” and “X-Tra Bonus” wager in an amount within the posted minimum and maximum; The “X-Tra Bonus” wager shall be equal to the “Ante” wager; and

2. A player may place, in addition to the bets placed in (a) 1. above, prior to any cards being dealt, an optional “Same Suit” wager in any amount within the posted minimum and maximum wagers;

(b) Original wagers may not be increased, decreased, or withdrawn after the first card has been dealt.

(c) All wagers at Chase the Flush shall be made by placing gaming chips or plaques and, if applicable, a match play coupon or other approved promotional offer on the appropriate betting areas of the table layout. A verbal wager accompanied by cash shall not be accepted.

(d) Only players who are seated at a Chase the Flush table may 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.

(e) All wagers shall be placed prior to the dealer announcing "No more bets" in accordance with the dealing procedures in 3.30.7 or 3.30.8. No wager shall be made, increased, or withdrawn after the dealer has announced "No more bets."

(f) A player may only wager one betting position during a round of play.

Section 3.30.7 Procedures for Dealing the Cards from the Hand

(a) Notwithstanding any other provisions of this chapter, a casino licensee may, in its discretion, permit a dealer to deal the cards used to play Chase the Flush from his or her hand.

(b) If a casino licensee chooses to have the cards dealt from the dealer's hand, the following requirements shall be observed:

1. The casino licensee shall use an automated shuffling device to shuffle the cards.

2. Once the procedures required by 3.30.5 have been completed, the dealer shall place the stacked deck of cards in either hand.

i. Once the dealer has chosen the hand in which he or she will hold the cards, the dealer shall use that hand whenever holding the cards during that round of play.

ii. The cards held by the dealer shall at all times be kept in front of the dealer and over the table inventory container.

3. The dealer shall then announce "No more bets" prior to dealing any cards. The dealer shall deal each card by holding the deck of cards in the chosen hand and using the other hand to remove the top card of the deck and place it face down on the appropriate area of the layout.

(c) The dealer shall, starting with the player farthest to his or her left and continuing around the table in a clockwise manner, deal one card at a time in order to each player who has placed a wager and then to the dealer until each player who placed a wager has three cards and the dealer has three cards. The dealer will now burn one card, and then deal/place two cards, one at a time, face down from left to right on the layout in the area designated for the community cards, these cards will represent the flop. The dealer shall now burn one card, and then deal/place two cards, one at a time, face down from left to right on the layout to the right of the cards dealt for the flop. These cards shall represent the turn/river cards. All cards dealt shall be dealt face down.

(d) After the cards have been dealt to each player, to the dealer, and the community cards, the dealer shall, except as provided in (e) below, place the burn card and the stub in the discard rack without exposing the cards.
(e) The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct number of cards is still present in the deck. The dealer shall count the stub in accordance with the provisions of 3.3.7(e) and (f).

Section 3.30.8 Procedures for Dealing the Cards from an Automated Dealing Shoe

(a) Notwithstanding any other provision of this chapter, a casino licensee may, in its discretion, choose to have the cards used to play Chase the Flush dealt from an automated dealing shoe which dispenses cards in stacks of three cards, provided that the shoe, its location and the procedures for its use are approved by Lottery.
(b) If a casino licensee chooses to have the cards dealt from an automated dealing shoe, the following requirements shall be observed;

1. Once the procedures required by section 3.30.5 have been completed, the cards shall be placed in the automated dealing shoe.

2. The dealer shall then announce "No more bets" and press the lock out button prior to the shoe dispensing any stacks of cards.

(c) The dealer shall deliver the first stack of cards dispensed by the automated dealing shoe face down to the player farthest to his or her left who has placed a wager in accordance with section 3.30.6. As the remaining stacks are dispensed to the dealer by the automated dealing shoe, the dealer shall, moving clockwise around the table, deliver a stack face down to each of the other players who has placed a wager in accordance with section 3.30.6. The dealer shall then place a cover card on top of the dealer's stack of three cards in the automated dealing shoe and deliver the stack face down with the cover card on top to the area designated for the placement of the dealer's cards; then
The dealer shall deliver the next stack of three cards face down on the community card section of the layout. The dealer shall spread the cards right to left, burning the

bottom card, the right-most card of the three. The two remaining cards will be the flop. The dealer shall then deliver the next stack of three cards face down on the community card section of the layout to the right of the existing community cards. The dealer shall spread the cards right to left, burning the bottom card, the right-most card of the three. The two remaining cards shall be the turn/river.

(d) After each stack of three cards has been dispensed and delivered in accordance with this subsection, the dealer shall remove the stub from the automated dealing machine and place the cards in the discard rack without exposing the cards.

Section 3.30.9 Procedures for Completion of Each Round of Play; Collection and Payment of Wagers

1. After the players have made the Ante and X-Tra Bonus wagers and the dealer has completed either 3.30.7 or 3.30.8 the players may look at their cards. The players have the option of checking or placing an All-in wager of 3 times (3X) the ante wager. The dealer shall ensure that all players that choose to check shall do so with a clear hand signal. If a player places an All-in wager their cards will be tucked under the All-in wager by the dealer. Once a player places an All-in wager, their wagering is completed for the hand.
2. Once each player has checked or placed an All-in wager, the dealer will expose the first two community cards by turning them face up on the layout. These are the two cards to the left most of the community cards and will be referred to as the “flop”.
3. Each player, that has not previously placed an All-in wager, will now have the option of checking or placing an All-in wager of two times (2X) their ante wager. Checking will be done by a clear hand signal. If a player places an All-in wager their cards will be tucked under the All-in wager by the dealer. Once a player places an All-in wager, their wagering is completed for the hand.
4. Once each player has checked or placed an All-in wager, the dealer will expose the last two community cards by turning them face up on the layout. These are the two cards and will be referred to as the “turn and river”.

5. Each player, that has not previously placed an All-in wager, will now have the option of folding or placing an All-in wager equal to their ante wager. If a player chooses to fold, the Ante and X-tra Bonus will automatically lose. The dealer will pick up the loosing Ante and X-tra bonus wagers and place them in the chip rack. If a Same Suit wager was placed, the cards shall remain on the layout to be settled at a later time. If the Same Suit wager was not placed, the cards will be removed and placed in the discard rack.

6. Once each player has folded or placed an All-in wager, the dealer will expose their hand. The dealer will clearly announce their best possible flush hand and whether or not their hand has qualified. A qualifying hand consists of a 9-high or better, three card flush. If the dealer does not qualify, the dealer shall push back the player's Ante wager. This will be done before exposing any player's hand.

7. The dealer shall now compare each player's hand to their hand. Straight flushes have no significance in the card ranking, they only have value in the Same Suit Bonus wager. The dealer shall start from the right most spot on the layout as follows:

i. If the player's hand beats the dealer's hand, the All-in and Ante wager are paid even money. (the Ante pushes when the dealer doesn't qualify)

ii. If the player's hand loses to the dealer's hand, the All-in, Ante, and X-tra Bonus wagers will lose. (the Ante pushes when the dealer doesn't qualify)

iii. If the player's hand and the dealer's hand tie, the All-in, Ante, and X-tra Bonus wagers will all push.

iv. The X-tra Bonus wager wins when the player's hand contains a four card flush or higher AND beats the dealer's hand and pushes on all winning or tying hands otherwise.

v. The Same Suit wager wins only if the player's hand contains a four card flush or higher. The hand is based on only the player's seven cards and is settled irrespective of the dealer's hand. If the player's hand contains multiple qualifying payouts, only the highest hand will be paid odds.

Section 3.30.10 Payout Odds;

There are two payout types as follows:

X-Tra Bonus Wager

Outcome	Paytable A	Paytable B
7 Card Flush	250 to 1	400 to 1
6 Card Flush	20 to 1	70 to 1
5 Card Flush	5 to 1	7 to 1
4 Card Flush	1 to 1	Push
Other	Push	Push

Same Suit Wager

Outcome	Paytable A	Paytable B	Paytable C
6 or 7 Card Straight Flush	2000 to 1	500 to 1	500 to 1
7 Card Flush	300 to 1	400 to 1	400 to 1
5 Card Straight Flush	100 to 1	200 to 1	100 to 1
6 Card Flush	50 to 1	50 to 1	50 to 1
4 Card Straight Flush	20 to 1	20 to 1	20 to 1
5 Card Flush	10 to 1	5 to 1	5 to 1
4 Card Flush	1 to 1	1 to 1	1 to 1
Other	Lose	Lose	Lose

Outcome	Paytable D
5, 6, or 7 card Straight Flush	500 to 1
7 Card Flush	400 to 1
6 Card Flush	50 to 1
4 Card Straight Flush	20 to 1
5 Card Flush	5 to 1
4 card Flush	1 to 1
Other	Lose

The licensee shall state in their internal controls the pay table(s) they will use.

Section 3.30.11 Irregularities

Should any of the following occur, the hand will be considered a misdeal, void, and the cards will be reshuffled and a new hand shall be dealt;

a) Any player receives more or less than three (3) cards
b) Dealer receives more or less than three (3) cards
c) Cards are dealt/delivered in the wrong order
d) More or less than four (4) cards are dealt for the community cards, including a procedural error in determining the community cards
e) Any cards are exposed in error or a player picks up their cards prior to the completion of 3.30.7 (d) or 3.30.8 (d)
f) If an automated dealing shoe is being used and the device jams, stops dealing cards, or fails to deal all cards during a round of play, the round of play shall be void and the cards shall be removed from the device and reshuffled with any cards already dealt, in accordance with procedures approved by the Lottery.

Section 3.31 Cajun Stud

Section 3.31.1 Definitions
Section 3.31.2 Cards; Number of Decks
Section 3.31.3 Cajun Stud Hand Rankings
Section 3.31.4 Opening the Table for Gaming
Section 3.31.5 Shuffle and Cut of the Cards
Section 3.31.6 Wagers
Section 3.31.7 Procedure for Dealing the Cards from a Manual Dealing Shoe
Section 3.31.8 Procedures for dealing the cards from the hand
Section 3.31.9 Procedures for dealing the cards from an Automated Dealing Shoe
Section 3.31.10 Procedures for Completion of Each Round of Play; Collection and Payment of Wagers
Section 3.31.11 Payout Odds; Rate of Progression
Section 3.31.12 Progressive Payout
Section 3.31.13 Irregularities

Section 3.31.1 Definitions

The following words and terms, when used in this subchapter, shall have the following meanings unless the context clearly indicates otherwise:

"Ante wager" means the wager that a player is required to make prior to any cards being dealt in order to compete in a round of play.

“Board Bonus” means an optional wager that a player is required to make prior to any cards being dealt in order to compete against a posted scale of payouts, regardless of the outcome of the player's hand against the dealer. A player wins their Board Bonus wager if the three card hand formed by the three community cards consists of one of the winning triggering events posted on the accompanying pay table.

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

"Hand" means the Cajun Stud hand that is held by each player and the dealer after the cards are dealt.

“Lo Ball” means an optional wager that a player is required to make prior to any cards being dealt in order to compete against a posted scale of payouts, regardless of the outcome of the player's hand against the dealer. The Lo Ball bet wins if the players five card hand evaluates to a Jack High or less.

“Pocket Bonus” means an optional wager that a player is required to make prior to any cards being dealt in order to compete against a posted scale of payouts, regardless of the outcome of the player's hand against the dealer. If the payer’s initial two card hand forms a Pair or an “Ace plus a Face” (AK, AQ or AJ) the wager wins.

"Push" means a player’s hand, as defined in Section 3.31.10, resulting in neither payment on nor collection of the player’s wagers.

"Raise wager" means an additional wager, equal in value to one to three times their ante wager that a player must make if the player opts to remain in competition after the player reviews their original and an then again after the first community card is revealed and again after the second community card is revealed.

"Round of play" means one complete cycle of play during which all wagers have been placed, all cards have been dealt and all remaining wagers have been paid off or collected in accordance with the rules of this subchapter.
"Stub" means the remaining portion of the deck after all cards in the round of play have been dealt or delivered.
"Suit" means one of the four categories of cards: club, diamond, heart or spade.
"Rank" or "ranking" means the relative position of a card or group of cards as set forth in Section 3.31.3.

Section 3.31.2 Cards; Number of Decks

(a) Except as provided in (b) below, the game of Cajun Stud shall be played with one deck of cards with back that meets the requirements in section 2.3 and two additional solid yellow or green cover cards.
(b) If an automated card shuffling device is used, a casino licensee shall be permitted to use a second deck of cards to play the game, provided that:
1. Each deck of cards complies with the requirements of (a) above;
2. The backs of the cards in the two decks are of a different color;
3. One deck is being shuffled by the automated card shuffling device while the other deck is being dealt or used to play the game;
4. Both decks are continually alternated in and out of play, with each deck being used for every other round of play; and
5. The cards from only one deck shall be placed in the discard rack at any given time.

Section 3.31.3 Cajun Stud Hand Rankings

(a) The rank of the cards used in Cajun Stud, 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.

(b) The permissible three-card poker hands at the game of Cajun Stud for the Board Bonus, in order of highest to lowest rank, shall be:

1. “Royal flush” is a hand consisting of an ace, king, queen, of the same suit
2. “Straight flush” is a hand consisting of three cards of the same suit in consecutive ranking, except for a royal flush as defined in (b) 1 above;
3. “Three-of-a-kind” is a hand consisting of three cards of the same rank;
4. “Straight” is a hand consisting of three unsuited cards of consecutive rank;
5. “Flush” is a hand consisting of three cards of the same suit, not in consecutive order,

1. “Pair” is a hand consisting of two cards of the same rank, with two aces being the highest ranking pair and two 2’s being the lowest ranking pair.

(c) The permissible five card poker hands at the game of Cajun stud, 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, except for a royal flush as defined in (c)1 above;
3. “Four-of-a-kind” is a hand consisting of four cards of the same rank;
4. “Full house” is a hand consisting of a “three-of-a-kind” and a “pair;”
5. “Flush” is a hand consisting of five cards of the same suit, not in consecutive order;
6. “Straight” is a hand consisting of five unsuited cards of consecutive rank;
7. “Three-of-a-kind” is a hand consisting of three cards of the same rank;
8. “Two pairs” is a hand consisting of two “pairs;” and
9. “Pair” is a hand consisting of two cards of the same rank.

Section 3.31.4 Opening the Table for Gaming

(a) The dealer shall receive cards at the table in accordance with section 2.3 pertaining to cards, receipt, storage, inspections and removal from use.

(b) Following the inspection of the cards by the dealer and the verification by the floorperson assigned to the table, the cards shall be, at the option of the casino licensee as noted in their internal controls, either:

1) Spread out face up on the table for visual inspection by the first player to arrive at the table. The cards shall be spread out according to suit and in sequence; or
2) Perform a wash of the cards in (c) below

(c) After the first player has been afforded an opportunity to visually inspect the cards, or the cards have been inspected by the dealer and floorperson,the cards shall be turned face down on the table, mixed thoroughly by a "washing" or "chemmy shuffle" of the cards and stacked. Once the cards have been stacked, they shall be shuffled in accordance with section 3.31.5

(d) If a casino licensee uses an automated card shuffling device to play the game and two decks of cards are received at the table pursuant to the section pertaining to card receipt, storage, inspection and removal from use, each deck of cards shall be separately sorted, inspected, verified, spread, inspected, mixed, stacked and shuffled in accordance with the provisions of (a) through (c) above.

Section 3.31.5 Shuffle and Cut of the Cards

(a) Immediately prior to the commencement of play, unless the cards were pre-shuffled, and after each round of play has been completed, the dealer shall shuffle the cards, either manually or by use of an automated card shuffling device, so that the cards are randomly intermixed. Upon completion of the shuffle, the dealer or device shall place the deck of cards in a single stack; provided, however, that nothing herein shall be deemed to prohibit the use of an automated card shuffling device which, upon completion of the shuffling of the cards, inserts the stack of cards directly into a dealing shoe.

(b) After the cards have been shuffled and stacked, the dealer shall:

1. If the cards were shuffled using an automated card shuffling device, deal or deliver the cards in accordance with the procedures set forth in sections 3.31.7, 3.31.8 or 3.31.9; or

2. If the cards were shuffled manually or were pre-shuffled, cut the cards in accordance with the procedures set forth in (c) below.

(c) If a cut of the cards is required, the dealer shall:

1. Cut the deck, using one hand, by:

i. Placing the cover card on the table in front of the deck of cards;

ii. Taking a stack of at least 10 cards from the top of the deck and placing them on top of the cover card;

iii. Placing the cards remaining in the deck on top of the stack of cards that were cut and placed on top of the cover card pursuant to (c)1ii above; and

iv. Removing the cover card and placing it in the discard rack; and

2. Deal the cards in accordance with the procedures set forth in sections 3.31.7, 3.31.8 or 3.31.9.

(d) Notwithstanding (c) above, after the cards have been cut and before any cards have been dealt, a casino supervisor may require the cards to be re-cut if he or she determines that the cut was performed improperly or in any way that might affect the integrity or fairness of the game.

(e) Whenever there is no gaming activity at a Cajun Stud table which is open for gaming, the cards shall be spread out on the table either face up or face down. If the cards are spread face down, they shall be turned face up once a player arrives at the table. After the first player is afforded an opportunity to visually inspect the cards, the procedures outlined in section 3.31.4(c) shall be completed. Provided however, if the casino opted to waive the player inspection of the cards during the table opening, the player inspection may be waived at this time as well.

Section 3.31.6 Wagers

(a) The following wagers may be placed in the game of Cajun Stud:

1. A player shall place, prior to any cards being dealt, a “Ante” wager in an amount within the posted minimum and maximum; and or

2. A player may place, prior to any cards being dealt, an optional “Pocket Bonus” wager in any amount within the posted minimum and maximum wagers; and or

3. A player may place, prior to any cards being dealt, an optional “Lo Ball” wager in any amount within the posted minimum and maximum wagers; and or

4. A player may place, prior to any cards being dealt, an optional “Board Bonus” wager in any amount within the posted minimum and maximum wagers;

(b) Original wagers on the “Ante”, “Pocket Bonus”, “Board Bonus”, “Lo Ball”, or “Five Card Progressive Jackpot” wagers may not be increased, decreased, or withdrawn after the first card has been dealt.

(c) All wagers at Cajun Stud shall be made by placing gaming chips or plaques and, if applicable, a match play coupon or other approved promotional offer on the appropriate betting areas of the table layout. A verbal wager accompanied by cash shall not be accepted.

(d) Only players who are seated at a Cajun Stud table may 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.

(e) All wagers shall be placed prior to the dealer announcing "No more bets" in accordance with the dealing procedures in 3.31.7, 3.31.8 or 3.31.9. No wager shall be made, increased, or withdrawn after the dealer has announced "No more bets." All play wagers shall be placed in accordance with 3.31.10.

(f) A casino licensee may, in its discretion, permit a player to place wagers at two betting positions during a round of play provided that the two betting positions are adjacent to each other.

Section 3.31.7 Procedure for dealing the cards from a manual dealing shoe

(a) If a casino licensee chooses to have the cards dealt from a manual dealing shoe, the dealing shoe shall meet the requirements of Section 2.12 and shall be located on the table in a location as approved by the Commission. Once the procedures required by Section 3.31.5 have been completed, the stacked deck of cards shall be placed in the dealing shoe either by the dealer or by an automated shuffling device.

(b) Prior to dealing any cards and prior to revealing each community cards, the dealer shall announce "No more bets."

(c) Each card shall be removed from the dealing shoe with the hand of the dealer that is closest to the dealing shoe and placed on the appropriate area of the layout with the opposite hand.

(d) The dealer shall, 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. The first three cards are placed by the dealer in the area of the layout designated for the community cards.
2. The dealer shall then deal two cards face down to each player, as per above.

(e) After two cards have been dealt to each player and the three community cards have been dealt, the dealer shall remove the stub from the manual dealing shoe and, except as provided in (f) and/or (g) below, place the stub in the discard rack without exposing the cards.

(f) The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct number of cards are still present in the deck. The dealer shall determine the number of cards in the stub by counting the cards face down on the layout.

1. If the count of the stub indicates that 52 cards are in the deck, the dealer shall place the stub in the discard rack without exposing the cards.

2. If the count of the stub indicates that the number of cards in the deck is incorrect, the dealer shall determine if the cards were misdealt. If the cards have been misdealt (a player has more or less than two cards or the area designed for the community cards has more or less than three cards) but 52 cards remain in the deck, all hands shall be void pursuant to Section 3.31.12. If the cards have not been misdealt, all hands shall be considered void and the entire deck of cards shall be removed from the table pursuant to the section pertaining to removal of cards from use.

(g) Notwithstanding the provisions of (e) above, the counting of the stub shall not be required if an automated card shuffling device is used that counts the number of cards in the deck after the completion of each shuffle and indicates whether 52 cards are still present. If the automated card shuffling device reveals that an incorrect number of cards are present, the deck shall be removed from the table in accordance with the provisions for removal of cards from use.

Section 3.31.8 Procedures for dealing the cards from the hand

(a) Notwithstanding any other provision, a casino licensee may, in its discretion, permit a dealer to deal the cards used to play Cajun Stud from his or her hand.

(b) If a casino licensee chooses to have the cards dealt from the dealer's hand, the following requirements shall be observed.

1. The casino licensee shall use an automated shuffling device to shuffle the cards.

2. Once the procedures required by Section 3.31.5 have been completed, the dealer shall place the stacked deck of cards in either hand.

i. Once the dealer has chosen the hand in which he or she will hold the cards, the dealer shall use that hand whenever holding the cards during that round of play.

ii. The cards held by the dealer shall at all times be kept in front of the dealer and over the table inventory container.

3. The dealer shall then announce "No more bets" prior to dealing any cards. The dealer shall deal each card by holding the deck of cards in the chosen hand and using the other hand to remove the top card of the deck and place it face down on the appropriate area of the layout.

(c) The dealer shall, start with the player farthest to his or her left and continuing around the table in a clockwise manner, deal the cards as follows:

1. The first three cards are placed by the dealer in the area of the layout designated for the community cards.
2. The dealer shall then deal two cards face down to each player, as per above.

(d) After two cards have been dealt to each player and the three community cards have been dealt, the dealer shall remove the stub from the manual dealing shoe and, except as provided in (e) below, place the stub in the discard rack without exposing the cards.

(e) The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct number of cards are still present

in the deck. The dealer shall count the stub in accordance with the provisions of Section 3.31.7.

Section 3.31.9 Procedures for dealing the cards from an automated dealing shoe

(a) Notwithstanding any other provision, a casino licensee may, in its discretion, choose to have the cards used to play Cajun stud dealt from an automated dealing shoe which dispenses cards in stacks of three and two cards, provided that the shoe, its location and the procedures for its use are approved by the Commission.

(b) If a casino licensee chooses to have the cards dealt from an automated dealing shoe, the following requirements shall be observed.

1. Once the procedures required by Section 3.31.5 have been completed, the cards shall be placed in the automated dealing shoe.

2. The dealer shall then announce "No more bets" prior to the shoe dispensing any stacks of cards.

(c) The dealer shall deliver the first stack of three cards dispensed by the automated dealing shoe face down in the area of the layout for the community cards. The dealer shall then deliver the first stack of two cards to the player farthest to his or her left who has placed a wager in accordance with Section 3.31.6. As the remaining stacks of two cards are dispensed to the dealer by the automated dealing shoe, the dealer shall, moving clockwise around the table, deliver a stack face down to each of the other players who has placed a wager in accordance with Section 3.31.6.

(d) The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct numbers of cards are still present in the deck. The dealer shall count the stub in accordance with the provisions of Section 3.31.7.

Section 3.31.10 Procedures for Completion of Each Round of Play; Collection and Payment of Wagers

1. To begin the game, each player must make an Ante wager. Each Player may also place an optional Pocket Bonus, Board Bonus, Lo Ball, or Five Card Progressive wager.

2. The dealer receives a packet of three cards and places them, face down, in the designated community board area. Each player then receives two hole cards, face down. Each player will use the 3 community cards to form their own five card poker hands.

3. After examining their two hole cards, each player must then decide to do one of the following:

a. Players may to choose to place a Raise wager. This wager must be 1x, 2x, or 3x their original Ante wager.

OR

b. Players may choose to Fold. If a player Folds they surrender their Ante wager.

c. If the Player chooses to Fold and had previously placed an optional side wager:

i. The player's two cards shall be placed face down in front of the betting area closest to the Dealer OR tucked under one of the optional side wager bets. These bets will be reconciled at the completion of the hand.

4. The dealer reveals the first community card.

5. After examining the first community card, each player must then decide to do one of the following:

a. Players may to choose to place a second Raise wager. This wager must be 1x, 2x, or 3x their original Ante wager.OR

b. Players may choose to Fold. If a player Folds they surrender their Ante wager and first Raise wager.

6. The dealer reveals the second community card.

7. After examining the second community card, each player must then decide to do one of the following:

a. Players may to choose to place a third Raise wager. This wager must be 1x, 2x, or 3x their original Ante wager.

OR

b. Players may choose to Fold. If a player Folds they surrender their Ante wager, first Raise wager and second Raise wager.

8. The dealer reveals the third and final community card.

9. Dealer examines each players hand and pays winning hands according to the pay tables. At this time, the dealer also evaluates all optional Bonus wagers and pays according to the corresponding pay tables.

Section 3.31.11 Payout odds; rate of progression;

Play Wager

The player's first two cards combined with the three community cards are paid according to the following pay table:

Hand	Table #1	Table #2	Table #3	Table #4	Table #5
Royal Flush	500 to 1	500 to 1	500 to 1	500 to 1	500 to 1
Straight Flush	100 to 1	100 to 1	100 to 1	100 to 1	100 to 1
Four of a Kind	40 to 1	40 to 1	40 to 1	40 to 1	40 to 1
Full House	10 to 1	10 to 1	11 to 1	11 to 1	10 to 1
Flush	10 to 1	10 to 1	11 to 1	11 to 1	10 to 1
Straight	4 to 1	4 to 1	4 to 1	5 to 1	4 to 1
Three of a Kind	3 to 1	3 to 1	3 to 1	3 to 1	3 to 1
Two Pair	3 to 2	2 to 1	3 to 2	3 to 2	3 to 2
Pair Jacks or Better	1 to 1	1 to 1	1 to 1	1 to 1	1 to 1
Pair 6's – 10's	Push	Push	Push	Push	Push

Lo Ball

The player's first two card combined with the three community cards are paid according to the following pay table:

Hand	Table #1	Table #2
7 High	100 to 1	100 to 1
8 High	50 to 1	50 to 1
9 High	15 to 1	10 to 1
10 High	5 to 1	5 to 1

Jack High	1 to 1	1 to 1
Queen High	Loss	Push

Board Bonus

The player is wagering that the three card hand formed by the three community cards will be comprised of one of the payouts in the following pay tables. Additionally, the specific pay table in use will be listed on the layout. The Board Bonus pays according to the following pay tables:

Hand	Table #1	Table #2	Table #3	Table #4
Royal Flush	50 to 1	50 to 1	40 to 1	50 to 1
Straight Flush	40 to 1	40 to 1	40 to 1	40 to 1
Three of a Kind	30 to 1	30 to 1	30 to 1	30 to 1
Straight	6 to 1	5 to 1	5 to 1	6 to 1
Flush	3 to 1	4 to 1	4 to 1	4 to 1
Pair	1 to 1	1 to 1	1 to 1	1 to 1

Pocket Bonus

The player's initial 2 hole card hand is paid according to the corresponding pay table:

Hand	Table #1	Table #2	Table #3
Pair of Aces	25 to 1	30 to 1	30 to 1
Aces Plus a Face Card - Suited	20 to 1	20 to 1	20 to 1
Aces Plus a Face Card - Unsuited	10 to 1	10 to 1	10 to 1
Straight	5 to 1	5 to 1	4 to 1

Five-Card Progressive

The player's first two cards combined with the three community cards are paid according to the following pay tables:

Progressive Wager of $1;

	Table #1	Table #2	Table #3	Table #4
Royal Flush	**100% of Progressive**	**100% of Progressive**	**100% of Progressive**	**100% of Progressive**
Straight Flush	**10% of Progressive**	**10% of Progressive**	**1,000**	**1,000**
Four of a Kind	**500**	**200**	**200**	**500**
Full House	**100**	**100**	**100**	**100**
Flush	**25**	**25**	**25**	**25**
Straight	**10**	**15**	**15**	**15**
Three of a Kind	**8**	**10**	**10**	**7**

Progressive Wager of $5;

	Table #1	Table #2	Table #3	Table #4
Royal Flush	**100% of Progressive**	**100% of Progressive**	**100% of Progressive**	**100% of Progressive**
Straight Flush	**10% of Progressive**	**10% of Progressive**	**5,000**	**5,000**
Four of a Kind	**2,500**	**1,000**	**2,500**	**2,500**
Full House	**500**	**500**	**500**	**500**
Flush	**125**	**125**	**125**	**125**
Straight	**50**	**75**	**75**	**75**
Three of a Kind	**40**	**50**	**50**	**35**

The licensee shall state in their internal controls the pay tables they wish to use.

(a) The rate of progression for the progressive meter used for the progressive payouts above shall be: FOR PAY TABLES 1 & 2: 24 percent (24%) for the Primary jackpot and 1 percent (1%) for the reserve; and FOR PAY TABLES 3 & 4: 22 percent (22%) for the Primary jackpot and one percent (1%) for the reserve. The initial seed amount for the $1 wager shall be $5,000; and the initial seed for the $5 wager shall be $25,000. The reserve pot will then be used to reseed the primary jackpot, each time it is hit..

(b) Winning progressive payout hands shall be paid in accordance with the amount on the meter when it is the player's turn to be paid in accordance with section 3.31.11 provided, however, if more than one player at a table has a royal flush progressive payout hand, each player shall share equally in the amount on the progressive meter when the first player with a royal flush is to be paid.

(c) Notwithstanding the minimum payout odds above, a casino licensee may establish a maximum amount as approved by the Lottery that is payable to a player on a single hand, which amount shall be at least $50,000 or the maximum amount that one patron could win per round when betting the minimum permissible wager, whichever is greater. If the established payout limit is not included on the layout, each casino licensee shall provide notice of any decrease in the payout limit.

Section 3.31.12 Progressive payout

(a) A progressive payout wager shall be paid pursuant to the payout table listed in section 3.31.11, the procedures in accordance with progressive payout wagers and prior to the collection of the cards by the dealer.

(b) Prior to paying a progressive payout hand, the dealer shall:

1. Verify that the hand is a winning hand;
2. Verify that the appropriate light on the acceptor device has been illuminated; and
3. Have a casino supervisor validate the progressive payout pursuant to approved internal control procedures.

(c) Any winning progressive payout wager shall be paid irrespective of the rank of the hand of the dealer.

Section 3.31.13 Irregularities

(h) 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.

(i) 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.

(j) If any player or the dealer is dealt an incorrect number of cards, all hands shall be void and the cards shall be reshuffled.

(k) If one or more of the dealer's cards is inadvertently exposed prior to the dealer revealing his or her cards, all hands shall be void and the cards shall be reshuffled.

(l) 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 in accordance with procedures approved by the Lottery.

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

Section 3.32 Lucky 21 Bacc

Section 3.32.1 Definitions

The following words and terms, when used in this subchapter, shall have the following meanings unless the context clearly indicates otherwise.

"Blackjack" shall mean an ace and any card having a point value of 10 dealt as the initial two cards to a player or a dealer.

"Dealer" shall mean the person responsible for dealing the cards at a Blackjack table.

"Hard Total" shall mean the total point count of a hand which contains no aces or which contains aces that are each counted as 1 in value.

"Soft Total" shall mean the total point count of a hand containing an ace when the ace is counted as 11 in value.

Section 3.32.2 Cards; number of decks; value of cards

(a) Lucky 21 Bacc shall be played with 6, 7, or 8 standard 52-card decks. All decks of cards used to play Lucky 21 Bacc shall comply with the requirements for physical characteristics of cards and, except as otherwise provided in this section, all decks of cards shall be identical in appearance. Blackjack shall also be played with one additional cutting card, which shall be opaque and in a solid color readily distinguishable from the color of the backs and edges of the playing cards in use at the table, as approved by the Lottery.

(b) The value of the cards contained in each deck shall be as follows:

1. Any card from 2 to 10 shall have its face value;
2. Any Jack, Queen or King shall have a value of ten;
3. An ace shall have a value of:
    i. If the hand total is 6 (16) or less it shall be counted as 1 (one); or
    ii. If the hand total is 7 (17) or greater it shall be counted as 11 (eleven).

(c) If an automated card shuffling device is utilized, Lucky 21 Bacc shall be played with at least six decks of cards in accordance with the following requirements:

1. The cards shall be separated into two batches, with an equal number of decks included in each batch;
2. The cards in each batch shall be identical in appearance, but the backs of the cards in each batch shall be of a different color than the cards included in the other batch;

3. One batch of cards shall be shuffled and stored in the automated card shuffling device while the other batch is being dealt or used to play the game;

4. Both batches of cards shall be continuously alternated in and out of play, with each batch being used for every other dealing shoe; and

5. The cards from only one batch shall be placed in the discard rack at any given time.

Section 3.32.3 Wagers

(a) The following wagers may be placed in the game of Lucky 21 Bacc;

1. Prior to the first card being dealt the player shall make either the Player wager or the Dealer wager;

2. Prior to the first card being dealt, and after the player has played either the Player wager or the Dealer wager, the player may make a Tie Wager;

3. Prior to the first card being dealt, and after the player has played either the Player wager or the Dealer wager, the player may make The Frog Wager

(b) Except as otherwise provided in these regulations, no wager shall be made, increased or withdrawn after the first card of the respective round has been dealt.

(c) All wagers at Lucky 21 Bacc shall be made by placing gaming chips or plaques and, if applicable, a match play coupon on the appropriate areas of the Lucky 21 Bacc layout, except that verbal wagers accompanied by cash may be accepted provided that they are confirmed by the dealer and casino supervisor and that such cash is expeditiously converted into gaming chips or plaques

(d) Once the first card of any hand has been removed from the shoe by the dealer, 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 regulations.

Section 3.32.4 Opening of table for gaming

(a) The dealer shall receive cards at the table in accordance with section 2.3 pertaining to cards, receipt, storage, inspections and removal from use.

(b) Following the inspection of the cards by the dealer and the verification by the floorperson assigned to the table, the cards shall be, at the option of the casino licensee as noted in their internal controls, either:

1) Spread out face up on the table for visual inspection by the first player to arrive at the table. The cards shall be spread out according to suit and in sequence; or
2) Perform a wash of the cards in (c) below

(c) After the first player has been afforded an opportunity to visually inspect the cards, or the cards have been inspected by the dealer and floorperson, the cards shall be turned face downward on the table, mixed thoroughly by a "washing" or a "chemmy shuffle" of the cards and stacked.

(d) If a automated shuffling device is utilized, all the decks in one batch of cards shall be spread for inspection on the table separate from the decks in the other batch of cards. After the player or players is afforded an opportunity to visually inspect the cards, each batch of cards shall separately be turned face downward on the table and stacked.

Section 3.32.5 Shuffle and cut of the cards

(a) Immediately prior to commencement of play, unless the cards were pre-shuffled), after any round of play as may be determined by the casino licensee and after each shoe of cards is dealt, the dealer shall shuffle the cards so that they are randomly intermixed. Additionally, as noted in section 2.3 (a) 10, if pre-shuffled cards are used, they must be shuffled using an automated shuffler that can verify both the number and suit of the cards. These shufflers shall be able to identify any additional or missing cards.

(b) After the cards have been shuffled, the dealer shall offer the stack of cards, with backs facing away from him to the players to be cut. If the casino licensee opted to not have or use the player inspection, the dealer shall cut the cards pursuant to the section below.

(c) The player designated by subsection (e) of this section shall cut the cards by placing the cutting card in the stack at least 10 cards in from either end.

(d) Once the cutting card has been inserted by the player, the dealer shall take all cards in front of the cutting card and place them to the back of the stack. The dealer shall then take the entire stack of cards that was just shuffled and align them along the side of the dealing shoe which has the mark required by regulations for dealing shoe requirements. Thereafter, the dealer shall insert the cutting card in the stack at a position at least approximately one-quarter of the way in from the back of the stack. The stack of cards shall then be inserted into the dealing shoe for commencement of play. If the "Bart Carter Shuffle" is utilized, the dealer shall not re-insert the cut card after the stack has been cut by the players.

(e) The player to cut the cards shall be:

1. The first player to the table if the game is just beginning;
2. The player on whose box the cutting card appeared during the last round of play;
3. The player at the farthest point to the right of the dealer if the cutting card appeared on the dealer's hand during the last round of play.
4. The player at the farthest point to the right of the dealer if the reshuffle was initiated at the discretion of the casino licensee.

(f) If the player designated in subsection (e) of this section refuses the cut, the cards shall be offered to each other player moving clockwise around the table until a player accepts the cut. If no player accepts the cut, the dealer shall cut the cards.

(g) After the cards have been cut and before any cards have been dealt, a casino supervisor may require the cards to be recut if he or she determines that the cut was performed improperly or in any way that might affect the integrity or fairness of the game. If a recut is required, the cards shall be recut, at the casino licensee's option, by the player who last cut the cards, or by the next person entitled to cut the cards, as determined by section (f) above.

(h) If there is no gaming activity at a Lucky 21 Bacc table which is open for gaming, the casino licensee, as written in their internal controls, shall either:

Remove the cards from the dealing shoe and the discard rack, and spread out on the table for inspection, either face up or face down. If the cards are spread face down, they shall be turned face up once a player arrives at the table. After the first player is

afforded an opportunity to visually inspect the cards the cards shall be turned face downward on the table. Provided however, if the casino opted to waive the player inspection of the cards during the table opening, the player inspection may be waived at this time as well.

a. If there is no automated shuffling device in use, the cards shall be mixed thoroughly by a washing or chemmy shuffle of the cards, stacked, then shuffled and cut in accordance with this section.

b. If an automated shuffling device is in use, the cards shall be stacked and placed into the automated shuffling device to be shuffled. The batch of cards already in the shuffler shall then be removed. Unless a player so requests, the batch of cards removed from the shuffler need not be spread for inspection and reshuffled prior to being dealt, if:

i. The automated card shuffling device stores a single batch of shuffled cards inside the shuffler in a secure manner approved by the Lottery; and

ii. The shuffled cards have been secured, released and prepared for play in accordance with procedures approved by the Lottery; or

1. The shoe shall be brought to the center of the table until the next patron arrives at the table. At the discretion of the floor supervisor or above, a reshuffle may be performed, per the procedures above.

Section 3.32.6 Procedure for dealing of cards

(a) All cards used to game at Lucky 21 Bacc shall be dealt from a dealing shoe specifically designed for such.

(b) After each full set of cards is placed in the shoe, the dealer shall remove the first card there face downwards and place it in the discard rack. Each new dealer who comes to the table shall either also burn one card as described herein before the new dealer deals any cards to the players; or at the casino licensee's discretion, each new dealer shall not need to burn a card when entering in the middle of a shoe. The casino

licensee shall state in their internal control which method they will use. The burn card shall be disclosed if requested by the player.

(c) The dealer shall announce "No more bets" prior to dealing any cards. The dealer shall then use the first and third card dealt to constitute the first and second cards of the "Player's Hand". The second and fourth card dealt shall constitute the first and second cards of the "Dealer's Hand."

(d) After the cards have been dealt to the Player's hand and the Dealer's hand, the dealer will flip over the Player's hand and announce the point total. The dealer will then flip over the Dealer's hand and announce the total.

(e) The dealer will then proceed as follows to complete the hand:

1. If either (or both) hand has a Blackjack, the hand is over (a natural). The hand with the blackjack wins. If both hands have a blackjack it is a push on all primary wagers
2. If neither hand contains a blackjack, the dealer will always act on the player hand first (the following hit rules apply for the total of the initial two card and for the total after every hit card is dealt)
    i. If the player hand has a total of 2 – 11 the player hand will always hit
        1. If the hand contains an Ace, the Ace will be counted as 1 if the hand total is 6 (16) or less and will be counted as 11 if the hand total is 7 (17) or greater
    ii. If the player total is 12 – 16 the player will;
        1. Hit if the dealer hand has a total of 17 or higher
        2. Stand if the dealer hand has a total of 16 or under
    iii. If the player hand has any 17 or above the player hand will stand.
    iv. The player can only draw out to 4 cards and then must stand.

3. The dealer will then act on the dealer hand as follows;

    i. If the dealer hand has a total of 2 – 16 the dealer hand will always receive a card

    ii. If the dealer hand has a total of any 17 or higher the dealer hand will always stand.

    iii. If player busted, the dealer hand will stand.

    iv. If player has blackjack, the dealer hand will stand.

    v. The dealer can only draw out to 4 cards and then must stand.

4. The dealer will then pay and take winning and losing wagers beginning with the player closest to 3rd base and working their way to first base.

5. NOTE*- In the event of a 3 card 17 dealer win, all bettors who wagered on the dealer will push. This rule is to allow this game to be a commission free game.

Section 3.32.7 Procedure for Collection and Payment of Wagers

a. Player Wager

   If the Player hand beats the Dealer hand, the Player wager wins and pays 1 to 1. If the hands tie (including tied Blackjacks), the wager pushes. Otherwise, the wager loses.

b. Dealer Wager

   If the Dealer hand beats the Player hand, the Dealer wager wins and pays 1 to 1, except in the case of a 3-card Dealer win with a total of 17. If the Dealer wins with a 3-card 17 or if the Player and Dealer tie (including tied Blackjacks), then the wager pushes. Otherwise, the wager loses.

c. Tie Wager

If the Player hand and Dealer hand tie, the Tie wager wins and pays 10 to 1. Otherwise, the wager loses.

d. Frog Wager

If the Dealer wins with a 3-card total of 17, then The Frog wager wins and pays 30 to 1. Otherwise, the wager loses.

Section 3.32.8 Irregularities

1. 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, all hands shall be void, all wagers shall be returned to the bettors and the next hand can begin.

2. Cards dealt in error;

    i. If the Player hand is dealt a card in error, and no card has been dealt to the dealer hand, the card in error shall be used for the dealer hand if needed. If the card is not needed for the dealer hand it shall be burned and the hand will stand.

    ii. If the Player hand is dealt a card in error, and a card has been dealt to the dealer hand, the hand shall be void.

    iii. If the Dealer hand is dealt a card in error, the excess card(s) shall be burned and the hand stands.

3. If Dealer or Player hands are dealt in the wrong order, meaning Dealer received a Player card or vice versa, the hand shall be void, all wagers shall be returned to the bettors and the next hand can begin.

4. 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.

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

6. If bettors wager on the Player and Dealer in the same hand, the hand will stand. In the event the bettor wagered on any side bets, those side bets stand as well.

7. If bettors forget to wager on the Player or Dealer hand, but place a side wager, the side wager(s) will be void. Player must have a primary wager to make side wagers.

Section 3.33 Crazy 4 Poker

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Section 3.33.1 Definitions

The following words and terms, when used in this subchapter, shall have the following meanings unless the context clearly indicates otherwise:

"Ante wager" means the wager that a player is required to make prior to any cards being dealt in order to compete in a round of play.
“Deal” means the distribution of the playing cards among the players and the dealer.
“Dealer” means the employee of licensed casino who is responsible for dealing the cards at the Four Card Poker table.
"Fold" means the withdrawal of a player from a round of play by discarding his or her two cards prior to placing a “Play” wager.
"Hand" means the Crazy 4 Poker hand that is held by each player and the dealer after the cards are dealt.
“Play” means the wager that the player’s must make to stay in the game.
"Push" means a player’s hand ties the dealers qualifying hand, resulting in neither payment on nor collection of the player’s wagers.
“Queens Up” wager is an optional sidebet that is made prior to the any cards being dealt in order to compete against a posted scale of payouts. The Queens Up side bet wins when the player receives a pair of Queens or better. Odds are printed on the layout. The bet loses when the player fails to get at least a pair of Queens.
"Round of play" means one complete cycle of play during which all wagers have been placed, all cards have been dealt and all remaining wagers have been settled in accordance with the rules of this subchapter.
"Stub" means the remaining portion of the deck after all cards in the round of play have been dealt or delivered.
"Suit" means one of the four categories of cards: club, diamond, heart or spade.
“Super Bonus” means the wager that a player is required to make prior to any cards being dealt in order to compete in a round of play.

Section 3.33.2 Cards; number of decks

(a) Except as provided in (b) below, Crazy 4 Poker shall be played with one deck of cards with backs of the same color and design and one additional cover card to be used in accordance with the procedures set forth in 3.33.5. The cover card shall be opaque and in a solid color readily distinguishable from the color of the backs and edges of the playing cards, as approved by Lottery. The deck of cards shall meet the requirements of the section pertaining to the physical description of cards.

(b) If an automated card shuffling device is used, a casino licensee shall be permitted to use a second deck of cards to play the game, provided that:

1. Each deck of cards complies with the requirements of (a) above;
2. The backs of the cards in the two decks are of different color;
3. One deck is being shuffled by the automated card shuffling device while the other deck is being dealt or used to play the game;
4. Both decks are continuously alternated in and out of play, with each deck being used for every other round of play; and
5. The cards from only one deck shall be placed in the discard rack at any given time.

Section 3.33.3 Crazy 4 Poker poker rankings

(a) The rank of the cards used in Crazy 4 Poker, in order of highest to lowest rank, shall be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3 and 2. All suits shall be considered equal in rank. Notwithstanding the foregoing, an ace may be used to complete a "straight flush" or a "straight" with a two, three and four.

(b) The permissible poker hands in the game of Crazy 4 Poker, in order of highest to lowest rank, shall be:

1. “Four-of-a-kind” is a hand consisting of four cards of the same rank, with four aces being the highest ranking four-of-a-kind and four twos being the lowest ranking four-of-a-kind;
2. "Straight flush" is a hand consisting of four cards of the same suit in consecutive ranking, with ace, king, queen and jack being the highest ranking straight flush and four, three, two and ace being the lowest ranking straight flush;

3. "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 twos being the lowest ranking three-of-a-kind;

4. "Flush" is a hand consisting of four cards of the same suit, regardless of rank;

5. "Straight" is a hand consisting of four cards of consecutive rank, regardless of suit, with ace, king, queen and jack being the highest ranking straight and four, three, two and ace being the lowest ranking straight;

6. “Two Pair” is a hand consisting of two “pairs;” and

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

8. “High Card” is a hand, not including the hands above, consisting of an Ace as the highest card value. The order of card rank is listed in section (a) above.

(c) When comparing two hands that are of equal rank pursuant to the provisions of (b) above, or that contain none of the hands authorized in (b) above, the hand that contains the highest ranking card as provided in (a) above that is not contained in the other hand shall be considered the higher ranking hand. If, after application of the foregoing, the hands are of equal rank, the hands shall be considered a tie.

Section 3.33.4 Opening of the table for gaming

(a) The dealer shall receive cards at the table in accordance with section 2.3 pertaining to cards, receipt, storage, inspections and removal from use.

(b) Following the inspection of the cards by the dealer and the verification by the floorperson assigned to the table, the cards shall be, at the option of the casino licensee as noted in their internal controls, either:

1) Spread out face up on the table for visual inspection by the first player to arrive at the table. The cards shall be spread out according to suit and in sequence; or
2) Perform a wash of the cards in (c) below

(c) After the first player has been afforded an opportunity to visually inspect the cards, or the cards have been inspected by the dealer and floorperson,

the cards shall be turned face down on the table, mixed thoroughly by a "washing" or "chemmy shuffle" of the cards and stacked. Once the cards have been stacked, they shall be shuffled in accordance with 3.33.5.

(d) If a casino licensee uses an automated card shuffling device to play the game and two decks of cards are received at the table 3.33.2, each deck of cards shall be separately sorted, inspected, verified, spread, inspected, mixed, stacked and shuffled in accordance with the provisions of (a) through (c) above.

Section 3.33.5 Shuffle and cut of the cards

(a) Immediately prior to the commencement of play, unless the cards were pre-shuffled, and after each round of play has been completed, the dealer shall shuffle the cards, either manually or by use of an automated card shuffling device, so that the cards are randomly intermixed. Upon completion of the shuffle, the dealer or device shall place the deck of cards in a single stack; provided, however, that nothing herein shall be deemed to prohibit the use of an automated card shuffling device which, upon completion of the shuffling of the cards, inserts the stack of cards directly into a dealing shoe.

(b) After the cards have been shuffled and stacked, the dealer shall:

1. If the cards were shuffled using an automated card shuffling device, deal or deliver the cards in accordance with the procedures set forth in 3.33.7, 3.33.8 or 3.33.9; or

2. If the cards were shuffled manually or were pre-shuffled, cut the cards in accordance with the procedures set forth in (c) below.

(c) If a cut of the cards is required, the dealer shall:

1. Cut the deck, using one hand, by:

i. Placing the cover card on the table in front of the deck of cards;

ii. Taking a stack of at least 10 cards from the top of the deck and placing them on top of the cover card;

iii. Placing the cards remaining in the deck on top of the stack of cards that were cut and placed on the cover card pursuant to section (c)ii above; and

iv. Removing the cover card and placing it in the discard rack; and

2. Deal the cards in accordance with the procedures set forth in 3.33.7, 3.33.8 or 3.33.9.

(d) Notwithstanding (c) above, after the cards have been cut and before any cards have been dealt, a casino supervisor may require the cards to be recut if he or she determines that the cut was performed improperly or in any way that might affect the integrity or fairness of the game.

(e) Whenever there is no gaming activity at a Crazy 4 Poker table which is open for gaming, the cards shall be spread out on the table either face up or face down. If the cards are spread face down, they shall be turned face up once a player arrives at the table. After the first player is afforded an opportunity to visually inspect the cards, the procedures outlined in 3.33.4(c) shall be completed. Provided however, if the casino opted to waive the player inspection of the cards during the table opening, the player inspection may be waived at this time as well.

Section 3.33.6 Wagers

(a) The following wagers may be placed in the game of Crazy 4 Poker:

1. A player may compete solely against the dealer by placing the mandatory Ante and Super Bonus wagers. The ante and super bonus wagers must be the same amount and in an amount within the posted minimum and maximum wagers. If after the reviewing their cards the player wishes to remain in the game, they shall place a Play wager equal to the Ante wager, however if the player has a pair of aces or better, he or she may make a play wager up to three (3) times the Ante wager; or

2. After placing the mandatory Ante and Super Bonus wagers, a player may compete against a posted payout table by placing Queens Up wager in any amount within the posted minimum and maximum wagers. This wager is settled regarless of the dealer's hand; or

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

4. A player may, at their discretion, place a progressive wager of $1 on the sensor device, after they have placed the Ante and Super Bonus wagers in number 1

above. The player may in addition also make the Queens Up wager. Each player shall be responsible for verifying that his or her respective acceptor light has been properly illuminated.

(b) All wagers at Crazy 4 Poker shall be made by placing gaming chips or plaques and, if applicable, a match play coupon or other approved promotional offer on the appropriate betting areas of the table layout. A verbal wager accompanied by cash shall not be accepted.

(c) Only players who are seated at a four card poker table may 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.

(d) All wagers shall be placed prior to the dealer announcing "No more bets" in accordance with the dealing procedures in 3.33.7, 3.33.8 or 3.33.9. No wager shall be made, increased, or withdrawn after the dealer has announced "No more bets." All play wagers shall be placed in accordance with 3.33.10(b).

(e) A player shall not be permitted to play at more than one betting position.

Section 3.33.7 Procedures for dealing the cards from a manual dealing shoe

(a) If a casino licensee chooses to have the cards dealt from a manual dealing shoe, the dealing shoe shall meet the requirements of the section pertaining to dealing shoes and automatic shuffling devices and shall be located on the table in a location as approved by Lottery. Once the procedures required by 3.33.5 have been completed, the stacked deck of cards shall be placed in the dealing shoe either by the dealer or by an automated card shuffling device.

(b) The dealer shall announce "No more bets" prior to dealing any cards. Each card shall be removed from the dealing shoe with the hand of the dealer that is closest to the dealing shoe and placed on the appropriate area of the layout with the opposite hand.

(c) The dealer shall, starting with the player farthest to his or her left and continuing around the table in a clockwise manner, deal one card at a time, in order, to each player who has placed an Ante and Super Bonus wager and to the dealer until each

player who placed a wager has five cards and the dealer has five cards. All cards dealt shall be dealt face down.

(d) After five cards have been dealt to the player and to the dealer, the dealer shall remove the stub from the manual dealing shoe and, except as provided in (e) below, place the stub in the discard rack without exposing the cards.

(e) The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct number of cards is still present in the deck. The dealer shall determine the number of cards in the stub by counting the cards face down on the layout.

1. If the count of the stub indicates that 52 cards are in the deck, the dealer shall place the stub in the discard rack without exposing the cards.

2. If the count of the stub indicates that the number of cards in the deck is incorrect, the dealer shall determine if the cards were misdealt. If the cards have been misdealt but 52 cards remain in the deck, all hands shall be void pursuant to 3.33.13. If the cards have not been misdealt, all hands shall be considered void and the entire deck of cards shall be removed from the table pursuant to section pertaining to removal of cards from use.

(f) Notwithstanding the provisions of (e) above, the counting of the stub shall not be required if an automated card shuffling device is used that counts the number of cards in the deck after the completion of each shuffle and indicates whether 52 cards are still present. If the automated card shuffling device reveals that an incorrect number of cards are present, the deck shall be removed from the table in accordance with the section for removal of cards from use.

Section 3.33.8 Procedures for dealing the cards from the hand

(a) Notwithstanding any other provisions of this chapter, a casino licensee may, in its discretion, permit a dealer to deal the cards used to play Crazy 4 Poker from his or her hand.

(b) If a casino licensee chooses to have the cards dealt from the dealer's hand, the following requirements shall be observed:

1. The casino licensee shall use an automated shuffling device to shuffle the cards.

2. Once the procedures required by 3.33.5 have been completed, the dealer shall place the stacked deck of cards in either hand.

i. Once the dealer has chosen the hand in which he or she will hold the cards, the dealer shall use that hand whenever holding the cards during that round of play.

ii. The cards held by the dealer shall at all times be kept in front of the dealer and over the table inventory container.

3. The dealer shall then announce "No more bets" prior to dealing any cards. The dealer shall deal each card by holding the deck of cards in the chosen hand and using the other hand to remove the top card of the deck and place it face down on the appropriate area of the layout.

(c) The dealer shall, starting with the player farthest to his or her left and continuing around the table in a clockwise manner, deal one card at a time in order to each player who has placed an Ante and Super Bonus wager and to the dealer until each player who placed a wager and the dealer has five cards. All cards dealt to the players and dealer shall be dealt face down.

(d) After five cards have been dealt to each player and the dealer, the dealer shall, except as provided in (e) below, place the stub in the discard rack without exposing the cards.

(e) The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct number of cards is still present in the deck. The dealer shall count the stub in accordance with the provisions of 3.33.7(e) and (f).

Section 3.33.9 Procedures for dealing the cards from an automated dealing shoe

(a) Notwithstanding any other provision of this chapter, a casino licensee may, in its discretion, choose to have the cards used to play Crazy 4 Poker dealt from an automated dealing shoe which dispenses cards in stacks of five cards, provided that the shoe, its location and the procedures for its use are approved by Lottery.

(b) If a casino licensee chooses to have the cards dealt from an automated dealing shoe, the following requirements shall be observed.

1. Once the procedures required by 3.33.5 have been completed, the cards shall be placed in the automated dealing shoe.

2. The dealer shall then announce "No more bets" prior to the shoe dispensing any stacks of cards.

(c) The dealer shall deliver the first stack of cards dispensed by the automated dealing shoe face down to the player farthest to his or her left who has placed a wager in accordance with 3.33.6. As the remaining stacks are dispensed to the dealer by the automated dealing shoe, the dealer shall, moving clockwise around the table, deliver a stack face down to each of the other players who has placed a wager in accordance with 3.33.6. The dealer shall then deliver a stack of five cards face down to himself or herself.

(d) After each stack of five cards has been dispensed and delivered in accordance with this section, the dealer shall remove the stub from the automated dealing shoe and, except as provided in (e) below, place the cards in the discard rack without exposing the cards.

(e) The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct number of cards are still present in the deck. The dealer shall count the stub in accordance with the provisions of 3.33.7(e) and (f).

Section 3.33.10 Procedures for completion of each round of play

(a) After the dealing procedures required by 3.33.7, 3.33.8 or 3.33.9 have been completed, each player shall examine his or her cards. Each player who wagers at Crazy 4 Poker shall be responsible for his or her own hand and no person other than the dealer and the player to whom the cards were dealt may touch the cards of that player.

(b) The dealer shall, starting with the player farthest to his or her left and continuing clockwise around the table, offer each player who has placed a wager according to 3.33.6, the option to either make a play wager or forfeit his or her Ante and Super Bonus wagers. A play wager shall be made in an amount equal to the Ante wager,

unless the player has a pair of aces or better. If the player has Aces or better, the play wager may be up to three (3) times the Ante wager. If a player has placed a Queens Up wager, or a progressive wager, but does not make a play wager, the player shall forfeit the Ante and Super Bonus wagers. The Queens Up and the progressive wagers (player is still eligible for the envy bonus), shall not be forfeited.

(c) After each player has either placed a play wager on the designated area of the layout or forfeited his or her Ante and Super Bonus wagers, the dealer shall collect all forfeited Ante and Super Bonus wagers. The dealer shall collect the cards of any player who forfeited his or her Ante and Super Bonus wagers and also did not make a Queens Up or progressive wager, placing the cards in the discard rack.

(d) The dealer shall then reveal the dealer's cards and select the four cards that form the highest possible ranking hand. The dealer shall then, starting with the player farthest to his or her right whose hand is still active, reveal the cards of each player and select the four cards that form the highest possible ranking hand for each player.

(e) The dealer shall then settle the wagers remaining on the table by complying with either (e)1 or (e)2 below. The dealer's cards shall be placed in the discard rack after all players' cards have been collected.

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

i. Reveal the best four card poker hand of each remaining player;

ii. Collect all losing wagers;

iii. Pay each winning wager in accordance with the payout odds listed section 3.33.11 and if required the progressive payout listed in 3.33.12; and

iv. Collect all player hands and place them in the discard rack.

2. The dealer shall, starting with the player farthest to the dealer's right and continuing counterclockwise around the table, complete all of the following procedures as to each remaining player in succession:

i. Reveal the best four card poker hand of the player;

ii. Collect losing wagers or pay winning wagers in accordance with the payout odds listed in section 3.33.11 and 3.33.12 if required; and

iii. Collect the player's cards and place them in the discard rack.

(f) 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 be readily arranged to reconstruct each hand in the event of a question or dispute.

Section 3.33.11 Payout odds; rate of progression; payout limitation

There are five payout types as follows:

1. Dealer does NOT qualify (with King high or better)

A player in competition against the dealer shall be paid 1 to 1 on the Play wager and push all Ante wagers. The Super Bonus, Queens UP, and Progressive wagers shall be settled as described below.

2. Dealer DOES qualify (with a King high or better)

A player in competition with the dealer shall be paid 1 to 1 on the Play and Ante wagers, provided the player's hand is higher than the dealer's hand. If the player's hand is less than the dealer's hand, the Play and Ante wagers are collected. If the player and the dealer hands tie, the Play, Ante, and Super Bonus wagers are pushes. The Super Bonus, Queens UP, and Progressive wagers shall be settled as described below.

3. Super Bonus Payout

When the player has a straight or better, the hand is paid according to one of the Super Bonus paytables regardless of the dealer's hand. The Super Bonus bet pushes when the player has less than a straight and beats the dealer's qualifying hand, or when the player has less than a straight and the dealer doesn't qualify, or when the player has less than a straight and ties the dealer's qualifying hand. A player shall be paid for a Super Bonus wager in accordance with one of the following payout tables:

Hand Type	Table I	Table II	Table III	Table IV
Four Aces	200 to 1	200 to 1	200 to 1	200 to 1
Four-of-a-kind	30 to 1	30 to 1	30 to 1	30 to 1
Straight flush	15 to 1	15 to 1	15 to 1	15 to 1
Three-of-a-kind	2 to 1	2 to 1	2 to 1	2 to 1
Flush	3 to 2	3 to 2	3 to 2	3 to 2
Straight	1 to 1	1 to 1	1 to 1	1 to 1

4. Queens Up Payout

This wager is not placed against the dealer, but rather that the player will receive a pair of queens or higher in their poker hand. A player shall be paid for a Queens Up wager in accordance with one of the following pay tables:

Hand Type	Table I	Table II	Table III	Table IV
Four-of-a-kind	50 to 1	50 to 1	50 to 1	50 to 1
Straight flush	30 to 1	40 to 1	30 to 1	40 to 1
Three-of-a-kind	9 to 1	8 to 1	8 to 1	7 to 1
Flush	4 to 1	4 to 1	4 to 1	4 to 1
Straight	3 to 1	3 to 1	3 to 1	3 to 1
Two Pair	2 to 1	2 to 1	2 to 1	2 to 1
Queens or Better	1 to 1	1 to 1	1 to 1	1 to 1

5. A player qualifies for the progressive payouts by using all five cards dealt to them by the dealer. The licensed Casino shall pay off each winning wager at no less than the odds listed below:

Hand:	Payout:
Royal flush	100% of progressive jackpot

Straight flush	10% of progressive jackpot
Four of a Kind	$300
Full House	$50
Flush	$40
Straight	$30
Three-of-a-Kind	$9

6. Envy Bonus Payout:

a. A player making the progressive side wager also qualifies to win an envy payout. If another player at the table hits a hand associated with an envy pay, all other players who made the progressive side bet win the envy pay. The player hitting the hand receives the normal prize pay only, but does NOT receive the envy pay.

b. If a player's hand triggers an envy payout, the dealer will leave the hand face up on the layout; otherwise, the dealer will lock up the cards. The dealer will then move onto the next player.

c. The dealer pays any envy bonus at the end of the round. In the event that more than one player is involved in a qualifying envy pay, then all players win multiple envy payouts.

Hand	Payout
Royal Flush	$1,000
Straight Flush	$300

The licensee shall state in their internal controls which pay table they will use. When paying a Progressive win, the original wager is not returned.

(c) The rate of progression for the progressive meter used for the progressive payouts in 3.33.12 below shall be no less than 21 percent. The initial and reset amount shall be established by each casino licensee. If at the discretion of the casino licensee, a secondary jackpot is to be used for re-seeding of the main jackpot, the rate of progression shall be included in their submitted rules of the game. The only payouts that shall come off the sign are the Royal Flush and Straight Flush. The remainder of the payouts shall be made from the float.

(d) Winning progressive payout hands shall be paid in accordance with the amount on the meter when it is the player's turn to be paid in accordance with section 3.33.11 provided, however, if more than one player at a table has a royal flush progressive payout hand, at the casino licensee's option as listed in their internal controls, they may:

a. Have each player share equally in the amount on the progressive meter when the first player with a royal flush is to be paid, or
b. Pay the qualifying player furthest to the dealer's right the amount on the sign first, followed by paying the next player the reset jackpot amount on the sign.

Section 3.33.12 Progressive payout

(a) A progressive payout wager shall be paid pursuant to the payout table listed in section 3.33.11, the procedures in accordance with progressive payout wagers and prior to the collection of the cards by the dealer.

(b) Prior to paying a progressive payout hand, the dealer shall:

1. Verify that the hand is a winning hand;
2. Verify that the appropriate light on the acceptor device has been illuminated; and
3. Have a casino supervisor validate the progressive payout pursuant to approved internal control procedures.

(c) Any winning progressive payout wager shall be paid irrespective of the rank of the hand of the dealer.

Section 3.33.13 Irregularities

(a) 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.

(b) 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.

(c) If any player or the dealer is dealt an incorrect number of cards, all hands shall be void and the cards shall be reshuffled.

(d) If one or more of the dealer's cards is inadvertently exposed prior to the dealer revealing his or her cards as prescribed in 3.33.10(d), all hands shall be void and the cards shall be reshuffled.

(e) 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 in accordance with procedures approved by Lottery.

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

Section 3.34 Three Card

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Section 3.34.1 Definitions

The following words and terms, when used in this subchapter, shall have the following meanings unless the context clearly indicates otherwise:

“Ante wager” Means the wager that a player is required to make prior to any card being dealt in order to compete against the dealer’s hand in a round of play.

“Hand” Means the three-card poker hand that is held by each player and the dealer after the cards are dealt.

“Player Bonus Wager” Means the optional wager that a player may make prior to any cards being dealt, and after an ante wager is placed, in order to compete against a posted scale of payouts regardless of the outcome of the player’s hand against the dealer.

“6 Card Bounty Wager” Means the optional wager that a player may make prior to any cards being dealt, and after an ante wager is placed, in order to compete against a posted scale of payouts regardless of the outcome of the player’s hand against the dealer.

“Play wager” Means an additional wager, equal in value to his or her ante wager, that a player must make if the player opts to remain in

competition against the dealer after the player reviews his or her hand.

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

"Stub" Means the remaining portion of the deck after all cards in the round of play have been dealt or delivered.

"Suit" Means one of the four categories of cards: club, diamond, heart or spade.

Section 3.34.2 Cards; number of decks

(a) Except as provided in (b) and (c) below, three card shall be played with one deck of cards with backs of the same color and design and one cover card to used in accordance with the procedures set forth in section 3.34.5. The cover card shall be opaque and in a solid color readily distinguishable from the color of the backs and edges of the playing cards, as approved by West Virginia Lottery. The deck of cards shall meet the requirements of section pertaining to physical description of cards.

(b) If an automated card shuffling device is used, the casino licensee shall be permitted to use a second deck of cards to play the game, provided that:

1. Each deck of cards complies with the requirements of (a) above;
2. The backs of the cards in the two decks are of different color;
3. One deck is being shuffled by the automated card shuffling device while the other deck is being dealt or used to play the game;
4. Both decks are continuously alternated in and out of play, with each deck being used for every other round of play; and
5. The cards from only one deck shall be placed in the discard rack at any given time.

(c) If an automated dealing shoe is used to deal the cards pursuant to section 3.34.9, the casino licensee shall be required to use a cover card with the same attributes described in (a) above in accordance with the procedures set forth in section 3.34.9(c).

Section 3.34.3 Three card rankings

(a) The rank of the cards used in three card, in order of highest to lowest rank, shall be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3 and 2. All suits shall be considered equal in rank. Notwithstanding the foregoing, an ace may be used to complete a "straight flush" or a "straight" with a two and three.

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

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

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

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

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

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

(c) When comparing two hands that are of identical poker hand rank pursuant to the provisions of (b) above, or that contain none of the hands authorized in (b) above,

the hand that contains the highest ranking card as provided in (a) above that is not contained in the other hand shall be considered the higher ranking hand. If the hands are of identical rank after the application of this subsection, the hands shall be considered a draw.

(d) The rank of hands, from highest to lowest rank, for the optional 6 card bounty wager are as follows:

1. “6 Card Royal flush (9 to Ace)” is a hand consisting of an ace, king, queen, jack, ten and nine, all of the same suit;
2. “Royal flush” is a hand consisting of an ace, king, queen, jack and ten, all of the same suit;
3. “Straight flush” is a hand consisting of five cards all of the same suit and in consecutive ranking;
4. “Four-of-a-kind” is a hand consisting of four cards of the same rank, regardless of suit;
5. “Full house” is a hand consisting of a “three of a kind” and a “pair” (two cards of the same rank, regardless of suit);
6. “Flush” is a hand consisting of five cards of the same suit, regardless of rank;
7. “Straight” is a hand consisting of five cards of consecutive rank, regardless of suit; and
8. “Three-of-a-kind” is a hand consisting of three cards of the same rank, regardless of suit.

(e) A player who has made a winning 6 card bounty wager shall only receive the payout for the highest ranking six-card or five-card poker hand that can be formed with the cards of the player and dealer.

(f) A 6 card bounty wager shall have no bearing upon the outcome of any other wager made by a player at the game of three card poker, and no other wager made by a player at the game of three card poker shall have any bearing upon the outcome of a 6 card bounty wager made by a player.

Section 3.34.4 Opening of the table for gaming

(a) The dealer shall receive cards at the table in accordance with section 2.3 pertaining to cards, receipt, storage, inspections and removal from use.

(b) Following the inspection of the cards by the dealer and the verification by the floorperson assigned to the table, the cards shall be, at the option of the casino licensee as noted in their internal controls, either:

1) Spread out face up on the table for visual inspection by the first player to arrive at the table. The cards shall be spread out according to suit and in sequence; or
2) Perform a wash of the cards in (c) below

(c) After the first player has been afforded an opportunity to visually inspect the cards, or the cards have been inspected by the dealer and floorperson, the cards shall be turned face down on the table, mixed thoroughly by a "washing" or "chemmy shuffle" of the cards and stacked. Once the cards have been stacked, they shall be shuffled in accordance with section 3.34.5.

(d) If a casino licensee uses an automated card shuffling device to play the game and two decks of cards are received at the table pursuant to the section pertaining to card receipt, storage, inspection and removal from use and section 3.34.2, each deck of cards shall be separately sorted, inspected, verified, spread, inspected, mixed, stacked and shuffled in accordance with the provisions of (a) through (c) above.

Section 3.34.5 Shuffle and cut of the cards

(a) Immediately prior to the commencement of play, unless the cards were pre-shuffled and after each round of play has been completed, the dealer shall shuffle the cards, either manually or by use of an automated card shuffling device, so that the cards are randomly intermixed. Upon completion of the shuffle, the dealer or device shall place the deck of cards in a single stack; provided, however, that nothing herein shall be deemed to prohibit the use of an automated card shuffling device which, upon completion of the shuffling of the cards, inserts the stack of cards directly into a dealing shoe.

(b) After the cards have been shuffled and stacked, the dealer shall:

1. If the cards were shuffled using an automated card shuffling device, deal or deliver the cards in accordance with the procedures set forth in sections 3.34.7, 3.34.8 or 3.34.9; or

2. If the cards were shuffled manually or were pre-shuffled, cut the cards in accordance with the procedures set forth in (c) below.

(c) If a cut of the cards is required, the dealer shall:

1. Cut the deck, using one hand, by:

2. Placing the cover card on the table in front of the deck of cards;

3. Taking a stack of at least 10 cards from the top of the deck and placing them on top of the cover card;

4. Placing the cards remaining in the deck on top of the stack of cards that were cut and placed on the cover card pursuant to section (c)lii above; and

5. Removing the cover card and placing it in the discard rack; and

6. Deal the cards in accordance with the procedures set forth in sections 3.34.7, 3.34.8 or 3.34.9.

(d) Notwithstanding (c) above, after the cards have been cut and before any cards have been dealt, a casino supervisor may require the cards to be recut if he or she determines that the cut was performed improperly or in any way that might affect the integrity or fairness of the game.

(e) Whenever there is no gaming activity at a three card table which is open for gaming, the cards shall be spread out on the table either face up or face down. If the cards are spread face down, they shall be turned face up once a player arrives at the table. After the first player is afforded an opportunity to visually inspect the cards, the procedures outlined in section 3.2.4(c) shall be completed. Provided however, if the casino opted to waive the player inspection of the cards during the table opening, the player inspection may be waived at this time as well.

Section 3.34.6 Wagers

(a) The following wagers may be placed in the game of three-card:

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

2. A player may place an optional Player Bonus Wager in conjunction with an ante wager, that competes solely against a posted payout ledger; which may be in an amount within the posted minimum and maximum wagers.

3. A player may place a 6 Card Bounty Wager in conjunction with an ante wager, that competes solely against a posted payout ledger; which may be an amount within the posted minimum and maximum wagers.

4. Upon placing an ante wager, a player may also place an optional 5 Card Poker Stax progressive wager by placing either a $1 chip or a $5 chip directly on the sensor acceptor device. Each player shall be responsible for verifying that his or her respective acceptor light has been properly illuminated. A player qualifies for the progressive payouts by using the initial three (3) cards dealt to them by the dealer and the two (2) cards turned up by the dealer after the base game has been resolved. The wager amount shall be listed in the casino licensee's internal controls.
5. An optional progressive wager shall have no bearing on any other wager made by a player at the game of Three Card.

(b) All wagers at Three-card shall be made by placing gaming chips or plaques and, if applicable, a match play coupon or other approved promotional offer on the appropriate betting areas of the table layout. A verbal wager accompanied by cash shall not be accepted.

(c) Only players who are seated at a three card table may 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.

(d) All wagers shall be placed prior to the dealer announcing "No more bets" in accordance with the dealing procedures in sections 3.34.7, 3.34.8 or 3.34.9. No wager shall be made, increased, or withdrawn after the dealer has announced No more bets." All play wagers shall be placed in accordance with section 3.34.10(b).

(e) A casino licensee may, in its discretion, permit a player to place wagers at two betting positions during a round of play provided that the two betting positions are adjacent to each other.

Section 3.34.7 Procedures for dealing the cards from a manual dealing shoe

(a) If a casino licensee chooses to have the cards dealt from a manual dealing shoe, the dealing shoe shall meet the requirements of the section pertaining to dealing shoes and shuffling devices and shall be located on the table in a location as approved by West Virginia Lottery. Once the procedures required by section 3.34.5 have been completed, the stacked deck of cards shall be placed in the dealing shoe either by the dealer or by an automated card-shuffling device.

(b) The dealer shall announce "No more bets" prior to dealing any cards. Each card shall be removed from the dealing shoe with the hand of the dealer that is closest to the dealing shoe and placed on the appropriate area of the layout with the opposite hand.

(c) The dealer shall, starting with the player farthest to his or her left and continuing around the table in a clockwise manner, deal one a card at a time in order to each player who has placed an ante wager and to the dealer until each player who placed a wager and the dealer each has three cards. All cards shall be dealt face down. Refer to section 3.34.10 for the additional dealing procedure if the 5 Card Stax progressive is being used.

(d) After three cards have been dealt to each player and the dealer, provided the 5 Card Stax progressive is not being used, the dealer shall remove the stub from the manual dealing shoe and, except as provided in (e) below, place the stub in the discard rack without exposing the cards.

(e) The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct number of cards is still present in the deck. The dealer shall determine the number of cards in the stub by counting the cards face down on the layout.

1. If the count of the stub indicates that 52 cards are in the deck, the dealer shall place the stub in the discard rack without exposing the cards.

2. If the count of the stub indicates that the number of cards in the deck is incorrect, the dealer shall determine if the cards were misdealt. If the cards have been misdealt (a player or the dealer has more or less than three cards) but 52 cards remain in the deck, all hands shall be void pursuant to section 3.34.12. If the cards have not been misdealt, all hands shall be considered void and the entire deck of cards shall be removed from the table in accordance with the section pertaining to removal of cards from use.

(f) Notwithstanding the provisions of (e) above, the counting of the stub shall not be required if an automated card shuffling device is used that counts the number of cards in the deck after the completion of each shuffle and indicates whether 52 cards are still present. If the automated card-shuffling device reveals that an incorrect number of cards are present, the deck shall be removed from the table in accordance with the section pertaining to removal of cards from use.

Section 3.34.8 Procedures for dealing the cards from the hand

(a) Notwithstanding any other provisions of this chapter, a casino licensee may, in its discretion, permit a dealer to deal the cards used to play three card from his or her hand.

(b) If a casino licensee chooses to have the cards dealt from the dealer's hand, the following requirements shall be observed:

1. The casino licensee shall use an automated shuffling device to shuffle the cards.

2. Once the procedures required by section 3.34.5 have been completed, the dealer shall place the stacked deck of cards in either hand.

    i. Once the dealer has chosen the hand in which he or she will hold the cards, the dealer shall-use that hand whenever holding the cards during that round of play.

    ii. The cards held by the dealer shall at all times be kept in front of the dealer and over the table inventory container.

3. The dealer shall then announce "No more bets" prior to dealing any cards. The dealer shall deal each card by holding the deck of cards in the chosen hand and using the other hand to remove the top card of the deck and place it face down on the appropriate area of the layout.

(d) The dealer shall, starting with the player farthest to his or her left and continuing around the table in a clockwise manner, deal one card at a time in order to each player who has placed an ante wager and to the dealer until each player who placed a wager and the dealer each has three cards. After all player and dealer cards have been dealt, if the 5 Card Stax progressive is in play the dealer shall deliver the next two cards face down on the area of the layout for the 5 Card Stax progressive. All cards shall be dealt face down. After three cards have been dealt to each player and the dealer, and if required the two cards for the 5 Card Stax progressive, the dealer shall, except as provided in (e) below, place the stub in the discard rack without exposing the cards.

(e) The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct number of cards is still present in the deck. The dealer shall count the stub in accordance with the provisions of section 3.34.7(e) and (f).

Section 3.34.9 Procedures for dealing the cards from an automated dealing shoe

(a) Notwithstanding any other provision of this chapter, a casino licensee may, in its discretion, choose to have the cards used to play three card dealt from an automated dealing shoe which dispenses cards in stacks of three cards, provided that the shoe, its location and the procedures for its use are approved by West Virginia Lottery.

(b) If a casino licensee chooses to have the cards dealt from an automated dealing shoe, the following requirements shall be observed. Once the procedures required by section 3.34.5 have been completed, the cards shall be placed in the automated dealing shoe. The dealer shall then announce "No more bets" prior to the shoe dispensing any stacks of cards.

(c) The dealer shall deliver the first stack of cards dispensed by the automated dealing shoe face down to the player farthest to his or her left who has placed a wager in accordance with section 3.34.6. As the remaining stacks are dispensed to the dealer by the automated dealing shoe, the dealer shall, moving clockwise around the table, deliver a stack face down to each of the other players who has placed a wager in accordance with section 3.34.6. The dealer shall then place a cover card on top of the dealer's stack of three cards in the automated dealing shoe and deliver the stack face down with the cover card on top to the area designated for the placement of the dealer’s cards. If the 5 Card Stax progressive is being used, the dealer will now remove the next stack of three cards and place them face down on the Stax area of the layout. The dealer will burn the bottom card, placing it in the discard rack, and place the remaining two cards on the Stax progressive area of the layout.

(d) After each stack of three cards has been dispensed and delivered in accordance with this subsection, the dealer shall remove the stub from the automated dealing shoe and place the cards in the discard rack without exposing the cards.

(e) The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct numbers of cards are still present

in the deck. The dealer shall count the stub in accordance with the provisions of section 3.34.7(e) and (f).

Section 3.34.10 Procedures for completion of each round of play

(a) After the dealing procedures required by sections 3.34.7, 3.34.8, or 3.34.9 have been completed, each player shall examine his or her cards. Each player who wagers at three card shall be responsible for his or her own hand and no person other than the dealer and the player to whom the cards were dealt may touch the cards of that player.

(b) After examination of his or her cards, each player who has placed an ante wager shall have the option to either make a play wager in an amount equal to the player's ante wager or forfeit the ante wager and end his or her participation in the round of play. The dealer shall offer this option to each player, starting with the player farthest to the left of the dealer and moving clockwise around the table in order. If a player has placed an ante wager but does not make a play wager, the player shall forfeit the ante wager. If the player has made a Player Bonus wager, and or a 6 Card Bounty Wager, and or a 5 Card Stax progressive wager and chooses not to make a Play wager, the dealer will collect the Ante wager only and then tuck the player’s cards under the 6 Card Bounty wager, the player bonus wager, or the 5 Card Stax progressive wager. After each player has either placed a wager on the table in the play wager area or forfeited his or her wager and hand, the dealer shall collect all forfeited wagers and associated cards, placing them in the discard rack. The dealer shall then reveal the dealer's cards and place the cards so as to form the highest possible ranking hand. If an automated dealing shoe is used to deal the cards pursuant section 3.34.9 and a cover card is used on top of the dealer's stack removed from the shoe, the cover card shall be removed from the stack and placed on the table layout immediately next to the automated dealing shoe.

(c) The dealer shall then settle the wagers remaining on the table by complying with (c) 1 or 2 below. The dealer's cards shall be placed in the discard rack after all players' cards have been collected. If the cards are being dealt from a shoe, after

the base game has been resolved, the dealer shall deal the next two cards face down in the 5 Card Stax progressive area of the layout. The dealer shall now follow the procedures in 3.34.7 (d) and (e) relatd to the stub. After both cards have been dealt, the dealer shall turn the cards over and settle the progressive wagers. If the 5 Card Stax progressive is being used, the cards shall remain on the table until such time the wager is resolved.

1. The dealer shall, for each of the following procedures, start with the player farthest to the dealer's right and continuing counterclockwise around the table, complete all of the following procedures as to each remaining player in succession:

    i. Reveal the three-card hand of each remaining player;

    ii. Collect all losing wagers;

    iii. Pay each winning wager in accordance with the payout odds listed in section 3.34.11; and

    iv. Collect all player hands and place them in the discard rack.

2. The dealer shall, starting with the player farthest to the dealer's right and continuing counterclockwise around the table, complete all of the following procedures as to each remaining player in succession:

    i. Reveal the three-card hand of the player;

    ii. Collect losing wagers or pay winning wagers in accordance with the payout odds listed in section 3.34.11; and

    iii. Collect the player's cards and place them in the discard rack.

(d) 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 be readily arranged to reconstruct each hand in the event of a question or dispute.

Section 3.34.11 Payout odds

(a) There are four payout types as follows:

1. A player in competition against the dealer shall be paid 1 to 1 on both the ante wager and the play wager if the player's hand is ranked higher than the dealer's hand. Notwithstanding the foregoing, if the dealer does not hold a hand with a "queen high or better" rank, the ante wager shall automatically be paid 1 to 1 and the play wager shall be returned to the player.

2. A player placing a Player Bonus Wager shall be paid in accordance with the following payout ledger:

Player Hand	Paytable A	Paytable B	Paytable C
AKQ Suited	50 to 1	50 to 1	40 to 1
Straight Flush	40 to 1	40 to 1	40 to 1
Three of a Kind	30 to 1	30 to 1	30 to 1
Straight	6 to 1	5 to 1	6 to 1
Flush	3 to 1	4 to 1	3 to 1
Pair	1 to 1	1 to 1	1 to 1

NOTE – if Paytable C is used, the paytable on the felt may show five winning hands starting with Straight Flush

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

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

4. A player placing a 6 Card Bounty Wager shall be paid in accordance with the following payout ledgers:

Hand	Paytable A	Paytable B	Paytable C
6-Card Royal Flush (9 to Ace)	20,000 to 1	N/A	N/A
Royal Flush	1,000 to 1	1,000 to 1	1,000 to 1
Straight Flush	200 to 1	200 to 1	200 to 1
Four of a Kind	50 to 1	100 to 1	100 to 1
Full House	20 to 1	20 to 1	20 to 1
Flush	15 to 1	15 to 1	15 to 1
Straight	10 to 1	9 to 1	10 to 1
Three of a Kind	5 to 1	8 to 1	7 to 1

(b) Notwithstanding the minimum payout odds required in (a) above, a casino licensee may establish a maximum payout amount as approved by the Lottery that is payable to a player for one round of play, which amount shall be at least $50,000 or the maximum amount that one player could win per round when betting the minimum permissible wager, whichever is greater. If the established payout limit is not included on the layout, each casino licensee shall provide notice of any decrease in the payout limit. Any maximum payout limit established by a casino licensee shall apply only to payouts of the 6 Card Bounty wager placed pursuant to section 3.34.11, (a) 4.

(c) The casino licensee shall state in their internal controls which pay table(s) they will use.

Section 3.34.12 5 Card Stax Progressive with Must Hit

a) The Casino Licensee may choose to offer an Optional 5 Card Stax Progressive Wager. This optional wager has no bearing on any other wagers in the game of Three Card

b) The optional progressive wager is for card games using a single standard 52-card deck, which uses five designated cards dealt.

c) 5 Card Stax is a multi-level progressive system which offers up to five different prize pools.

d) The player may place the optional Stax wager during wagering at the beginning of the game, before any cards are dealt.

e) The base game is then dealt and played normally.

f) The Stax wager remains active regardless of whether the player elects to fold their hand in the base game.

g) The Stax wager is resolved based on the five designated cards. For the game of Three Card, these cards will consist of the players three cards and the two additional community cards.

h) The five card hand is then evaluated against the configured paytable. Paytables are listed below. For some paytables the casino licensee has the option to choose a particular suit of cards, and the player with a Royal Flush of that specified suit will qualify for a higher pay.

Section 3.34.13 Paytables

For the $1 Wager:

Hand	Paytable 1	Paytable 2
Royal Flush - Specified Suit	Star Prog.	Star Prog.
Royal Flush - Other Suits	Spade Prog.	Star Prog.
Straight Flush	Heart Prog.	Spade Prog.

Four of a Kind	Diamond Prog.	Heart Prog.
Full House	100	100
Flush	50	50
Straight	25	25
Three of a Kind	10	10
Two Pair	Loss	Loss

For the $5 Wager:

Hand	Paytable 3	Paytable 4	Paytable 5	Paytable 6
Royal Flush - Specified Suit	Star Prog.	Star Prog.	Star Prog.	Star Prog.
Royal Flush - Other Suits	Star Prog.	Star Prog.	Spade Prog.	Star Prog.
Straight Flush	Spade Prog.	Spade Prog.	Heart Prog.	Spade Prog
Four of a Kind	Heart Prog.	Heart Prog.	Diamond Prog.	Heart Prog.
Full House	Diamond Prog.	Diamond Prog.	250	Diamond Prog.
Flush	200	150	150	150
Straight	150	100	100	100
Three of a Kind	50	40	50	50
Two Pair	Loss	15	20	20

Hand	Paytable 7	Paytable 8	Paytable 9
Royal Flush - Specified Suit	Star Prog.	Star Prog.	Star Prog.
Royal Flush - Other Suits	Spade Prog.	Star Prog.	Spade Prog.
Straight Flush	Heart Prog.	Spade Prog.	Heart Prog.
Four of a Kind	Diamond Prog.	Heart Prog.	Diamond Prog.
Full House	300	Diamond Prog.	Club Prog.
Flush	200	250	250
Straight	150	150	150
Three of a Kind	75	75	50
Two Pair	Loss	Loss	Loss

a) The casino licensee shall designate which paytable they will use in their submitted Internal Controls.

b) When paying a progressive win, the original wager is not returned.

c) A progressive payout wager shall be paid pursuant to the payout tables listed above, the procedures in accordance with progressive payout wagers and prior to the collection of the cards by the dealer. Prior to paying a progressive payout hand, the dealer shall

    1) Verify that the hand is a winning hand

    2) Verify that the appropriate light on the acceptor device has been illuminated

    3) Have a casino supervisor validate the progressive payout pursuant to approved internal control procedures.

d) Any winning progressive payout wager shall be paid irrespective of the rank of the hand of the dealer.

Section 3.34.14 Progressive Configurations

a) A configured percentage of each Stax wager will increment a primary meter for each enabled progressive.

b) The Casino licensee has the option to set up a reserve meter for the Star and Spade progressive. If enabled, the total increment for the progressive will be split between the primary meter and reserve meter, subject to the restrictions, the primary meter must receive at least 1% increment, and the reserve meter must be an integer number of percentage point (e.g. 1%,2%).

c) After a progressive is awarded, the primary meter is reseeded to the configured reseed value.

d) If a reserve meter is used, the full amount of the reserve meter is first transferred to the primary meter, and then the house provides additional seeding if necessary to raise the meter to the reseed value.

e) The available configurations are listed below. **Please note that each progressive configuration is tied to a particular paytable number and cannot be used with other paytables.**

f) All reseed values are given for the wager value indicated in the tables

Progressive Configurations - $1 Wager					
		Configuration			
Progressive		1A	1B	2A	2B
Star	Reseed	$5,000	$5,000	$10,000	$10,000
	Total Inc	5%	8%	5%	8%
Spade	Reseed	$2,500	$2,500	$1,000	$1,000
	Total Inc	4%	4%	4%	4%
Heart	Reseed	$500	$500	$200	$200
	Total Inc	4%	4%	4%	4%
Diamond	Reseed	$200	$200	0	0
	Total Inc	4%	4%	0	0
Club	Reseed	0	0	0	0
	Total Inc	0	0	0	0

Progressive Configurations - $5 Wager						
		Configuration				
Progressive		3	4	5A	5B	5C
Star	Reseed	$50,000	$50,000	$10,000	$25,000	$50,000
	Total Inc	8%	8%	4%	4%	4%
Spade	Reseed	$5,000	$5,000	$5,000	$5,000	$5,000
	Total Inc	4%	4%	3%	3%	3%
Heart	Reseed	$1,000	$1,000	$1,000	$1,000	$1,000
	Total Inc	3%	2%	4%	4%	4%

Diamond	**Reseed**	$250	$200	$500	$500	$500
	Total Inc	2%	2%	3%	3%	3%
Club	**Reseed**	0	0	0	0	0
	Total Inc	0	0	0	0	0

Progressive Configurations - $5 Wager							
		Configuration					
Progressive		**6A**	**6B**	**6C**	**7A**	**7B**	**7C**
Star	**Reseed**	$10,000	$25,000	$50,000	$10,000	$25,000	$50,000
	Total Inc	4%	4%	4%	4%	4%	4%
Spade	**Reseed**	$1,000	$1,000	$1,000	$5,000	$5,000	$5,000
	Total Inc	4%	4%	4%	3%	3%	3%
Heart	**Reseed**	$500	$500	$500	$1,000	$1,000	$1,000
	Total Inc	3%	3%	3%	4%	4%	4%
Diamond	**Reseed**	$100	$100	$100	$500	$500	$500
	Total Inc	6%	6%	6%	3%	3%	3%
Club	**Reseed**	0	0	0	0	0	0
	Total Inc	0	0	0	0	0	0

Progressive Configurations - $5 Wager							
		Configuration					
Progressive		**8A**	**8B**	**8C**	**9A**	**9B**	**9C**
Star	**Reseed**	$10,000	$25,000	$50 ,000	$10,000	$25,000	$50,000
	Total Inc	4%	4%	4%	7.5%	7%	6%
Spade	**Reseed**	$1,000	$1,000	$1,000	$10,000	$10,000	$10,000
	Total Inc	4%	4%	4%	6%	6%	6%
Heart	**Reseed**	$500	$500	$500	$5,000	$5,000	$5,000
	Total Inc	3%	3%	3%	4%	4%	4%
Diamond	**Reseed**	$100	$100	$100	$1,000	$1,000	$1,000
	Total Inc	6%	6%	6%	3%	3%	3%
Club	**Reseed**				$250	$250	$250
	Total Inc				3%	3%	3%

The Casino licensee shall designate the progressive configuration and wager amount that they shall use in their approved Internal Controls.

Section 3.34.15 Must Hit Progressive

a) The optional **Must Hit Progressive** is a Mystery Progressive intended to be used in conjunction with progressives that utilize the Stax system. If an AGS Stax system progressive side wager has four or fewer progressive meters active, one of the available progressive meters can be configured to function as the **Must Hit Progressive**.
b) The **Must Hit Progressive** is an add-on to the existing **Progressive** wager, no additional wagering is required to qualify for it.
c) After all wagers have been placed, the value of the Must Hit Progressiveis incremented based on the configured increment rate and the total value of all progressive wagers.
d) After the new value of the progressive meter is calculated, each player who has placed a progressive side wager is assigned a random value from a random number generator. If a player's assigned random value falls below a calculated threshold based on the odds of the **Must Hit Progressive** being awarded at it current value, then the **Must Hit Progressive** is awarded
e) The **Must Hit Progressive** meter randomly generates when selecting END ROUND on the dealer terminal. If there is a random winner from those that participated in the Stax Progressive Bonus wager, this will be indicated with the sensor flashing at the Player spot as well as being indicated on the Dealer Terminal and Table signage.
f) If multiple players at a table qualify for the **Must Hit Progressive** at the same time, then the player with the lowest random value is awarded the progressive.
g) The odds of the progressive being awarded will increase as the value of the progressive passes certain thresholds.

Section 3.34.16 Must Hit Progressive Configurations

Configurations - $1 Wager

Configuration#	Reset Value	Max Value	Increment Rate
1	$25	$100	1.50%

Configurations - $5 Wager			
Configuration#	Reset Value	Max Value	Increment Rate
1	$250	$1,000	5.00%
2	$100	$500	5.00%
3	$100	$200	2.00%
4	$250	$1,000	1.80%
5	$100	$500	2.00%
6	$100	$200	0.90%

The increment rate of progression, reset value and max value for the **Must Hit Progressive** Meter will be determined by the Casino license and shall be included in their submitted Internal Controls.

Section 3.34.17 Irregularities

(a) 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.

(b) 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.

(c) If any player or the dealer is dealt an incorrect number of cards, all hands shall be void and the cards shall be reshuffled.

(d) If one or more of the dealer's cards is inadvertently exposed prior to the dealer revealing his or her cards as prescribed in section 3.34.10(b), all hands shall be void and the cards shall be reshuffled.

(e) 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 in accordance with procedures approved by the West Virginia Lottery.

(f) If an automated dealing shoe is being used and the device jams, stops dealing cards, or fails to deal all cards during a round of play, the round of play shall be void and the cards shall be removed from the device and reshuffled with any cards already dealt, in accordance with procedures approved by the West Virginia Lottery.

Section 3.35 Louisiana Stud

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Section 3.35.1 Definitions

The following words and terms, when used in this subchapter, shall have the following meanings unless the context clearly indicates otherwise:

"Ante wager" means the initial wager placed prior to any cards being dealt in order to participate in the round of play.

“Raise wager” means either a 1st raise wager, a 2nd raise wager or a 3rd raise wager.”

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

“3rd raise wager” means an additional wager made by a player, in an amount equal to one, two or three times the amount of the player’s ante wager, after the second community card is revealed by the dealer.

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

“2nd raise wager” means an additional wager made by a player, in an amount equal to one, two or three times the amount of the player’s ante wager, after the first community card has been revealed by the dealer.

"Push" means a player’s hand, as defined in Section 3.35.10, resulting in neither payment on nor collection of the player’s wagers.

"Rank" or "ranking" means the relative position of a card or group of cards as set forth in Section 3.35.5.

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

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

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

"1st raise wager" means an additional wager made by a player, in an amount equal to one, two or three times the amount of the player's ante wager, after the player has been dealt his or her initial two cards.

Section 3.35.2 Cards; number of decks

a) Except as provided in (b) below, Louisiana Stud shall be played with one deck of cards that meets the requirements in section 2.3 and one additional cover card. The cover card shall be opaque and in a solid color readily distinguishable from the color of the backs and edges of the playing cards, as approved by the Commission.

(b) If an automated card shuffling device is used for Louisiana Stud, a casino licensee shall be permitted to use a second deck of cards to play the game, provided that:

1. Each deck of cards complies with the requirements of (a) above;
2. The backs of the cards in the two decks are of a different color;
3. One deck is being shuffled by the automated card shuffling device while the other deck is being dealt or used to play the game;
4. Both decks are continuously alternated in and out of play, with each deck being used for every other round of play; and
5. The cards from one deck only shall be placed in the discard rack at any given time.

Section 3.35.3 Opening of the table for gaming

(a) The dealer shall receive cards at the table in accordance with section 2.3 pertaining to cards, receipt, storage, inspections and removal from use.

(b) Following the inspection of the cards by the dealer and the verification by the floorperson assigned to the table, the cards shall be, at the option of the casino licensee as noted in their internal controls, either:

1) Spread out face up on the table for visual inspection by the first player to arrive at the table. The cards shall be spread out according to suit and in sequence; or

2) Perform a wash of the cards in (c) below

(c) After the first player has been afforded an opportunity to visually inspect the cards, or the cards have been inspected by the dealer and floorperson, the cards shall be turned face down on the table, mixed thoroughly by a “washing” or “chemmy shuffle” of the cards and stacked. Once the cards have been stacked, they shall be shuffled in accordance with section 3.35.4.

(d) If a casino licensee uses an automated card shuffling device to play the game and two decks of cards are received at the table pursuant to section 2.3, each deck of cards shall be separately sorted, inspected, verified, spread, inspected, mixed, stacked and shuffled in accordance with the provisions of (a) through (c) above.

Section 3.35.4 Shuffle and cut of the cards

(a) Immediately prior to the commencement of play, unless the cards were pre-shuffled, and after each round of play has been completed, the dealer shall shuffle the cards, either manually or by use of an automated card shuffling device, so that they are randomly intermixed. Upon completion of the shuffle, the dealer or device shall place the deck of cards in a single stack, provided, however, that nothing in this section shall be deemed to prohibit the use of an automated card shuffling device which, upon completion of the shuffling of the cards, inserts the stack of cards directly into a dealing shoe.

(b) After the cards have been shuffled and stacked, the dealer shall:

1. If the cards were shuffled using an automated card shuffling device, deal or deliver the cards in accordance with the procedures set forth in Sections 3.35.7 – 3.35.9; or

2. If the cards were shuffled manually or were pre-shuffled, cut the cards in accordance with the procedures set forth in (c) below.

(c) If a cut of the cards is required, the dealer shall:

1. Cut the deck, using one hand, by:

i. Placing the cover card on the table in front of the deck of cards;

ii. Taking a stack of at least 10 cards from the top of the deck and placing them on top of the cover card;

iii. Placing the cards remaining in the deck on top of the stack of cards that were cut and placed on the cover card pursuant to (c)1ii above; and

iv. Removing the cover card and placing it in the discard rack; and

2. Deal the cards in accordance with the procedures set forth in Section 3.35.7, 3.35.8, or 3.35.9.

(d) Notwithstanding (c) above, after the cards have been cut and before any cards have been dealt, a casino supervisor may require the cards to be recut if he or she determines that the cut was performed improperly or in any way that might affect the integrity or fairness of the game.

(e) Whenever there is no gaming activity at a Louisiana stud table that is open for gaming, the cards shall be spread out on the table either face up or face down. If the cards are spread face down, they shall be turned face up once a player arrives at the table. After the first player is afforded an opportunity to visually inspect the cards, the procedures outlined in Section 3.35.3 (c) and, if applicable, (d) shall be completed. Provided however, if the casino opted to waive the player inspection of the cards during the table opening, the player inspection may be waived at this time as well.

Section 3.35.5 Louisiana stud hand rankings

(a) The rank of the cards used in Louisiana stud for the determination of winning hands, in order of highest to lowest rank, shall be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3 and 2. Notwithstanding the foregoing, an ace may be used to complete a “straight flush” or a “straight” formed with a 2, 3, 4 and 5. An ace may not be used, however, with any other sequence of cards to form a “straight” (for example, queen, king, ace, 2 and 3).

(b) The permissible poker hands at the game of Louisiana stud, 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, except for a royal flush as defined in (b)1 above;
3. “Four-of-a-kind” is a hand consisting of four cards of the same rank;
4. “Full house” is a hand consisting of a “three-of-a-kind” and a “pair;”
5. “Flush” is a hand consisting of five cards of the same suit, not in consecutive order;
6. “Straight” is a hand consisting of five unsuited cards of consecutive rank;
7. “Three-of-a-kind” is a hand consisting of three cards of the same rank;
8. “Two pairs” is a hand consisting of two “pairs;” and
9. “Pair” is a hand consisting of two cards of the same rank.

Section 3.35.6 Wagers

(a) All wagers at Louisiana stud shall be made by placing gaming chips or plaques, and, if applicable, a match play coupon, on the appropriate betting areas of the table layout. A verbal wager accompanied by cash shall not be accepted.

(b) All ante wagers and bet wagers shall be placed prior to the dealer announcing "No more bets" in accordance with the dealing procedure in Sections 3.35.7, 3.35.8 or 3.35.9.

(c) A "bet" wager shall be made in accordance with Section 3.35.10.

(d) Upon placing an ante wager, a player may also place an optional 5 Card Poker Stax progressive wager by placing either a $1 chip or a $5 chip directly on the sensor acceptor device. Each player shall be responsible for verifying that his or her respective acceptor light has been properly illuminated. A player qualifies for the progressive payouts by using the initial two (2) cards dealt to them by the dealer and the first three (3) cards turned up by the dealer (the flop). The wager amount shall be listed in the casino licensee’s internal controls.

(e) An optional progressive wager shall have no bearing on any other wager made by a player at the game of Louisiana stud.

(f) A player shall not be permitted to play at more than one betting position.

(g) Only players who are seated at the Louisiana stud 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.

Section 3.35.6A 3 UP wager

(a) A casino licensee may, in its discretion, offer to each player at a Louisiana stud table the option to make an additional “3 up wager” that the three community cards will receive a poker hand with a rank of one pair or better.

(b) Prior to the dealer announcing “No more bets,” each player who has placed a wager required by section 3.35.6 may make an additional 3 up wager by placing a gaming chip(s) in the approved area of the table designated for that wager.

(c) All winning 3 up wagers shall be paid in accordance with one of the payout tables in 3.35.11(d).

(d) A 3 up wager shall have no bearing on any other wager made by a player at the game of Louisiana stud.

(e) The minimum and maximum 3 up wager permitted by a casino licensee shall be posted at the gaming table.

Section 3.35.7 Procedure for dealing the cards from a manual dealing shoe

(a) If a casino licensee chooses to have the cards dealt from a manual dealing shoe, the dealing shoe shall meet the requirements of Section 2.12 and shall be located on the table in a location as approved by the Commission. Once the procedures required by Section 3.35.4 have been completed, the stacked deck of cards shall be placed in the dealing shoe either by the dealer or by an automated shuffling device.

(b) Prior to dealing any cards and prior to revealing each community cards, the dealer shall announce "No more bets."

(c) Each card shall be removed from the dealing shoe with the hand of the dealer that is closest to the dealing shoe and placed on the appropriate area of the layout with the opposite hand.

(d) The dealer shall, 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 face down to each player; and
2. Three community cards face down in the designated area.

(e) After two cards have been dealt to each player and the three community cards have been dealt, the dealer shall remove the stub from the manual dealing shoe and, except as provided in (f) and/or (g) below, place the stub in the discard rack without exposing the cards.

(f) The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct number of cards are still present in the deck. The dealer shall determine the number of cards in the stub by counting the cards face down on the layout.

1. If the count of the stub indicates that 52 cards are in the deck, the dealer shall place the stub in the discard rack without exposing the cards.
2. If the count of the stub indicates that the number of cards in the deck is incorrect, the dealer shall determine if the cards were misdealt. If the cards have been misdealt (a player has more or less than two cards or the area designed for the community cards has more or less than three cards) but 52 cards remain in the deck, all hands shall be void pursuant to Section 3.35.13. If the cards have not been misdealt, all hands shall be considered void and the entire deck of cards shall be removed from the table pursuant to the section pertaining to removal of cards from use.

(g) Notwithstanding the provisions of (e) above, the counting of the stub shall not be required if an automated card shuffling device is used that counts the number of cards in the deck after the completion of each shuffle and indicates whether 52 cards are still present. If the automated card shuffling device reveals that an incorrect number of cards are present, the deck shall be removed from the table in accordance with the provisions for removal of cards from use.

Section 3.35.8 Procedures for dealing the cards from the hand

(a) Notwithstanding any other provision, a casino licensee may, in its discretion, permit a dealer to deal the cards used to play Louisiana stud from his or her hand.

(b) If a casino licensee chooses to have the cards dealt from the dealer's hand, the following requirements shall be observed.

1. The casino licensee shall use an automated shuffling device to shuffle the cards.

2. Once the procedures required by Section 3.35.4 have been completed, the dealer shall place the stacked deck of cards in either hand.

i. Once the dealer has chosen the hand in which he or she will hold the cards, the dealer shall use that hand whenever holding the cards during that round of play.

ii. The cards held by the dealer shall at all times be kept in front of the dealer and over the table inventory container.

3. The dealer shall then announce "No more bets" prior to dealing any cards. The dealer shall deal each card by holding the deck of cards in the chosen hand and using the other hand to remove the top card of the deck and place it face down on the appropriate area of the layout.

(c) The dealer shall, 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 face down to each player; and

2. Three community cards face down in the designated area.

(d) After two cards have been dealt to each player and the three community cards have been dealt, the dealer shall remove the stub from the manual dealing shoe and, except as provided in (e) below, place the stub in the discard rack without exposing the cards.

(e) The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct number of cards are still present in the deck. The dealer shall count the stub in accordance with the provisions of Section 3.35.7.

Section 3.35.9 Procedures for dealing the cards from an automated dealing shoe

(a) Notwithstanding any other provision, a casino licensee may, in its discretion, choose to have the cards used to play Louisiana stud dealt from an

automated dealing shoe which dispenses cards in stacks of three and two cards, provided that the shoe, its location and the procedures for its use are approved by the Commission.

(b) If a casino licensee chooses to have the cards dealt from an automated dealing shoe, the following requirements shall be observed.

1. Once the procedures required by Section 3.35.4 have been completed, the cards shall be placed in the automated dealing shoe.

2. The dealer shall then announce "No more bets" prior to the shoe dispensing any stacks of cards.

(c) The dealer shall deliver the first stack of three cards dispensed by the automated dealing shoe face down in the area of the layout for the community cards. The dealer shall then deliver the first stack of two cards to the player farthest to his or her left who has placed a wager in accordance with Section 3.35.6. As the remaining stacks of two cards are dispensed to the dealer by the automated dealing shoe, the dealer shall, moving clockwise around the table, deliver a stack face down to each of the other players who has placed a wager in accordance with Section 3.35.6.

(d) The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct number of cards are still present in the deck. The dealer shall count the stub in accordance with the provisions of Section 3.35.7.

Section 3.35.10 Completion of a round of play; collection and payment of wagers

(a) After the dealing procedures required by Section 3.35.7, 3.35.8 or 3.35.9 have been completed but before the dealer exposes the community cards, each player shall, after examining his or her cards, either place a raise wager in an amount equal to one, two or three times the amount of his or her ante wager in the designated 1st raise betting area or fold and forfeit the ante wager. If a player folds, the player's ante wager shall be collected by the dealer and placed in the table inventory container. If an optional 3 up wager or Stax progressive wager was not made, the cards from the folded hand shall be immediately collected by the dealer

and placed in the discard rack. If an optional 3 up wager or Stax progressive wager was made, the cards from a folded hand shall be placed face down under the 3 up wager if one was placed, or beside the sensor if the progressive wager was placed, until such time that the wager(s) is settled.

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

(c) No player may exchange or communicate information regarding his or her hand prior to the dealer revealing all of the community cards. Any violation shall result in a forfeiture of all wagers on that round by such player.

(d) After all players have either placed a 1st raise wager or folded, the dealer shall then turn over and reveal the first community card.

(e) Each player shall then either place a bet wager in an amount equal to one, two or three times the amount of the player's ante wager in the designated 2nd raise betting area or fold and forfeit the ante wager and 1st raise wager. If a player folds, the ante wager and 1st raise wager shall be collected by the dealer and placed in the table inventory container. A folded hand shall be handled in accordance with 3.35.10 (a) above.

(f) After all remaining players have either placed a 2nd raise wager or folded, the dealer shall then turn over and reveal the second community card.

(g) Each player shall then either place a bet wager in an amount equal to one, two or three times the amount of the player's ante wager in the designated 3rd raise betting area or fold and forfeit the ante wager, 1st raise wager and 2nd raise wager. If a player folds, the ante wager, 1st raise wager and 2nd raise wager shall be collected by the dealer and placed in the table inventory container. A folded hand shall be handled in accordance with 3.35.10 (a) above.

(h) After all remaining players have either placed a 3rd raise wager or folded, the dealer shall then reveal the third community card.

(i) At this time the 3-UP bonus wager is resolved before opening any hands, regardless of player fold decisions. This wager is evaluated based on the three community cards only.

(j) Starting with the player farthest to the dealer's right and proceeding in a counterclockwise manner around the table, the dealer shall evaluate and announce the best possible five-card poker hand that can be formed using the two player cards and the three community cards. The wagers of each remaining player shall be resolved one player at a time regardless of outcome. The hand of the player shall then be immediately collected by the dealer and placed in the discard rack.

1. All losing wagers shall immediately be collected by the dealer and placed in the table inventory container. All losing hands shall then be immediately collected by the dealer and placed in the discard rack.

2. If the hand of the player is a push (a pair of 6s, 7s, 8s, 9s or 10s), the dealer shall not collect or pay the wagers, but shall immediately collect the cards of that player.

3. All winning wagers shall be paid in accordance with the payout odds listed in Section 3.35.11. A player's winning hand shall remain face up on the layout until the ante wager and bet wagers are paid. After paying winning ante and bet wagers, the dealer shall immediately collect the cards of all winning players and place them in the discard rack. At this time all progressive wagers are settled, regardless if the player folded the hand or not.

(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 be readily arranged to reconstruct each hand in the event of a question or dispute.

Section 3.35.11 Payout odds; payout limitation

(a) The payout odds for winning wagers at Louisiana stud printed on any layout or in any brochure or other publication distributed by a casino licensee shall be stated through the use of the word "to" or "win," and no odds shall be stated through the use of the word "for."

(b) For a winning hand, the ante, 1st, 2nd and 3rd raise wagers are paid the same payout odds ranging from 1 to 1 for a pair of jacks, queens, kings or aces to 500 to 1 for a royal flush.

Hand	Payout Odds
Royal flush	500 to 1

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

(c) Notwithstanding the payout odds set forth in (b) above, the aggregate payout limit for any hand shall be $50,000 or the maximum amount that one patron could win per round when betting the minimum wager, whichever is greater.

(d) A casino licensee shall pay off each winning 3 up wager at no less than the odds in accordance with one of the following payout tables, of which the Lottery shall be notified:

	Table A	Table B	Table C	Table D
AKQ Suited	50 to 1	50 to 1	40 to 1	40 to 1
Straight flush	40 to 1	40 to 1	40 to 1	40 to 1
Three-of-a-kind	30 to 1	30 to 1	30 to 1	30 to 1
Straight	6 to 1	6 to 1	6 to 1	6 to 1
Flush	4 to 1	3 to 1	4 to 1	3 to 1
Pair	1 to 1	1 to 1	1 to 1	1 to 1

Section 3.35.12 5 Card Stax Progressive with Must Hit

a) The Casino Licensee may choose to offer an Optional 5 Card Stax Progressive Wager. This optional wager has no bearing on any other wagers in the game of Louisiana Stud

b) The optional progressive wager is for card games using a single standard 52-card deck, which uses five designated cards dealt.

c) 5 Card Stax is a multi-level progressive system which offers up to five different prize pools.

d) The player may place the optional Stax wager during wagering at the beginning of the game, before any cards are dealt.

e) The base game is then dealt and played normally.

f) The Stax wager remains active regardless of whether the player elects to fold their hand in the base game.

g) The Stax wager is resolved based on the five designated cards. For the game of Louisianna Stud, these cards will consist of the players two cards and the three community cards.

h) The five card hand is then evaluated against the configured paytable. Paytables are listed below. For some paytables the casino licensee has the option to choose a particular suit of cards, and the player with a Royal Flush of that specified suit will qualify for a higher pay.

Section 3.35.13 Paytables

For the $1 Wager:

Hand	Paytable 1	Paytable 2
Royal Flush - Specified Suit	Star Prog.	Star Prog.
Royal Flush - Other Suits	Spade Prog.	Star Prog.
Straight Flush	Heart Prog.	Spade Prog.
Four of a Kind	Diamond Prog.	Heart Prog.
Full House	100	100
Flush	50	50
Straight	25	25
Three of a Kind	10	10
Two Pair	Loss	Loss

For the $5 Wager:

Hand	Paytable 3	Paytable 4	Paytable 5	Paytable 6
Royal Flush - Specified Suit	Star Prog.	Star Prog.	Star Prog.	Star Prog.
Royal Flush - Other Suits	Star Prog.	Star Prog.	Spade Prog.	Star Prog.
Straight Flush	Spade Prog.	Spade Prog.	Heart Prog.	Spade Prog
Four of a Kind	Heart Prog.	Heart Prog.	Diamond Prog.	Heart Prog.
Full House	Diamond Prog.	Diamond Prog.	250	Diamond Prog.
Flush	200	150	150	150
Straight	150	100	100	100
Three of a Kind	50	40	50	50
Two Pair	Loss	15	20	20

Hand	Paytable 7	Paytable 8	Paytable 9
Royal Flush - Specified Suit	Star Prog.	Star Prog.	Star Prog.
Royal Flush - Other Suits	Spade Prog.	Star Prog.	Spade Prog.
Straight Flush	Heart Prog.	Spade Prog.	Heart Prog.
Four of a Kind	Diamond Prog.	Heart Prog.	Diamond Prog.
Full House	300	Diamond Prog.	Club Prog.
Flush	200	250	250
Straight	150	150	150
Three of a Kind	75	75	50
Two Pair	Loss	Loss	Loss

e) The casino licensee shall designate which paytable they will use in their submitted Internal Controls.

f) When paying a progressive win, the original wager is not returned.

g) A progressive payout wager shall be paid pursuant to the payout tables listed above, the procedures in accordance with progressive payout wagers and

prior to the collection of the cards by the dealer. Prior to paying a progressive payout hand, the dealer shall

1) Verify that the hand is a winning hand

2) Verify that the appropriate light on the acceptor device has been illuminated

3) Have a casino supervisor validate the progressive payout pursuant to approved internal control procedures.

h) Any winning progressive payout wager shall be paid irrespective of the rank of the hand of the dealer.

Section 3.35.14 Progressive Configurations

a) A configured percentage of each Stax wager will increment a primary meter for each enabled progressive.

b) The Casino licensee has the option to set up a reserve meter for the Star and Spade progressive. If enabled, the total increment for the progressive will be split between the primary meter and reserve meter, subject to the restrictions, the primary meter must receive at least 1% increment, and the reserve meter must be an integer number of percentage point (e.g. 1%,2%).

c) After a progressive is awarded, the primary meter is reseeded to the configured reseed value.

d) If a reserve meter is used, the full amount of the reserve meter is first transferred to the primary meter, and then the house provides additional seeding if necessary to raise the meter to the reseed value.

e) The available configurations are listed below. **Please note that each progressive configuration is tied to a particular paytable number and cannot be used with other paytables.**

f) All reseed values are given for the wager value indicated in the tables

Progressive Configurations - $1 Wager					
Progressive		Configuration 1A	1B	2A	2B
Star	Reseed	$5,000	$5,000	$10,000	$10,000
	Total Inc	5%	8%	5%	8%
Spade	Reseed	$2,500	$2,500	$1,000	$1,000
	Total Inc	4%	4%	4%	4%
Heart	Reseed	$500	$500	$200	$200
	Total Inc	4%	4%	4%	4%
Diamond	Reseed	$200	$200	0	0
	Total Inc	4%	4%	0	0
Club	Reseed	0	0	0	0
	Total Inc	0	0	0	0

Progressive Configurations - $5 Wager						
Progressive		Configuration 3	4	5A	5B	5C
Star	Reseed	$50,000	$50,000	$10,000	$25,000	$50,000
	Total Inc	8%	8%	4%	4%	4%
Spade	Reseed	$5,000	$5,000	$5,000	$5,000	$5,000
	Total Inc	4%	4%	3%	3%	3%
Heart	Reseed	$1,000	$1,000	$1,000	$1,000	$1,000
	Total Inc	3%	2%	4%	4%	4%
Diamond	Reseed	$250	$200	$500	$500	$500
	Total Inc	2%	2%	3%	3%	3%
Club	Reseed	0	0	0	0	0
	Total Inc	0	0	0	0	0

Progressive Configurations - $5 Wager	
	Configuration

Progressive		6A	6B	6C	7A	7B	7C
Star	Reseed	$10,000	$25,000	$50,000	$10,000	$25,000	$50,000
	Total Inc	4%	4%	4%	4%	4%	4%
Spade	Reseed	$1,000	$1,000	$1,000	$5,000	$5,000	$5,000
	Total Inc	4%	4%	4%	3%	3%	3%
Heart	Reseed	$500	$500	$500	$1,000	$1,000	$1,000
	Total Inc	3%	3%	3%	4%	4%	4%
Diamond	Reseed	$100	$100	$100	$500	$500	$500
	Total Inc	6%	6%	6%	3%	3%	3%
Club	Reseed	0	0	0	0	0	0
	Total Inc	0	0	0	0	0	0

Progressive Configurations - $5 Wager							
		Configuration					
Progressive		8A	8B	8C	9A	9B	9C
Star	Reseed	$10,000	$25,000	$50 ,000	$10,000	$25,000	$50,000
	Total Inc	4%	4%	4%	7.5%	7%	6%
Spade	Reseed	$1,000	$1,000	$1,000	$10,000	$10,000	$10,000
	Total Inc	4%	4%	4%	6%	6%	6%
Heart	Reseed	$500	$500	$500	$5,000	$5,000	$5,000
	Total Inc	3%	3%	3%	4%	4%	4%
Diamond	Reseed	$100	$100	$100	$1,000	$1,000	$1,000
	Total Inc	6%	6%	6%	3%	3%	3%
Club	Reseed				$250	$250	$250
	Total Inc				3%	3%	3%

The Casino licensee shall designate the progressive configuration and wager amount that they shall use in their approved Internal Controls.

Section 3.35.15 Must Hit Progressive

a) The optional **Must Hit Progressive** is a Mystery Progressive intended to be used in conjunction with progressives that utilize the Stax system. If an AGS Stax system progressive side wager has four or fewer progressive meters active, one of the available progressive meters can be configured to function as the **Must Hit Progressive**.

b) The **Must Hit Progressive** is an add-on to the existing **Progressive** wager, no additional wagering is required to qualify for it.
c) After all wagers have been placed, the value of the Must Hit Progressiveis incremented based on the configured increment rate and the total value of all progressive wagers.
d) After the new value of the progressive meter is calculated, each player who has placed a progressive side wager is assigned a random value from a random number generator. If a player's assigned random value falls below a calculated threshold based on the odds of the **Must Hit Progressive** being awarded at it current value, then the **Must Hit Progressive** is awarded
e) The **Must Hit Progressive** meter randomly generates when selecting END ROUND on the dealer terminal. If there is a random winner from those that participated in the Stax Progressive Bonus wager, this will be indicated with the sensor flashing at the Player spot as well as being indicated on the Dealer Terminal and Table signage.
f) If multiple players at a table qualify for the **Must Hit Progressive** at the same time, then the player with the lowest random value is awarded the progressive.
g) The odds of the progressive being awarded will increase as the value of the progressive passes certain thresholds.

Section 3.35.16 Must Hit Progressive Configurations

Configurations - $1 Wager			
Configuration#	**Reset Value**	**Max Value**	**Increment Rate**
1	$25	$100	1.50%

Configurations - $5 Wager			
Configuration#	**Reset Value**	**Max Value**	**Increment Rate**
1	$250	$1,000	5.00%
2	$100	$500	5.00%

3	$100	$200	2.00%
4	$250	$1,000	1.80%
5	$100	$500	2.00%
6	$100	$200	0.90%

The increment rate of progression, reset value and max value for the **Must Hit Progressive** Meter will be determined by the Casino license and shall be included in their submitted Internal Controls.

Section 3.35.17 Irregularities

(a) If a community card is exposed prior to the dealer announcing "No more bets", all hands shall be void.

(b) 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.

(c) 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.

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

(e) 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 in accordance with procedures approved by the Commission.

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

(g) 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.

Section 3.36 Super 4 Poker

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Section 3.36.1 Definitions

The following words and terms, when used in this subchapter, shall have the following meanings unless the context clearly indicates otherwise:

"Ante wager" means the wager that a player is required to make prior to any cards being dealt in order to compete in a round of play.
“Deal” means the distribution of the playing cards among the players and the dealer.
“Dealer” means the employee of licensed casino who is responsible for dealing the cards at the Four Card Poker table.
"Fold" means the withdrawal of a player from a round of play by discarding his or her two cards prior to placing a “Play” wager.

"Hand" means the Super 4 Poker hand that is held by each player and the dealer after the cards are dealt.

“Play” means the wager that the player’s must make to stay in the game.

“Player Bonus” wager is an optional sidebet that is made prior to the any cards being dealt in order to compete against a posted scale of payouts. The Player Bonus side bet wins when the player receives a pair of Queens or better. Odds are printed on the layout. The bet loses when the player fails to get at least a pair of Queens.

"Push" means a player’s hand ties the dealers qualifying hand, resulting in neither payment on nor collection of the player’s wagers.

"Round of play" means one complete cycle of play during which all wagers have been placed, all cards have been dealt and all remaining wagers have been settled in accordance with the rules of this subchapter.

"Stub" means the remaining portion of the deck after all cards in the round of play have been dealt or delivered.

"Suit" means one of the four categories of cards: club, diamond, heart or spade.

“X-tra Bonus” means the wager that a player is required to make prior to any cards being dealt in order to compete in a round of play.

Section 3.36.2 Cards; number of decks

(a) Except as provided in (b) below, Super 4 Poker shall be played with one deck of cards with backs of the same color and design and one additional cover card to be used in accordance with the procedures set forth in 3.36.5. The cover card shall be opaque and in a solid color readily distinguishable from the color of the backs and edges of the playing cards, as approved by Lottery. The deck of cards shall meet the requirements of the section pertaining to the physical description of cards.

(b) If an automated card shuffling device is used, a casino licensee shall be permitted to use a second deck of cards to play the game, provided that:

1. Each deck of cards complies with the requirements of (a) above;
2. The backs of the cards in the two decks are of different color;
3. One deck is being shuffled by the automated card shuffling device while the other deck is being dealt or used to play the game;

4. Both decks are continuously alternated in and out of play, with each deck being used for every other round of play; and

5. The cards from only one deck shall be placed in the discard rack at any given time.

Section 3.36.3 Super 4 Poker rankings

(a) The rank of the cards used in Super 4 Poker, in order of highest to lowest rank, shall be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3 and 2. All suits shall be considered equal in rank. Notwithstanding the foregoing, an ace may be used to complete a "straight flush" or a "straight" with a two, three and four.

(b) The permissible poker hands in the game of Super 4 Poker, in order of highest to lowest rank, shall be:

1. “Four-of-a-kind” is a hand consisting of four cards of the same rank, with four aces being the highest ranking four-of-a-kind and four twos being the lowest ranking four-of-a-kind;

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

3. "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 twos being the lowest ranking three-of-a-kind;

4. "Flush" is a hand consisting of four cards of the same suit, regardless of rank;

5. "Straight" is a hand consisting of four cards of consecutive rank, regardless of suit, with ace, king, queen and jack being the highest ranking straight and four, three, two and ace being the lowest ranking straight;

6. “Two Pair” is a hand consisting of two “pairs;” and

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

8. “High Card” is a hand, not including the hands above, consisting of an Ace as the highest card value. The order of card rank is listed in section (a) above.

(c) When comparing two hands that are of equal rank pursuant to the provisions of (b) above, or that contain none of the hands authorized in (b) above, the hand that contains the highest ranking card as provided in (a) above that is not contained in the other hand shall be considered the higher ranking hand. If, after application of the foregoing, the hands are of equal rank, the hands shall be considered a tie.

Section 3.36.4 Opening of the table for gaming

(a) The dealer shall receive cards at the table in accordance with section 2.3 pertaining to cards, receipt, storage, inspections and removal from use.

(b) Following the inspection of the cards by the dealer and the verification by the floorperson assigned to the table, the cards shall be, at the option of the casino licensee as noted in their internal controls, either:

1) Spread out face up on the table for visual inspection by the first player to arrive at the table. The cards shall be spread out according to suit and in sequence; or
2) Perform a wash of the cards in (c) below

(c) After the first player has been afforded an opportunity to visually inspect the cards, or the cards have been inspected by the dealer and floorperson,
the cards shall be turned face down on the table, mixed thoroughly by a "washing" or "chemmy shuffle" of the cards and stacked. Once the cards have been stacked, they shall be shuffled in accordance with 3.36.5.

(d) If a casino licensee uses an automated card shuffling device to play the game and two decks of cards are received at the table 3.36.2, each deck of cards shall be separately sorted, inspected, verified, spread, inspected, mixed, stacked and shuffled in accordance with the provisions of (a) through (c) above.

Section 3.36.5 Shuffle and cut of the cards

(a) Immediately prior to the commencement of play, unless the cards were pre-shuffled, and after each round of play has been completed, the dealer shall shuffle the cards, either manually or by use of an automated card shuffling device, so that the cards are randomly intermixed. Upon completion of the shuffle, the dealer or device shall place the deck of cards in a single stack; provided, however, that nothing herein

shall be deemed to prohibit the use of an automated card shuffling device which, upon completion of the shuffling of the cards, inserts the stack of cards directly into a dealing shoe.

(b) After the cards have been shuffled and stacked, the dealer shall:

1. If the cards were shuffled using an automated card shuffling device, deal or deliver the cards in accordance with the procedures set forth in 3.36.7, 3.36.8 or 3.36.9; or

2. If the cards were shuffled manually or were pre-shuffled, cut the cards in accordance with the procedures set forth in (c) below.

(c) If a cut of the cards is required, the dealer shall:

1. Cut the deck, using one hand, by:

i. Placing the cover card on the table in front of the deck of cards;

ii. Taking a stack of at least 10 cards from the top of the deck and placing them on top of the cover card;

iii. Placing the cards remaining in the deck on top of the stack of cards that were cut and placed on the cover card pursuant to section (c)ii above; and

iv. Removing the cover card and placing it in the discard rack; and

2. Deal the cards in accordance with the procedures set forth in 3.36.7, 3.36.8 or 3.36.9.

(d) Notwithstanding (c) above, after the cards have been cut and before any cards have been dealt, a casino supervisor may require the cards to be recut if he or she determines that the cut was performed improperly or in any way that might affect the integrity or fairness of the game.

(e) Whenever there is no gaming activity at a Super 4 Poker table which is open for gaming, the cards shall be spread out on the table either face up or face down. If the cards are spread face down, they shall be turned face up once a player arrives at the table. After the first player is afforded an opportunity to visually inspect the cards, the procedures outlined in 3.36.4 c shall be completed. Provided however, if the casino opted to waive the player inspection of the cards during the table opening, the player inspection may be waived at this time as well.

Section 3.36.6 Wagers

(a) The following wagers may be placed in the game of Super 4 Poker:

1. A player may compete solely against the dealer by placing the mandatory Ante and X-tra Bonus wagers. The ante and X-tra Bonus wagers must be the same amount and in an amount within the posted minimum and maximum wagers. If after the reviewing their cards the player wishes to remain in the game, they shall place a Play wager equal to the Ante wager, however if the player has a pair of aces or better, he or she may make a play wager up to three (3) times the Ante wager; or

2. After placing the mandatory Ante and X-tra Bonus wagers, a player may compete against a posted payout table by placing Player Bonus wager in any amount within the posted minimum and maximum wagers. This wager is settled regardless of the dealer's hand; or

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

4. A player may, at their discretion, place a progressive wager of $1 on the sensor device, after they have placed the Ante and X-tra Bonus wagers in number 1 above. The player may in addition also make the Player Bonus wager. Each player shall be responsible for verifying that his or her respective acceptor light has been properly illuminated.

(b) All wagers at Super 4 Poker shall be made by placing gaming chips or plaques and, if applicable, a match play coupon or other approved promotional offer on the appropriate betting areas of the table layout. A verbal wager accompanied by cash shall not be accepted.

(c) Only players who are seated at a Super 4 poker table may 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.

(d) All wagers shall be placed prior to the dealer announcing "No more bets" in accordance with the dealing procedures in 3.36.7, 3.36.8 or 3.36.9. No wager shall be made, increased, or withdrawn after the dealer has announced "No more bets." All play wagers shall be placed in accordance with 3.36.10(b).

(e) A player shall not be permitted to play at more than one betting position.

Section 3.36.7 Procedures for dealing the cards from a manual dealing shoe

(a) If a casino licensee chooses to have the cards dealt from a manual dealing shoe, the dealing shoe shall meet the requirements of the section pertaining to dealing shoes and automatic shuffling devices and shall be located on the table in a location as approved by Lottery. Once the procedures required by 3.36.5 have been completed, the stacked deck of cards shall be placed in the dealing shoe either by the dealer or by an automated card shuffling device.

(b) The dealer shall announce "No more bets" prior to dealing any cards. Each card shall be removed from the dealing shoe with the hand of the dealer that is closest to the dealing shoe and placed on the appropriate area of the layout with the opposite hand.

(c) The dealer shall, starting with the player farthest to his or her left and continuing around the table in a clockwise manner, deal one card at a time, in order, to each player who has placed an Ante and X-tra Bonus wager and to the dealer until each player who placed a wager has five cards and the dealer has five cards. All cards dealt shall be dealt face down.

(d) After five cards have been dealt to the player and to the dealer, the dealer shall remove the stub from the manual dealing shoe and, except as provided in (e) below, place the stub in the discard rack without exposing the cards.

(e) The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct number of cards is still present in the deck. The dealer shall determine the number of cards in the stub by counting the cards face down on the layout.

1. If the count of the stub indicates that 52 cards are in the deck, the dealer shall place the stub in the discard rack without exposing the cards.

2. If the count of the stub indicates that the number of cards in the deck is incorrect, the dealer shall determine if the cards were misdealt. If the cards have been misdealt but 52 cards remain in the deck, all hands shall be void pursuant to 3.36.13. If the cards have not been misdealt, all hands shall be considered void

and the entire deck of cards shall be removed from the table pursuant to section pertaining to removal of cards from use.

(f) Notwithstanding the provisions of (e) above, the counting of the stub shall not be required if an automated card shuffling device is used that counts the number of cards in the deck after the completion of each shuffle and indicates whether 52 cards are still present. If the automated card shuffling device reveals that an incorrect number of cards are present, the deck shall be removed from the table in accordance with the section for removal of cards from use.

Section 3.36.8 Procedures for dealing the cards from the hand

(a) Notwithstanding any other provisions of this chapter, a casino licensee may, in its discretion, permit a dealer to deal the cards used to play Super 4 Poker from his or her hand.

(b) If a casino licensee chooses to have the cards dealt from the dealer's hand, the following requirements shall be observed:

1. The casino licensee shall use an automated shuffling device to shuffle the cards.

2. Once the procedures required by 3.36.5 have been completed, the dealer shall place the stacked deck of cards in either hand.

i. Once the dealer has chosen the hand in which he or she will hold the cards, the dealer shall use that hand whenever holding the cards during that round of play.

ii. The cards held by the dealer shall at all times be kept in front of the dealer and over the table inventory container.

3. The dealer shall then announce "No more bets" prior to dealing any cards. The dealer shall deal each card by holding the deck of cards in the chosen hand and using the other hand to remove the top card of the deck and place it face down on the appropriate area of the layout.

(c) The dealer shall, starting with the player farthest to his or her left and continuing around the table in a clockwise manner, deal one card at a time in order to each player who has placed an Ante and X-tra Bonus wager and to the dealer until each player

who placed a wager and the dealer has five cards. All cards dealt to the players and dealer shall be dealt face down.

(d) After five cards have been dealt to each player and the dealer, the dealer shall, except as provided in (e) below, place the stub in the discard rack without exposing the cards.

(e) The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct number of cards is still present in the deck. The dealer shall count the stub in accordance with the provisions of 3.36.7(e) and (f).

Section 3.36.9 Procedures for dealing the cards from an automated dealing shoe

(a) Notwithstanding any other provision of this chapter, a casino licensee may, in its discretion, choose to have the cards used to play Super 4 Poker dealt from an automated dealing shoe which dispenses cards in stacks of five cards, provided that the shoe, its location and the procedures for its use are approved by Lottery.

(b) If a casino licensee chooses to have the cards dealt from an automated dealing shoe, the following requirements shall be observed.

1. Once the procedures required by 3.36.5 have been completed, the cards shall be placed in the automated dealing shoe.
2. The dealer shall then announce "No more bets" prior to the shoe dispensing any stacks of cards.

(c) The dealer shall deliver the first stack of cards dispensed by the automated dealing shoe face down to the player farthest to his or her left who has placed a wager in accordance with 3.36.6. As the remaining stacks are dispensed to the dealer by the automated dealing shoe, the dealer shall, moving clockwise around the table, deliver a stack face down to each of the other players who has placed a wager in accordance with 3.36.6. The dealer shall then deliver a stack of five cards face down to himself or herself.

(d) After each stack of five cards has been dispensed and delivered in accordance with this section, the dealer shall remove the stub from the automated dealing shoe and, except as provided in (e) below, place the cards in the discard rack without exposing the cards.

(e) The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct number of cards are still present in the deck. The dealer shall count the stub in accordance with the provisions of 3.36.7(e) and (f).

Section 3.36.10 Procedures for completion of each round of play

(a) After the dealing procedures required by 3.36.7, 3.36.8 or 3.36.9 have been completed, each player shall examine his or her cards. Each player who wagers at Super 4 Poker shall be responsible for his or her own hand and no person other than the dealer and the player to whom the cards were dealt may touch the cards of that player.

(b) The dealer shall, starting with the player farthest to his or her left and continuing clockwise around the table, offer each player who has placed a wager according to 3.36.6, the option to either make a play wager or forfeit his or her Ante and X-tra Bonus wagers. A play wager shall be made in an amount equal to the Ante wager, unless the player has a pair of aces or better. If the player has Aces or better, the play wager may be up to three (3) times the Ante wager. If a player has placed a Player Bonus wager, or a progressive wager, but does not make a play wager, the player shall forfeit the Ante and X-tra Bonus wagers. The Player Bonus and the progressive wagers (player is still eligible for the envy bonus), shall not be forfeited.

(c) After each player has either placed a play wager on the designated area of the layout or forfeited his or her Ante and X-tra Bonus wagers, the dealer shall collect all forfeited Ante and X-tra Bonus wagers. The dealer shall collect the cards of any player who forfeited his or her Ante and X-tra Bonus wagers and also did not make a Player Bonus or progressive wager, placing the cards in the discard rack.

(d) The dealer shall then reveal the dealer's cards and select the four cards that form the highest possible ranking hand. The dealer shall then, starting with the player farthest to his or her right whose hand is still active, reveal the cards of each player and select the four cards that form the highest possible ranking hand for each player.

(e) The dealer shall then settle the wagers remaining on the table by complying with either (e)1 or (e)2 below. The dealer’s cards shall be placed in the discard rack after all players’ cards have been collected.

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

i. Reveal the best four card poker hand of each remaining player;

ii. Collect all losing wagers;

iii. Pay each winning wager in accordance with the payout odds listed section 3.36.11 and if required the progressive payout listed in 3.36.12; and

iv. Collect all player hands and place them in the discard rack.

2. The dealer shall, starting with the player farthest to the dealer's right and continuing counterclockwise around the table, complete all of the following procedures as to each remaining player in succession:

i. Reveal the best four card poker hand of the player;

ii. Collect losing wagers or pay winning wagers in accordance with the payout odds listed in section 3.36.11 and 3.36.12 if required; and

iii. Collect the player's cards and place them in the discard rack.

(f) 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 be readily arranged to reconstruct each hand in the event of a question or dispute.

Section 3.36.11 Payout odds; payout limitation

There are five payout types as follows:

1. Dealer does NOT qualify (with King high or better)

   A player in competition against the dealer shall be paid 1 to 1 on the Play wager and push all Ante wagers. The X-tra Bonus, Player Bonus, and Progressive wagers shall be settled as described below.

2. Dealer DOES qualify (with a King high or better)

A player in competition with the dealer shall be paid 1 to 1 on the Play and Ante wagers, provided the player's hand is higher than the dealer's hand. If the player's hand is less than the dealer's hand, the Play and Ante wagers are collected. If the player and the dealer hands tie, the Play, Ante, and X-tra Bonus wagers are pushes. The X-tra Bonus, Player Bonus, and Progressive wagers shall be settled as described below.

3. X-tra Bonus Payout

When the player has a straight or better, the hand is paid according to one of the X-tra Bonus paytables regardless of the dealer's hand. The X-tra Bonus bet pushes when the player has less than a straight and beats or ties the dealer's hand. A player shall be paid for a X-tra Bonus wager in accordance with the following payout table:

Hand Type	Pay
Four Aces	200 to 1
Four-of-a-kind	30 to 1
Straight flush	15 to 1
Three-of-a-kind	2 to 1
Flush	3 to 2
Straight	1 to 1

4. Player Bonus Payout

This wager is not placed against the dealer, but rather that the player will receive a pair of queens or higher in their poker hand. A player shall be paid for a Player Bonus wager in accordance with one of the following pay tables:

Hand Type	Table A	Table B	Table C	Table D
Four-of-a-kind	50 to 1	50 to 1	50 to 1	50 to 1
Straight flush	30 to 1	40 to 1	30 to 1	40 to 1

Three-of-a-kind	9 to 1	8 to 1	8 to 1	7 to 1
Flush	4 to 1	4 to 1	4 to 1	4 to 1
Straight	3 to 1	3 to 1	3 to 1	3 to 1
Two Pair	2 to 1	2 to 1	2 to 1	2 to 1
Queens or Better	1 to 1	1 to 1	1 to 1	1 to 1

The casino licensee shall state in their internal controls the pay table they will use.

Section 3.36.12 5 Card Stax Progressive with Must Hit

a) The Casino Licensee may choose to offer an Optional 5 Card Stax Progressive Wager. This optional wager has no bearing on any other wagers in the game of Super 4 Poker
b) The optional progressive wager is for card games using a single standard 52-card deck, which uses five designated cards dealt.
c) 5 Card Stax is a multi-level progressive system which offers up to five different prize pools.
d) The player may place the optional Stax wager during wagering at the beginning of the game, before any cards are dealt.
e) The base game is then dealt and played normally.
f) The Stax wager remains active regardless of whether the player elects to fold their hand in the base game.
g) The Stax wager is resolved based on the five designated cards. For the game of Super 4 Poker, these cards will consist of the players five cards.
h) The five card hand is then evaluated against the configured paytable. Paytables are listed below. For some paytables the casino licensee has the option to choose a particular suit of cards, and the player with a Royal Flush of that specified suit will qualify for a higher pay.

Section 3.36.13 Paytables

For the $1 Wager:

Hand	Paytable 1	Paytable 2
Royal Flush - Specified Suit	Star Prog.	Star Prog.
Royal Flush - Other Suits	Spade Prog.	Star Prog.
Straight Flush	Heart Prog.	Spade Prog.
Four of a Kind	Diamond Prog.	Heart Prog.
Full House	100	100
Flush	50	50
Straight	25	25
Three of a Kind	10	10
Two Pair	Loss	Loss

For the $5 Wager:

Hand	Paytable 3	Paytable 4	Paytable 5	Paytable 6
Royal Flush - Specified Suit	Star Prog.	Star Prog.	Star Prog.	Star Prog.
Royal Flush - Other Suits	Star Prog.	Star Prog.	Spade Prog.	Star Prog.
Straight Flush	Spade Prog.	Spade Prog.	Heart Prog.	Spade Prog
Four of a Kind	Heart Prog.	Heart Prog.	Diamond Prog.	Heart Prog.
Full House	Diamond Prog.	Diamond Prog.	250	Diamond Prog.
Flush	200	150	150	150
Straight	150	100	100	100
Three of a Kind	50	40	50	50
Two Pair	Loss	15	20	20

Hand	Paytable 7	Paytable 8	Paytable 9
Royal Flush - Specified Suit	Star Prog.	Star Prog.	Star Prog.
Royal Flush - Other Suits	Spade Prog.	Star Prog.	Spade Prog.
Straight Flush	Heart Prog.	Spade Prog.	Heart Prog.
Four of a Kind	Diamond Prog.	Heart Prog.	Diamond Prog.
Full House	300	Diamond Prog.	Club Prog.
Flush	200	250	250

Straight	150	150	150
Three of a Kind	75	75	50
Two Pair	Loss	Loss	Loss

a) The casino licensee shall designate which paytable they will use in their submitted Internal Controls.
b) When paying a progressive win, the original wager is not returned.
c) A progressive payout wager shall be paid pursuant to the payout tables listed above, the procedures in accordance with progressive payout wagers and prior to the collection of the cards by the dealer. Prior to paying a progressive payout hand, the dealer shall
    1. Verify that the hand is a winning hand
    2. Verify that the appropriate light on the acceptor device has been illuminated
    3. Have a casino supervisor validate the progressive payout pursuant to approved internal control procedures.
d) Any winning progressive payout wager shall be paid irrespective of the rank of the hand of the dealer.

Section 3.36.14 Progressive Configurations

a) A configured percentage of each Stax wager will increment a primary meter for each enabled progressive.
b) The Casino licensee has the option to set up a reserve meter for the Star and Spade progressive. If enabled, the total increment for the progressive will be split between the primary meter and reserve meter, subject to the restrictions, the primary meter must receive at least 1% increment, and the reserve meter must be an integer number of percentage point (e.g. 1%,2%).
c) After a progressive is awarded, the primary meter is reseeded to the configured reseed value.

d) If a reserve meter is used, the full amount of the reserve meter is first transferred to the primary meter, and then the house provides additional seeding if necessary to raise the meter to the reseed value.

e) The available configurations are listed below. **Please note that each progressive configuration is tied to a particular paytable number and cannot be used with other paytables.**

f) All reseed values are given for the wager value indicated in the tables

Progressive Configurations - $1 Wager					
		Configuration			
Progressive		1A	1B	2A	2B
Star	Reseed	$5,000	$5,000	$10,000	$10,000
	Total Inc	5%	8%	5%	8%
Spade	Reseed	$2,500	$2,500	$1,000	$1,000
	Total Inc	4%	4%	4%	4%
Heart	Reseed	$500	$500	$200	$200
	Total Inc	4%	4%	4%	4%
Diamond	Reseed	$200	$200	0	0
	Total Inc	4%	4%	0	0
Club	Reseed	0	0	0	0
	Total Inc	0	0	0	0

Progressive Configurations - $5 Wager						
		Configuration				
Progressive		3	4	5A	5B	5C
Star	Reseed	$50,000	$50,000	$10,000	$25,000	$50,000
	Total Inc	8%	8%	4%	4%	4%
Spade	Reseed	$5,000	$5,000	$5,000	$5,000	$5,000
	Total Inc	4%	4%	3%	3%	3%
Heart	Reseed	$1,000	$1,000	$1,000	$1,000	$1,000
	Total Inc	3%	2%	4%	4%	4%
Diamond	Reseed	$250	$200	$500	$500	$500
	Total Inc	2%	2%	3%	3%	3%

Club	**Reseed**	0	0	0	0	0
	Total Inc	0	0	0	0	0

Progressive Configurations - $5 Wager							
Progressive		**Configuration** **6A**	**6B**	**6C**	**7A**	**7B**	**7C**
Star	**Reseed**	$10,000	$25,000	$50,000	$10,000	$25,000	$50,000
	Total Inc	4%	4%	4%	4%	4%	4%
Spade	**Reseed**	$1,000	$1,000	$1,000	$5,000	$5,000	$5,000
	Total Inc	4%	4%	4%	3%	3%	3%
Heart	**Reseed**	$500	$500	$500	$1,000	$1,000	$1,000
	Total Inc	3%	3%	3%	4%	4%	4%
Diamond	**Reseed**	$100	$100	$100	$500	$500	$500
	Total Inc	6%	6%	6%	3%	3%	3%
Club	**Reseed**	0	0	0	0	0	0
	Total Inc	0	0	0	0	0	0

Progressive Configurations - $5 Wager							
Progressive		**Configuration** **8A**	**8B**	**8C**	**9A**	**9B**	**9C**
Star	**Reseed**	$10,000	$25,000	$50 ,000	$10,000	$25,000	$50,000
	Total Inc	4%	4%	4%	7.5%	7%	6%
Spade	**Reseed**	$1,000	$1,000	$1,000	$10,000	$10,000	$10,000
	Total Inc	4%	4%	4%	6%	6%	6%
Heart	**Reseed**	$500	$500	$500	$5,000	$5,000	$5,000
	Total Inc	3%	3%	3%	4%	4%	4%
Diamond	**Reseed**	$100	$100	$100	$1,000	$1,000	$1,000
	Total Inc	6%	6%	6%	3%	3%	3%
Club	**Reseed**				$250	$250	$250
	Total Inc				3%	3%	3%

The Casino licensee shall designate the progressive configuration and wager amount that they shall use in their approved Internal Controls.

Section 3.36.15 Must Hit Progressive

a) The optional Must Hit Progressive is a Mystery Progressive intended to be used in conjunction with progressives that utilize the Stax system. If an AGS Stax system progressive side wager has four or fewer progressive meters active, one of the available progressive meters can be configured to function as the Must Hit Progressive.
b) The Must Hit Progressive is an add-on to the existing Progressive wager, no additional wagering is required to qualify for it.
c) After all wagers have been placed, the value of the Must Hit Progressive is incremented based on the configured increment rate and the total value of all progressive wagers.
d) After the new value of the progressive meter is calculated, each player who has placed a progressive side wager is assigned a random value from a random number generator. If a player's assigned random value falls below a calculated threshold based on the odds of the Must Hit Progressive being awarded at its current value, then the Must Hit Progressive is awarded
e) The Must Hit Progressive meter randomly generates when selecting END ROUND on the dealer terminal. If there is a random winner from those that participated in the Stax Progressive Bonus wager, this will be indicated with the sensor flashing at the Player spot as well as being indicated on the Dealer Terminal and Table signage.
f) If multiple players at a table qualify for the Must Hit Progressive at the same time, then the player with the lowest random value is awarded the progressive.
g) The odds of the progressive being awarded will increase as the value of the progressive passes certain thresholds.

Section 3.36.16 Must Hit Progressive Configurations

Configurations - $1 Wager			
Configuration#	**Reset Value**	**Max Value**	**Increment Rate**
1	$25	$100	1.50%

Configurations - $5 Wager			
Configuration#	Reset Value	Max Value	Increment Rate
1	$250	$1,000	5.00%
2	$100	$500	5.00%
3	$100	$200	2.00%
4	$250	$1,000	1.80%
5	$100	$500	2.00%
6	$100	$200	0.90%

The increment rate of progression, reset value and max value for the **Must Hit Progressive Meter** will be determined by the Casino license and shall be included in their submitted Internal Controls.

Section 3.36.17 Irregularities

(a) 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.

(b) 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.

(c) If any player or the dealer is dealt an incorrect number of cards, all hands shall be void and the cards shall be reshuffled.

(d) If one or more of the dealer's cards is inadvertently exposed prior to the dealer revealing his or her cards as prescribed in 3.36.10(d), all hands shall be void and the cards shall be reshuffled.

(e) 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 in accordance with procedures approved by Lottery.

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

Section 3.37 Jackpot Hold ‘Em

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Section 3.37.16 Irregularities

Section 3.37.1 Definitions

The following words and terms, when used in this subchapter, shall have the following meanings unless the context clearly indicates otherwise:

“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.

“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.

“Check” means that the player waives the right to place a play wager but remains in the round of play.

“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.

“Flop” means the first three community cards dealt face up in the area designated for the placement of the community cards.

“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.

“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.

“Hole Card Bonus” means an optional wager that a player may make after placing the required ante and x-tra bonus wagers, prior to any cards being dealt. The hand shall be evaluated solely on the valuation of the player's first two cards and will be paid in accordance with a posted pay table regardless of the outcome of the player’s hand against the dealer’s hand or the valuation of the player’s best five-card hand.

“Player Bonus” means an optional wager that a player may make after placing the required ante and x-tra bonus wagers, 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 Player Bonus wager being paid in accordance with a posted pay table regardless of the outcome of the player’s hand against the dealer’s hand.

“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.

"Push" means a tie, as defined in Section 3.37.10 (h) 3.

"Rank" or "ranking" means the relative position of a card or group of cards as set forth in Section 3.37.5.

"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 in accordance with the rules of this subchapter.

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

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

"X-TRA Bonus" 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.

Section 3.37.2 Cards; Number of Decks

(a) Except as provided in (b) below, the game of Jackpot Hold 'Em shall be played with one deck of cards that meets the requirements of Section 2.3.

(b) If an automated card shuffling device is used, a casino licensee shall be permitted to use a second deck of cards to play the game, provided that:

1. Each deck of cards complies with the requirements of Section 2.3;

2. The backs of the cards in the two decks are of different color;

3. One deck is being shuffled by the automated card shuffling device while the other deck is being dealt or used to play the game;

4. Both decks are continually alternated in and out of play, with each deck being used for every other round of play; and

5. The cards from only one deck shall be placed in the discard rack at any given time.

Section 3.37.3 Opening of the Table for Gaming

(a) The dealer shall receive cards at the table in accordance with section 2.3 pertaining to cards, receipt, storage, inspections and removal from use.

(b) Following the inspection of the cards by the dealer and the verification by the floorperson assigned to the table, the cards shall be, at the option of the casino licensee as noted in their internal controls, either:

1) Spread out face up on the table for visual inspection by the first player to arrive at the table. The cards shall be spread out according to suit and in sequence; or

2) Perform a wash of the cards in (c) below

(c) After the first player has been afforded an opportunity to visually inspect the cards, or the cards have been inspected by the dealer and floorperson, the cards shall be turned face down on the table, mixed thoroughly by a “washing” or “chemmy shuffle” of the cards and stacked. Once the cards have been stacked, they shall be shuffled in accordance with Section 3.37.4.

(d) If a casino licensee uses an automated card shuffling device to play the game and two decks of cards are received at the table pursuant to Section 2.3, each deck of cards shall be separately sorted, inspected, verified, spread, inspected, mixed, stacked and shuffled in accordance with the provisions of (a) through (c) above.

Section 3.37.4 Shuffle and Cut of the Cards

(a) Immediately prior to the commencement of play and after each round of play has been completed, the dealer shall shuffle the cards, either manually or by use of an automated card shuffling device, so that they are randomly intermixed. Upon completion of the shuffle, the dealer or device shall place the deck of cards in a single stack, provided, however, that nothing in this section shall be deemed to

prohibit the use of an automated card shuffling device which, upon completion of the shuffling of the cards, inserts the stack of cards directly into a dealing shoe.

(b) After the cards have been shuffled and stacked, the dealer shall:

1. If the cards were shuffled using an automated card shuffling device, deal or deliver the cards in accordance with the procedures set forth in Section3.37.7, 37.8 or 37.9, or

2. If the cards were shuffled manually, cut the cards in accordance with the procedures set forth in (c) below.

(c) If a cut of the cards is required, the dealer shall:

1. Cut the deck, using one hand, by:

   i. Placing the cover card on the table in front of the deck of cards;

   ii. Taking a stack of at least 10 cards from the top of the deck and placing them on top of a cover card;

   iii. Placing the cards remaining in the deck on top of the stack of cards that were cut and placed on the cover card pursuant to (c)1ii above; and

   iv. Removing the cover card and placing it in the discard rack; and

2. Deal the cards in accordance with the procedures set forth in Section 3.37.7, 37.8 or 37.9.

(d) Notwithstanding (c) above, after the cards have been cut and before any cards have been dealt, a casino supervisor may require the cards to be recut if he or she determines that the cut was performed improperly or in any way that might affect the integrity or fairness of the game.

(e) Whenever there is no gaming activity at a Jackpot Hold ‘Em table that is open for gaming, the cards shall be spread out on the table either face up or face down. If the cards are spread face down, they shall be turned face up once a player arrives at the table. After the first player is afforded an opportunity to visually inspect the cards, the procedures set forth in Section 3.37.3(c) and, if applicable, (d) shall be

completed. Provided however, if the casino opted to waive the player inspection of the cards during the table opening, the player inspection may be waived at this time as well.

Section 3.37.5 Jackpot Hold 'Em Hand Rankings

(a) The rank of the cards used in Jackpot 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. 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 Jackpot 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 ten 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 ten being the highest ranking five-card straight flush and Ace, two, three, four and five being the lowest ranking five-card straight flush;

3. "Four-of-a-kind" is a hand consisting of four cards of the same rank, with four aces being the highest ranking four-of-a-kind and four twos being the lowest ranking four-of-a-kind;

4. "Full house" is a hand consisting of a "three-of-a-kind" and a "pair" with three aces and two kings being the highest ranking full house and three twos and two threes 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 nine being the highest ranking flush and two, three, four, five and seven 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 ten being the highest ranking straight and an Ace, two, three, four and five being the lowest ranking straight; provided however,

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, two and three);

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 twos 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 threes and two twos 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 twos being the lowest ranking pair.

(c) When comparing two hands which are of identical poker rank pursuant to the provisions of this section, 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 subsection, the hands shall be considered a push.

Section 3.37.6 Wagers

(a) All wagers at Jackpot Hold ‘Em shall be made by placing gaming chips or plaques, and, if applicable, a match play coupon on the appropriate betting areas of the table layout. A verbal wager accompanied by cash shall not be accepted.

(b) All Ante, XTRA-Bonus, Player Bonus, Hole Card Bonus, and STAX wagers shall be placed prior to the dealer announcing “No more bets” in accordance with the dealing procedure in Section 3.37.7, 37.8 or 37.9. Except as provided in Section 3.37.10, no wager shall be made, increased, or withdrawn after the dealer has announced “No more bets.”

(c) Upon placing an Ante wager and an XTRA-Bonus wager, a player may also place a Player Bonus and/or a Hole Card Bonus wager by placing a wager on the designated betting area of the layout. The outcome of the Player Bonus and/or

the Hold Card Bonus wager shall have no bearing on any other wager made by the player at the game of Jackpot Hold ‘Em.

(d) Play wagers shall be made in accordance with the provisions of Section 3.37.10.

(e) Upon placing an Ante and XTRA-Bonus wager, a player may also place an optional STAX progressive wager by placing a $1 chip or $5 chip directly on the sensor acceptor device. Each player shall be responsible for verifying that his or her respective acceptor light has been properly illuminated. A player qualifies for the progressive payouts by using the initial two (2) cards dealt to them by the dealer and the first three (3) cards turned up by the dealer (the Flop).

(f) Only players who are seated at the Jackpot 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.

Section 3.37.7 Procedure for Dealing the Cards from a Manual Dealing Shoe

(a) If a casino licensee chooses to have the cards dealt from a manual dealing shoe, the dealing shoe shall meet the requirements of Section 2.12 and shall be located on the table in a location as approved by the Commission. Once the procedures required by Section 3.37.4 have been completed, the stacked deck of cards shall be placed in the dealing shoe either by the dealer or by the automated card shuffling device.

(b) The dealer shall announce “No more bets” prior to dealing any cards.

(c) Each card shall be removed from the dealing shoe with the hand of the dealer that is the closest to the dealing shoe and placed on the appropriate area of the layout with the opposite hand.

(d) The dealer shall, 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. One card face down to each player who has placed wagers in accordance with Section 3.37.6;

2. One card face down to the area designated for the dealer's hand;

3. A second card face down to each player who has placed wagers in accordance with Section 3.37.6; and

4. A second card face down to an area designated for the dealer's hand.

(e) After two cards have been dealt to each player and to the area designated for the dealer's hand, and after all community cards have been dealt in accordance with the provisions of Section 3.37.10, the dealer shall remove the stub from the manual dealing shoe and, except as provided in (f) below, place the stub in the discard rack without exposing the cards.

(f) The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct number of cards is still in the deck. If a shuffling device that counts the cards is being used, the requirements below are waived. The dealer shall determine the number of cards in the stub by counting the cards face down on the layout.

1. If the count of the stub indicates that 52 cards are in the deck, the dealer shall place the stub in the discard rack without exposing the cards.

2. If the count of the stub indicates that the number of cards in the deck is incorrect, the dealer shall determine if the cards were misdealt. If the cards were misdealt (a player or the area designated for the placement of the dealer's hand has more or less than two cards) but 52 cards remain in the deck, all hands shall be void pursuant to Section 3.37.16. If the cards have not been misdealt, all hands shall be considered void and the entire deck of cards shall be removed from the table pursuant to Section 2.3.

Section 3.37.8 Procedure for Dealing the Cards from the Hand

(a) Notwithstanding any other provisions, a casino licensee may, in its discretion, permit a dealer to deal the cards used to play Jackpot Hold 'Em from his or her hand.

(b) If a casino chooses to have the cards dealt from the dealer's hand, the following requirements shall be observed:

1. The casino licensee shall use an automated shuffling device to shuffle the cards.

2. Once the procedures required by Section 3.37.4 have been completed, the dealer shall place the stacked deck of cards in either hand.

i. Once the dealer has chosen the hand in which he or she will hold the cards, the dealer shall use that hand whenever holding the cards during that round of play.

ii. The cards held by the dealer shall at all times be kept in front of the dealer and over the table inventory container.

3. The dealer shall announce "No more bets" prior to dealing any cards. The dealer shall deal each card by holding the deck of cards in the chosen hand and using the other hand to remove the top card of the deck and place it face down on the appropriate area of the layout.

(c) The dealer shall, 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. One card face down to each player who has placed wagers in accordance with Section 3.37.6;

2. One card face down to the area designated for the dealer's hand;

3. A second card face down to each player who has placed wagers in accordance with Section 3.37.6; and

4. A second card face down to the area designated for the dealer's hand.

(d) After two cards have been dealt to each player and the area designated for the hand of the dealer and all community cards have been dealt in accordance with the provisions of Section 3.37.10, the dealer shall, except as provided in (e) below, place the stub in the discard rack without exposing the cards.

(e) The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct number of cards is still in the deck. The dealer shall count the stub in accordance with the provisions of Section 3.37.7(f).

Section 3.37.9 A Procedures for Dealing the Cards from an Automated Dealing Shoe

(a) Notwithstanding any other provisions, a casino licensee may, in its discretion, choose to have the cards used to play Jackpot Hold 'Em dealt from an automated dealing shoe which dispenses cards in stacks of two cards, provided that the shoe, its location and the procedures for its use are approved by the Commission.

(b) If a casino licensee chooses to have the cards dealt from an automated dealing shoe, the following requirements shall be observed:

1. Once the procedures required by Section 3.37.4 have been completed, the cards shall be placed in the automated dealing shoe.

2. The dealer shall then announce "No more bets" prior to the shoe dispensing any stacks of cards.

(c) The dealer shall deliver the first stack of two cards dispensed by the automated dealing shoe face down to the player farthest to his or her left who has placed wagers in accordance with Section 3.37.6. As the remaining stacks are dispensed to the dealer by the automated dealing shoe, the dealer shall, moving clockwise around the table, deliver a stack face down to each of the other players who has placed wagers in accordance with Section 3.37.6. The dealer shall then deliver the final two cards in the area designated for the dealer hand.

(d) After each stack of two cards has been dispensed and delivered in accordance with this subsection, the dealer shall remove the remaining cards from the automated dealing shoe, placing them on top of the additional cover card, and, following the procedures set forth in Section 3.37.8(b)2 and 3, deal from his or her hand, according to Section 3.37.10, the five community cards. After all community

cards have been dealt, the dealer shall, except as provided in (e) below, place the stub in the discard rack without exposing the cards.

(e) The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct number of cards is still in the deck. The dealer shall count the stub in accordance with the provisions of Section 3.37.7(f).

Section 3.37.9 B Procedures for Dealing the Cards from an Automated Dealing Shoe (Alternate Method)

(a) Notwithstanding any other provision of this chapter, a licensed agent may, in its discretion, choose to have the cards used to play Jackpot Hold ‘Em poker dealt from an automated dealing shoe which dispenses cards, the first stack being five cards, then subsequent stacks of two cards, provided that the shoe, its location and the procedures for its use are approved by Lottery.

(b) If a licensed agent chooses to have the cards dealt from an automated dealing shoe, the following requirements shall be observed.

1. Once the procedures required by section 3.37.4 have been completed, the cards shall be placed in the automated dealing shoe.
2. The dealer shall then announce "No more bets" prior to the shoe dispensing any stacks of cards.

(c) The dealer shall deliver the first stack of five cards dispensed by the automated dealing shoe face down to the community area, then the subsequent stacks of two to the player farthest to his or her left who has placed an Ante and X-TRA Bonus wager in accordance with Section 3.37.6. As the remaining stacks are dispensed to the dealer by the automated dealing shoe, the dealer shall, moving clockwise around the table, deliver a stack face down to each of the other players who has placed an Ante and X-TRA Bonus wager in accordance with section 3.37.6. The final two cards will be delivered to the space indicated for the dealer hand.

(d) After each stack of two cards has been dispensed and delivered in accordance with this subsection, the dealer shall remove the remaining cards from

the automated dealing shoe and, place the cards in the discard rack without exposing the cards.

(e) The dealer does not have to count the stub, as long as the automated dealing shoe counts the cards.

Section 3.37.10 Procedures for Completion of Each Round of Play; Collection and Payment of Wagers

(a) After the dealing procedures required by Section 3.37.7, 37.8 or 37.9 have been completed, each player shall examine his or her cards without exposing them to any person and replace the cards face down on the layout. The dealer shall then deal burn a card if dealing by hand and deliver the Flop exposing the first card of the Flop or, if using dealing option 3.37.9B, expose the first card of the Flop and, 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 reveal of the first three community cards. The player may either check or place a play wager in an amount equal to three times the amount of the player's Ante wager.

1. If a player places a Play wager, the wager shall be placed in the designated play betting area.

2. 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.

(b) Once all players have either placed a Play wager or checked, the dealer shall expose the remaining two cards of the Flop.

(c) After the flop has been revealed, 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 and/or revealing 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.

1. If a player places a Play wager, the wager shall be placed in the designated play betting area.

2. 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.

(d) Once all players have either placed a Play wager or checked, the dealer shall burn the next card, unless the dealing option in 3.37.9 B is being used. The dealer shall then deal the next two cards in the deck face up to the designated area for the community cards. If 3.37.9 B is being used, the dealer shall turn over the remaining two cards from the stack of five community cards that were dealt.

(e) After the final two community cards have been dealt and revealed, 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.

1. If a player places a Play wager, the wager shall be placed in the designated play betting area.

2. If a player folds, the Ante and X-TRA Bonus wagers of the player shall be collected by the dealer and placed in the table inventory container.

i. If the player has also placed a Player Bonus wager, Hole Card Bonus wager, and/or a STAX progressive wager, the dealer shall place the cards of the player face down underneath the player's Player Bonus wager, Hole Card Bonus Wager, or STAX progressive wager pending its resolution at the conclusion of the round of play.

ii. If the player has not placed a Player Bonus wager, Hole Card Bonus wager, or progressive wager, the dealer shall immediately spread the cards of the folded hand face down and place them in the discard rack.

(f) 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 and the three community cards indicating the cards to be used to form the best possible five-card hand and announce the dealer's hand to the players.

(g) 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 (h) below.

(h) 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 in the discard rack.

1. 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, X-TRA Bonus, and Play wagers made by the player and place the wagers in the table inventory container.

2. 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, X-TRA Bonus, and Play wagers made by the player in accordance with the payout odds set forth in Section 3.37.11; provided, however, that the X-TRA Bonus wager shall not be paid unless the player's winning hand has a rank of Straight or higher.

3. 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, X-TRA Bonus, or Play wagers.

4. After settling a player's Ante, X-TRA Bonus, and Play wagers, the dealer shall settle any Player Bonus wager or STAX progressive wager made by the player by determining whether the player's five-card hand qualifies for a payout in accordance with Sections 3.37.11(d) and/or (f). A winning Player Bonus wager and

progressive wager shall be paid without regard to the outcome of any other wager made by the player.

5. After settling a player's Ante, X-TRA Bonus, and Play wagers and while settling any Player Bonus wager or STAX progressive wager, the dealer shall settle any Hole Card Bonus wager made by the player in accordance with Section 3.37.11 (f) based solely on the initial two hold cards of the player who made the wager. A winning Hole Card Bonus wager shall be paid without regard to the outcome of any other wager made by the player.

(i) 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 be readily arranged to reconstruct each hand in the event of a question or dispute.

Section 3.37.11 Payout Odds; Rate of Progression; Payout Limitation

(a) The payout odds for winning wagers at Jackpot Hold 'Em printed on any sign or in any brochure or other publication distributed by a casino licensee shall be stated through the use of the word "to" or "win," and no odds shall be stated through the use of the word "for."

(b) A casino licensee shall pay each winning ante and play wager at odds of 1 to 1.

(c) If a player's five-card hand ranks higher than the dealer's five card hand, a casino licensee shall pay the player's X-TRA Bonus 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	4 to 1
Flush	2 to 1
Straight	1 to 1

Less than a straight	Push

(d) A casino licensee shall pay each winning Player Bonus wager at the game of Jackpot Hold 'Em at no less than the odds set forth in pay table set forth below:

Hand	Paytable
Royal flush	100 to 1
Straight flush	40 to 1
Four-of-a-kind	30 to 1
Full house	8 to 1
Flush	7 to 1
Straight	4 to 1
Three-of-a-kind	3 to 1

(e) A casino licensee shall pay each winning Hole Card Bonus wager at the game of Jackpot Hold 'Em at no less than the odds set forth in the alternative pay table below that was pre-selected by the casino licensee:

Outcome	Paytable 1	Paytable 2	Paytable 3
Pair of aces	30 to 1	25 to 1	30 to 1
Ace and Face Card, Suited	20 to 1	20 to 1	20 to 1
Ace and Face Card	10 to 1	10 to 1	10 to 1
Pair	5 to 1	5 to 1	4 to 1

(f) A player qualifies for the STAX progressive payouts by using both (2) cards dealt to them by the dealer and the first three (3) community cards (Flop) of the dealer. The licensed Casino shall pay off each winning wager at no less than the odds listed below:

For the $1 Wager:

Hand	Paytable 1	Paytable 2

Royal Flush - Specified Suit	Star Prog.	Star Prog.
Royal Flush - Other Suits	Spade Prog.	Star Prog.
Straight Flush	Heart Prog.	Spade Prog.
Four of a Kind	Diamond Prog.	Heart Prog.
Full House	100	100
Flush	50	50
Straight	25	25
Three of a Kind	10	10
Two Pair	Loss	Loss

For the $5 Wager:

Hand	Paytable 3	Paytable 4	Paytable 5	Paytable 6
Royal Flush: Specified Suit	Star Prog.	Star Prog.	Star Prog.	Star Prog.
Royal Flush: Other Suits	Star Prog.	Star Prog.	Spade Prog.	Star Prog.
Straight Flush	Spade Prog.	Spade Prog.	Heart Prog.	Spade Prog
Four of a Kind	Heart Prog.	Heart Prog.	Diamond Prog.	Heart Prog.
Full House	Diamond Prog.	Diamond Prog.	250	Diamond Prog.
Flush	200	150	150	150
Straight	150	100	100	100
Three of a Kind	50	40	50	50
Two Pair	Loss	15	20	20

Hand	Paytable 7	Paytable 8	Paytable 9

Royal Flush: Specified Suit	Star Prog.	Star Prog.	Star Prog.
Royal Flush: Other Suits	Spade Prog.	Star Prog.	Spade Prog.
Straight Flush	Heart Prog.	Spade Prog.	Heart Prog.
Four of a Kind	Diamond Prog.	Heart Prog.	Diamond Prog.
Full House	300	Diamond Prog.	Club Prog.
Flush	200	250	250
Straight	150	150	150
Three of a Kind	75	75	50
Two Pair	Loss	Loss	Loss

(a) The casino licensee shall designate which paytable they will use in their submitted Internal Controls.

(b) When paying a progressive win, the original wager is not returned.

(c) A progressive payout wager shall be paid pursuant to the payout tables listed above, the procedures in accordance with progressive payout wagers and prior to the collection of the cards by the dealer. Prior to paying a progressive payout hand, the dealer shall

1) Verify that the hand is a winning hand
2) Verify that the appropriate light on the acceptor device has been illuminated
3) Have a casino supervisor validate the progressive payout pursuant to approved internal control procedures.

(d) Any winning progressive payout wager shall be paid irrespective of the rank of the hand of the dealer.

Section 3.37.12 Progressive Configurations

(a) A configured percentage of each Stax wager will increment a primary meter for each enabled progressive.

(b) The Casino licensee has the option to set up a reserve meter for the Star and Spade progressive. If enabled, the total increment for the progressive will be split between the primary meter and reserve meter, subject to the restrictions, the primary meter must receive at least 1% increment, and the reserve meter must be an integer number of percentage point (e.g. 1%,2%).

(c) After a progressive is awarded, the primary meter is reseeded to the configured reseed value.

(d) If a reserve meter is used, the full amount of the reserve meter is first transferred to the primary meter, and then the house provides additional seeding if necessary to raise the meter to the reseed value.

(e) The available configurations are listed below. **Please note that each progressive configuration is tied to a particular paytable number and cannot be used with other paytables.**

All reseed values are given for the wager value indicated in the tables.

Progressive Configurations - $1 Wager					
Progressive		**Configuration**			
		1A	**1B**	**2A**	**2B**
Star	**Reseed**	$5,000	$5,000	$10,000	$10,000
	Total Inc	5%	8%	5%	8%
Spade	**Reseed**	$2,500	$2,500	$1,000	$1,000
	Total Inc	4%	4%	4%	4%
Heart	**Reseed**	$500	$500	$200	$200
	Total Inc	4%	4%	4%	4%
Diamond	**Reseed**	$200	$200	0	0
	Total Inc	4%	4%	0	0
Club	**Reseed**	0	0	0	0

	Total Inc	0	0	0	0

Progressive Configurations - $5 Wager						
Progressive		**Configuration**				
		3	**4**	**5A**	**5B**	**5C**
Star	**Reseed**	$50,000	$50,000	$10,000	$25,000	$50,000
	Total Inc	8%	8%	4%	4%	4%
Spade	**Reseed**	$5,000	$5,000	$5,000	$5,000	$5,000
	Total Inc	4%	4%	3%	3%	3%
Heart	**Reseed**	$1,000	$1,000	$1,000	$1,000	$1,000
	Total Inc	3%	2%	4%	4%	4%
Diamond	**Reseed**	$250	$200	$500	$500	$500
	Total Inc	2%	2%	3%	3%	3%
Club	**Reseed**	0	0	0	0	0
	Total Inc	0	0	0	0	0

Progressive Configurations - $5 Wager							
Progressive		**Configuration**					
		6A	**6B**	**6C**	**7A**	**7B**	**7C**
Star	**Reseed**	$10,000	$25,000	$50,000	$10,000	$25,000	$50,000
	Total Inc	4%	4%	4%	4%	4%	4%
Spade	**Reseed**	$1,000	$1,000	$1,000	$5,000	$5,000	$5,000
	Total Inc	4%	4%	4%	3%	3%	3%
Heart	**Reseed**	$500	$500	$500	$1,000	$1,000	$1,000
	Total Inc	3%	3%	3%	4%	4%	4%
Diamond	**Reseed**	$100	$100	$100	$500	$500	$500
	Total Inc	6%	6%	6%	3%	3%	3%
Club	**Reseed**	0	0	0	0	0	0
	Total Inc	0	0	0	0	0	0

Progressive Configurations - $5 Wager							
		Configuration					
Progressive		8A	8B	8C	9A	9B	9C
Star	Reseed	$10,000	$25,000	$50 ,000	$10,000	$25,000	$50,000
	Total Inc	4%	4%	4%	7.5%	7%	6%
Spade	Reseed	$1,000	$1,000	$1,000	$10,000	$10,000	$10,000
	Total Inc	4%	4%	4%	6%	6%	6%
Heart	Reseed	$500	$500	$500	$5,000	$5,000	$5,000
	Total Inc	3%	3%	3%	4%	4%	4%
Diamond	Reseed	$100	$100	$100	$1,000	$1,000	$1,000
	Total Inc	6%	6%	6%	3%	3%	3%
Club	Reseed				$250	$250	$250
	Total Inc				3%	3%	3%

The Casino licensee shall designate the progressive configuration and wager amount that they shall use in their approved Internal Controls.

Section 3.37.13 Must Hit Progressive

(a) The optional **Must Hit Progressive** is a Mystery Progressive intended to be used in conjunction with progressives that utilize the Stax system. If an AGS Stax system progressive side wager has four or fewer progressive meters active, one of the available progressive meters can be configured to function as the **Must Hit Progressive**.

(b) The **Must Hit Progressive** is an add-on to the existing **Progressive** wager, no additional wagering is required to qualify for it.

(c) After all wagers have been placed, the value of the Must Hit Progressive is incremented based on the configured increment rate and the total value of all progressive wagers.

(d) After the new value of the progressive meter is calculated, each player who has placed a progressive side wager is assigned a random value from a

random number generator. If a player's assigned random value falls below a calculated threshold based on the odds of the **Must Hit Progressive** being awarded at it current value, then the **Must Hit Progressive** is awarded

(e)The **Must Hit Progressive** meter randomly generates when selecting END ROUND on the dealer terminal. If there is a random winner from those that participated in the Stax Progressive Bonus wager, this will be indicated with the sensor flashing at the Player spot as well as being indicated on the Dealer Terminal and Table signage.

(f) If multiple players at a table qualify for the **Must Hit Progressive** at the same time, then the player with the lowest random value is awarded the progressive.

(g) The odds of the progressive being awarded will increase as the value of the progressive passes certain thresholds.

Section 3.37.14 Must Hit Progressive Configurations

Configurations - $1 Wager			
Configuration#	Reset Value	Max Value	Increment Rate
1	$25	$100	1.50%

Configurations - $5 Wager			
Configuration#	Reset Value	Max Value	Increment Rate
1	$250	$1,000	5.00%
2	$100	$500	5.00%
3	$100	$200	2.00%
4	$250	$1,000	1.80%
5	$100	$500	2.00%
6	$100	$200	0.90%

The increment rate of progression, reset value and max value for the **Must Hit Progressive** Meter will be determined by the Casino license and shall be included in their submitted Internal Controls.

Section 3.37.15 Prohibition Against a Player Wagering on More Than One Player Position

A player shall not be permitted to wager on more than one player position at a Jackpot Hold 'Em table.

Section 3.37.16 Irregularities

(a) If any card dealt to the dealer in Jackpot Hold 'Em is prematurely exposed prior to each player having either folded or placed a play wager pursuant to Section 3.37.10, all hands shall be void. Notwithstanding the foregoing, if a player has placed a Player Bonus wager, the community cards shall be dealt and each Player Bonus wager shall be settled in accordance with the payout odds set forth in Section 3.37.11(d).

(b) 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 their initial two cards, the community cards shall be dealt and any Player Bonus wager shall be settled in accordance with the payout odds set forth in Section 3.37.11(d).

(c) 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.

(d) 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.

(e) 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 in accordance with procedures approved by the Commission.

(f) 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, in accordance with procedures approved by the Commission.

(g) 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.

Section 3.38 Dai-Baccarat

3.38.1 Cards: number of decks; value; point count of hand
3.38.2 Wagers
3.38.3 Payout odds
3.38.4 Opening of table for gaming
3.38.5 Shuffle and cut of the cards
3.38.6 Dealing shoe
3.38.7 Continuous shuffling shoe or device
3.38.8 Hands of player and banker; procedure for dealing initial two cards to each hand
3.38.9 Procedure for dealing of additional cards
3.38.10 Rules for determining whether third card shall be dealt
3.38.11 Announcement of result of round; payment and collection of wagers
3.38.12 Irregularities

Section 3.38.1 Cards: number of decks; value; point count of hand

(a) Dai-Baccarat shall be played with eight decks of cards and two additional cutting cards. The cutting cards shall be opaque and in a solid color readily distinguishable

from the color of the backs and edges of the playing cards, as approved by the Lottery.

(b) The "Value" of the cards in each deck shall be as follows:

1. Any card from 2 to 9 shall have its face value;
2. Any Ten, Jack, Queen or King shall have a value of zero; and
3. Any Ace shall have a value of one.

(c) The "Point Count" of a hand shall be a single digit number from 0 to 9 inclusive and shall be determined by totaling the value of the cards in the hand. If the total of the cards in a hand is a two-digit number, the left digit of such number shall be discarded having no value and the right digit shall constitute the Point Count of the hand. Examples of this rule are as follows:

1. A hand composed of an Ace, a 2 and a 4 has a Point Count of 7; and
2. A hand composed of an Ace, a 2 and a 9 has a total of 12 but only a Point Count of 2 since the digit 1 in the number 12 is discarded.

(d) If an automated card shuffling device is utilized, Dai-Baccarat shall be played with at least 12 decks of cards in accordance with the following requirements:

1. Each deck of cards shall meet card requirements specified in the Minimum Internal Control Standards.
2. The cards shall be separated into two batches, with an equal number of decks included in each batch;
3. The backs of the cards in each batch shall be of the same color and design, but of a different color than the cards included in the other batch;
4. One batch of cards shall be shuffled and stored in the automated card shuffling device while the other batch is being dealt or used to play the game;
5. Both batches of cards shall be continuously alternated in and out of play, with each batch being used for every other dealing shoe; and
6. The cards from only one batch shall be placed in the discard rack at any given time.

Section 3.38.2 Wagers

(a) The following wagers shall be permitted to be made by a participant at the game of Dai-Baccarat:

1. A wager on the "Banker's Hand" which shall:
   i. Win if the "Banker's Hand" has a Point Count higher than that of the "Player's Hand";
   ii. Lose if the "Banker's Hand" has a Point Count lower than that of the "Player's Hand";
   iii. Be void if the Point Count on the “Banker’s Hand” and the “Player’s Hand” are equal; and
   iv. Be void if the “Banker’s Hand” wins on a three-card 7.
2. A wager on the "Player's Hand" which shall:
   i. Win if the "Player's Hand" has a Point Count higher than that of the "Banker's Hand";
   ii. Lose if the "Player's Hand" has a Point Count lower than that of the "Banker's Hand"; and
   iii. Be void if the Point Counts of the "Banker's Hand" and the "Player's Hand" are equal.
3. A "Tie Bet" which shall win if the Point Counts of the "Banker's Hand" and the "Player's Hand" are equal and shall lose if such Point Counts are not equal.
4. An optional “Tiger 7” bonus which shall win when the Banker wins with a three-card 7.
   Casino operator shall state in their Internal Controls if they will offer the optional “Tiger 7” bonus.
5. An optional “Ox 6” bonus which shall win when the Player wins with a three-card 6.
   Casino operator shall state in their Internal Controls if they will offer the optional “Ox 6” bonus.
6. An optional “Kill Wager” which shall win when either of the following scenarios occur:
   a. When the Banker loses or ties with a three-card 7

b. When the Player loses or ties with a three-card 6.

Casino operator shall state in their Internal Controls if they will offer the optional “Kill Wager”

(b) Unless otherwise approved by the Lottery, no casino licensee, his employees or agents shall accept any wager at the game of Dai-Baccarat other than those specified in (a) above.

(c) All wagers at Dai-Baccarat shall be made by placing gaming chips or plaques and, if applicable, a match play coupon on the appropriate areas of the Dai-Baccarat layout except that verbal wagers accompanied by cash may be accepted provided they are confirmed by the dealer and casino supervisor at the table, and such cash is expeditiously converted into gaming chips or plaques in accordance with rules for acceptance of cash.

(d) No wager at Dai-Baccarat shall be made, increased or withdrawn after the dealer has announced "No More Bets".

(e) Once the first card of any hand has been removed from the shoe by the dealer, no participant shall handle, remove or alter any wagers that have been made until a decision has been rendered and implemented with respect to that wager.

Section 3.38.3 Payout Odds

(a) A winning wager made on the "Player's Hand" shall be paid off by a casino licensee at odds of 1 to 1.

(b) A winning tie bet shall be paid off by a casino licensee at odds of 8 to 1.

(c) A winning wager made on the "Banker's Hand" shall be paid off by a casino licensee at odds of 1 to 1 except when the “Banker’s Hand” wins with a three-card 7. If the “Banker’s Hand” wins with a three-card 7, the wager shall be a push and void. There will be no vigorish on any winning “Banker’s Hand.”

(e) A winning wager made on the “Tiger 7” bonus shall be paid off by a casino licensee at odds of 40 to 1.

(f) A winning “Ox 6” bonus shall be paid off be a casino licensee at odds of 40 to 1.

(g) A winning “Kill” wager shall be paid off by a casino licensee at odds of 30 to 1.

Section 3.38.4 Opening of table for gaming

(a) The dealer shall receive the eight decks of cards at the table in accordance with section 2.3 pertaining to cards, receipt, storage, inspections and removal from use.
(b) Following the inspection of the cards by the dealer and the verification by the floor person assigned to the table, the cards shall be, at the option of the casino licensee as noted in their internal controls, either:

1. Spread out face up on the table for visual inspection by the first player to arrive at the table. The cards shall be spread out according to suit and in sequence; or
2. Perform a wash of the cards in (c) below

(c) After the first player has been afforded an opportunity to visually inspect the cards, or the cards have been inspected by the dealer and floor person, the cards shall be turned face downward on the table, mixed thoroughly by a "washing" or "chemmy shuffle" of the cards and stacked.

Section 3.38.5 Shuffle and cut of the cards

(a) Immediately prior to the commencement of play, and after each shoe of cards is completed, the dealer shall shuffle the cards so that they are randomly intermixed. Additionally, as noted in section 2.3 (a) 10, if pre-shuffled cards are used, they must be shuffled using an automated shuffler that can verify both the number and suit of the cards. These shufflers shall be able to identify any additional or missing cards.
(b) After the cards have been shuffled, the casino licensee shall require the dealer, at its option, to either:

1. Leave the entire stack of cards intermixed but not entirely squared off ("feathered") so that the floor person can verify that the shuffle did not result in any uneven distribution of cards; or
2. Lace approximately one deck of cards so that they are evenly dispersed into the remaining stack.
    i. After lacing the cards, the casino licensee may, as an additional option, require the dealer to shuffle some or all of the cards again.

ii. A casino licensee shall not initiate or terminate the use of this reshuffling option unless the casino licensee provides its surveillance department and the Lottery with at least 30 minutes prior written notice.

3. If using an automatic shuffler, proceed straight to the cutting portion as described below.

(c) Any shuffling or lacing option chosen for use by a casino licensee pursuant to (b) above shall be implemented at all Dai-Baccarat tables within a pit.

(d) After shuffling or lacing the cards and, where applicable, reshuffling them, the dealer shall offer the stack of cards, with backs facing away from the dealer, to the participants to be cut. If the casino licensee opted to not have or use the player inspection, the dealer may cut the cards pursuant to the section below:

The dealer shall begin with the participant seated in the highest number position at the table and, working clockwise around the table, shall offer the stack to each participant until a participant accepts the cut. If no participant accepts the cut, the dealer shall cut the cards.

(e) The cards shall be cut by placing the cutting card in the stack at least 10 cards in from either end.

(f) Once the cutting card has been inserted into the stack, the dealer shall take all cards in front of the cutting card and place them to the back of the stack. The dealer shall then insert one cutting card in a position at least 14 cards in from the back of the stack, and the second cutting card at the end of the stack. The stack of cards shall then be inserted into the dealing shoe for commencement of play. Prior to commencement of play, the dealer shall remove the first card from the shoe and place it, and an additional amount of cards equal to the amount on the first card drawn, in the discard rack after all cards have been shown to the participants. Face cards and tens count as tens. Aces count as one.

(g) After the cards have been cut and before any cards have been dealt, a casino supervisor may require the cards to be recut if he or she determines that the cut was performed improperly or in any way that might affect the integrity or fairness of the game. If a recut is required, the cards shall be recut, at the casino licensee's option,

by the player who last cut the cards, or by the next person entitled to cut the cards, as determined by section (d) above.

(h) If there is no gaming activity at a Dai-Baccarat table which is open for gaming, the casino licensee, as written in their internal controls, shall either:

1. Remove the cards from the dealing shoe and the discard rack, and spread out on the table for inspection, either face up or face down. If the cards are spread face down, they shall be turned face up once a player arrives at the table. After the first player is afforded an opportunity to visually inspect the cards the cards shall be turned face downward on the table. Provided however, if the casino opted to waive the player inspection of the cards during the table opening, the player inspection may be waived at this time as well.
    a. If there is no automated shuffling device in use, the cards shall be mixed thoroughly by a washing or chemmy shuffle of the cards, stacked, then shuffled and cut in accordance with this section.
    b. If an automated shuffling device is in use, the cards shall be stacked and placed into the automated shuffling device to be shuffled. The batch of cards already in the shuffler shall then be removed. Unless a player so requests, the batch of cards removed from the shuffler need not be spread for inspection and reshuffled prior to being dealt, if:
        i. The automated card shuffling device stores a single batch of shuffled cards inside the shuffler in a secure manner approved by the Lottery; and
        ii. The shuffled cards have been secured, released and prepared for play in accordance with procedures approved by the Lottery; or
2. The shoe shall be brought to the center of the table until the next patron arrives at the table. At the discretion of the floor supervisor or above, a reshuffle may be performed, per the procedures (a) thru (h) above.

Section 3.38.6 Dealing shoe

(a) All cards used to game at Dai-Baccarat shall be of backs of the same color and design and shall be dealt from a dealing shoe specifically designed for such purpose.

Section 3.38.7 Continuous shuffling shoe or device

(a) In lieu of the dealing and shuffling requirements set forth in 3.38.5 and 3.38.6, a casino licensee may utilize a dealing shoe or other device designed to automatically reshuffle the cards provided that such shoe or device and the procedures for dealing and shuffling the cards through use of this device are approved by the Lottery or its authorized designee

Section 3.38.8 Hands of player and banker; procedure for dealing initial two cards to each hand

(a) There shall be two hands dealt in the game of Dai-Baccarat one of which shall be denominated the "Player's Hand" and the other denominated the "Banker's Hand".
(b) At the commencement of each round of play, the dealer calling the game shall announce "No More Bets".
(c) The dealer shall deal an initial four cards from the shoe. The first and third cards dealt shall constitute the first and second cards of the "Player's Hand." The second and fourth cards dealt shall constitute the first and second cards of the "Banker's Hand." The casino licensee may deal the initial four cards in accordance with one of the following options:

1. The dealer shall remove cards from the shoe with his or her left hand, turn them face up and then place them on the appropriate area of the layout with his or her right hand. The first and third cards dealt shall be placed on the area designated for the "Player's Hand" and the second and fourth cards dealt shall be placed on the area designated for the "Banker's Hand;" or
2. The first and third cards dealt shall be placed face down on the area designated for the "Player's Hand" and the second and fourth cards dealt shall be placed face down underneath the right corner of the dealing shoe until the "Player's Hand" is called as provided for in 3.38.9(a), at which time

the second and fourth cards shall be turned face up and placed on the area designated for the "Banker's Hand"; or

3. The first and third cards dealt shall be placed face down on the area designated for the "Player's Hand" and the second and fourth cards dealt shall be placed face down on the area designated for the "Banker's Hand." After all four cards have been dealt, the dealer shall place the “Banker’s Hand” underneath the right corner of the dealing shoe until the “Player's Hand” is called, as provided for in 3.38.9(a).
    i. The dealer shall then hand the two cards of the “Player’s Hand,” face down, to the player with the highest wager on the “Player’s Hand.” The patron with the highest wager on the Player’s Hand may designate another patron to turn the Player’s Hand if they choose. After viewing the “Player’s Hand,” the player shall return the two cards, face up, to the dealer, who shall place the cards face up on the area designated for the “Player’s Hand” and announce the point count of the “Player’s Hand” in accordance with 3.38.9(a).
    ii. The dealer shall then hand the two cards of the “Banker’s Hand,” face down, to the player with the highest wager on the “Banker’s Hand.” The patron with the highest wager on the Banker’s Hand may designate another patron to turn the Player’s Hand if they choose. After viewing the “Banker’s Hand,” the player shall return the two cards, face up, to the dealer, who shall place the cards face up on the area designated for the “Banker’s Hand” and announce the point count of the “Banker’s Hand” in accordance with 3.38.9(a).
    iii. At the request of the patrons, the dealer may distribute the Banker’s Hand before the Player’s Hand
    iv. Any third card required to be dealt to the “Player’s Hand” shall be placed face down on the area designated for the "Player's Hand." The dealer shall then hand the card, face down, to the player who was handed and returned the “Player’s Hand.” After viewing the card, the player shall

return the card face up to the dealer, who shall place the card face up on the area designated for the “Player’s Hand.”

v. Any third card required to be dealt to the “Banker’s Hand” shall be placed face down on the area designated for the "Banker's Hand." The dealer shall then hand the card, face down, to the player who was handed and returned the “Banker’s Hand.” After viewing the card, the player shall return the card face up to the dealer, who shall place the card face up on the area designated for the “Banker’s Hand.”

vi. If two or more players offer to wager an equally high amount on the “Player’s Hand,” the player making such wager who is closest to the dealer moving counterclockwise around the table shall be handed the “Player’s Hand" and any third card required to be dealt. If two or more players offer to wager an equally high amount on the “Banker’s Hand,” the player making such wager who is closest to the dealer moving counterclockwise around the table shall be handed the “Banker’s Hand” and any third card required to be dealt pursuant to 3.38.10.

Section 3.38.9 Procedure for dealing of additional cards

(a) After the dealer positions the cards in accordance with either 3.38.8(c)1 or 2, the dealer shall announce the point count of the "Player's Hand" and then the "Banker's Hand." If the dealer positions the cards in accordance with 3.38.8(c)3, the point counts of the “Player’s Hand” and “Banker’s Hand” shall be announced as provided therein.

(b) Following the announcement of the Point Counts of each hand, the dealer shall determine whether to deal a third card to each hand which instructions shall be in conformity with the requirements of 3.38.10.

(c) If the dealer positions the cards in accordance with 3.38.8(c)1 or 2, any third card required to be dealt shall first be dealt face upwards to the "Player's Hand" and then to the "Banker's Hand" by the dealer. If the dealer positions the cards in accordance with 3.38.8(c)3, any third cards required to be dealt shall be dealt as provided therein.

(d) In no event shall more than one additional card be dealt to either hand.
(e) Whenever the cutting card appears during play, the cutting card will be removed and placed to the side and the hand will be completed. Upon completion of that hand, the dealer calling the game shall announce "last hand". At the completion of one more hand, no more cards will be dealt until the reshuffle occurs.

Section 3.38.10 Rules for determining whether third card shall be dealt

(a) If the Point Count of either the "Player's Hand" or the "'Banker's Hand" after the initial two cards are dealt to each is an 8 or 9 (which shall be called a "natural") no more cards shall be dealt to either hand.
(b) If the Point Count of the "Banker's Hand" on the first two cards is 0 to 7 inclusive, the "'Player's Hand" shall draw (that is, take a third card) or stay (that is, not take a third card) in accordance with the requirements of Table 1 below.

TABLE 1	
Player Having	Third Card Determination
0 to 5	Draws
6 to 9	Stays

(c) The "Banker's Hand" shall draw (that is, take a third card) or stay (that is, not take a third card) in accordance with the requirements of Table 2 below.
(d) The first/second vertical column in Table 2 labeled "Point Count of Banker's Hand" shall refer to the Point Count of the "Banker's Hand" after the first two cards have been dealt to it.

TABLE 2

		Third Card Drawn by Player									
Point Count of Banker's Hand		0	1	2	3	4	5	6	7	8	9
	0	D	D	D	D	D	D	D	D	D	D
	1	D	D	D	D	D	D	D	D	D	D
	2	D	D	D	D	D	D	D	D	D	D
	3	D	D	D	D	D	D	D	D	S	D
	4	S	S	D	D	D	D	D	D	S	S
	5	S	S	S	S	D	D	D	D	S	S
	6	S	S	S	S	S	S	D	D	S	S
	7	S	S	S	S	S	S	S	S	S	S
	8/9	NATURAL (Player Cannot Draw)									

(e) The first/second horizontal column at the top of Table 2 labeled "Third Card Drawn by Player's Hand" shall refer to the value of the third card drawn by the "Player's Hand" as distinguished from the Point Count of the "Player's Hand".

(f) The letter "D" used in Table 2 shall mean that the "Banker's Hand" must draw a third card and the letter "S" used in Table 2 shall mean that the "Banker's Hand" must stay (that is, not draw a third card).

(g) The method of using Table 2 shall be to find the Point Count of the "Banker's Hand" in the first vertical column and trace that horizontally across the table until it intersects the third card drawn by the "Player's Hand". The box at which such intersection takes place will show whether the "Banker's Hand" shall draw a third card or stay. For example, if the Point Count of the "Banker's Hand" after two cards is 5 and the value of the third card drawn by the "Player's Hand" is 4, the table shows that the "Banker's Hand" shall draw a third card.

Section 3.38.11 Announcement of result of round; payment and collection of wagers

(a) After each hand has received all the cards to which it is entitled pursuant to 3.38.8, 3.38.9 and 3.38.10, the dealer shall announce the final the Point Count of

each hand indicating which hand has won the round. If two hands have equal Point Counts, the dealer shall announce "Tie Hand". If the total card wagers authorized by 3.38.2(a)4 are offered, the dealer shall also announce the total number of cards dealt during the round of play.

(b) After the result of the round is announced, the dealer responsible for the wagers on the table shall first collect each losing wager. Thereafter, the dealer shall, pay all winnings wagers.

(c) At the conclusion of a round of play, all cards on the layout shall be picked up by the dealer and placed in the discard rack, in order and in such a way that they can be readily arranged to indicate the "Player's Hand" and the "Banker's Hand" in case of question or dispute.

(d) No participant or spectator shall handle, remove or alter any cards used to game at Dai-Baccarat and no dealer or other casino employee or casino key employee shall permit a participant or spectator to engage in such activity.

Section 3.38.12 Irregularities

(a) A third card dealt to the "Player's Hand", when no third card is authorized by these regulations, shall become the third card of the "Banker's Hand" if the "Banker's Hand" is obliged to draw by Table 2 of 3.38.10. If, in such circumstances, the "Banker's Hand" is required to stay, the card dealt in error shall become the first card of the next hand except as otherwise provided in (c) below.

(b) A card drawn in error from the shoe shall be used as the first card of the next hand of play except as otherwise provided in (c) below.

(c) If a card dealt in error pursuant to (a) or (b) above is disclosed at the time it is dealt, the dealer shall perform the procedure in (c)1 through 3 below that has been pre-selected by the casino licensee in its rules of the game submission.

1. The disclosed card and an additional number of cards equal to the value of the disclosed card shall be drawn face upwards from the shoe and placed in the discard rack.
2. The disclosed card and one additional card drawn face downwards from the shoe shall be placed in the discard rack without disclosing the additional card.

3. The disclosed card shall be used as the first card of a simulated round of play in which no wagers shall be accepted, the cards shall be dealt in accordance with the rules of this subchapter and the cards shall be discarded upon completion of the dealing procedures.

(d) Any card found face upwards in the shoe shall not be used in the game and shall be placed in the discard rack, along with an additional number of cards, drawn face upwards, equal to the value of the card found face upwards in the shoe.

(e) If there are insufficient cards remaining in the shoe to complete a round of play, that round shall be void and a new round shall commence after the entire set of cards are reshuffled and placed in the shoe.

(f) The dealer or floorperson assigned to the table may require any player to relinquish the right to turn over the cards pursuant to 3.38.8(c)3, if the player unreasonably delays the game or violates either the minimum internal control standards or the regulations of the Lottery. Whenever the voluntary or compulsory relinquishment of that right occurs, the dealer shall offer it to the player immediately to the right of the previous player, and, if he or she does not accept it or there is no player in that position, the dealer shall offer it to each of the other players in turn counterclockwise around the table for the remainder of that round of play. If no player accepts the cards, the dealer shall turn the cards over and place them on the designated areas of the layout.

Section 3.39 to 3.45 Reserved for new games

Section 3.46 Progressive Game Closure or Jackpot Transfer

(a) A progressive jackpot may end after the jackpot is hit or be transferred to another progressive game within the casino if the jackpot is still active.

(b) The licensed casino shall notify the Lottery 15 calendar days in advance of the notice date to patrons of their intention to transfer or close an existing jackpot.

(c) The licensed casino shall notify the patrons at least 30 days in advance with their intention to transfer the jackpot if it is not hit or close an existing jackpot when the jackpot is hit.

(d) Signage giving notification to the patrons shall be placed at or near the game where the jackpot is being transferred or closed. Such signage shall include:

1) The date the jackpot is being transferred.
2) The date and times the game will be open for play.
3) The game the jackpot is being transferred to.
4) If the game is closing after the jackpot is hit, then signage shall indicate as such.

(e) The casino licensee shall notify their player club members “by mail” that the jackpot is closing or being transferred. Mailing shall include, but not limited to, the same requirement in section 3.28(d).

(f) If the jackpot is hit prior to being transferred it may cease and shall be void at the new location.

(g) For additional details regarding the use of jackpots refer to the rules for individual games.

Section 3.47 Reserved for Match Play

Section 3.48 New games; requirements and procedures for application,

(a) The Casino licensee or may petition the Lottery for approval of a proposed game.

(b) A petition for approval of a proposed new game must be in writing.

(c) A proposed new game may be a variation of an authorized game, a composite of authorized games, or any other game compatible with the public interest and suitable for casino use.

(d) A petition for a proposed new game shall be in writing, signed by the petitioner, and shall include the following information:

1. The name of the petitioner;

2. Whether the game is a variation of an authorized game, a composite of authorized games, or another game which is compatible with the public interest and is suitable for casino use;

3. A complete and detailed description of the game for which approval is sought, including:

i. A summary of the game, including the objectives of the game, the method of play and the wagers offered;

ii. The draft of proposed rules describing the equipment used to play the game, and the proposed rules of the game;

iii. The true odds, the payout odds, and the house advantage for each wager;

iv. A sketch or picture of the game layout, if any; and

v. Sketches or pictures of the equipment used to play the game.

4. Whether the game, its name, or any of the equipment used to play it is covered by any copyrights, trademarks or patents, either issued or pending;

5. Request for a test or experiment of the game; and

6. Any other pertinent information or material requested by the Lottery.

(e) In making a determination whether a proposed new game is an acceptable variation of an authorized game or a composite of authorized games, or is compatible with the public interest, the Lottery may consider rules and method of play; true and payout odds; wagers offered; layout; equipment used to play the game; personnel requirements; game security and integrity; similarity to other authorized games or other games of chance; other variations or composites of the game previously approved as authorized games; as well as any other relevant factors. Any such determination shall be subject to a condition that the game must undergo a successful test for suitability of casino use.

(f) No proposed game may be implemented for casino play until it has been approved by the Lottery.

(g) If the Lottery determines, at any time, that approved rules of the game are not adequate to ensure compliance with the regulations and this rule or the integrity of the game, then the Lottery may direct the casino licensee, in writing to amend its rules of the game.

Section 3.49 Amendment to game rules

(a) Unless otherwise provided by the Lottery, the casino licensee or license applicant shall submit an amendment to the rules of the game, including variations of games, to the Lottery not less than thirty days before implementing the rules of the game.

(b) The Lottery shall approve or disapprove the amendment to the game rules in the same manner that an initial submission is approved or disapproved.

Section 3.50 Gaming Tournaments

(a) All gaming tournaments conducted by or on behalf of the licensee are subject to prior written approval by the Lottery. This includes no advertisement of tournaments until they are approved as well.

(b) All gaming tournaments are subject to the rules of authorized games and approved internal controls established in these regulations.

(c) All gaming tournaments shall comply with the following requirements:

1. A gaming tournament is a contest or event wherein persons play a game or games previously authorized by the Lottery in competition with each other to determine the winner of a prize or prizes;

2. A gaming tournament shall include, but is not limited to any contest or event wherein an entry fee is paid to play a game previously approved by the Lottery. An entry fee shall include any fee paid directly or indirectly, by or on behalf of the person playing in the tournament;

3. A request for approval of a gaming tournament shall be made in writing and received by the Lottery at least 30 days prior to the commencement date of the tournament. The request for approval shall contain a complete description of the tournament, the manner of entry, a description of those persons eligible to enter the tournament, the entry fee assessed if any, the prizes to be awarded, the manner in which the prizes are to be awarded and the dates of the tournament. Lottery may request additional information prior to rendering a decision. Any incomplete request for approval shall be denied;

4. All entry fees shall be included in Adjusted Gross Receipts. No cost incurred by the licensee associated with holding the tournament shall be deducted from the entry fees

before calculating Adjusted Gross Receipts. All cash prizes awarded in the tournament may be deducted as payouts for purposes of calculating Adjusted Gross Receipts. No other deductions shall be made for purposes of calculating Adjusted Gross Receipts. The licensee shall not deduct the cost of any non-cash prizes awarded as a result of the tournament for purposes of calculating Adjusted Gross Receipts; and

5. All entry fees and cash prizes shall be reported on tax remittance summaries in a manner approved by the Lottery. Copies of source documents such as transfer slips of the participant's entry fees to either the vault or cage and transfer slips of participant's winnings paid out from either the cage or the vault must accompany tax remittance summaries on which the entry fee or payout is reported.

Section 3.51 Notice, betting limit changes ; Rules of the games changes

(a) Whenever a casino licensee is required by regulation to provide notice of the rules pursuant to which a particular table game will be operated, the casino licensee shall post a sign at the gaming table advising patrons of the rules in effect at that table.

(b) Except as provided in (c) below as to changes in permissible minimum and maximum wagers, no casino licensee shall change the rules pursuant to which a particular table game is being operated unless, at least one-half hour in advance of such change, the casino licensee:

1. Posts a sign at the gaming table advising patrons of the rule change and the time that it will go into effect;

2. Announces the rule change to patrons who are at the table; and

3. The rule change has been previously approved by the Lottery.

(c) Notwithstanding (b) above, a casino licensee may at any time change the permissible minimum or maximum wager at a table game, without notifying the Lottery of such change, upon posting a sign at the gaming table advising patrons of the new permissible minimum or maximum wager and announcing the change to patrons who are at the table.

(d) Table limits for each table shall be clearly posted for public view.

(e) The location, size and language of each sign required by this section shall be submitted to and approved by the Lottery prior to its use.

Section 3.52 Patron access to the rules of the games; gaming guides

(a) Each casino licensee shall maintain at its security podium or some other area accessible to patrons, a printed copy of the complete text of the rules of all authorized games and all other information required to be made available to the public. This information shall be made available to the public for inspection upon request.

(b) Each casino licensee shall make available in printed form to any patron upon request the complete text of the rules of the Lottery regarding games and the conduct of gaming, pay-offs of winning wagers, an approximation of the odds of winning for each wager, and such other advice to the player as the Lottery shall require. Each casino licensee shall prominently post within a casino room and racetrack facility, as appropriate, according to regulations of the Lottery such information about gaming rules, payoffs of winning wagers, the odds of winning for each wager, and such other advice to the player as the Lottery shall require. Each such version, to be known as a "gaming guide," may be produced in a printed, video or other format approved by the Lottery.

(c) No gaming guide shall be issued, displayed or distributed by a casino licensee unless and until a sample thereof has been submitted to and approved by the Lottery. No casino licensee shall issue, display or distribute any gaming guide that is materially different from the approved sample thereof.

(d) Prior to issuing, distributing or displaying a gaming guide that is materially different from the approved sample thereof, each casino licensee shall submit and obtain Lottery approval for a sample of the complete guide which contains the material changes.

Section 4 Currency Transaction and Suspicious Activity Reporting

Section 4.1 Currency Transaction Reporting Standards.

(a) Each casino licensee with annual gross gaming revenues in excess of $1,000,000 shall establish, and the gaming operation shall comply with, procedures for the reporting of currency transactions in excess of $10,000 that appear to be transacted

to avoid filing requirements of the Bank Secrecy Act known as Title31 (31 CFR, part 103).

(b) Definitions for purposes of this Section.

1. Currency is the coin and paper money of the United States or of any other country that is designated as legal tender.

2. Customer includes every person that is involved in a transaction with a casino, whether or not that person participates, or intends to participate, in the gaming activities offered by that casino.

3. Established customer is a person with an account with the casino licensee, including an authorized credit or customer deposit account where the casino licensee has obtained and maintains on file the person's name and address, as well as taxpayer identification number or social security or employer identification number or, if none, alien identification number or passport number.

4. Casino is a gambling establishment that is duly licensed or authorized to do business as such in the United States, or territory or possession of the United States, and has gross annual gaming revenue in excess of $1 million.

5. Monetary instruments are:

i. Currency;

ii. Traveler's checks in any form;

iii. All negotiable instruments including personal checks, business checks, official bank checks, cashier's checks, third-party checks, promissory notes and money orders that are either in bearer form, endorsed without restriction, or otherwise in such form that title thereto passes upon delivery;

iv. Securities or stock in bearer form or otherwise in such form that title thereto passes upon delivery.

6. Person is an individual, a corporation, a partnership, a trust or estate, a joint stock company, an association, a syndicate, joint venture, or other unincorporated organization or group, and all entities recognized as legal personalities.

7. Structure or Structuring is the process of a person engaging in a transaction or transactions, whether acting alone or in conjunction with others or on behalf of others, who conducts or attempts to conduct one or more transactions in currency, in any

amount, at one or more casino licensees on one or more days, in any manner, for the purpose of evading the reporting requirements under this section.

8. Transactions include, but are not limited to, deposit, withdrawal, transfer between accounts, exchange of currency, loan, extension of credit, purchase or redemption of casino chips or tokens, or other gaming instruments or any other payment, transfer, or delivery, by through, or to a casino licensee, by whatever means effected.

9. Gaming day is the normal business day of a casino licensee. For a casino that offers 24 hour gaming, the term means that 24-hour period by which the casino keeps its books and records for business, accounting, and tax purposes.

10. Affiliate(s) are business companies, organizations, or individuals who are affiliates of each other if, directly or indirectly, either one has the power to control the other, or a third party controls or has the power to control both.

(c) Currency Transactions. Each casino licensee shall file a report with the West Virginia Lottery and FinCen of each currency transaction or multiple currency transactions, involving cash-in or cash-out in the same gaming day, of more than$10,000. Cash-in transactions shall not be combined with Cash-out transactions, but shall be aggregated separately in order to determine that the reporting threshold is met.

1. Cash-in transactions include, but are not limited to, the following:

i. Purchases of chips, tokens, and plaques;

ii. Front money deposits;

iii. Safekeeping deposits;

iv. Payments on any form of credit, including markers;

v. Bets of currency;

vi. Currency received by a casino for transmittal of funds through wire transfer for a customer;

vii. Purchases of a casino's check; and

viii. Exchanges of currency for currency, including foreign currency.

2. Cash-out transactions include, but are not limited to, the following:

i. Redemptions of chips, tokens, and plaques;

ii. Front money withdrawals;

iii. Safekeeping withdrawals;

iv. Advances on any form of credit, including markers;

v. Payments by a casino to a customer for winning bets, including slot jackpots;

vi. Payments by a casino to a customer based on receipt of funds through wire transfer for credit to a customer;

vii. Cashing of checks or other negotiable instruments;

viii. Exchanges of currency for currency, including foreign currency; and

ix. Reimbursements for customers' travel and entertainment expenses by the casino licensee.

(d) Multiple Transactions and Multiple Transactions Logs.

1. Multiple currency transactions shall be treated as single transaction if the casino has knowledge that they are by or on behalf of any person and result in either cash in or cash out totaling more than $10,000 during any gaming day.

2. For purposes of this section (d), a casino shall be deemed to have the knowledge, if: any sole proprietor, partner, officer, director, or employee of the casino, acting within the scope of his or her employment, has knowledge that such multiple currency transactions have occurred, including knowledge from examining the books, records, logs, information retained on magnetic disk, tape or other machine-readable media, or in any manual system, and similar documents and information, which the casino maintains pursuant to any law or regulation or within the ordinary course of its business, and which contain information that such multiple currency transactions have occurred.

3. Each casino licensee shall aggregate the same type transactions occurring in excess of $3,000, during a designated 24-hour period, by establishing multiple transaction logs at each of the following areas:

i. At a single specific cage;

ii. At a single specific gaming pit; or

iii. At another single specific gaming or other monitoring area as specified in the casino licensee’s system of internal controls.

4. Before completing a cash transaction with a customer that, when aggregated with others, shall exceed the $10,000 reporting threshold, the casino licensee shall

complete the identification and record keeping requirements described in subsection (e) below and comply with subsection (c) above.

(e) Report Filing Requirements. A report required by subsection (c) above shall be filed by the casino licensee within 15 days following the day on which the reportable transaction occurred. All reports required to be filed shall be filed with the Commissioner of Internal Revenue and the West Virginia Lottery unless otherwise specified.

1. Before concluding any transaction wherein a report is required to be filed, a casino licensee shall;

i. Obtain the patron's name, address, social security or employer identification number;

ii. Make reasonable attempts to obtain identification credentials such as;

iii. Driver's license;

iv. Passport;

v. Non-resident alien identification card;

vi. Other reliable Government Issue identification credentials; or

vii. Other identification credentials normally acceptable when cashing checks.

2. Examine identification credentials specified in subsection (e)(1)(i-vii) above, and record on the report the specific identifying information.

(f) Records to be maintained by casino licensees. Each casino licensee shall record and maintain the name, address and social security number of a customer who opens an account, deposits funds or receives a line of credit. At the time the account is opened, funds deposited or line of credit is approved, the name and address shall be verified by the examination of credentials described in subsection (e)(1)(i-vii). Other records to be maintained include:

1. Receipt of funds from patrons;

2. Bookkeeping entries of debit or credits to the patron's account;

3. Statement or ledger card showing deposits, withdrawals, transfers or other activity to the patron's account;

4. Record of extension of credit in excess of $2500;

5. Record of advice, request or instruction received or given by a casino licensee for itself or another person with respect to a transaction outside the United States;

6. Records prepared or received by the casino licensee in the ordinary course of its business needed to reconstruct a customer's account activity;

7. All records, documents or manuals required to be maintained by state and local laws or regulations and the West Virginia Lottery;

8. All records prepared by the casino licensee to monitor a customer's gaming activity;

9. A separate record (log) containing a list of each transaction between the casino licensee and its customers involving the following types of instruments with a value of $3000 or more:

i. Personal checks;

ii. Business checks;

iii. Official bank checks

iv. Cashier's checks;

v. Third party checks;

vi. Promissory notes;

vii. Traveler's checks;

viii. Money orders.

10. The record in subsection (f)(9) above shall contain the following;

i. Date;

ii. Time;

iii. Amount;

iv. customer's name;

v. customer's address;

vi. Name of drawee or issuer;

vii. All reference numbers on the instrument; and

viii. Name or license number of the casino employee who conducted the transaction.

11. Records required by this subsection shall be retained for a period of five years.

12. Wherever an original or a microfilm or other copy or reproduction of a check, draft, monetary instrument, investment security, or other similar instrument, is required to

be maintained, a copy of both front and back of each such instrument or document shall be maintained.

13. All such records shall be filed or stored in such a way as to be accessible within a reasonable period of time.

Section 4.2 Suspicious Activity Reporting Standards

(a) Each casino licensee shall file, with the Financial Crimes Enforcement Network (FinCEN) and the West Virginia Lottery, to the extent and in the manner required by this section, a report of any suspicious transaction or transactions relevant to a possible violation of law or regulation. A casino licensee may also file with FinCEN, a Suspicious Activity Report, or otherwise, a report of any suspicious transaction that it believes is relevant to the possible violation of any law or regulation but whose reporting is not required by this section.

(b) SARC Reporting Requirements. A transaction requires reporting under the terms of this section if it is conducted or attempted, by, at, or through a casino licensee, and involves or aggregates to at least $5,000 in funds or other assets, and the casino licensee knows, suspects, or has reason to suspect that the transaction or a pattern of transactions of which the transaction is a part:

1. Involves funds derived from illegal activity or is intended or conducted in order to hide or disguise funds or assets derived from illegal activity (including, without limitation, the ownership, nature, source, location, or control of such funds or assets) as part of a plan to violate or evade any federal law or regulation or to avoid any transaction reporting requirement under federal law or regulation or of the West Virginia Lottery.

2. Is designed, whether through structuring or other means, to evade any requirements of this part or of any other regulations promulgated under the Bank Secrecy Act;

3. Has no business or apparent lawful purpose or is not the sort in which the particular customer would normally be expected to engage, and the casino licensee knows of no reasonable explanation for the transaction after examining the available facts, including the background and possible purpose of the transaction; or

4. Involves use of the casino licensee to facilitate criminal activity.

(c) Filing Procedures

1. A suspicious transaction shall be reported by completing a Suspicious Activity Report, and collecting and maintaining supporting documentation as required by subsection (e) of this section;

2. The SARC shall be filed with FinCEN in a central location, to be determined by FinCEN, as indicated in the instructions to the SARC;

3. A SARC shall be filed no later than 30 calendar days after the date of the initial detection by the casino licensee of facts that may constitute a basis for filing a SARC under this section. If no suspect is identified on the date of such initial detection, a casino licensee may delay filing a SARC for an additional 30 calendar days to identify a suspect, but in no case shall reporting be delayed more than 60 calendar days after the date of such initial detection. In situations involving violations that require immediate attention, such as ongoing money laundering schemes, the casino shall immediately notify by telephone an appropriate law enforcement authority in addition to filing timely a SARC. Casinos wishing voluntarily to report suspicious transactions that may relate to terrorist activity may call FinCEN's Financial Institutions Hotline, U.S. Department of Homeland Security, or any applicable regulatory authority in addition to filing timely a SARC if required by this section.

(d) Exceptions to Filing SARC'S. A casino licensee is not required to file a SARC for a robbery or burglary committed or attempted that is reported to appropriate law enforcement authorities.

(e) Records to be retained by casino licensees. A casino licensee shall maintain a copy of any SARC filed and the original or business record equivalent of any supporting documentation for a period of five years from the date of filing the SARC. Supporting documentation shall be identified as such and maintained by the casino licensee, and shall be deemed to have been filed with the SARC. A casino licensee shall make all supporting documentation available to FinCEN, any other appropriate law enforcement agencies or federal, state, local, or West Virginia Lottery upon request.

(f) Confidentiality of Reports; Limitation of Liability. No casino licensee, and no director, officer, employee, or agent of any casino licensee, who reports a suspicious transaction under this part, may notify any person involved in the transaction that the transaction has been reported. Thus, any person subpoenaed or otherwise requested to disclose a SARC or the information contained in a SARC, except where such disclosure is requested by FinCEN or another appropriate law enforcement or regulatory agency, shall decline to produce the SARC or to provide any information that would disclose that a SARC has been prepared or filed, citing the requirements of Title 31 U.S.C. and shall notify FinCEN of any such request and its response thereto. A casino licensee, and any director, officer, employee, or agent of such casino, that makes a report pursuant to this section, whether such report is required by this section or made voluntarily, shall be protected from liability for any disclosure contained in, or for failure to disclose the fact of, such report, or both, to the extent provided by Title 31 U.S.C.

(g) Currency Transactions and Suspicious Transactions Compliance Programs

1. Each casino licensee shall develop and implement a written program reasonably designed to assure and monitor compliance with the requirements set forth in this section.

2. At a minimum, each compliance program shall provide for:

i. A system of internal controls to assure ongoing compliance;

ii. Internal and/or external independent testing for compliance;

iii. Training of casino licensee personnel, including training in the identification of unusual or suspicious transactions, to the extent that the reporting of such transactions is required by applicable law or regulation, or by the casino licensee's own administrative and compliance policies;

iv. An individual or individuals to assure day-to-day compliance;

v. Procedures for using all available information to determine:

(1) When required by this section, the name, address, social security number, and other information, and verification of the same, of a person;

(2) When required by this section, the occurrence of unusual or suspicious transactions; and

(3) Whether any record must be made and retained; and

vi. For casino licensee's that have automated data processing systems, the use of automated programs to aid in assuring compliance.

Section 5 Electronic Table Games

Electronic table games will follow the existing standards and requirements as set forth in the MICS above. Any variances will be specifically noted in the individual games below.

Section 5 A. Electronic Table Games Staffing

The following applies only to electronic table games (ETG) when table games (pits) are not operating nor open, and the ETGs do not use a live dealer:

1) When the pits are closed, and the casino gaming floor is open, ETGs without a live dealer may operate under the following:
   a) WV Lottery will be notified daily when this process will be used. In lieu of daily notification, a schedule may be provided to Lottery;
   b) A level one licensed table games employee must be present in the casino;
   c) All staff involved with the ETG must hold the proper table games licensure.

Section 5.1 Electronic Blackjack (Single hand per player per spot)

Section 5.1.1 Definitions
Section 5.1.2 Equipment
Section 5.1.3 Cards; number of decks; value of cards
Section 5.1.4 Wagers
Section 5.1.5 Opening of table for gaming
Section 5.1.6 Shuffling and cut of cards
Section 5.1.7 Procedure for dealing of cards
Section 5.1.8 Payment of wagers
Section 5.1.9 Irregularities

Section 5.1.1 Definitions

"Blackjack" means an ace and any card having a value of 10 dealt as the initial two cards to a player or a Dealer.

“Continuous Shuffling Machine” means a device which continuously shuffles and deals the cards.

"Dealer" means the person responsible for dealing the cards at a Blackjack table.

"Dealing Shoe" means the device from which cards are dealt.

"Distinctive Marker" means a marker button labeled with, but not limited to, the words personal limit or higher limit.

"Game Supervisor" means the person responsible for the supervision of the operation of the game.

"Hard Total" means the total of a hand which contains no aces or which contains aces that are each counted as 1 in value.

“Insurance wager” means a wager which may be placed in addition to the player’s original Blackjack wager when the Dealer’s first card is an Ace.

“Side Wager” means a betting option which is an accessory to the main game and on which players may place a wager in addition to, his/her original Blackjack wager.

"Soft Total" means the total of a hand containing an ace when the ace is counted as 11 in value.

"Void" means an invalid hand with no result.

Section 5.1.2 Equipment

(a) Blackjack will be played on a table having a set number of places for seated players.

(b) A dealing shoe may be used from which all cards will be dealt.

(c) A continuous shuffling machine may be used in lieu of the dealing shoe.

Section 5.1.3 Cards; number of decks; value of cards

(a) Blackjack shall be played with at least one deck of cards. All decks of cards used to play blackjack shall comply with the requirements for physical characteristics of

cards and, except as otherwise provided in this section, all decks of cards shall be identical in appearance. Blackjack shall also be played with one additional cutting card or, if a continuous shuffling machine is in use no cutting card will be used, which shall be opaque and in a solid color readily distinguishable from the color of the backs and edges of the playing cards in use at the table, as approved by the Lottery.

(b) The value of the cards contained in each deck shall be as follows:

1. Any card from 2 to 10 shall have its face value;
2. Any Jack, Queen or King shall have a value of ten;
3. An ace shall have a value of:

   i. Eleven, unless that value would give a player or the dealer a score in excess of 21, in which case, it shall have a value of one; or

   ii. One, if the ace is one of the initial two cards dealt to a player in determination of the additional wager authorized by section 3.5.17(a)1; provided, however, that the value of such ace for all other purposes under this subchapter shall be governed by (b)3i above.

Section 5.1.4 Wagers

(a) Wagers will be accepted electronically via the touch screen only. The patron will buy in from the dealer using cash, chips, markers, or other approved media and this will be changed into virtual chips. All betting will occur using these virtual chips.

(b) A wager by a player will be placed on the appropriate areas of the table layout prior to the first card being dealt for a round of play.

(c) Wagers orally declared will only be accepted if accompanied by chips, cash, vouchers, or authorized tokens which must be immediately electronically bought in and placed on the table layout before the Dealer announces that no more bets may be placed. Match Play coupons may

be accepted at electronic tables provided as such the specific game will accept them.

(d) Except as provided in rules 5.1.4 (e) 1.e.2, 5.1.7 (e) 1.e.1, 8.5.8, 8.5.9 or until a decision has been made in respect of any wager, no wager may be handled, placed, increased or withdrawn after the first card of the round has been dealt.

(e) Wagers may be made on:

1.e.1. Blackjack: and

1.e.2. Insurance.

(f) A Blackjack wager placed by a player will:

1.f.1. Win if the player's hand has achieved Blackjack and the Dealer's hand has not achieved Blackjack:

1.f.2. Win if the total of the player’s hand is less than or equal to 21 and that of the Dealer’s hand is in excess of 21; and

1.f.3. Win if the total of the player’s hand exceeds the total of the Dealer’s hand without either exceeding 21;

1.f.4. Be void if the total of player’s hand is the same as the Dealer’s hand (including where both the player and the Dealer have achieved Blackjack);

1.f.5. Lose if the total of the player's hand is in excess of 21;

1.f.6. Lose if the total of the Dealer's hand exceeds that of the player's hand without either exceeding 21.

(g) An insurance wager placed by a player will:

1.g.1. Win if the second card dealt to the Dealer has a value of 10; and

1.g.2. Lose if the second card dealt to the Dealer does not have a value of 10.

(h) A player may wager on more than one betting area at a Blackjack table provided they are adjacent to each other.

Section 5.1.5 Opening of table for gaming

(a) Section 3.5.4 Opening of table for gaming shall be followed

(b) Any additional procedures as required by the manufactured shall be performed to ready the table for play

Section 5.1.6 Shuffling and cut of cards

(a) Refer to MICS Section 3.5.5 Shuffle and cut of the cards shall be followed

Section 5.1.7 Procedures for dealing of cards

(a) All cards used in the game of Blackjack will be dealt from a dealing shoe specifically designed for such purpose and located on the table to the left of the Dealer.

(b) No person will remove or alter any cards used in the game of Blackjack.

(c) Initial Deal

1.c.1. The Dealer will:

(a) Announce that no more bets may be placed (a game may only be played when at least 1 player has wagered); and

(b) Draw the first card from the dealing shoe (this will close all betting) or enter it manually by pressing the “Start Game” button.

(c) Commencing from the left and continuing clockwise around the table deal one card in sequence to each betting area where a wager(s) has been placed. The Dealer screen will switch to the game screen that shows the current position that a card has been dealt to, the card(s) dealt thus far to that position and the next position to deal to; then

(d) Deal one card to the Dealer's position; and

(e) In a like manner then deal a second card to each of the betting areas where a wager(s) has been placed.

1.c.2. Where the Dealer’s first card is a 10 procedures will be followed to verify the hole card as provided by the manufacturer.

1.c.3. Where the Dealer’s first card is an Ace, all players who have placed an initial Blackjack wager may place an insurance wager.

(a) Insurance will automatically be offered after a short delay.

(b) All players choose to take or decline insurance or the Dealer closes off insurance by following manufacturer procedures.

(c) Manufacturer procedures are followed to verify blackjack, and the game proceeds accordingly.

(d) Interim Settlement

1.d.1. On completion of the initial deal and prior to the subsequent deal:

(a) Where a player has been dealt a Blackjack and the Dealer's first card does not have a value of 10 or is not an Ace, the Dealer will pay the wager(s) on that hand in accordance with 5.1.8; or

(b) Where a player has been dealt a Blackjack and the Dealer's first card is an ace, the player may request to be paid an amount equal to his/her initial wager.

(e) Subsequent Deal

1.e.1. Commencing from the left, the Dealer will announce the total of the player's hand. The player will indicate his/her decision to:-

(a) Double;

(b) Split;

(c) Stand; or

(d) Draw additional cards whenever the total of his/her hand is less than 21 except when he/she has Blackjack or a hard or soft total of 21.

1.e.2. If a player is able to make a decision, they will be presented with the available options as each card is dealt as per the rules of the game.

1.e.3. As each player indicates his/her decision(s) by pressing the relevant button on the player screen, the Dealer area on the player terminal will signal what action the player has decided and whether the Dealer needs to provide further cards.

1.e.4. The Dealer will deal face-up the additional cards required by the player and will announce the total of the player's hand after each additional card is dealt. Play continues until all players have acted on their hands.

1.e.5. The Dealer will play out the dealer hand if required (depending on the house rules).

1.e.6. If, the Dealer has asked the players to act on their hands, and a player-

(a) Refuses or fails to act; or

(b) Is not present-

A Game Supervisor (or above) may after a reasonable time has passed, direct the Dealer-

(c) To regard the player as having elected to stand.

1.e.7. Doubling

(a) A player may elect to double anytime after the first two cards are dealt except if the first two cards dealt to him/her constitute a Blackjack.

(i) To double the player must make an additional wager up to the amount of his/her original wager on the condition that only one additional card will be dealt to that hand.

1.e.8. Splitting

(a) When the initial two cards dealt to a betting area are identical in value, the player may elect to split the hand into two separate hands.

(i) The wager placed on any split hand must be of an amount equal to the player's original wager.

(b) When a player splits his/her hand, the Dealer will deal a second card to the first of the hands so formed and that hand will then be completed before any further cards are dealt to the second hand.

(c) After a second card is dealt to the first split hand, the Dealer will announce the total of the hand and the player will indicate his/her decision to:

(i) Stand,

(ii) Draw; or

(iii) Split again to form a third or fourth hand where the second card dealt is of the same value as the first except when splitting aces. Aces may be split only once to form two hands and only one additional card will be dealt to

each ace. The player may not elect to receive additional cards or split again.

(d) A player may not split to form more than four hands in any round of play;

(e) Where a player elects not to split any hand he/she may not split any further hands of equal value so formed.

(f) Where aces or 10 value cards are split, the split hands so formed cannot achieve Blackjack.

(g) A player who splits hands and subsequently exceeds 21 in any of the hands so formed will lose the wager on that hand regardless of the result of the Dealer's hand.

1.e.9. Additional Cards to the Dealers Hand

(a) Except as provided in rule 5.1.7 (e) 1.e.9 (c), the Dealer will draw additional cards to his/her hand until a hard or soft total of 17, 18, 19, 20 or 21 is reached at which point no additional cards will be drawn.

(b) Where the Dealer's first card is an ace and the second card dealt to his/her hand does not have a value of 10, any Insurance wager(s) will be lost. The losing wagers will be collected by the Dealer immediately upon the drawing the second card.

(c) No additional cards will be drawn to the Dealer's hand, regardless of the count total of the hand, if decisions have been

made on all players hands and the additional cards would have no effect on the outcome of the round of play.

1.e.10. Conclusion of a Round of Play

(a) At the conclusion of a round of play, the Dealer will pick up all cards still remaining on the table layout so that the cards can be readily reconstructed to indicate each player's hand in the case of a dispute.

Section 5.1.8 Payment of wagers

(a) Main Bet, All Decks

1.	First two cards Blackjack	3 to 2; or 6 to 5
2.	Even Money	1 to 1
3.	Non Blackjack hand	1 to 1
4.	Insurance	2 to 1
5.	Five cards Charlie	3 to 2
6.	Three cards triple seven	2 to 1; or 3 to 1

(b) Side Wager Pay Tables;

Multiple side wagers will be allowed to be played in the same round of play, provided the electronic table performs all calculations related to the side wagers.

1. **Bet the Set**	Table 1	Table 2	Table 3
One (1) deck			
Pair	14 to 1	15 to 1	None

	Table 1	Table 2	Table 3
Two (2) decks			
Suited Pair	15 to 1	20 to 1	25 to 1
Pair	10 to 1	10 to 1	10 to 1

Four (4) decks

Suited pair	15 to 1	20 to 1	None
Pair	10 to 1	10 to 1	None

Six (6) or Eight (8) decks

Suited pair	15 to 1	20 to 1	None
Pair	10 to 1	10 to 1	None

2. Royal Match, 1 Deck

Royal Match, 2 Decks

Paytable 1	Royal Match	25 to 1
	Two suited cards	5 to 2
Paytable 2	Royal Match	30 to 1
	Two suited cards	5 to 2
Paytable 3	Royal Match	50 to 1
	Two suited cards	2 to 1
Paytable 4	Royal Match	75 to 1
	Two suited cards	2 to 1
Paytable 5	Royal Match	25 to 1
	Suited BJ	5 to 1
	Two suited cards	5 to 2
Paytable 6	Royal Match	30 to 1
	Suited BJ	9 to 1
	Two suited cards	3 to 2

Royal Match, 4 Decks

Paytable 1	Royal Match	25 to 1
	Two suited cards	5 to 2
Paytable 2	Royal Match	30 to 1
	Two suited cards	5 to 2
Paytable 3	Royal Match	50 to 1
	Two suited cards	2 to 1
Paytable 4	Royal Match	75 to 1
	Two suited cards	2 to 1
Paytable 5	Royal Match	25 to 1

	Suited BJ	5 to 1
	Two suited cards	5 to 2
Paytable 6	Royal Match	30 to 1
	Suited BJ	9 to 1
	Two suited cards	3 to 2

Royal Match, 6 Decks

Paytable 1	Royal Match	25 to 1
	Two suited cards	5 to 2
Paytable 2	Royal Match	30 to 1
	Two suited cards	5 to 2
Paytable 3	Royal Match	50 to 1
	Two suited cards	2 to 1
Paytable 4	Royal Match	75 to 1
	Two suited cards	2 to 1
Paytable 5	Royal Match	25 to 1
	Suited BJ	5 to 1
	Two suited cards	5 to 2
Paytable 6	Royal Match	30 to 1
	Suited BJ	9 to 1
	Two suited cards	3 to 2

Royal Match, 8 Decks

Paytable 1	Royal Match	25 to 1
	Two suited cards	5 to 2
Paytable 2	Royal Match	30 to 1
	Two suited cards	5 to 2
Paytable 3	Royal Match	50 to 1
	Two suited cards	2 to 1
Paytable 4	Royal Match	75 to 1
	Two suited cards	2 to 1
Paytable 5	Royal Match	25 to 1
	Suited BJ	5 to 1
	Two suited cards	5 to 2
Paytable 6	Royal Match	30 to 1
	Suited BJ	9 to 1
	Two suited cards	3 to 2

3. King's Bounty

	Table 1	Table 2
2 Kings of Spades + Dealer BJ	1,000 to 1	1,000 to 1
2 Kings of Spades	100 to 1	200 to 1

2 Suited Kings	30 to 1	50 to 1
2 Suited Queens, Jacks, or 10s	20 to 1	25 to 1
Suited 20	9 to 1	9 to 1
2 Kings	6 to 1	6 to 1
Unsuited 20	4 to 1	4 to 1

Section 5.1.9 Irregularities

(a) In the event it is deemed acceptable to undo a player's decision the Dealer shall follow the written procedures from the manufacturer.

(b) In the event that voiding a game is deemed necessary the Game Supervisor (or above) shall follow the written procedures from the manufacturer.

(c) Where the Dealer fails to burn a card, the results of rounds of play previously played in that shoe will stand and play in that shoe will continue.

i. Where the first round of play has not been completed, that round of play may be reconstructed and the shoe recommenced.

(d) To manually enter a card if the card reader does not read the card or if an automated shoe is not being used the Dealer shall follow the manufacturer instructions to enter the card.

(e) If a card is found face-up in or misread by the shoe or in the event of a dealing error the Dealer will follow the manufacturer instructions to correct the cards and make the changes required.

(f) In the event a card is drawn in excess, the Dealer will:

(a) Burn the card; or

(b) Use the card as the first card in the next round.

(g) If in a round of play, despite no wagers being placed, the Dealer deals one or more cards to one or more betting areas, the Game Supervisor will declare the round of play void and instruct the Dealer to burn the card(s) dealt in excess.

(h) Except if it is the first round of play, if after the initial deal, and prior to:

i. Any interim settlement of wagers, including side wagers; or

ii. Any cards being drawn in the subsequent deal, where no interim settlement of winning wagers is required; an error of card placement has occurred, the Game Supervisor (or above) may reconstruct the hand via the Dealer Terminal. The player(s) will be given the option to retract their wager(s) from the betting area before a full reconstruction takes place.

(i) If during the subsequent deal it is noticed that a hand has been dealt to a betting area without a wager the Game Supervisor (or above) may reconstruct the hand, that is move the card to the next player or dealer, as needed.

(j) If during the subsequent deal it is noticed that the Dealer has not taken a first card, the Game Supervisor (or above) may reconstruct the hand via the Dealer Terminal or proceed to void the game.

(k) If during the subsequent deal it is noticed that cards have not been dealt to a player's betting area containing a wager, the Game Supervisor (or above) may reconstruct the hand via the Dealer Terminal or proceed to void the game.

i. If only one card is dealt to a player's betting area containing a wager, the player will have the option of retracting his/her wager or receiving a second card when called upon to make a decision on that betting area.

(l) In the event that the cards are not shuffled following the exposure of the cutting card, a shuffle will take place immediately at the completion of the round of play.

(m) If there are insufficient cards remaining in the dealing shoe to complete a round of play, all of the cards in the discard holder will be shuffled and cut and the Dealer will then complete the round of play and the game will continue in accordance with these rules.

(n) If during a round of play the continuous shuffling machine malfunctions, or two or more cards are dealt from the continuous shuffling machine simultaneously and the order of the cards cannot be determined and that round cannot be completed, that round of play will be void.

i. Where any interim settlement of wagers, including the settlement of side wagers, the results of such settlement will stand.

(o) If during the course of play it is found that the deck(s) in play do not contain the correct cards used to form the approved deck(s) for the particular version of Blackjack in play:

i. The result of any rounds of play previously completed will stand;

ii. The round of play where the error is discovered will be declared void and all monies returned for that round of play; and

iii. The remainder of the shoe will be declared void and the cards removed from play.

Section 5.2 Electronic Roulette

(a) The game of electronic roulette is an electronic variation of the approved game of Roulette found in WV Lottery MICS 3.7.

(b) The game provides for automated wagering terminals, working off of a traditional roulette wheel. The dealing procedures shall be the same as a traditional roulette game.

(c) All bets, odds, and payouts are the same as at a felt based table and apply to this section WV Lottery MICS 3.7.

(d) The player shall buy-in with cash from a live dealer or using an automated bill validator. If an automated bill validator is used, a self-validating ticket may be accepted. Self-validating means only a ticket from an electronic table game may be used and/or accepted back into an electronic table game as a buy-in. The cash or ticket is converted into virtual chips. The players place wagers using virtual chips on an individual touch screen terminal representation of a roulette felt.

(e) All wins/losses are calculated by the electronic gaming system, once the winning number is confirmed. The player receives all wins in credits/virtual chips on their

individual terminal. When a player cashes out the payment is made either by the dealer using casino chips, or paid out in the form of a paper ticket.

(f) Game may seat up to 24 players using individual automated transaction stations. The number of stations must be approved by the lottery commission.

(g) The automated transaction stations surround a standard roulette wheel/table which allows either the dealer to process cash transactions and initiate game play, or is played in a fully automated style without a dealer, depending on the approved game setup.

(h) Electronic roulette played with a dealer consists of a traditional roulette wheel, roulette balls, roulette displays of the felt layout, and a cash drop box with a table top value chip cover. Depending on the setup and manufacturer of table game it may also consist of a lockable chip tray, a touch screen dealer console, allowing the dealer to perform money transactions, game start/finish and confirmation of winning numbers. If the electronic roulette game is played in a fully automated style without a dealer; it shall have a “Game Controller” that is responsible for the overall conduct of the game, controlling the communication with the player terminals and Live Roulette Wheel and calculating the odds and payouts. It shall have a game clock that counts down the wager period. Once the wager period time has elapsed the player terminal locks up preventing further bets. The live wheel spins as in the standard roulette game with the ball being spun in the opposite direction of the wheel.

(i) If the game is completely automated, each player terminal shall have its own connection to the in-house accounting system and support its own biller acceptor and printer.

(j) Electronic roulette shall be played with a live dealer and floor supervisor; or in a completely automated style without a dealer, depending on the approved game setup. The game setup must be approved by the West Virginia Lottery Commission.

(k) Any malfunction of the Electronic roulette computer during the games will result in a voided spin.

(l) “No Spin” will be declared if the following occur:

i. If the ball is spun in the same direction as the wheel,

ii. The ball fails to make four (4) complete revolutions around the wheel

iii. The ball leaves the wheel head

iv. The balls leaves the wheel head and then re-enters

v. A foreign object falls into the wheel during a spin

vi. In the evnet a “floater” is declared (where the ball fails to come to rest in a numbered compartment on the wheel)

(m) An end of day gaming report shall be printed using the main computer at the Electronic roulette table or the in-house accounting system (player tracking) system and turned over to the licensee’s Revenue Audit department.

(n) The licensed casino shall submit for approval to the Lottery Commission internal control procedures for electronic roulette.

Section 5.3 Electronic Craps

(a) The game of electronic craps is an electronic variation of the approved game of Craps found in WV Lottery MICS 3.6.

(b) The game provides for automated wagering terminals, working off of a traditional craps table. The dealing procedures shall be the same as a traditional craps game.

(c) All bets, odds, and payouts are the same as at a felt based table and apply to this section WV Lottery MICS 3.6.4, with the exception of the following:

1. Lucky Shooter Side Wager

The Lucky Shooter side wager may only be placed during the Come Out roll. The Lucky Shooter wager remains active if the player rolls a 7 or 11 and loses if a 2, 3 or 12 is rolled. If a point is established, the Lucky Shooter side wager is resolved when any number, other than one of the remaining 5 other box numbers, is rolled. The 5 other box numbers consist of all other possible point values beside the point value that was established. For example, if the shooter established a point value of 4 and rolled a 5 and 6, the Lucky Shooter side wager would conclude if the shooter then rolled anything besides an 8, 9 or 10. If the shooter has rolled all 5 other box numbers after establishing a

point, the wager will conclude after the 6th roll. The Lucky Shooter side wager pays based on the outcomes listed below:

Outcome	Paytable 1	Paytable 2	Paytable 3	Paytable 4
All Hits + Point	999 to 1	499 to 1	999 to 1	499 to 1
Point + 5 Hits	149 to 1	99 to 1	149 to 1	99 to 1
Point + 4 Hits	14 to 1	9 to 1	19 to 1	9 to 1
Point + 3 Hits	4 to 1	3 to 1	4 to 1	4 to 1
Point + 2 HIts	Loss	1 to 1	Loss	1 to 1
1st Roll 7 or 11	Push	Push	Push	Push

The All hits + Point outcome refers to when the shooter establishes a point value, rolls all other box numbers in the next 5 rolls, then rolls the established point value on the 6th roll. All other listed outcomes refer to when the shooter establishes a point value and rolls the listed number of other box numbers before concluding the wager. The Lucky Shooter side wager will only pay once for the best outcome the wager qualifies for.

The casino licensee shall state in their internal controls which pay table they will use.

2. Hot Shooter Jackpot Side Wager

The casino licensee may, at their discretion, offer The Hot Shooter side wager. The Hot Shooter side wager may only be placed during the Come Out roll after a 7 Out. The Hot Shooter side wager tracks the Roll Count of a shooter. The Roll Count is defined as the number of consecutive rolls in which the shooter rolled the dice, beginning with the Come Out roll after a 7 Out and ending on the next 7 Out.

Outcome	8 Rolls	16 Rolls	24 Rolls	32 Rolls	40 Rolls	45 Rolls	50 Rolls

Payout	1 to 1	3 to 1	5 to 1	7 to 1	12 to 1	30 to 1	100 to 1

The Outcome in the above table refers to the number of consecutive rolls the shooter achieves, and the winning payout, beginning with the Come Out roll after a 7 Out and ending on the next 7 Out. The Hot Shooter Jackpot side wager will only pay once for the best outcome the wager qualifies for.

The casino licensee shall state in their internal controls which paytable they will use.

3. Big Six / Big Eight Bet

The casino licensee may, at their discretion, offer a Big Six and Big Eight side wager on electronic craps. The Big Six wager wins when a six is rolled and loses when a seven is rolled. The Big Eight wager wins when an eight is rolled and loses when a seven is rolled. The payout for this side wager is 1 to 1.

(d) The dice for electronic craps shall follow MICS Section 2.4, with the following exceptions:

1. The dice size shall be in accordance with the manufacturer's specifications. The dice size shall be included in the casino licensee's internal controls.
2. The dice shall be removed and replaced in accordance with the manufacturer's specifications. These specifications shall be included in the casino licensee's internal controls.

(e) The player shall buy-in with cash using an automated bill validator. If an automated bill validator is used, a self-validating ticket may be accepted. Self-validating means only a ticket from an electronic table game may be used and/or accepted back into an electronic table game as a buy-in. The cash is converted into virtual chips. The players place wagers using virtual chips on an individual touch screen terminal representation of a felt craps table.

(f) All wins/losses are calculated by the electronic gaming system, once the winning number is confirmed. The player receives all wins in credits/virtual chips on their

individual terminal. When a player cashes out the payment is made using a form of a paper ticket.

(g) Game may seat up to 24 players using individual automated transaction stations. The number of stations must be approved by the lottery commission.

(h) The automated transaction stations surround an electronic craps table and are played in a fully automated style with or without a dealer, depending on the approved game setup.

(i) The electronic craps game shall have a “Game Controller” that is responsible for the overall conduct of the game, controlling the communication with the player terminals and live dice and calculating the odds and payouts. The game controller will include an automatic countdown clock that will lock out the game when the betting period has ended. If the approved game type automatically “rolls” the dice, it will also include a countdown clock that will automatically “roll” the dice, once the patron has had a chance to “roll” them.

(j) Each player terminal shall have its own connection to the in-house accounting system and support its own biller acceptor and printer.

(k) Electronic Craps shall be played in a completely automated style without a dealer, or with up to one (1) dealer, depending on the approved game setup. The game setup must be approved by the West Virginia Lottery Commission.

(l) Any malfunction of the Electronic craps computer during the games will result in a voided roll.

(m) An end of day gaming report shall be printed using the main computer at the Electronic craps table or the in-house accounting system (player tracking) system and turned over to the licensee’s Revenue Audit department.

(n) The licensed casino shall submit for approval to the Lottery Commission internal control procedures for electronic craps

Section 5.4 Dynamic Blackjack (Stadium Gaming)

Section 5.4.1 Definitions

Section 5.4.2 Cards; Number of Decks; Value of cards

Section 5.4.3 Wagers
Section 5.4.4 Opening the Table for Gaming
Section 5.4.5 Shuffle and Cut of the Cards
Section 5.4.6 Surrender
Section 5.4.7 Insurance wager
Section 5.4.8 Doubling down
Section 5.4.9 Splitting pairs
Section 5.4.10 Procedures for Completion of Each Round of Play; Collection and Payment of Wagers
Section 5.4.11 Match-the-dealer side wager
Section 5.4.12 Irregularities

Section 5.4.1 Definitions

The following words and terms, when used in this subchapter, shall have the following meanings unless the context clearly indicates otherwise:
“Blackjack” wager means that the player has placed a wager for a standard blackjack hand, dealt according to standard blackjack procedures.
"Hit card” means that one or more of the players have selected an action that will result in the dealer drawing additional cards for use by the player in the current round of play (hit, double, split). “Hit cards” are shared by all players.

Section 5.4.2 Cards; Number of Decks; Value of cards

a) Dynamic Blackjack shall be played with eight decks of cards. All decks of cards use to play Dynamic Blackjack shall comply with the requirements for physical characteristics of cards and, except as otherwise provided in this section, all decks of cards shall be identical in appearance. The game of Dynamic Blackjack shall also require one additional cutting card which shall be opaque and in a solid color

readily distinguishable from the color of the backs and edges of the playing cards in use at the table, as approved by the Lottery.

b) All cards used in Dynamic Blackjack shall be dealt from a manual dealing shoe that meets the requirements of section 2.12 The dealing shoe shall be located on the table to the left of the dealer.

c) Nothing in this chapter shall preclude a casino licensee from using an additional cutting card or similar object to conceal the last card of the stack of cards to be placed in the dealing shoe.

d) If an automated card shuffling device is utilized, Dynamic Blackjack shall be played with at least eight decks of cards in accordance with the following requirements:

1. Each deck of cards shall meet the requirements for physical characteristics of cards.
2. The cards shall be separated into two batches, with an equal number of decks included in each batch;
3. The backs of the cards in each batch shall be of the same color and design, but of a different color than the cards included in the other batch;
4. One batch of cards shall be shuffled and stored in the automated card shuffling device while the other batch is being dealt or used to play the game;
5. Both batches of cards shall be continuously alternated in and out of play, with each batch being used for every other dealing shoe; and
6. The cards from only one batch shall be placed in the discard rack at any given time.

e) The point value of the cards contained in each deck shall be as follows:

7. Any card from 2 to 9 shall have its face value;
8. Any Jack, Queen or King shall have a value of 10;
9. An ace shall have a value of 11, unless that value would give a player or the dealer a score in excess of 21, in which case it shall have a value of one.

Section 5.4.3 Wagers

a) Players join the game by depositing funds in cash or a self validating table games ticket into the gaming terminal or by buying in through the dealer, who in turn adds the corresponding credits to the terminal, and then selecting a hand and making an initial bet. Select Hand 1, 2 or 3 then press the bet chip buttons to make the desired bet amount. In addition, once the initial bet has been made, the player will have the option to place a match the dealer side wager. All bets are made in accordance with the posted table limits.

b) Payouts may be in the form of a ticket printed from the gaming terminal or in the form of live chips paid out by the dealer.

c) There may be a maximum of 16 automated gaming stations.

Section 5.4.4 Opening the Table for Gaming

(a) The dealer shall receive cards at the table in accordance with section 2.3 pertaining to cards, receipt, storage, inspections and removal from use.

(b) Following the inspection of the cards by the dealer and the verification by the floorperson assigned to the table, the cards shall be, at the option of the casino licensee as noted in their internal controls, either:

1) Spread out face up on the table for visual inspection by the first player to arrive at the table. The cards shall be spread out according to suit and in sequence; or
2) Perform a wash of the cards in (c) below

(c) After the first player has been afforded an opportunity to visually inspect the cards, or the cards have been inspected by the dealer and floorperson, the cards shall be turned face down on the table, mixed thoroughly by a "washing" or "chemmy shuffle" of the cards and stacked. Once the cards have been stacked, they shall be shuffled in accordance with section 5.4.5.

d) If a casino licensee uses an automated card shuffling device to play the game and two decks of cards are received at the table pursuant to the section pertaining to card receipt, storage, inspection and removal from use, each deck of cards shall be separately sorted, inspected, verified, spread, inspected, mixed, stacked and shuffled in accordance with the provisions of (a) through (c) above.

Section 5.4.5 Shuffle and Cut of the Cards

a) Immediately prior to commencement of play, unless the cards were preshuffled, and after any round of play as may be determined by the casino licensee and after each shoe of cards is dealt, the dealer shall shuffle the cards so that they are randomly intermixed. Additionally, as noted in section 2.3 (a) 10, if pre-shuffled cards are used, they must be shuffled using an automated shuffler that can verify both the number and suit of the cards. These shufflers shall be able to identify any additional or missing cards.

b) After the cards have been shuffled, the dealer shall cut the stack of cards with backs facing away from them. If the casino licensee opted to not have or use the player inspection, the dealer shall cut the cards pursuant to the section below.

c) Once the cutting card has been inserted, the dealer shall take all cards in front of the cutting card and place them to the back of the stack. The dealer shall then take the entire stack of cards that was just shuffled and align them along the side of the dealing shoe which has the mark required by regulations for dealing shoe requirements. Thereafter, the dealer shall insert the cutting card in the stack at a position at least approximately one-quarter of the way in from the back of the stack. The stack of cards shall then be inserted into the dealing shoe for commencement of play.

d) A reshuffle of the cards in the shoe shall take place after the cutting card is reached in the shoe as provided for in this section except that:

   1. The casino licensee may determine after each round of play that the cards should be reshuffled.

(e) If there is no gaming activity at the Dynamic Blackjack table which is open for gaming, the casino licensee, as written in their internal controls, shall either:

1. Remove the cards from the dealing shoe and the discard rack, and spread out on the table for inspection, either face up or face down. If the cards are spread face down, they shall be turned face up once a player arrives at the table. After the first player is afforded an opportunity to visually inspect the cards the cards shall be turned face downward on the table. Provided however, if the casino opted to waive the player

inspection of the cards during the table opening, the player inspection may be waived at this time as well.

a. If there is no automated shuffling device in use, the cards shall be mixed thoroughly by a washing or chemmy shuffle of the cards, stacked, then shuffled and cut in accordance with this section.

b. If an automated shuffling device is in use, the cards shall be stacked and placed into the automated shuffling device to be shuffled. The batch of cards already in the shuffler shall then be removed. Unless a player so requests, the batch of cards removed from the shuffler need not be spread for inspection and reshuffled prior to being dealt, if:

i. The automated card shuffling device stores a single batch of shuffled cards inside the shuffler in a secure manner approved by the Lottery; and

ii. The shuffled cards have been secured, released and prepared for play in accordance with procedures approved by the Lottery; or

2. The shoe shall be brought to the center of the table until the next patron arrives at the table. At the discretion of the floor supervisor or above, a reshuffle may be performed, per the procedures above.

Section 5.4.6 Surrender

The surrender option is presented upon both the player and dealer receiving their initial two cards. The player can choose to surrender when they judge their hand will lose based on the dealer up-card. Taking the surrender option results in saving half of the original bet.

Section 5.4.7 Insurance wager

When the dealer's hand shows an Ace, Insurance is offered. The insurance bet is one half (1/2) of the original wager. The player will have a predetermined amount of time to accept insurance.

Section 5.4.8 Doubling down

Double down wagers will automatically match the initial bet. The regular black jack rules will apply.

Section 5.4.9 Splitting pairs

Any two (2) initial cards of the same value may be split. Cards may be split one (1) time per hand. Split hands automatically match the initial wager.

Section 5.4.10 Procedures for Completion of Each Round of Play; Collection and Payment of Wagers

a) The dealer will select “Go to Count Down” to initiate a timer to indicate that a new round of play has been opened and wagering may begin. Each player may elect to place a wager on one of the three betting positions available.
b) When the timer runs out, wagering will be closed, and the dealer will deal to each position on which a wager has been placed, pursuant to the procedure outlined in 5.4.3.
c) If the dealer’s up card is an Ace, the insurance timer will begin and each player will be offered the opportunity to make an insurance wager. Insurance wagers will be half of the original Blackjack wager.
d) Once it has been determined that the dealer hand does not contain a Blackjack, action on player hands will commence.
e) Blackjack hands will be resolved automatically by the Dynamic Blackjack system, after insurance has been resolved (where applicable). Each player will be offered the option to hit, double, split (where applicable), or stand on the cards dealt to the selected position.
f) Once each player has acted, the dealer will draw a “hit card,” if necessary. “Hit cards” are shared by all hands.
g) After the “hit card,” has been drawn, each player with a hand still in action will be offered the option to hit or stand. This process will be repeated until all players have either selected stand or busted.

h) Once action has been completed on all hands, the dealer will reveal his or her hole card and begin action on the dealer hand, in accordance with the procedure outlined in 3.5.12 (b) 2.

   a. The dealer shall draw additional cards until he or she has:

      i. A hard total of 17, 18, 19, 20 or 21; or
      ii. A soft total of 18, 19, 20 or 21.

i) Based on the resulting dealer hand total, each player's hand will be resolved automatically by the Dynamic Blackjack system.

Section 5.4.11 Match the Dealer side wager

After placing an initial bet, the player may choose to make the match the dealer side bet. Players may bet that either or both of their first two cards will exactly match the dealer's up card in rank. The pay outs are as follows:

1	Non-Suited Match	3 to 1
2	Non-Suited Matches	6 to 1
1	Suited Match	14 to 1
1	Non-Suited & 1 Suited Match	17 to 1
2	Suited Matches	28 to 1

Section 5.4.12 Irregularities

a) A card found turned face upwards in the shoe shall not be used in the game and shall be placed in the discard rack.
b) A card drawn in error without its face being exposed shall be used as though it were the next card from the shoe.

c) After the initial two cards have been dealt to each position and a card is drawn in error and exposed to the players, such card shall be dealt to the position or dealer as though it were the next card from the shoe. If the dealer cannot use the card, the card shall be burned.

d) If the dealer has seventeen and accidentally draws a card for himself, such card shall be burned.

e) If the dealer misses dealing his first or second card to himself, the dealer shall continue dealing the first two cards to each position, and then deal the appropriate number of cards to himself.

f) If there are insufficient cards remaining in the shoe to complete a round of play, all of the cards in the discard rack or in a segregated area of the double shoe shall be shuffled and cut according to the procedures outlined in section 5.4.5, the first card shall be drawn face downwards and burned, and the dealer shall complete the round of play.

g) If no cards are dealt to a player's position hand, the hand is dead and the player shall be included in the next deal. If only one card is dealt to the player's hand, at the player's option, the dealer shall deal the second card to the player after all other players have received a second card.

h) If after receiving the first two cards and the dealer fails to deal an additional card(s) to a player who has requested such a card, then, at the player's option, the dealer shall either deal the additional card(s) after all other players have received their additional cards but prior to the dealer revealing his or her hole card, or call the player's hand dead and return the player's original wager.

i) If the dealer fails to move his or her original face up card to the area of the layout designated for the second or third hand of the round in accordance with section 3.5.18, the round shall continue as if the original face up card was moved to the appropriate area of the layout.

j) If the dealer inadvertently picks up his or her original face up card and places it in the discard rack prior to the completion of the second or third hand of multiple action blackjack, the dealer shall immediately notify a casino supervisor assigned to that table. The casino supervisor shall remove the appropriate cards from the

discard rack and reconstruct the last hand of play so as to determine the dealer's original face up card. The original face up card shall be placed in the appropriate area on the layout, and the remaining cards shall be returned to the discard rack. Play shall resume in accordance with the rules of this chapter.

Section 5.5 Electronic Three Card Poker

(a) The game of electronic three card poker (ETCP) is an electronic variation of the approved game of Three Card Poker found in WV Lottery MICS 3.2.

(b) The game provides for automated wagering terminals, working off of a traditional TCP table.

(c) Definitions are as follows:

i. Player Cards – mean the nine (9) cards that are dealt face up onto individual squares of the layout numbered one (1) through nine (9), from which players may select any three (3) cards prior to them being dealt to create their three card poker hand.

ii. Dealer Cards – mean the three (3) cards that are dealt face up once all players have decided to play or fold their hand.

(d) The dealing procedures shall be as follows:

i. When the countdown timer expires, the shuffler will present the first 3-card packet for dealing.

ii. The Dealer will place the packet face up on the “Player Cards” section of the layout, with the bottom card of the face-up packet going in location ‘1’ on the layout. They will then spread the packet from left to right, exposing the cards in location 2 (Middle card of the face-up pack) and location 3 (Top card of the face-up pack)

iii. The dealer will then deal the second pack ejected by the shuffler in a similar manner, this time for locations 4-6.

iv. Finally the dealer will deal the third pack ejected by the shuffler in a similar manner to the first two packs, this time for locations 7-9.

v. When all players have made their decisions, (play, fold, or if the decision time has lapsed and the hand is considered folded), the shuffler will then eject the final 3-card pack. The dealer will open and spread this pack in the designated “Dealer Hand” location on the layout.

(e) All wagers, odds, and payouts are the same as at a felt based table and apply to this section WV Lottery MICS 3.2.6, with the following exception:

i. Patrons are required to make the initial wagers of ante, pairs plus, and 6-Card Bonus on their selection of any three (3) distinct card locations from the 9-card array as seen on their terminal.

ii. After placing the required wagers in (e) i above, the patron has the option to place additional 6-card bonus and pair plus wagers on any of the columns or rows of the 9-card array.

(f) The player shall buy-in with cash using an automated bill validator. If an automated bill validator is used, a self-validating ticket may be accepted. Self-validating means only a ticket from an electronic table game may be used and/or accepted back into an electronic table game as a buy-in. The cash is converted into virtual chips. The players place wagers using virtual chips on an individual touch screen terminal representation of a felt craps table.

(g) All wins/losses are calculated by the electronic gaming system, once the winning hand(s) is confirmed. The player receives all wins in credits/virtual chips on their individual terminal. When a player cashes out the payment is made using a form of a paper ticket.

(h) Game may seat up to 24 players using individual automated transaction stations. The number of stations must be approved by the lottery commission.

(i) The ETCP game shall have a “Game Controller” that is responsible for the overall conduct of the game, controlling the communication with the player terminals and live dealer and calculating the odds and payouts. The game controller will include an automatic countdown clock that will lock out the game when the betting period has ended.

(j) Each player terminal shall have its own connection to the in-house accounting system and support its own biller acceptor and printer.

(k) Irregularities

i. If the shuffler fails to deliver any of the nine (9) player cards, or any of the three (3) dealer cards, the hand shall be void and all wagers returned to the players.

ii. If the dealer mistakenly places any cards in the incorrect position, the supervisor shall aid in moving the cards to the correct positions.

iii. In the event more or less than three (3) cards are dispensed by the shuffle machine as part of any packet used during play, the hand shall be void and all wagers returned to the players.

iv. Any malfunction of the ETCP computer during the games will result in a voided hand

(l) An end of day gaming report shall be printed using the main computer at the ETCP table or the in-house accounting system (player tracking) system and turned over to the licensee's Revenue Audit department.

(m) The licensed casino shall submit for approval to the Lottery Commission internal control procedures for ETCP.

Section 5.6 Electronic Baccarat

(a) The game of electronic baccarat is an electronic variation of the approved game of Baccarat found in WV Lottery MICS 3.12.

(b) The game provides for automated wagering terminals, working off of a traditional baccarat table. The dealing procedures shall be the same as a traditional baccarat game.

(c) All bets, odds, and payouts are the same as at any approved felt based table and apply to this section WV Lottery MICS 3.12.

(d) The player shall buy-in with cash from a live dealer or using an automated bill validator. If an automated bill validator is used, a self-validating ticket may be accepted. Self-validating means only a ticket from an electronic table game may be used and/or accepted back into an electronic table game as a buy-in. The cash or

ticket is converted into virtual chips. The players place wagers using virtual chips on an individual touch screen terminal representation of a baccarat felt.

(e) All wins/losses are calculated by the electronic gaming system, once the winning hand is confirmed. The player receives all wins in credits/virtual chips on their individual terminal. When a player cashes out the payment is made either by the dealer using casino chips, or paid out in the form of a paper ticket.

(f) Game may seat up to 24 players using individual automated transaction stations. The number of stations must be approved by the lottery commission.

(g) The automated transaction stations surround a standard baccarat table which allows the dealer to process cash transactions and initiate game play.

(h) Electronic baccarat played with a dealer consists of a traditional baccarat table, baccarat shoe, baccarat displays of the felt layout, and a cash drop box with a table top value chip cover. Depending on the setup and manufacturer of the table game it may also consist of a lockable chip tray, a touch screen dealer console, allowing the dealer to perform money transactions, game start/finish and confirmation of winning numbers. Once the wager period time has elapsed the player terminal locks up preventing further bets.

(j) Electronic baccarat shall be played with a live dealer and floor supervisor.

(k) Any malfunction of the Electronic baccarat computer during the games will result in a voided hand.

(l) An end of day gaming report shall be printed using the main computer at the Electronic baccarat table or the in-house accounting system (player tracking) system and turned over to the licensee’s Revenue Audit department.

(n) The licensed casino shall submit for approval to the Lottery Commission internal control procedures for electronic baccarat.