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Table Game Rules

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§ 5324.1. Definitions.

(a) The following words and terms, when used in this section, have the following meaning unless the context clearly indicates otherwise:

- (1) *3rd street wager* means an additional wager in Mississippi stud poker 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 such player's initial two cards.
- (2) *4th street wager* means an additional wager in Mississippi stud poker 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.
- (3) *5th street wager* means an additional wager in Mississippi stud poker 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.
- (4) *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.
- (5) *Ante* means a predetermined initial wager required to be made in a poker game prior to any cards being dealt in order to participate in the round of play.
- (6) *Bad beat* means one or more pre-designated high-value poker hands that, when held by a player as a losing hand in a round of play, shall result in a bad beat payout if the gaming facility has elected to offer a bad beat payout at that poker table.
- (7) *Bank* means the player in pai gow poker who elects to have the other players and dealer play against him or her and accepts the responsibility to pay all winning wagers.
- (8) *Banker hand bonus* means a payout made to a player who placed an imperial pai gow bonus wager if the banker's seven cards form one of the qualifying hands, except that the banker hand bonus for a player banking a round of play shall be determined by the dealer's seven cards.
- (9) *Bet* or *bet wager* means an action by which a player places chips, plaques or another form of wagering approved by the commission in a designated area to move toward the completion of a round or game.
- (10) *Betting round* means a complete wagering cycle in a hand of poker after all players have called, folded or gone all-in.

(11) *Blackjack* or *natural blackjack* means an ace and any card having a point value of 10 dealt as the initial two cards to a player or a dealer, except an ace and a 10-point-value card dealt to a player who has split pairs.

(12) *Blind* or *blind bet* means a mandatory wager that is required to be made by players at specific betting positions in poker, and all players in other table games, that are required to be made prior to any cards being dealt to participate in the round of play or game.

(13) *Bonus wager* means an optional wager that players may make to qualify for additional payouts given a specified hand or outcome.

(14) *Burn* means to remove the top or next card from the deck or shoe and discard such card face down.

(15) *Burn card* means a card taken from the top of a deck or the next card of a dealing shoe that is discarded face down and is not in play.

(16) *Button* means an object that is moved clockwise around the table to denote an imaginary dealer to determine the betting and dealing sequence.

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

(18) *Check* means that a player waives the right to make or place a wager but retains the right to remain in that game or round of play.

(19) *Co-banking* means the bank and the dealer each cover 50 percent of all winning pai gow wagers.

(20) *Come out point* means a total of 4, 5, 6, 8, 9 or 10 rolled in craps by the shooter on the come out roll.

(21) *Come out roll* means the first roll of the dice in craps 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 affected.

(22) *Come point* means a total of 4, 5, 6, 8, 9 or 10 rolled in craps by the shooter on the next roll following placement of a come bet or don't come bet.

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

(24) *Community card* means any card that is dealt face up and can be used by each player to form such player's best hand.

(25) *Copy hand* means a hand of a player in Asia poker, paii gow poker or pai gow tiles that is identical in rank or point value to the corresponding hand of the dealer.

(26) *Cover card* means an opaque plastic card used during the cut process and to conceal the bottom card of the deck.

(27) *Curator* means the player in baccarat who accepts the dealing shoe and who is responsible for dealing the cards in accordance with this Part and the instructions of the dealer calling the game.

(28) *Dead hand* means four tiles in pai gow poker that are placed in a separate area located to the left of the dealer or any hand dealt that is deemed no longer in play, such as a fouled hand in poker.

(29) *Dragon 7* means a banker's hand in a baccarat game that has a point count of seven with a total of three cards dealt and the player's hand that has a point count of less than seven.

(30) *Draw* means, in any game of draw poker, an exchange by a player of cards held in such player's hand, after the initial round of betting, for an equal number of new cards from the deck or in other card games, the additional cards taken by a player or dealer to complete a hand.

(31) *Envy bonus* means an additional fixed sum payout made to a player in a poker game who placed an authorized wager in a predetermined amount that shall win if an envy bonus qualifying hand is reached.

(32) *Envy bonus qualifying hand* means a player's hand in a poker game with a rank included in the pay table selected by the gaming facility.

(33) *EZ baccarat* means a variation of baccarat in which vigorish is not collected.

(34) *Flop* means the first three community cards dealt face up in a poker game in the area designated for the placement of the community cards.

(35) *Flop wager* means the second wager in Texas hold 'em bonus poker, 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.

(36) *Flush* means two, three, four, five or seven cards of the same suit prescribed by each type of poker game.

(37) *Fold* means the withdrawal of a player from a poker game or round of play by discarding such player's cards and not placing any further wagers.

(38) *Forced bet* or *bring in* means a wager that is required to start the wagering on the first betting round in a poker game.

(39) *Fouled hand* means a hand in a poker game 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.

(40) *Four of a kind* means four cards of the same rank.

(41) *Half-kill* means when one player wins an entire qualifying pot in a poker game, 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.

(42) *Hand* means the two, three, four, five, six or seven cards formed by the combination of cards owned by the player or dealer and the community cards offered, if applicable, that make the highest-ranking combination for that poker game.

(43) *High hand jackpot payout* means the total of the contribution collected during a qualifying period in a poker game that is payable to one or more players upon the occurrence of a qualifying high hand.

(44) *High hand*, for the following games, means:

(i) in the game of pai gow poker, the five-card hand that is formed from the seven cards dealt so as to rank equal to or higher than the two-card low hand;

(ii) in the game of Asia poker, the four-card hand formed by the player or dealer from the seven cards that was dealt, so that the four-card hand is higher in rank than the medium hand and low hand;

(iii) in the game of pai gow tiles, the two-tile hand formed with two of the four tiles dealt so as to rank higher than the hand formed from the remaining two tiles.

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

(49) *Hole card* means a card dealt face down to the dealer or player.

(50) *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.

(51) *Kill* means when one player wins an entire qualifying pot in a poker game, 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.

(52) *Lammer* means a small plastic disc with numbers or words that are normally used for markers.

(53) *Let it ride* means that a player chooses not to take back a wager in a poker game that may be withdrawn.

(54) *Low hand* means the one-card or two-card hand formed by the player or dealer in a poker game from the seven cards that are dealt, so that the one-card or two-card hand is lower in rank than the high hand and the medium hand, if applicable.

(55) *Low* means a game of poker in which the highest-ranking low hand wins the pot.

(56) *Medium hand* means the two-card hand formed by the player or dealer in Asia poker from the seven cards that are dealt so that the two-card hand is lower in rank than the high hand and higher in rank than the low hand.

(57) *Natural* means a hand in baccarat or mini baccarat that has a point count of eight or nine on the first two cards dealt.

(58) *Opening bet* means the first bet in a round of play.

(59) *Original deal* means the first card that is dealt to each player and the dealer in a poker game to determine the initial wager in a round of play.

(60) *Pai gow insurance wager* means an optional wager in a pai gow game where the player's seven cards form a seven-card hand with a rank of ace or lower (a pai gow), for which a payout will be awarded, 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.

(61) *Pair* means two cards of the same rank.

(62) *Pair plus wager* means the wager that a player may make in three-card poker prior to any cards being dealt in order to compete against a posted pay table, regardless of the outcome of the player's hand against the dealer.

(63) *Panda 8* means a player's hand in baccarat that has a point count of eight with a total of three cards dealt and the banker's hand that has a point count of less than eight.

(64) *Play wager* means an additional wager in a game of poker that a player shall make if the player opts to remain in competition against the dealer.

(65) *Player hand bonus* means a payout made to a player who placed an imperial pai gow bonus wager if a five-card hand, formed from the player's seven cards, is one of the qualifying hands.

(66) *Pot* means the amount that is awarded to the winning player or players in a poker game at the conclusion of a round of play and is equal to the total amount anted or bet by the players during the round of play, less any rake extracted and, if applicable, any amount contributed to a bad beat payout fund.

(67) *Premium qualifying poker hand* means 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.

(68) *Progressive payout hand* means a hand in a game of poker predetermined by the gaming facility that results in a payout from the progressive total.

(69) *Protected hand* means a hand of cards in a game of poker that the player is physically holding or has placed under one or more chips.

(70) *Push* means a tie between the hand of the player and that of the dealer.

(71) *Qualifying hand* means a dealer's hand in a game of poker containing a minimum predetermined value of cards.

(72) *Qualifying high hand* means a high hand in a game of poker held by any player or players during a qualifying period that may result in a high hand jackpot payout.

(73) *Qualifying period* means a duration of time in a game of poker, as specified in the gaming facility's approved system of internal controls, when the gaming facility offers a high hand jackpot payout.

(74) *Qualifying poker hand* means a five-card or seven-card poker hand in pai gow poker with a rank of straight or higher formed from the seven cards dealt to a player.

(75) *Queens up wager* means the wager that a player is required to make in crazy 4 poker prior to any cards being dealt to compete against a posted pay table, regardless of the outcome of the player's hand against the dealer's hand.

(76) *Raise* means a bet in a game of poker in an amount greater than the immediately preceding bet in that betting round.

(77) *Rake* means the amount of chips, plaques or coin collected by the dealer as poker revenue.

(78) *Rank or ranking* means the relative position of a card, group of cards or hand.

(79) *River or river card* means the fifth and final community card dealt face up to the designated area of the layout in a game of poker.

(80) *River wager* means the fourth wager in Texas hold 'em bonus poker equal to the amount of the player's ante that the player may place prior to the river card being dealt.

(81) *Round of play* means one complete cycle of play in a game of poker during which all wagers have been placed, all cards have been dealt and all remaining wagers have been paid or collected in accordance with this Part.

(82) *Second highest or low hand* means 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.

(83) *Set or setting the hands* means the process of forming the cards or tiles into a high, low and, if applicable, medium hand in the appropriate betting area.

(84) *Seven-card bonus wager* means an optional wager where the player's seven-card hand forms a five-card poker hand (best five cards out of seven cards) for which a payout is awarded without regard to the manner in which the player sets the high hand and the low hand and without regard to the outcome of the player's pai gow poker wager.

(85) *Showdown* means the action of revealing the hands of each player in a game of poker in order to determine who shall win the pot.

(86) *Side pot* means a separate pot in a game of poker formed when one or more players are all-in.

(87) *Six-card bonus wager* means an optional wager that a player will form a five-card poker hand listed on a posted payout table from the three cards dealt to the dealer and the three cards dealt to the player during that round of play.

(88) *Soft total* means the total point count of a hand in blackjack containing an ace when the ace is counted as 11 in value.

(89) *Straight flush* means two, three, four, five or seven cards of the same suit in consecutive rank prescribed by each game of poker.

(90) *Straight* means two, three, four, five or seven cards in consecutive rank prescribed by the rules of the game of poker.

(91) *Stub* means the remaining portion of the deck after all cards in a round of play in a game of poker have been dealt.

(92) *Suit* means one of the four categories of cards: club, diamond, heart or spade.

(93) *Suited match* means two cards of the same rank and suit.

(94) *Supreme pair* means 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.

(95) *Switch* means a player's one-time option to have the second cards dealt to that player's two blackjack hands exchanged with each other, thus creating two new blackjack hands.

(96) *Table stakes* means the currency, chips and plaques on the table that are in play. A player may not subtract from such player's currency, chips or plaques at any time during a round of play.

(97) *Three-of-a-kind* means three cards of the same rank in a game of poker.

(98) *Tie* means the rank of a player's card or cards and the rank of the dealer's card or cards or other player's cards in poker are equal.

(99) *Tie wager* means an optional wager in a game of casino war, made at the same time as an initial wager or war wager, that the deal on which the tie wager is made will result in a tie hand.

(100) *Trips wager* means an optional wager in ultimate Texas hold 'em 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.

(101) *Turn* or *turn card* means the fourth community card dealt face up to the designated area of the layout in a game of poker.

(102) *Turn wager* means the third wager in Texas hold 'em bonus poker, equal to the amount of the player's ante, that a player may place prior to the turn card being dealt.

(103) *Up card* means any card dealt to a player face up.

(104) *Value* means the numerical point value assigned to a pair of tiles in a game of pai gow tiles.

(105) *War deal* means the deal of the cards that follows the placement of a war wager in a game of casino war.

(106) *War* or *go to war* means the decision of a player to place a war wager in a game of casino war when there is a tie hand on the original deal.

(107) *War wager* means a wager in a game of casino war, equal in amount to the player's initial wager, that is required to be made if the player elects to go to war.

(b) All definitions set forth in section 5300.1 of this Subchapter apply.

§ 5324.2. General.

(a) *Equipment and layout.*

(1) A table shall have a:

- (i) drop box;
- (ii) tip box attached to the dealer's side of the gaming table; and
- (iii) if the table game uses cards, discard rack. The height of each discard rack shall equal the height of the cards, stacked one on top of the other, contained in the total number of decks that are to be used in the dealing shoe at the table. A taller discard rack may be used if such rack has a distinct and clearly visible mark on its side to show the exact height for a stack of cards equal to the total number of cards contained in the number of decks to be used in the dealing shoe at that table.

(b) *Preparing cards for gaming.*

(1) After receiving one or more decks of cards at the table, unless the cards have been pre-shuffled and pre-inspected according to the requirements set forth in section 5322.16 of this Subchapter, the dealer shall shuffle and inspect each deck of cards as required in subdivision (c) of section 5322.15 of this Subchapter.

(2) After the cards are inspected, the cards shall be spread out face up on the table for visual inspection by the first player or players to arrive at the table. The cards shall be spread out in horizontal fan-shaped columns by deck according to suit and in sequence. The cards in each suit shall be laid out in sequence within the suit.

(3) After the first player or players is afforded an opportunity visually to inspect the cards:

- (i) if the dealer is shuffling manually, the cards shall be placed face down on the table, followed by a wash and shuffle of the cards so that the cards are intermixed randomly; and
- (ii) if an automated card shuffling device or a continuous shuffling device is used as set forth in section 5322.19 of this Subchapter, all of the decks in one batch of cards shall be spread for inspection on the table separately from the decks in the other batch of cards. After the first player or players are afforded an opportunity visually to inspect the cards, each batch of cards shall separately be turned face down on the table, washed and deposited into the shuffling device.

(4) 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. The dealer shall prevent any cards from being disclosed by using cover cards or other precautionary methods as set forth in the gaming facility's approved system of internal controls.

(5) When a player is offered to cut the cards, the player shall place a cover card in the stack at least 14 cards in from either end. The player designated to cut the cards shall be the:

- (i) first player to the table if the game is just beginning;
- (ii) player on whose betting space the cover card appeared during the last round of play;
- (iii) player at the farthest point to the right of the dealer if the cover card appeared on the dealer's hand during the last round of play; or
- (iv) player at the farthest point to the right of the dealer if the re-shuffle was initiated at the discretion of the gaming facility.

(6) Once the cover card has been inserted by the player, the dealer shall take all cards in front of the cover card and place them to the back of the stack. If dealt from the dealing shoe, 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 cover card in the stack at a position at least one deck in from the back of the stack. The stack of cards shall then be inserted into the dealing shoe for commencement of play.

(7) If the player designated in paragraph (5) of this subdivision 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. If the dealer is required to cut the cards, the dealer shall cut the deck by using only one hand and according to the following procedure:

- (i) placing the cover card on the table in front of the deck of cards;
- (ii) taking a stack of at least 14 cards from the top of the deck and placing them on top of the cover card; and
- (iii) placing the cards remaining in the deck on top of the stack of cards that were cut and placed on the cover card.

(8) After the cards have been cut and before any cards have been dealt, a table games supervisor may require the cards to be re-cut if the table games supervisor determines that the cut was performed improperly or in any way that might affect the integrity or fairness of the game. If a re-cut is required, the cards shall be re-cut, at

the gaming facility's option, by the player who last cut the cards, or by the next person entitled to cut the cards.

(9) 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 the cards can be readily arranged to indicate each player's hand in case of question or dispute. Unless otherwise prescribed by dealing procedures specific to each section of this part, the dealer shall pick up the dealer's card and then pick up the cards beginning with those of the player to the dealer's far right and moving counter-clockwise around the table. After all the players' cards have been collected, the dealer shall place all of the collected cards in the discard rack.

(10) A re-shuffle of the cards in the shoe shall take place after the cover card is reached in the shoe except that the gaming facility may determine after each round of play that the cards should be re-shuffled.

(11) If there is no gaming activity at a table that is open for gaming, all cards shall be removed from the table's shuffling or dealing devices and the discard rack and then spread face up on the table. Prior to commencement of gaming activity at such table, the dealer shall repeat the procedures as set forth by paragraphs (3) through (9) of this subdivision.

(c) *Determining starting positions for the dealing of cards using shakers or a computerized random number generator.* In order to determine the starting position for the dealing of cards, a gaming facility may use any of the following procedures:

(1) By using a shaker.

(i) The dealer shall shake the dice contained within the shaker at least three times.

(ii) The dealer shall then remove the lid covering the shaker, total the dice and announce the total.

(iii) To determine the starting position, the dealer shall count counter-clockwise around the table, with the position of the dealer counted as number one, regardless of whether there is a wager at the position, until the count matches the total of the three dice.

(iv) After the dealing the cards has been completed in accordance with the specifications of each poker table game set forth in this Subchapter, the dealer shall place the cover on the shaker and shake the shaker once.

(v) The shaker shall then be placed to the right of the dealer.

(vi) The shaker shall have the name and/or logo of the gaming facility imprinted or impressed thereon.

(vii) The shaker shall contain three dice and shall be designed as to prevent the dice from being seen while the dealer is shaking it.

(viii) The dice shall be maintained at all times inside a pai gow shaker while at the table.

(ix) The dice shall be the responsibility of the dealer and shall never be left unattended while at the table.

(x) The dice shall not remain on the table for more than 24 hours.

(2) By using a computerized random number generator. The generator shall meet the requirements set forth in Part 5318 of this Subchapter.

(i) The computerized random number generator shall select and display a number from one through the number of maximum gaming positions permitted at the table.

(ii) The dealer shall announce verbally the number.

(iii) To determine the starting position, the dealer shall count counter-clockwise around the table, with the position of the dealer counted as number one, regardless of whether there is a wager at the position, until the count matches the number displayed by the random number generator.

(3) After the starting position for a round of play has been determined, the gaming facility may mark that position by the use of an additional cover card or similar object.

(d) *Procedures for dealing the cards from dealing shoes.*

(1) The dealer shall announce "no more bets" prior to dealing any cards. If the progressive payout wager is being offered, the dealer shall use the progressive table game system to prevent the placement of any additional progressive payout wagers. If any progressive payout wagers have been made, the dealer shall collect the wagers, press the lock out button and, on the layout in front of the chip tray, verify that the number of chips wagered equals the number of progressive payout wagers accepted by the progressive table game system. The dealer shall then place the chips into the chip tray. Each player shall be responsible for verifying that such player's respective progressive payout wager has been accepted.

(2) Cards shall be placed in a dealing shoe by the dealer or by an automated shuffling device.

(3) Each card or stack of cards 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.

(4) The dealer shall deal each card or stacks of cards according to the specifications of each table game set forth in this Part. After the cards have been dealt to each player and dealer, the dealer shall remove the stub from the manual dealing shoe and, except as required under subdivision (c) of section 5324.30 of this Subchapter, place the stub in the discard rack without exposing the cards.

(5) Unless otherwise provided in this Part, if a cut of the cards is required, the dealer shall cut the deck in accordance with paragraph (7) of subdivision (b) of this section.

(e) *Hand deals.* A dealer may deal any card game by hand in accordance with the following requirements:

(1) no more than two decks of cards shall be used;

(2) after the shuffle of the cards has been completed in accordance with subdivision (b) of this section, the dealer shall place the deck or decks of cards on top of a cover card and then place the deck or decks of cards and the cover card in one hand, not to be changed during that round of play;

(3) the cards held by the dealer shall be held over the chip rack and in front of the dealer at all times.

(4) the dealer shall deal each card by holding the deck of cards in the chosen hand and use the other hand to remove the top card of the deck and place it face down on the appropriate area of the table layout.

(5) the dealer shall expose any hole cards with the hand opposite the one in which the dealer holds the deck or decks of player cards.

(f) When using a dealing shoe, the dealer shall expose any hole cards by turning it over with the fingers of the hand farthest from the dealing shoe.

(g) Automated card shuffling devices or continuous shuffling devices shall be used in accordance with the following requirements:

(1) 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;

(2) one batch of cards shall be shuffled and stored in the shuffling device while the other batch is being dealt or used to play the game;

(3) both batches of cards shall be continuously alternated in and out of play, with each batch being used every other time; and

(4) the cards from only one batch shall be placed in the discard rack at any given time so the batches are never intermixed.

(h) *Shuffling and dealing irregularities.*

(1) If an automated card shuffling device is being used and the device jams or stops shuffling during a shuffle or fails to complete a shuffle, the cards shall be re-shuffled.

(2) If an automated card shuffling device cannot function correctly, the device shall be covered or have a sign indicating that it is out of order placed on the device before any other method of shuffling may be used at the table.

(3) 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 re-shuffled with any cards already dealt.

(4) A card found turned face up in the shoe shall not be used in any game and shall be burned. 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 re-shuffled.

(5) 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, cut and deposited into the dealing shoe. The first card shall then be burned and the dealer shall complete the round of play. Thereafter, play shall continue by using the shoe.

(6) If the incorrect number of stacks of cards are dealt, the cards shall be re-shuffled.

(i) *Card-reader irregularities.*

(1) If the card reader device is not operating, play shall continue as if a card reader is not in use.

(2) If the dealer neglects to check properly the dealer's hole card, the play shall continue as if a card reader is not in use.

(3) If the dealer exposes the dealer's hole card in error, the floorperson shall be called. The floorperson shall then instruct the dealer to turn the card back over, place it underneath the up card and continue play.

(4) If upon exposing the hole card it becomes apparent that the dealer incorrectly placed the card into the card reader, causing the hole card to be misread, the floor supervisor shall be called. The dealer shall be instructed to replace the hole card under the up card as if it had not been exposed and continue play.

(j) *Misdeals in card games.*

(1) Unless otherwise specified in this Part, a card drawn in error but not disclosed shall be used as though it were the next card drawn.

(2) If any player or the dealer is dealt an incorrect number of cards, all hands shall be void, all wagers shall be returned to the players.

(3) If one or more of the dealer's cards is exposed inadvertently prior to when the dealer is supposed to reveal the dealer's hand, the dealer shall call the floorperson and the floorperson shall instruct the dealer to turn the exposed card over and continue play.

(4) 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 re-shuffled.

(5) If a hole card is exposed prior to the dealer announcing "no more bets," all hands shall be void.

(6) 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.

(7) If the dealer does not set the dealer's hands in the manner consistent with the gaming facility's approved system of internal controls, the hands must be reset.

(k) *Invalid dice rolls in games using shakers.*

(1) If the dealer uncovers a 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.

(2) If the dealer uncovers a shaker and a die or dice fall out of the shaker, the dealer shall call a "no roll" and re-shake the dice.

(3) 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 re-shuffle the cards.

(4) If an electronic shaker device malfunctions and the shaker has been uncovered, the dealer shall, in the presence of a supervisor, collect all losing wagers and pay all winning wagers. Once the wagers on the layout have been settled, all gaming at the table shall cease until the electronic device has been fixed.

(l) If a gaming facility offers a progressive payout wager, each table offering such wager shall have an approved progressive table game system for the placement of

progressive payout wagers. The table game progressive payout wager system shall include without limitation:

- (i) a wagering device at each betting position that acknowledges or accepts the placement of the progressive wager;
- (ii) a control device that controls or monitors the placement of progressive wagers at the gaming table, including a mechanism, such as a lock-out button, that prevents the recognition of any progressive wager that a player attempts to place after the dealer has announced “no more bets;” and
- (iii) written procedures for the operation and use of the system and its components.

(m) If a player wins a progressive payout that cannot be paid from the chip tray, the player’s winning hand shall remain on the table until the necessary documentation as set forth in the gaming facility’s approved system of internal controls has been completed.

(n) If the light at a player’s betting area that offers a side wager is not operating properly, no side wager shall be permitted in that area.

(o) A player shall first make a wager on the underlying game before placing any side wagers, even if the outcome of the side wager bet has no effect on the outcome of the underlying game.

(p) A player shall be responsible for:

- (i) verifying that such player’s wagers, including any progressive payout wagers, have been accepted accurately;
- (ii) not exchanging or communicating information regarding such player’s hand or hands prior to the showdown;
- (iii) keeping the player’s cards in full view of the dealer at all times; and
- (iv) such player’s own hand including not allowing anyone other than the dealer to touch the player’s cards.

(q) A verbal wager accompanied by cash shall not be accepted except in craps, mini craps, roulette and big wheel games.

(r) In card games, there is no ranking of suits in determining the winning hand.

(s) The wagers of each player shall be resolved one player at a time regardless whether the player wins, loses or pushes unless a player has placed a bonus wager. The hand of the player shall then be collected immediately by the dealer and placed in the discard rack.

(t) The gaming facility shall notify onsite commission staff and the surveillance department prior to implementing any changes to the procedures, vigorish or rake percentages and pay tables set forth in this Part.

WHEEL GAMES

§ 5324.3. Big-six wheel and other termed wheel games.

(a) Equipment and layout.

(1) Wheel games shall be played at a table having on one side places for the players and on the opposite side a place for the dealer.

(2) A layout for a wheel game shall contain, at a minimum:

(i) the name and/or logo of the gaming facility; and

(ii) betting spaces that shall be used by players to place their wagers, which shall contain colors, numbers or symbols representing the monetary denominations for sixth prize, fifth prize, fourth prize, third prize, second prize and first prize.

(b) Wagers.

(1) All wagers at wheel games shall be made by placing chips, plaques and, if applicable, a table game promotional coupon on the appropriate betting area of the wheel games layout.

(2) All wagers at wheel games shall be placed prior to the dealer announcing “no more bets” and signaling with a hand motion. No wager shall be made, increased or withdrawn after the dealer has announced and signaled such.

(3) The player or players at a wheel game whose wager or wagers were placed in the betting space matching the section upon which the indicator comes to rest shall win and be paid according to the odds reflected in subdivision (d) of this section.

(c) Procedure for conducting wheel games.

(1) To constitute a valid spin, the dealer shall spin the wheel with enough force so as to ensure that the wheel makes at least three full revolutions. If the wheel does not make three complete revolutions after the dealer spins it, the dealer shall call “no spin” and shall re-spin the wheel.

(2) After the wheel stops revolving, the section where the indicator comes to rest between spindles shall be declared the winning result.

(3) All losing wagers shall immediately be collected by the dealer and placed in the chip tray.

(4) Winning wagers shall be paid in accordance with the payout odds contained in subdivision (d) of this section.

(d) *Payout odds.* The gaming facility shall pay winning wagers at no less than the following odds:

<u>Prize</u>	<u>Payout</u>
Sixth	1:1
Fifth	2:1
Fourth	5:1
Third	10:1
Second	20:1
First	45:1

§ 5324.4. Roulette.

(a) *Equipment and layout.*

(1) Roulette shall be played at a table having on one side places for the players and on the opposite side a place for the dealers.

(2) A layout for a roulette game shall contain, at a minimum:

- (i) the name and/or logo of the gaming facility; and
- (ii) specific areas for the placement of wagers authorized in subdivision (d) of this section.

(b) A roulette table with a single or double layout may be staffed by the following two employees:

(1) dealer, who is in charge of the conduct of the game and whose primary duties are spinning the wheel, throwing the roulette ball, announcing winners, collecting losing wagers, paying winning wagers and collecting, entering or placing jackpot wagers; and

(2) checker or check racker, who separates and stacks the losing wagers that have been collected or swept from the layout by the dealer. The checker or check racker may help the dealer pay winning wagers.

(c) *Conduct of roulette.*

(1) All wagers at roulette shall be made by placing chips and, if applicable, a table game promotional coupon on the appropriate areas of the roulette layout.

(2) 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. The gaming facility shall determine whether a person shall be permitted to wager a value chip with a table game promotional coupon at any roulette table at which table game promotional coupons are being accepted.

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

(4) 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.

(5) While the ball is still rotating in the track around the wheel, the dealer shall call "no more bets" and make a visible hand motion indicating no more bets are to be accepted.

(6) 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.

(7) After placing the crown on the layout the dealer shall first collect all losing wagers and then payoff all winning wagers.

(d) *Permissible wagers.*

(1) Inside bets.

(i) Single-number bet or straight-up bet. The player places the player's wager squarely on one number on the layout, making certain that the wager does not touch any of the lines enclosing the number. This indicates that the player is betting that number to win.

(ii) The symbols 0 or 00. These symbols may be played the same as any straight or single-number bet by placing the wager on either zero or double zero.

(iii) Two-number bet or split bet. The player places the player's wager directly on any line separating any two numbers. Any wager placed on the line separating the second dozen betting space from the third dozen betting space shall be considered the same as a wager placed on the line separating the zero from the double zero. If the winning number is one of the two wagered on, the player wins.

(iv) Three-number bet or street bet. The player places the player's wager on the outside line of the layout. This indicates that the player is betting the three numbers opposite the wager, going across the layout (street). If the winning number is one of these three, the player wins.

(v) Four-number bet, square bet, quarter bet or corner bet. The player places the player's wager on the intersection of the lines between any four numbers. If any one of these four numbers wins, the player wins.

(vi) Five-number bet or top line bet. The player places the player's wager on the line separating the 1, 2 and 3 from the 0 and 00 spaces at a corner intersection. This indicates that the player is betting that one of the numbers 1, 2, 3, 0 or 00 will win.

(vii) Six-number bet or line bet. The player places the player's wager on the intersection of the side line and a line between two streets. If any of these six numbers wins, the player wins.

(2) Outside bets.

(i) Twelve-number bet or column bet. The player places the player's wager on one of the three blank spaces at the bottom of the layout (some layouts have three squares marked 1st, 2nd, 3rd). This indicates that the player is betting the 12 vertical numbers above the space wagered on.

(ii) Dozens or twelve-number bet. The player places the player's wager on one of the spaces of the layout marked first 12, second 12 or third 12. The first 12 indicates that the player is betting on the numbers 1 to 12 inclusive; the second 12, the numbers 13 to 24 inclusive; and the third 12, the numbers 25 to 36 inclusive.

(iii) Low-number bet (1 to 18). The player places the player's wager on the layout space marked 1 to 18, which indicates that the player is betting on the numbers 1 to 18 inclusive.

(iv) High-number bet (19 to 36). The player places the player's wager on the layout space marked 19 to 36, which indicates that the player is betting on the numbers 19 to 36 inclusive.

(v) Black-color bet. The player places the player's wager on a space of the layout marked black or the large black diamond-shaped design and is betting that the winning color will be black.

(vi) Red-color bet. The player places the player's wager on the space of the layout marked red or the large red diamond-shaped design and is betting that the winning color will be red.

(vii) Odd-number bet. The player places the player's wager on the space of the layout marked odd. The player is betting that the winning number will be an odd number.

(viii) Even-number bet. The player places the player's wager on the space of the layout marked even. The player is betting that the winning number will be even.

(e) *Payout odds*. The gaming facility shall pay out each winning wager at no less than the following odds:

(1) Inside bets.

<u>Wager</u>	<u>Payout</u>
Single-number bet or straight-up bet	35:1
0 or 00 bet	35:1
Two-number bet or split bet	17:1
Three-number bet or street bet	11:1
Four-number bet	8:1
Square bet	8:1
Quarter bet	8:1
Corner bet	8:1
Five-number bet or top line bet	6:1
Six-number bet or line bet	5:1

(2) Outside bets.

<u>Wager</u>	<u>Payout</u>
Twelve-number bet or column bet	2:1
Dozens or twelve-number bet	2:1
Low-number bet (1 to 18)	1:1
High-number bet (19 to 36)	1:1
Black color bet	1:1
Red color bet	1:1
Odd-number bet	1:1
Even-number bet	1:1

(f) *Irregularities*.

(1) 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 the ball coming to rest in one of the compartments.

(2) 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 the ball coming to rest in one of the compartments.

(3) 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 it coming to rest in one of the compartments.

(4) If the roulette ball leaves the wheel during the ball's revolution around the track, the dealer shall announce "no spin" and the roulette ball shall be inspected before being placed back into play.

(g) Inspection and security procedures.

(1) Prior to opening a roulette table for gaming activity, a table games supervisor assigned to that pit shall:

(i) inspect the roulette table and roulette wheel for any magnet or contrivance that could affect the fair operation of such wheel;

(ii) inspect the roulette wheel to assure that the wheel is level and rotating freely and evenly;

(iii) inspect the roulette wheel to assure that all parts are secure and free from movement;

(iv) inspect the roulette ball by passing the ball over a magnet or compass to assure the ball's non-magnetic quality; and

(v) if a double zero roulette wheel is being used as a single zero roulette wheel, confirm that the layout and signage comply with this section.

(2) If a gaming facility uses a roulette wheel that has external movable parts, any adjustments to the movable parts shall be made by appropriate personnel as set forth in the gaming facility's approved system of internal controls. Adjustments to the movable parts of a roulette wheel that is located on the gaming floor shall be made only:

(i) when the gaming facility is not open to the public; or

(ii) if the roulette wheel is moved to a secure location outside the gaming facility.

All adjustments shall be completed prior to the required inspections in paragraph (1) of this subdivision.

(3) The gaming facility may replace any of the movable parts at any time, provided, however, if any one or more of the movable parts are external then an inspection must be completed by the commission staff prior to reopening the roulette wheel and table for gaming activity.

(4) A log shall be maintained that shall include, at a minimum, the date, the roulette table number, whether an adjustment or replacement was completed and the signature of the person making the adjustment or replacement.

(5) When a roulette table is not open for gaming activity, the roulette wheel shall be secured by placing a cover over the entire wheel and securely locking such cover to the roulette table.

BLACKJACK

§ 5324.10. General provisions relating to blackjack games.

(a) Equipment and layout.

(1) Blackjack shall be played at a table having on one side positions for the players and on the opposite side a place for the dealer.

(2) The layout for a blackjack table shall contain, at a minimum:

- (i) the name and/or logo of the gaming facility; and
- (ii) specific areas designated for the placement of wagers, which betting areas shall not exceed seven in number.

(iii) the following inscriptions describing:

(a) payout for blackjacks.

(b) the dealer must draw on 16 and hit soft 17 or stand on any 17; and

(c) payout for insurance.

(iv) if the gaming facility offers optional bets, a separate area designated for the placement of the optional bet for each player.

(v) inscription that advises players of the payout odds or amounts for all permissible wagers offered by the gaming facility at such table. If the payout odds or amounts are not inscribed on the layout, a sign identifying the payout odds or amount for all permissible wagers shall be posted at each blackjack table.

(vi) an inscription indicating the payout limit per hand established by the gaming facility or a generic inscription indicating the game is subject to the posted payout limit. If the payout limit is not inscribed on the layout, a sign that sets forth the required information shall be posted at each blackjack table.

(3) Each blackjack table may also have an approved table game progressive payout wager system for the placement of progressive wagers. A table game progressive payout wager system shall include, without limitation:

(i) a wagering device at each betting position that acknowledges or accepts the placement of the progressive wager;

(ii) a control device that controls or monitors the placement of progressive wagers at the gaming table, including a mechanism, such as a lock-out button, that prevents the recognition of any progressive wager that a player attempts to place after the dealer has announced "no more bets;"

(iii) written procedures for the operation and use of the system and its components.

(4) If a blackjack table has an approved card-reader device attached to it, the floorperson assigned to the table shall inspect the card reader device at the beginning of each gaming day.

(b) *Cards; number of decks; value of cards.*

(1) Blackjack shall be played with at least one standard deck of cards with backs of the same color and design and at least 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. Notwithstanding the foregoing, the minimum number of decks used to play blackjack shall be:

(i) one or two, if dealt from the hand;

(ii) two, if the 20-point bonus wager or the in-between wager is authorized;

(iii) six, if any other or the optional bonus wager is authorized.

(2) The value of the cards contained in each deck shall be as follows:

(i) any card from 2 to 10 shall have its face value;

(ii) any jack, queen or king shall have a value of 10;

(iii) an ace shall have a value of 11, unless that value would give a player or the dealer a total in excess of 21, in which case, it shall have a value of one.

(3) If an automated card shuffling device is used, blackjack shall be played with at least two decks of cards and in accordance with the following:

(i) the cards shall be separated into two batches, with an equal number of decks included in each batch;

(ii) 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;

(iii) 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;

(iv) both batches of cards shall be continuously alternated in and out of play, with each batch being used for every other dealing shoe; and

(v) the cards from only one batch shall be placed in the discard rack at any given time.

(c) *Splitting pairs.*

(1) 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 in an amount equal to the original wager.

(2) When a player splits pairs, the dealer shall deal a card to the first incomplete hand on the dealer's left before proceeding to deal any cards to any other hand.

(3) 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 the player's decision to stand, re-split, if the second card is identical in value, draw or double down with respect thereto except that:

(i) a player may not split pairs after the third split on one betting position (a total of four hands) or after a double down wager has been made on that hand; and

(ii) a player splitting aces shall have only one card dealt to each ace and may not elect to receive additional cards.

(iii) The player is prohibited from splitting a pair of aces more than once. All other requirements of this section may apply to each hand that is formed as a result of splitting pairs more than once.

(d) *Doubling down.* Except for a natural blackjack, a player may elect to double down on the first two cards dealt to the player or the first two cards of any split pair on the condition that one additional card shall be dealt to the hand on which the player has elected to double down. In such circumstances, the one additional card shall be dealt face down and placed sideways on the layout, perpendicular to the two cards forming the hand on which the player has elected to double down.

(e) *Insurance wagers.*

(1) Whenever the first card dealt to the dealer is an ace, each player shall have the right to make an insurance bet that wins 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.

(2) 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. All insurance wagers shall be placed prior to the dealer inserting the dealer's hole card into the card reader device or otherwise determining whether the dealer's hole card is a king, queen, jack or 10.

(3) All winning insurance wagers shall be paid at no less than odds of 2:1.

(4) All losing insurance wagers shall be collected by the dealer immediately after the dealer determines that the hole card is not a king, queen, jack or 10.

(f) *Surrender.*

(1) A gaming facility may, after the first two cards are dealt to a player and the player's point total is announced, allow the player to discontinue play on the player's hand for that round by surrendering one-half of the player's wager. All decisions to surrender shall be made prior to such player indicating as to whether the player wishes to double down, split pairs, stand or draw as provided in this Part and after the dealer has determined that the dealer's hand does not have a blackjack if the dealer's up card is an ace or 10.

(i) If the first card dealt to the dealer is a 2, 3, 4, 5, 6, 7, 8 or 9, the dealer shall collect immediately one-half of the wager and return one-half to the player.

(ii) If the first card dealt to the dealer is an ace, king, queen or jack, the dealer shall place the player's wager on top of the player's cards or designated area for insurance wagers. 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 the wager to the player if the dealer does not have blackjack.

(2) 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.

(g) *Drawing of additional cards by players and dealers.*

(1) A player may elect to draw additional cards whenever such player's point count total is less than 21, except that a player:

(i) electing to double down shall draw only one additional card; and

(ii) splitting aces shall have only one card dealt to each ace and shall not be permitted to receive additional cards.

(2) Except as provided in paragraph (3) of this subdivision, a dealer shall draw additional cards to the dealer's hand until the dealer has a total of 17, 18, 19, 20 or 21, at which point no additional cards shall be drawn, unless the gaming facility requires the dealer to draw an additional card if the dealer has a soft 17, so long as the table inscription indicates such soft-17 rule.

(3) A dealer shall draw no additional cards to the dealer's hand if doing so would have no effect on a game outcome.

(h) *More than one player wagering on a box.*

(1) In the games of blackjack, Spanish 21, blackjack switch and multiple-action blackjack, the gaming facility may permit one to three people to wager on any one box the layout, provided that the first person wagering on that box consents to additional players wagering on such box.

(2) 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.

(3) The player calling the decisions with respect to any box shall place a wager in the 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.

(4) 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.

(5) 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 the player's wager shall only apply to the first blackjack hand dealt after the split.

(6) Whenever more than one player is wagering on a box, each player shall have the right to make an insurance bet, without regard to whether the other players on that box make such a bet.

(i) *Irregularities.*

(1) After the initial two cards have been dealt to each player and the dealer and a card is drawn and exposed to the players in error, such card shall be dealt to the players or dealer as though it were the next card drawn from the shoe. Any player refusing to accept such card shall not have any additional cards dealt to such player

during such round. If the card is refused by all players and the dealer cannot use the card, the card shall be burned.

(3) If the dealer misses dealing a card in the dealer's hand, the dealer shall continue dealing the first two cards to each player and then shall deal the appropriate number of cards to the dealer's hand.

(4) If no cards are dealt to the player's hand, that hand shall be declared 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.

(5) If, after receiving the first two cards, the dealer fails to deal an additional card or cards to a player who has requested such card, then, at the player's option, the dealer shall either:

- (i) deal the additional card or cards after all other players have received their additional cards but prior to the dealer revealing the dealer's hole card; or

- (ii) call the player's hand dead, return the player's original wager and place the player's cards into the discard rack.

(6) If the dealer inserts the dealer's hole card into a card reader device when the value of the dealer's first card is not an ace, king, queen, jack or 10, the dealer, after notification to a supervisor, shall continue play only if the particular card reader device in use does not provide the dealer or any player with the opportunity to determine the value of the hole card.

(7) If a gaming facility implements the procedure by which one additional card is dealt face down to a hand on which a player has elected a double down and the dealer inadvertently deals such card face up, play shall continue and the player's wagers shall be settled in completion of the round of play.

(8) In the game of Spanish 21, if a 10 card of any suit is found in the shoe, such card shall not be used in the game and shall be removed and destroyed according to the requirements set forth in subdivision (o) of section 5322.15 of this Subchapter. 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-shuffled. Play for that shoe shall cease and the decks shall be removed from the shoe and a floor supervisor shall verify that all 10s have been removed prior to the dealer reshuffling and resuming play. The floor supervisor may also elect to place new decks into play.

(j) Whenever the cover 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 reshuffle the cards, including the cards remaining in the dealing shoe if a single dealing shoe is used.

(k) 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 the dealer's far right and moving counter-clockwise around the table. After all the players' cards have been collected, the dealer shall pick up the dealer's cards against the bottom of the players' cards and place them in the discard rack.

(l) No player or spectator shall handle, remove or alter any cards except as permitted by this section and no dealer or other gaming employee shall permit a player or spectator to engage in such activity.

(m) Each player at the table shall be responsible for correctly computing the point count of such player's hand and no player shall rely on the point counts required to be announced by the dealer pursuant to this section without the player checking the accuracy of such announcement.

§ 5324.11 Blackjack.

(a) Dealing procedures.

(1) All cards used to game at blackjack shall be dealt either from the dealer's hand or from a dealing shoe specifically designed for such purpose.

(2) The dealer shall remove cards from the shoe with the dealer's left hand, turn the cards face up, and then place the cards on the appropriate area of the layout with the dealer's right hand, except that the dealer has the option to deal cards to the first two positions with the dealer's left hand.

(3) After each full set of cards is placed in the shoe, the dealer shall burn the first card from the shoe. Each new dealer who comes to the table shall also burn the first card from the shoe before the new dealer deals any cards to the players. The burn card shall be disclosed if requested by a player.

(4) At the commencement of each round of play, the dealer shall, starting on the dealer's left and continuing around the table, deal the cards in the following order:

- (i) one card face up to each box on the layout in which a wager is contained;
- (ii) one card to the dealer, which may be dealt face up or face down upon the initial deal. If dealt face down, such card shall be turned face up after all other cards have been dealt in accordance with this paragraph;
- (iii) a second card face up to each box in which a wager is contained; and
- (iv) one card face down to the dealer, which shall be known as the hole card.

(5) In addition to the requirements set forth in subdivision (c) of section 5324.2 of this Part, hand deals shall comply with this paragraph.

(i) Prior to commencement of each round of play, the dealer shall burn the top card and then, starting with the player farthest to the dealer's left and continuing around the table in a clockwise direction, deal the cards:

(a) one card face down to each box on the layout in which a blackjack wager has been placed;

(b) one card face up to the dealer;

(c) a second card face down to each box in which a wager has been placed; and

(d) a second card face down to the dealer.

(ii) After two cards have been dealt to each player and the dealer, each player shall, with one hand, examine the player's cards, keeping the player's cards in full view of the dealer at all times.

(iii) Each player, starting with the player farthest to the dealer's left and continuing around the table in a clockwise direction, shall then indicate whether the player wishes to surrender, double down, split, stand or draw additional cards.

(iv) If a player indicates that the player wishes to surrender, double down or split a pair pursuant to section 5324.10 of this Part, the dealer shall turn over the player's two cards and complete the dealing procedures pursuant to this subdivision.

(v) If a player is dealt additional cards that cause the total point count to exceed 21, the player shall discard immediately the player's cards and the dealer shall place such cards into the discard rack.

(vi) 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.

(vii) after the additional card required by subdivision (d) of section 5324.10 of this Part has been dealt to a doubled hand, a player may rescue the double-down wager and forfeit such player's original wager, so long as the additional card does not result in the hand having a point count in excess of 21.

(viii) As each player indicates the player's decision, the dealer shall deal face up any additional cards necessary to effectuate the player's decision.

- (ix) After all additional cards have been dealt, the dealer shall turn over the hole card and draw any additional cards.
 - (x) The dealer shall announce the dealer's total point count after each additional card is dealt.
 - (xi) After all additional cards have been dealt, the dealer shall turn over each player's two cards and shall settle all remaining wagers.
- (6) If the dealer's first card is an ace, king, queen, jack or 10, the dealer shall determine whether the hole card will give the dealer a natural blackjack prior to dealing any additional cards to the players at the table.
- (i) If the gaming facility elects to use a card reader device, the dealer shall insert the hole card into the card reader device by moving the card face down on the layout without exposing the card's value to anyone at the table, including the dealer. If the dealer has a natural blackjack, no additional cards shall be dealt and each player's wager shall be settled.
 - (ii) If the gaming facility elects to deal the cards by hand, the dealer shall determine the value of the hole card by discreetly peeking at the card without exposing its value to any other person. If the dealer has a natural blackjack, no additional cards shall be dealt and each player's wager shall be settled.
- (7) After two cards have been dealt to each player and the dealer does not have a natural blackjack, the dealer shall, beginning from the dealer's left, announce the point total of each player. As each player's point total is announced, such player shall indicate whether such player wishes to surrender, double down, split pairs, stand or draw as provided for by section 5324.10 of this Part.
- (8) As each player indicates the player's decision, the dealer shall, except in hand dealt games, deal face up whatever additional cards are necessary to effectuate such decision consistent with this section and shall announce the new point total of the player's hand after each additional card is dealt.
- (9) After decisions of each player have been implemented and all additional cards have been dealt, the dealer shall expose the dealer's hole card. Any additional cards required to be dealt to the hand of the dealer shall be dealt face up. After the dealer's hand has been completed, the dealer shall announce the point count.
- (10) After all additional cards have been dealt to the players and the dealer, the dealer shall, starting with the player farthest to the dealer's right and continuing counter-clockwise around the table, settle the remaining wagers by collecting all losing wagers and paying all winning wagers. If a player placed a progressive blackjack wager, the dealer shall leave any winning progressive wager and cards on the layout and pay that winning wager last.

(b) *Wagers; payout odds.*

(1) Prior to the first card being dealt for each round of play, each player shall make a wager against the dealer that shall win if:

(i) the total of the player is 21 or less and the total of the dealer is in excess of 21; or

(ii) the total of the player exceeds that of the dealer without either exceeding 21.

(2) Except as otherwise provided in this section, no wager shall be made, increased or withdrawn after the first card of the respective round has been dealt.

(3) All wagers at blackjack shall be made by placing chips or plaques and, if applicable, a table game promotional coupon on the appropriate areas of the blackjack layout.

(4) After each round of play is complete, the dealer shall collect all losing wagers and pay all winning wagers. All winning wagers shall be paid at no less than odds of 1:1, with the exception of a natural blackjack, which shall be paid at no less than odds of 3:2 or at no less than odds of 6:5 for single-deck or double-deck blackjack. In addition to wagers offered in this subdivision, the gaming facility may, upon notice to the commission, offer one or more of the following payout odds for winning wagers:

(i) three cards consisting of the 6, 7 and 8 of the same suit shall be paid at no less than odds of 2:1;

(ii) three cards consisting of three sevens of any suit shall be paid at no less than odds of 3:2;

(iii) a single natural blackjack combination consisting of a specific ace and face card conspicuously posted by the gaming facility shall be paid at no less than odds of 2:1; and

(iv) five cards totaling 21 shall be paid at no less than odds of 2:1.

(5) Once the first card of any round of play has been dealt, no player shall handle, remove or alter any wager or wagers that has or have been made until a decision has been rendered and implemented with respect to that wager, except as explicitly permitted by this section.

(6) 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 wager or wagers until a decision has been rendered and implemented with respect to that wager, except as explicitly permitted by this Part.

(7) A gaming facility may implement at a blackjack table any of the options described in this paragraph.

(i) Persons who have not made a wager on the first round of play may not enter the game on a subsequent round of play until a re-shuffle of the cards has occurred.

(ii) Persons who have not made a wager on the first round of play may be permitted to enter the game, but may be limited to wagering only the minimum limit posted at the table until a re-shuffle of the cards has occurred.

(iii) Persons who, after making a wager on a given round of play, decline to wager on any subsequent round of play may be precluded from placing any further wagers until a re-shuffle of the cards has occurred.

(iv) Persons who, after making a wager on a given round of play, decline to wager on any subsequent round of play may be permitted to place further wagers, but may be limited to wagering only the minimum limit posted at the table until a re-shuffle of the cards has occurred.

(8) If a gaming facility implements any of the options in paragraph (7) of this subdivision, such option shall be applied uniformly to all persons at that table; provided, however, that if such gaming facility has implemented either of the options in subparagraphs (iii) or (iv) of paragraph (7) of this subdivision, an exception may be made for a person who leaves the table temporarily if, at the time such person leaves, the gaming facility agrees to reserve the person's spot until such person's return.

(c) *Payment of natural blackjack.*

(1) 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 natural blackjack, the dealer shall announce and pay the blackjack at no less than odds of 3:2, unless blackjack is being dealt with only one or two decks, in which case the odds shall be 6:5 or another amount approved in writing by the commission, and shall remove the player's cards before any player receives a third card.

(2) If the first face up card dealt to the dealer is an ace, king, queen, jack or 10 and a player has blackjack, the dealer shall announce the blackjack but shall make no payment until the dealer checks the dealer's hole card in accordance with paragraph (6) of subdivision (a) of this section. If the dealer's hole card does not give the dealer a natural blackjack, then the player having blackjack shall be paid at no less than odds of 3:2, unless blackjack is being dealt with only one or two decks, in which case the odds shall be 6:5 or another amount approved in writing by the commission, and the dealer shall collect such player's cards. If, however, the

dealer's hole card gives the dealer blackjack, the wager of the player having blackjack shall be void and constitute a push or standoff.

(d) *Super sevens wager.* The gaming facility may provide a super sevens wager as an additional wager in the game blackjack.

(1) The minimum and maximum limits for each super sevens wager shall be established by the gaming facility and posted at the table.

(2) All super sevens bets shall be placed in the designated spot on the layout prior to the first card being dealt.

(3) Except for the additional wager on super sevens, the play of the underlying game shall proceed in accordance with this section.

(4) If a player splits the first two sevens the player receives, the first card dealt to the player's split hand shall determine if the player qualifies for a three-sevens payout as provided in paragraph (7) of this subdivision. If any card other than seven is dealt as the first card to the player's split hand, the player shall be paid for a two-sevens payout as provided in paragraph (7) of this subdivision.

(5) If a seven is not dealt as the first card in any round of play, a super sevens wager loses and shall be collected by the dealer.

(6) In the case of dealer blackjack, the player shall receive a third card if the first two cards dealt to the player are sevens, but the player will still lose a blackjack wager regardless of outcome.

(7) Each gaming facility shall pay winning super sevens wagers at no less than the following odds, with the gaming facility choosing either pay table A or pay table B:

<u>Player's first two cards:</u>	<u>Pay table A</u>	<u>Pay table B</u>
One 7	3:1	5:1
Two 7s of different suits	50:1	25:1
Two 7s of the same suit	100:1	150:1
Three 7s of mixed suits	500:1	500:1
Three 7s of the same suit	5000:1	2000:1

(8) The gaming facility may also call this side wager *crazy sevens*.

(e) *Progressive super sevens jackpot wager.* The gaming facility may provide a progressive super sevens jackpot wager as an additional wager in the game of blackjack.

(1) All progressive super sevens jackpot wagers shall be made in the designated betting space or coin slot on the layout, in an amount that shall be established by the gaming facility, prior to the commencement of a round of play. Once all wagers are made, the dealer shall announce “no more bets.” Simultaneously with such announcement, the dealer shall activate the progressive super sevens jackpot wager lock-out feature by depressing the coin-in button or collecting the wagers from the designated betting space. No progressive super sevens jackpot wager shall be accepted after a card has been dealt in the underlying blackjack game. Notwithstanding this paragraph, if the gaming facility’s approved system of internal controls permit a dealer to accept a progressive super sevens jackpot wager after the coin-in button has been activated but before any cards in the underlying game have been dealt, the player’s wager shall be placed on top of, but not in, the progressive super sevens jackpot coin slot. At the end of that round of play, that wager shall be deposited into the table’s chip tray and not into the progressive super sevens jackpot coin slot.

(2) Each progressive super sevens jackpot wager shall increase the game’s progressive jackpot meter and entitle a player to win that progressive jackpot prize upon obtaining a hand comprising three sevens of the same suit. The amount of the initial progressive super sevens jackpot prize, which shall be established by the gaming facility, shall be reset to that amount following each progressive super sevens jackpot payout. The progressive super sevens jackpot shall be augmented upon each wager in increments established by the gaming facility’s approved system of internal controls, without regard to the outcome of the progressive super sevens jackpot wager.

(3) If a player splits the first two sevens the player is dealt, for purposes of the underlying game, the player shall win the payout for receiving two sevens only, as set forth in paragraph (6) of this subdivision.

(4) A progressive super sevens jackpot wager loses if a player is not dealt two sevens in the player’s initial two cards.

(5) In the case of dealer blackjack, the player shall receive a third card if the first two cards dealt to the player are sevens but will still lose the player’s blackjack wager regardless of outcome.

(6) Each gaming facility shall pay winning progressive super sevens jackpot wager, at odds no less than the following (with the gaming facility choosing pay table A, pay table B or pay table C), to a player who receives:

<u>Player’s first two cards:</u>	<u>Pay table A</u>	<u>Pay table B</u>	<u>Pay table C</u>
One 7		5:1	2:1
Two 7s of different suits	25:1	25:1	25:1
Two 7s of the same suit	50:1	50:1	200:1

Three 7s of mixed suits	500:1	250:1	100% minor
Three 7s of the same suit	Jackpot*	1000:1	100% major
Three 7s of diamonds		Jackpot*	100% mega

(7) When a player has a progressive super sevens jackpot hand comprising three 7s of the same suit:

(i) the gaming facility supervisor shall notify the surveillance department and any other department, as appropriate; and

(ii) pit management shall inset the jackpot key into the jackpot computer, verify the amount of the payout to the winning player or players and secure the key in accordance with the gaming facility's approved system of internal controls.

(8) Upon completion of each round of play, the dealer shall press the game-over button and commence a new round of play.

(9) Progressive super sevens jackpot wager irregularities.

(i) If a player is offered the opportunity by a gaming facility to back out of a hand and withdraw a wager due to a dealer's error, such player's progressive super sevens jackpot wager shall not be withdrawn unless the dealer's error directly affected the proper dealing sequence of the first two cards dealt to such player.

(ii) If the dealer in the underlying game fails to press the progressive super sevens jackpot game-over button prior to commencing the dealing of a subsequent hand, the dealer shall summon a floorperson who shall correct the error in accordance with the gaming facility's approved system of internal controls and activate a new game.

(iii) If a dealer in the underlying game fails to press the progressive super sevens jackpot coin-in button prior to commencing the dealing of a subsequent hand, the dealer shall summon a floorperson who shall correct the error in accordance with the gaming facility's approved system of internal controls and activate a new game.

(iv) If the dealer in the underlying game accidentally presses a progressive super sevens jackpot button and activates a jackpot feature, the dealer shall summon a floorperson who shall correct the error in accordance with the gaming facility's approved system of internal controls and activate a new game.

(v) If a player places a progressive super sevens jackpot wager in an amount exceeding the maximum for such wagers established by the gaming facility and

* If one or more other players at the same table have three 7s of the same suit in the same round, such players shall split equally the progressive super sevens jackpot.

posted at that table, the amount exceeding the posted maximum wager shall be returned to such player.

(vi) If a dealer errs and does not deal a complete hand to a player who has placed a progressive super sevens jackpot wager, the progressive super sevens jackpot wager and the underlying hand dealt to that player shall be declared dead by the dealer. If that player elects not to participate in the progressive super sevens jackpot on the next round of play, the dealer shall return that player's wager on the dead hand from the table's gaming chip tray.

(f) *Royal match 21 wager.* The gaming facility may provide a royal match 21 wager as an additional wager in the game of blackjack.

(1) A player's royal match 21 wager shall not affect the player's wager on the underlying hand. A dealer's blackjack shall have no effect on a player's royal match 21 wager. The royal match 21 wager shall be available only on tables using a six- or eight-deck multi-shuffle device or continuous shuffler.

(2) For the purposes of the royal match 21 wager:

(i) a royal match means a king and queen of the same suit;

(ii) a suited blackjack is an ace and any card with the value of 10 of the same suit;

(iii) a two-card straight flush means two cards of consecutive rank of the same suit, except that an ace and a 2 shall not be considered consecutive; and

(iv) a crown treasure means that both the player and the dealer are dealt a royal match on the same hand.

(3) Prior to the first card being dealt for each round of play, each player who has placed a wager may make a royal match 21 wager by placing chips or plaques on the appropriate area of the blackjack layout. The minimum and maximum wagers permitted by the gaming facility shall be inscribed on the table layout or posted on a sign at each table offering the royal match 21 wager.

(4) The dealer shall then announce "no more bets" and deal the initial two cards to all players. Immediately after the second card is dealt to each player and the dealer, but prior to any additional cards being dealt or before any card reader device is used, the dealer shall, starting with the player farthest to the dealer's right and continuing around the table in a counter-clockwise direction, settle the player's royal match 21 wager by collecting all losing wagers and paying all winning wagers as set forth in this paragraph.

(i) If a player with a valid royal match 21 wager was dealt two cards of the same suit, the wager shall be paid in accordance with the pay table set forth in paragraph (5) of this subdivision.

(ii) A royal match 21 wager shall lose and be collected by the dealer when the player's two cards are not of the same suit.

(iii) If a player is dealt a royal match and the dealer's up card is a king or queen that matches the suit of the player's king or queen, the dealer shall, after settling all other players' optional wagers, complete the dealing procedure prescribed in subdivision (a) of this section. Upon completion, the dealer shall pay that player in accordance with the pay table set forth in paragraph (5) of this subdivision.

(iii) If a player places a royal match 21 wager in an amount exceeding the maximum established by the gaming facility for such wager as inscribed or posted at that table, the amount exceeding the posted maximum wager shall be returned to the player.

(5) The gaming facility shall post its pay table at each table offering the royal match 21 wager. The gaming facility may change pay tables at its discretion at any time after the conclusion of a round of play upon prior notice to the commission. The gaming facility may choose from any of the following pay tables for the royal match 21 wager:

<u>Winning combination</u>	<u>Pay table A</u>	<u>Pay table B</u>	<u>Pay table C</u>	<u>Pay table D</u>	<u>Pay table E*</u>
Suited match	2.5:1	2:1	2.5:1	2.5:1	3:1
Suited blackjack			5:1		
Royal match	30:1	50:1	25:1	25:1	10:1
Crown treasure	1000:1	1000:1		1000:1	1000:1

(g) *Bet the set 21 wagers.* The gaming facility may provide a bet the set 21 wager as an additional wager.

(1) A player's bet the set 21 wager shall not affect the player's wager on the underlying hand. A dealer's blackjack shall have no effect on a player's bet the set 21 wager. The bet the set 21 wager shall be available only on tables using a six- or eight-deck multi-shuffle device or continuous shuffler.

* Single deck only.

(2) Prior to the first card being dealt for each round of play, each player who has placed a wager may make a bet the set 21 wager by placing chips or plaques on the designated area of the blackjack layout. The minimum and maximum wagers permitted by the gaming facility shall be inscribed on the table layout or posted on a sign at each table offering the bet the set 21 wager.

(3) The dealer shall then announce “no more bets” and deal the initial two cards to all players. Immediately after the second card is dealt to each player and the dealer, but prior to any additional cards being dealt or before any card reader device is used, the dealer shall, starting with the player farthest to the dealer’s right and continuing counter-clockwise around the table, settle the player’s bet the set 21 wager by collecting all losing wagers and paying all winning wagers as set forth in this paragraph:

(i) If a player with a valid bet the set 21 wager was dealt the initial two-cards equal to a pair of the same rank or a suited pair of the same rank, the dealer shall pay the wager in accordance with the pay table set forth in paragraph (4) of this subdivision.

(ii) A bet the set 21 wager shall lose and be collected by the dealer when the player’s two cards are not a pair.

(iii) If a player places a bet the set 21 wager in an amount exceeding the maximum established by the gaming facility for such wager as inscribed or posted at that table, the amount exceeding the posted maximum wager shall be returned to the player.

(4) The gaming facility shall post its pay table at each table offering the bet the set 21 wager. The gaming facility may change pay tables at its discretion at any time after the conclusion of a round of play upon prior notice to the commission. The gaming facility may choose from any of the following pay tables for the bet the set 21 wager:

Player’s first two cards:	Pay table A	Pay table B	Pay table C	Pay table D	Pay table E	Pay table F	Pay table G*
Pair	10:1	10:1	12:1	10:1	10:1		12:1
Suited pair	15:1	12:1	12:1	20:1	25:1	15:1	

(5) The gaming facility may also call this side wager *pair square*.

(h) *House money wager*. The gaming facility may provide a house money wager as an additional wager.

* Single deck only.

(1) A player's house money wager shall not affect the player's wager on the underlying hand. A dealer's blackjack shall have no effect on a player's house money wager.

(2) Prior to the first card being dealt for each round of play, each player who has placed a blackjack wager may make a house money wager by placing chips or plaques on the designated area of the blackjack layout. The minimum and maximum wagers permitted by the gaming facility shall be inscribed on the table layout or posted on a sign at each table offering the house money wager.

(3) For purposes of the house money wager, the rank of cards in the 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, any ace may be used to complete a straight flush or straight formed with a 2. The house money wager shall be paid when the player's initial two cards form a two-card poker hand recognized for payout. The two card hands, in order from highest to lowest rank, shall be:

- (i) ace-king suited is a hand consisting of an ace and a king of the same suit;
- (ii) straight flush is a hand consisting of two cards of the same suit in consecutive ranking;
- (iii) pair is a hand consisting of two cards of the same rank; and
- (iv) straight is a hand consisting of two cards of any suit in consecutive ranking.

(4) The dealer shall then announce "no more bets" and deal the initial two cards to all players and the dealer. Prior to any additional cards being dealt to any player at the table and before any card reader device is used, the dealer shall, starting with the player farthest to the dealer's right and continuing counter-clockwise around the table, settle in succession all house money wagers by collecting all losing wagers and paying all winning wagers.

(5) The gaming facility shall post its pay table at each table offering the house money wager. The gaming facility shall use one of the following pay tables for the house money wager:

<u>Players first two cards:</u>	<u>Pay table A</u>	<u>Pay table B</u>
Two-card straight	1:1	1:1
Pair	3:1	3:1
Two-card straight flush	4:1	5:1
Suited ace-king	9:1	9:1

- (i) *Match the dealer wager.* The gaming facility may provide a match the dealer wager as an additional wager.

(1) A player's match the dealer wager shall not affect the player's wager on the underlying hand. A dealer's blackjack shall have no effect on a player's match the dealer wager. The match the dealer wager shall be available only on tables using a six- or eight-deck multi-shuffle device or continuous shuffler.

(2) Prior to the first card being dealt for each round of play, each player who has placed a blackjack wager, may make a match the dealer wager by placing chips or plaques on the designated area of the blackjack layout. The minimum and maximum wagers permitted by the gaming facility shall be inscribed on the table layout or posted on a sign at each table offering the match the dealer wager.

(3) The dealer shall then announce "no more bets" and deal the initial two cards to all players and the dealer. Prior to any additional cards being dealt to any player at the table and before any card reader device is used, the dealer shall, starting with the player farthest to the dealer's right and continuing counter-clockwise around the table, settle in succession all match the dealer wagers by collecting all losing wagers and paying all winning wagers.

(4) A match the dealer wager shall be paid when either of the player's initial two cards match the dealer's initial card. Any card with a face value of 10 or a point value of 10 (jack, queen, king) shall be deemed a match only if the cards are of identical description (e.g., 10-10, jack-jack, queen-queen or king-king, but not jack-queen, etc.). If both of the initial cards dealt to a player match the dealer's initial card, the player shall be paid for each card.

(5) A gaming facility shall post its match the dealer wager pay table at each table offering the match the dealer wager. A gaming facility may change pay tables at such facility's discretion at any time after the conclusion of a round of play upon prior notice to the commission. A gaming facility may choose from one of the following pay tables for the match the dealer wager:

<u>Hand:</u>	<u>Pay table A (six decks)</u>	<u>Pay table B (eight decks)</u>
Each matching card of a different suit	4:1	3:1
Each matching card of the same suit	11:1	14:1

(j) *In-between wager.* The gaming facility may provide an in-between wager as an additional wager.

(1) A player's in-between wager shall not affect the player's wager on the underlying blackjack hand. A dealer's blackjack shall have no effect on a player's in-between wager.

(2) Prior to the first card being dealt for each round of play, each player who has placed a blackjack wager, may make an in-between wager by placing chips or

plaques on the designated area of the blackjack layout. The minimum and maximum wagers permitted by the gaming facility shall be inscribed on the table layout or posted on a sign at each table offering the in-between wager.

(3) The dealer shall then announce “no more bets” and deal the initial two cards to all players and the dealer. Prior to any additional cards being dealt to any player at the table and before any card reader device is used, the dealer shall, starting with the player farthest to the dealer’s right and continuing counter-clockwise around the table, settle in succession all in-between wagers by collecting all losing wagers and paying all winning wagers.

(4) For purposes of determining a winning in-between wager, the rank of each card in order of the lowest to highest rank shall be: 2, 3, 4, 5, 6, 7, 8, 9, 10, jack, queen, king and ace. When ranking the initial two cards dealt to the player, one card will have a rank higher than, and one card will have a rank lower than, the first face up card dealt to the dealer (the rank of the dealer’s card is in between) for the in-between wager to be paid.

(5) The gaming facility shall post its in-between wager pay table at each table offering the in-between wager. The gaming facility may change pay tables at its discretion at any time after the conclusion of a round of play upon prior notice to the commission. The gaming facility may choose from any of the following pay tables for the in-between wager:

In-between wager hand:	Pay table <u>A</u>	Pay table <u>B</u>	Pay table <u>C</u>	Pay table <u>D</u>	Pay table <u>E</u>
All other spreads	1:1	1:1	1:1	1:1	1:1
Three-card spread	4:1	4:1	3:1	4:1	3:1
Two-card spread	6:1	6:1	5:1	6:1	5:1
One-card spread	12:1	10:1	10:1	12:1	10:1
Triple match	40:1	30:1	30:1	30:1	40:1

(k) *Twenty-point bonus wager.* The gaming facility may provide a 20-point bonus wager as an additional wager.

(1) A player’s 20-point bonus wager shall not affect the player’s wager on the underlying blackjack hand. A dealer’s blackjack shall have no effect on a player’s 20-point bonus wager. The 20-point bonus wager shall be available only on tables using a six- or eight-deck multi-shuffle device or continuous shuffler.

(2) Prior to the first card being dealt for each round of play, each player who has placed a blackjack wager may make a 20-point bonus wager by placing chips or

plaques on the designated area of the blackjack layout. The minimum and maximum wagers permitted by the gaming facility shall be inscribed on the table layout or posted on a sign at each table offering the 20-point bonus wager.

(3) For the purposes of determining a winning 20-point bonus wager, the player shall be paid if the player's first two cards have a total of 20, by receiving the first two cards with a value of 10 or the first two cards of an ace and a 9.

(4) The dealer shall then announce "no more bets" and deal the initial two cards to all players and the dealer. Prior to any additional cards being dealt to any player at the table, the dealer shall, starting with the player farthest to the dealer's right and continuing counter-clockwise around the table, settle in succession, settle the player's optional wagers by collecting all losing wagers and paying all winning wagers as set forth in this paragraph. If a player placed a 20-point bonus wager and the player's initial two cards have a total point count of 20, the dealer shall pay the winning wager. If the first card dealt to the dealer is a 10, jack, queen, king or ace and the player has two queens of hearts, that player's 20-point bonus wager shall be settled after all other 20-point bonus wagers as follows:

(i) if the dealer has determined that the hole card will not give the dealer a blackjack, the player shall be paid before any cards are dealt;

(ii) if the dealer has determined that the hole card will give the dealer a blackjack, the player shall be paid when the player's blackjack wager is collected; and

(iii) the dealer shall notify a floorperson, and shall settle all 20-point bonus wagers beginning with a queen of hearts pair in the presence of a floorperson.

(5) A gaming facility shall post its 20-point bonus wager pay table at each table offering the 20-point bonus wager. The gaming facility may change pay tables at its discretion at any time after the conclusion of a round of play upon prior notice to the commission. The gaming facility may choose from any of the following pay tables for the 20-point bonus wager:

<u>Hand:</u>	<u>Pay table A</u>	<u>Pay table B</u>
Any 20	4:1	4:1
Suited 20	9:1	10:1
Matched (identical) 20	19:1	25:1
Queen of hearts pair	125:1	200:1
Queen of hearts pair and dealer blackjack	1000:1	1000:1

(6) The gaming facility may establish a maximum payout limit that is payable to all such winning hands in the aggregate on a single round of play, subject to written approval by the commission and posting at the table.

(7) Pursuant to any such established maximum payout limit provided for in paragraph (6) of this subdivision, 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 proportionately to the amount of such player's respective wagers.

(f) *Progressive blackjack wager.* The gaming facility may provide a progressive blackjack wager.

(1) A player's progressive blackjack wager shall not affect the player's wager on the underlying blackjack hand. A dealer's blackjack shall have no effect on a player's progressive blackjack wager. The progressive blackjack wager shall be available only on tables with the equipment required to offer the wager, and shall use six- or eight-decks or a multi-shuffle device or continuous shuffler.

(2) Prior to the first card being dealt for each round of play, each player may make a progressive blackjack wager by placing a \$1 chip or \$5 chip, as required for such progressive wager, in the designated chip acceptor device at such player's betting position or on the designated area of the blackjack layout. Once such wagers have been placed, a light shall then illuminate at each betting position at which a progressive blackjack wager has been made. 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 chips wagered equals the number of lights illuminated.

(3) 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.

(4) A progressive blackjack wager shall be paid when either of the player's initial two cards match the dealer's initial card. Any card with a face value of 10 or a point value of 10 (jack, queen, king) shall be deemed a match only if the cards are of identical description (e.g., 10-10, jack-jack, queen-queen or king-king, but not jack-queen, etc.). If both of the initial cards dealt to a player match the dealer's initial card, then the player shall be paid for each card.

(5) A gaming facility shall post such facility's progressive blackjack wager rules, qualifying hands and pay table at each table offering this side wager.

(6) 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 without regard to the point total of the hand of the dealer.

(7) A winning player shall receive the payout for only the highest possible progressive blackjack hand.

(8) A player shall be permitted to make a progressive blackjack wager only if such player has placed a blackjack wager.

(9) Prior to making a payout for a winning progressive blackjack wager, the dealer shall:

- (i) verify that the player has received a winning combination of cards;
- (ii) verify that the appropriate light on the acceptor device has been illuminated;
and
- (iii) have a gaming facility supervisor validate the progressive blackjack payout pursuant to the gaming facility's approved system of internal controls.

(10) 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; 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 that is not being paid from the chip tray, the cards of that player shall not be collected until the necessary documentation has been completed.

(11) 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 gaming facility and the portion of the reset amount funded by the gaming facility shall be established by each gaming facility. In no instance shall the initial amount on the progressive meter or the reset amount funded by the gaming facility be less than a minimum amount approved by the commission. The gaming facility shall offer the following for progressive meter payouts:

Any two aces in the first two cards	\$25
Two aces of the same suit in the first two cards	\$100
Any three aces in the first three cards	\$250
Three aces of the same suit in the first three cards	\$2,500
Four black or four red aces in the first four cards	100% of progressive meter

(m) *Streak wager*. The gaming facility may provide a streak wager as an additional wager in the game of blackjack.

(1) A player's streak wager shall not affect the player's wager on the underlying blackjack hand. A dealer's blackjack shall have no effect on a player's streak wager. The streak wager shall be available only on tables that use six or eight decks or a multi shuffle device or continuous shuffler.

(2) Prior to the first card being dealt for each round of play, each player may make a streak wager by placing chips in the designated betting area on the layout. The minimum and maximum wagers permitted by the gaming facility shall be inscribed on the table layout or posted on a sign at each table offering a streak wager.

(3) The dealer shall then announce “no more bets” and deal the initial two cards to all players and the dealer. Prior to any additional cards being dealt to any player at the table, the dealer shall, starting with the player farthest to the dealer’s right and continuing counter-clockwise around the table, collect all losing blackjack and streak wagers and place them in the chip tray, pay all winning blackjack and streak wagers, place any necessary streak lammer in accordance with paragraph (5) of this subdivision, and then collect the cards and place them in the discard rack.

(4) For the purposes of determining a winning streak wager, the player shall be paid if that player wins either two, three, four or five consecutive hands of blackjack.

(5) When any player making an optional streak wager has won an initial blackjack hand, the dealer shall place a lammer or other marker device approved by the commission 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.

(i) 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.

(ii) 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 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.

(iii) 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 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.

(iv) 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 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.

(v) The gaming facility shall post its pay table at each table offering the streak wager. The gaming facility shall use one of the following pay tables for the streak wager:

<u>Player's first two cards:</u>	<u>Pay table A</u>	<u>Pay table B</u>
Two consecutive winning hands	3:1	3:1
Three consecutive winning Hands	7:1	8:1
Four consecutive winning Hands	17:1	18:1
Five consecutive winning Hands	37 :1	38:1

(6) 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.

(7) 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.

(8) A push shall not advance or lose a streak wager.

(9) 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.

(10) A player may make more than one streak wager at a time on a blackjack hand, provided that:

(i) all such streak wagers are placed simultaneously and prior to any cards being dealt for that hand;

(ii) 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

(iii) 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.

(n) *King's bounty wager.* The gaming facility may provide a king's bounty wager as an additional wager in the game of blackjack.

(1) A player's king's bounty wager shall not affect the player's wager on the underlying blackjack hand. Likewise, a dealer's blackjack shall have no effect on a player's king's bounty wager.

(2) Prior to the first card being dealt for each round of play, each player may make a king's bounty wager by placing gaming chips in the designated betting area on the layout. The minimum and maximum wagers permitted by the gaming facility shall be inscribed on the table layout or posted on a sign at each table offering the king's bounty wager.

(3) The dealer shall then announce "no more bets" and deal the initial two cards to all players and the dealer. Prior to any additional cards being dealt to any player at the table, the dealer shall, starting with the player farthest to the dealer's right and continuing counter-clockwise around the table, in succession, settle the player's optional wagers by collecting all losing wagers, paying all winning wagers or if the card is a 10, jack, queen, king or ace and the player has two kings of spades, the player's king's bounty wager shall be settled after all other king's bounty wagers as follows:

(i) if the dealer has determined that the hole card will not give the dealer a blackjack, the player shall be paid before any other card is dealt; and

(ii) if the dealer has determined that the hole card will give the dealer a blackjack, the player shall be paid when the player's blackjack wager is collected.

(4) For the purposes of determining a winning king's bounty wager, a player shall be paid if such player's initial two cards have a total point count of 20.

(5) A gaming facility shall post the pay table at each table offering the king's bounty wager. The gaming facility may change approved pay tables at its discretion at any time after the conclusion of a round of play upon prior notice to the commission. The gaming facility may choose from any of the following pay tables for the king's-bounty wager:

<u>Hand:</u>	<u>Pay table A</u>	<u>Pay table B</u>
Unsuited 21	4:1	4:1
Two kings	6:1	6:1
Suited 20	9:1	9:1
Two suited queens, jacks or 10s	20:1	25:1
Two suited kings	30:1	50:1
Pair of kings (spades)	100:1	200:1
Pair of kings (spades) and dealer blackjack	1000:1	1000:1

(o) *Bust it bonus wager.* The gaming facility may provide a bust it bonus wager as an additional wager in the game of blackjack.

(1) A player's bust it bonus wager shall not affect the player's wager on the underlying blackjack hand. A dealer's blackjack shall have no effect on a player's bust it bonus wager.

(2) Prior to the first card being dealt for each round of play, each player may make a bust it bonus wager by placing chips in the designated betting area on the layout. The minimum and maximum wagers permitted by the gaming facility shall be inscribed on the table layout or posted on a sign at each table offering the bust it bonus wager.

(3) The dealer shall then announce "no more bets" and deal the initial two cards to all players and the dealer. Immediately after the dealer either determines that the dealer's first two cards have a point count of 17 or higher or deals a third card to the dealer's hand, the dealer shall, before any other wagers are settled, settle all optional bonus wagers. Starting with the player farthest to the dealer's right who has placed a bust it bonus wager and proceeding around the table in a counter-clockwise direction, the dealer shall collect all losing bust it bonus wagers and pay all winning bust it bonus wagers based upon the value of the third card drawn by the dealer.

(4) For the purposes of determining a winning bust it bonus wager, the player shall be paid if the dealer shall be required to draw a third card and that the third card will result in the dealer's hand having a point total greater than 21. The bust it bonus wager of a player shall lose if the dealer's first two cards have a point count of 17 or higher or, if the dealer is required to draw a third card, the dealer's first three cards have a point count of 21 or less. The bust it bonus wager of a player shall win if the dealer is required to draw a third card and the third card results in the dealer's hand having a point total of greater than 21. If the dealer's first two cards have a point total of less than 17 and any player has placed a bust it bonus wager under this subdivision, the dealer shall be required to draw a third card without regard to whether all players have been dealt blackjack or have busted.

(5) A gaming facility shall post the pay table at each table offering the bust it bonus wager. A gaming facility shall use the following pay table for the bust it bonus wager:

<u>Dealer's third card value:</u>	<u>Payout</u>
10	3:1
9	5:1
8	7:1
7	9:1
6	15:1

(6) Notwithstanding paragraph (5) of this subdivision, if the dealer is required to draw three cards during a round of play and all three cards have a value of eight and are of the same color or suit, a gaming facility shall pay each player who has placed a bust-it-bonus wager from the following pay table:

<u>Dealer's three cards:</u>	<u>Payout</u>
Three eights of the same color	50:1
Three eights of the same suit	200:1

(p) *21+3 wager.* The gaming facility may provide a 21+3 wager as an additional wager in the game of blackjack.

(1) A player's 21+3 wager shall not affect the player's wager on the underlying blackjack hand. A dealer's blackjack shall have no effect on a player's 21+3 wager.

(2) Prior to the first card being dealt for each round of play, each player may make a 21+3 bonus wager by placing chips in the designated betting area on the layout. The minimum and maximum wagers permitted by the gaming facility shall be inscribed on the table layout or posted on a sign at each table offering the 21+3 wager.

(3) The dealer shall announce "no more bets" and deal the initial two cards to all players and the dealer. Prior to any additional cards being dealt to any player at the table and before any approved card reader device is used, the dealer shall settle all 21+3 wagers. Starting with the player farthest to the dealer's right who has placed a bust it bonus wager and proceeding counter-clockwise around the table, the dealer shall collect all losing 21+3 wagers and pay all winning 21+3 wagers based upon the value of the third card drawn by the dealer.

(4) For the purposes of determining a winning 21+3 wager, the player shall be paid if the player's first two cards and the dealers up card form a hand of a three-card flush, straight, three of a kind or straight flush.

(5) All winning 21+3 wagers shall be paid at no less than the odds for the player's highest-ranking hand in one of the following pay tables:

<u>Hand:</u>	<u>Pay table A</u>	<u>Pay table B</u>	<u>Pay table C</u>	<u>Pay table D (two decks)</u>
Flush	9:1	5:1	5:1	2.5:1
Straight	9:1	10:1	10:1	2.5:1
Three of a kind	9:1	20:1	33:1	2.5:1
Straight flush	9:1	30:1	35:1	2.5:1
Suited three of a kind			100:1	

§ 5324.12. Spanish 21.

(a) Spanish 21 shall be played with six or eight decks of cards, with backs of the same color and design and two additional cover cards. Each deck shall consist of 48 cards, with the 10 card of each suit removed from each deck during the inspection. The cover cards shall be opaque and a solid color readily distinguishable from the color of the backs and edges of the playing cards. Upon written approval by the commission, the gaming facility may use a different number of decks when a continuous shuffling device is in use.

(b) *Wagers.*

(1) 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:

- (i) the total of the player is 21 or less and the total of the dealer is in excess of 21;
- (ii) the total card value of the player exceeds that of the dealer without either exceeding 21;
- (iii) the player has achieved a total card value of 21 in two cards and the dealer has achieved a total card value of 21 in two or more cards; or
- (iv) the player has achieved a total card value of 21 in more than two cards and the dealer has achieved a total card value of 21 in more than two cards.

(2) Except as otherwise provided in subparagraphs (iii) and (iv) of paragraph (1) of this subdivision, a wager that is made in accordance with this subdivision shall be void if the total card value of the player is the same as the dealer. However, a wager shall lose if the player has a total card value of 21 in more than two cards and the dealer has a blackjack.

(3) All wagers at Spanish 21 shall be made by placing chips or plaques and, if applicable, a table game promotional coupon on the appropriate betting areas of the table layout.

(4) Except as otherwise provided in this section, no wager shall be made, increased or withdrawn after the first card of the respective round has been dealt.

(5) After each round of play is complete, the dealer shall collect all losing wagers and pay all winning wagers. Except as provided in paragraphs (6) and (7) of this subdivision, winning wagers made in accordance with subparagraph (iii) of paragraph (1) of this subdivision shall be paid at no less than odds of 3:2, and all winning wagers made in accordance with subparagraphs (i), (ii) or (iv) of paragraph (1) of this subdivision shall be paid at no less than odds of 1:1.

(6) Notwithstanding the provisions of paragraph (5) of this subdivision, the gaming facility shall pay the following payout odds for winning wagers made in accordance with paragraph (1) of this subdivision unless the player has doubled down, in which case all of the following wagers shall be paid only at odds of 1:1:

- (i) three cards consisting of the 6, 7 and 8 of mixed suits shall be paid at no less than odds of 3:2;
- (ii) three cards consisting of the 6, 7 and 8 of the same suit shall be paid at no less than odds of 2:1, except that three cards consisting of the 6, 7 and 8 of spades shall be paid at no less than odds of 3:1;
- (iii) three cards consisting of three 7s of mixed suits shall be paid at no less than odds of 3:2;
- (iv) three cards consisting of three 7s of the same suit shall be paid at no less than odds of 2:1, except that three cards consisting of three 7s of spades shall be paid at no less than odds of 3:1;
- (v) five cards totaling 21 shall be paid at no less than odds of 3:2;
- (vi) six cards totaling 21 shall be paid at no less than odds of 2:1; and
- (vii) seven or more cards totaling 21 shall be paid at no less than odds of 3:1.

(7) In addition to the payouts required by subparagraph (iv) of paragraph (6) of this subdivision, a winning hand that consists of three 7s of the same suit when the dealer's exposed card is also a 7 of any suit shall be paid an additional fixed payout of \$1,000 if the player's original wager was \$5 or more but less than \$25, or \$5,000 if the player's original wager was \$25 or more. All other players at the table who placed a wager during that round of play also shall be paid an additional fixed payout of \$50. Notwithstanding the foregoing, the additional fixed payouts required by this paragraph shall not be applicable if the winning hand had been doubled down or had been split pursuant to subdivisions (c) and (d) of section 5324.10 of this Part.

(8) Except as expressly permitted by this subdivision, 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.

(9) 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 section.

(10) After the cards have been shuffled pursuant to section 5324.2 of this Part, the gaming facility may 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 until a re-shuffle of the cards has occurred.

(c) *Procedure for dealing the cards.*

(1) 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.

(2) The dealer shall remove cards from the shoe with the dealer's left hand, turn the cards face up, and then place the cards on the appropriate area of the layout with the dealer's right hand, except that the dealer has the option to deal cards to the first two betting positions with the dealer's left hand.

(3) After each full set of cards is placed in the shoe, the dealer shall remove the first card from the shoe face down and place such card in the discard rack. Each new dealer who comes to the table shall also burn one card as set forth in this paragraph before the new dealer deals any cards to the players. The burn card shall be disclosed if requested by a player.

(4) At the commencement of each round of play, the dealer shall, starting on the dealer's left and continuing around the table, deal the cards in the following order:

- (i) one card face up to each box on the layout in which a wager is contained;
- (ii) one card face up to the dealer;
- (iii) a second card face up to each box on the layout in which a wager is contained; and
- (iv) one card face down to the dealer, which shall be known as the hole card.

The gaming facility may, in its discretion, choose to deliver all determinate cards to the player before the dealer receives the dealer's second card.

(5) After two cards have been dealt to each player, the dealer shall, beginning from the dealer's left, announce the point total of each player. As each player's point total is announced, such player shall indicate whether the player wishes to surrender, double down, split pairs, stand or draw, as provided for by this Part.

(6) As each player indicates a decision, the dealer shall deal face up whatever additional cards are necessary to effectuate such decision consistent with this section and shall announce the new point total of such player after each additional card is dealt.

(7) After decisions of each player have been implemented and all additional cards have been dealt, the dealer shall expose the dealer's hole card. Any additional cards

required to be dealt to the hand of the dealer shall be dealt face up. After the dealer's hand has been completed, the dealer shall announce the point count. If the gaming facility chooses to deliver all determinate cards to the player before the dealer receives the dealer's second card, the dealer shall remove the next card from the dealing shoe and place such card face up on the layout next to the dealer's hole card.

(d) *Optional wagers.* The gaming facility may choose to offer the optional wagers set forth in subdivisions (d) through (p) of section 5324.11.

§ 5324.7. Blackjack switch.

(a) Blackjack switch shall be played at a table having on one side betting positions for no more than six players and on the opposite side a place for the dealer.

(b) Blackjack switch shall be played with six or eight decks of cards, with backs of the same color and design and two additional cover cards. The cover cards 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.

(c) *Wagers; payout.*

(1) Prior to the first card being dealt for each round of play, each player at the game of blackjack switch shall make two equal wagers, one for each blackjack hand to be dealt to that player, and each wager shall equal or exceed the posted minimum wager for the table. Each wager of a player shall be determined individually, and shall win if the:

- (i) point count of the player is 21 or less and the point count of the dealer exceeds 22;
- (ii) point count of the player exceeds that of the dealer without either exceeding 21; or
- (iii) player has a blackjack without switching cards and the dealer does not also have blackjack.

(2) Except as provided in subparagraph (iii) of paragraph (1) of this subdivision, if the point count of the player is the same as the dealer, a wager made in accordance with this section shall be a push, unless the player has a point count:

- (i) of 21 in more than two cards and the dealer has a blackjack, in which case the wager shall lose; or
- (ii) exceeding 21, in which case the wager shall lose.

(3) If the point count of the dealer is 22 and the point count of the player is 21 or less, a wager made in accordance with this section shall be a push unless the player has a blackjack without switching cards pursuant to subparagraph (iii) of paragraph (1) of this subdivision, in which case the wager shall win.

(4) All wagers at blackjack switch, including the optional match wager in subdivision (f) of this section, shall be made by placing gaming chips or plaques and, if applicable, a promotional coupon on the appropriate betting areas of the table layout.

(5) Once the first card of any round of play has been removed from the shoe by the dealer, no player shall make, alter, remove, or otherwise handle any wager that has been made until a decision has been rendered and implemented with respect to that wager, except as permitted in this section.

(6) Once an insurance wager or a wager to double down has been made by a player and confirmed by the dealer, no player shall alter, remove or otherwise handle the wager until a decision has been rendered and implemented with respect to that wager.

(7) After each round of play is complete, the dealer shall collect all losing wagers, return any pushes and pay all winning wagers. Except as provided in subdivisions (f) and (h) of this section, all winning blackjack switch wagers, including a blackjack, shall be paid at no less than odds of 1:1.

(8) After the cards have been shuffled, a gaming facility may 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 until a re-shuffle of the cards has occurred.

(d) *Procedure for dealing the cards.*

(1) All cards used in blackjack switch shall be dealt from a dealing shoe specifically designed for such purpose.

(2) The dealer shall remove cards from the shoe with the dealer's left hand, turn the cards face up, and then place the cards on the appropriate area of the layout with the dealer's right hand, except that the dealer has the option to deal cards to the first two betting spots with the dealer's left hand.

(3) After each full set of cards is placed in the shoe, the dealer shall burn the first card from the shoe. Each new dealer who comes to the table also shall burn the first card from the shoe before the new dealer deals any cards to the players. The burn card shall be disclosed if requested by a player.

(4) At the commencement of each round of play, the dealer shall, starting on the dealer's left and continuing around the table, deal the cards in the following order:

- (i) one card face up to each box on the layout in which a wager is contained;
- (ii) one card face up to the dealer;
- (iii) a second card face up to each box in which a wager is contained, which card shall be dealt so as to overlap the lower left-hand corner of the first card, as seen from the dealer's point of view; and
- (iv) one card face down to the dealer.

(5) Immediately after the first four cards are dealt to each player, and before any card reader device is used and any additional cards are dealt to any player or the dealer, the dealer shall collect all losing match wagers and pay all winning match wagers in accordance with subdivision (e) of this section.

(6) After all match wagers have been settled, if the dealer's first card is an ace, king, queen, jack or 10, each player may make an insurance wager and the insurance wager shall be settled pursuant to subdivision (e) of section 5324.10 of this Part. The dealer shall determine whether the hole card will give the dealer a natural blackjack prior to dealing any additional cards to the players at the table:

- (i) if the gaming facility elects to use a card reader device, the dealer shall insert the hole card into the card reader device by moving the card face down on the layout without exposing its value to anyone at the table, including the dealer. If the dealer has a natural blackjack, no additional cards shall be dealt and each player's wager shall be settled; and
- (ii) if the gaming facility elects not to use a card reader device, the dealer shall determine the value of the hole card by discreetly peeking at the card without exposing its value to any other person. If the dealer has a natural blackjack, no additional cards shall be dealt and each player's wager shall be settled.

(7) After all insurance wagers have been settled, the dealer shall, beginning from the dealer's left, announce the point total of the first hand of each player, and ask if the player wishes to switch.

- (i) If the player decides to switch, the dealer shall exchange the second cards dealt to the two hands of that player with each other, and then announce the new point total of each hand.
- (ii) A player who has switched cards pursuant to this subdivision may revoke the decision and request the dealer to return the cards to their original positions, provided that no additional cards have yet been dealt to either of the player's hands or to the dealer.

(iii) Other than a return of the cards to their original positions pursuant to subparagraph (ii) of this paragraph, a player shall be permitted only one switch of cards per hand in each round of play.

(8) After the player has been offered a switch and has either declined or obtained the switch, the player shall, for the first of the player's two hands, indicate whether the player wishes to stand, draw, surrender, double down or split pairs pursuant to section 5324.10 of this Part.

(9) As the player indicates decisions as to the first hand, the dealer shall deal face up whatever additional cards are necessary to effectuate such decisions consistent with this section and shall announce the new point total of that hand after each additional card is dealt.

(10) After the player completes decisions as to the first hand, the procedures in paragraphs (8) and (9) of this subdivision shall be repeated for the second hand of such player.

(11) After the player has completed the decisions for both hands, the procedures in paragraphs (8) through (10) of this subdivision shall be repeated for the player to the dealer's right of that player at the table.

(12) After the decision of each player has been implemented and all additional cards have been dealt, the dealer shall expose the dealer's hole card. Any additional cards required to be dealt to the hand of the dealer shall be dealt face up. After the dealer's hand has been completed, the dealer shall announce the point count. A gaming facility may permit the dealer to deal, after the decisions of each player have been implemented and all additional player cards have been dealt, a second card face up to the dealer (the hole card); provided, however, that such card shall not be removed from the dealing shoe until the dealer has first announced "dealer's card." Any additional cards authorized to be dealt to the hand of the dealer by subdivision (k) of this section shall be dealt face up at this time, after which the dealer shall announce the total point count for the hand of the dealer.

(e) *Match wager.*

(1) A player at a blackjack switch table may make an additional optional wager, known as a *match wager*, that two or more of the initial four cards dealt to that player will form one of the following authorized matches:

(i) one pair, or a pair, is a hand consisting of two cards of the same rank, regardless of suit;

(ii) two pairs is a hand consisting of two pairs;

(iii) three of a kind is a hand consisting of three cards of the same rank, without regard to suit; and

(iv) four of a kind is a hand consisting of four cards of the same rank, without regard to suit.

(2) Prior to the first card being dealt for each round of play, any player who has placed the two blackjack wagers required by this subdivision may make a match wager by placing chips or plaques on the appropriate designated betting area of the layout, and in an amount that shall equal or exceed the posted minimum wager for a match wager at that table.

(3) A gaming facility shall pay winning match wagers at no less than the amounts listed in the following pay table:

<u>Match type</u>	<u>Six-deck game</u>	<u>Eight-deck game</u>
One pair	1:1	1:1
Three of a kind	5:1	5:1
Two pair	8:1	7:1
Four of a kind	40:1	50:1

(4) If more than one type of match occurs in a player's initial four cards, the match wager shall be paid only once, using the highest payoff occurring within those cards.

(5) A match wager shall have no bearing upon any other wager made by a player at the game of blackjack switch.

§ 5324.8. Multiple-action blackjack.

(a) Multiple-action blackjack shall be played at a table having on one side betting positions for no more than six players and on the opposite side a place for the dealer.

(b) *Wagers.*

(1) Prior to the first card being dealt, each player at the multiple-action blackjack game shall make a minimum of one wager in both circle one and two and may opt to place a third wager in circle three within the posted minimums and maximums in succession against the dealer that shall win if:

(i) at the completion of a round of play, the total of the player is 21 or less and the total of the dealer is in excess of 21;

(ii) at the completion of a round of play the total of the player exceeds that of the dealer without either exceeding 21, or;

(iii) the player has achieved a total of 21 in two cards and the dealer has achieved a total of 21 in more than two cards.

(2) Except as otherwise provided in subparagraph (ii) of paragraph (1) of this subdivision, a wager shall be void when the total of the player is the same as the dealer, provided however, that a player's wager shall lose when the dealer has a blackjack and the player has a simple 21 that is not a blackjack.

(3) Except as otherwise provided in this section, no wagers shall be made, increased or withdrawn after the first card of the respective round has been dealt.

(4) All wagers at blackjack shall be made by placing chips or plaques and, if applicable, table game promotional coupons on the appropriate areas of the blackjack layout.

(5) The gaming facility shall establish the minimum wagers permitted at each multiple-action blackjack table. The minimum and maximum wagers as established by the gaming facility shall be and remain conspicuously posted on a sign at each table.

(6) All winning wagers made in accordance with paragraph (1) of this subdivision shall be paid at no less than odds of 1:1 with the exception of blackjack, which shall be paid at no less than odds of 3:2.

(7) Once the first card of any hand has been removed from the shoe by the dealer, no player shall handle, remove or alter any wager that has been made until a decision has been rendered and implemented with respect to that wager except as permitted by this section.

(8) 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 this Part.

(9) The gaming facility may implement any of the following options at a multiple-action blackjack table:

(i) players who have not made a wager on the first round of play may not enter the game on a subsequent round of play until a re-shuffle of the cards has occurred;

(ii) players who have not made a wager on the first round of play may be permitted to enter the game, but may be limited to wagering only the minimum limit posted at the table until a re-shuffle of the cards has occurred;

(iii) players who, after making a wager on a given round of play, decline to wager on any subsequent round of play may be precluded from placing any further wagers until a re-shuffle of the cards has occurred; and

(iv) players who, after making a wager on a given round of play, decline to wager on any subsequent round of play may be permitted to place further wagers, but may be limited to wagering only the minimum limit posted at the table until a re-shuffle of the cards has occurred.

(10) If a gaming facility implements any of the options in paragraph (9) of this subdivision the option shall be applied uniformly to all players at that table; provided, however, that if the gaming facility has implemented either of the options in subparagraphs (iii) or (iv) of paragraph (9) of this subdivision, an exception may be made for a player who temporarily leaves the table if, at the time the player leaves, the gaming facility agrees to reserve the player's spot until such player's return.

(c) *Procedure for dealing cards.*

(1) All cards used at the game of multiple-action blackjack shall be dealt from a dealing shoe.

(2) Each dealer shall remove cards from the shoe with the dealer's left hand, turn the cards face up and then place the cards on the appropriate area of the layout with the dealer's right hand, except that the dealer has the option to deal cards to the first three positions with the dealer's left hand.

(3) After each full set of cards is placed in the shoe, the dealer shall remove the first card face down and place such card in the discard. Each new dealer who comes to the table also shall burn one card as described in this paragraph before the new dealer deals any cards to the players. The burn card shall be disclosed to all players if requested. Cards shall be delivered as follows.

(i) one card face up to each box on the layout in which a wager is contained;

(ii) one card face up to the dealer;

(iii) a second card face up to each box in which a wager is contained;

(iv) one card face down to the dealer, which shall be known as the hole card; and

(v) the gaming facility may choose to deliver all determinate cards to the player before the dealer receives the dealer's second card.

(4) If the dealer's first card is an ace, king, queen, jack or 10, the dealer shall determine whether the hole card will give the dealer a natural blackjack prior to dealing any additional cards to the players at the table.

(i) If the gaming facility elects to use a card reader device, the dealer shall insert the hole card into the card reader device by moving the card face down on the layout without exposing such card's value to anyone at the table, including the dealer. If the dealer has a natural blackjack, no additional cards shall be dealt and each player's wager shall be settled.

(ii) If the gaming facility does not elect to use a card reader device, the dealer shall determine the value of the hole card by peeking discreetly at the card without exposing such card's value to any other person. If the dealer has a natural blackjack, no additional cards shall be dealt and each player's wager shall be settled.

(iii) If the gaming facility chooses to deliver all determinate cards to the player before the dealer receives the dealer's second card, the players shall have the option to make an insurance wager at the same time as set forth in subdivision (g) of this section.

(5) After two cards have been dealt to each player and the dealer does not have a natural blackjack, the dealer shall, beginning from the dealer's left, announce the point total starting with the first player from the dealers left until each player's hand is announced. As each player's point total is announced, such player shall indicate whether he or she wishes to surrender, double down, split pairs, stand or draw as provided for by this Part.

(6) As each player indicates a decision, the dealer shall deal face up whatever additional cards are necessary to effectuate such decision consistent with this section and shall announce the new point total of such player's hand after each additional card is dealt.

(7) A player whose point total exceeds 21 shall lose all three wagers and such player's cards shall be collected by the dealer.

(8) After decisions of each player have been implemented and all additional cards have been dealt, the dealer shall expose the dealer's hole card. Any additional cards required to be dealt to the hand of the dealer shall be dealt face up. After the dealer's hand has been completed, the dealer shall announce the point count. If the gaming facility chooses to deliver all determinate cards to the player before the dealer receives the dealer's second card, the dealer shall remove the next card from the dealing shoe and place such card face up on the layout next to the dealer's hole card.

(9) At the conclusion of the first round of play, the dealer shall pay or collect only the first-round wagers starting with the players to the dealer's far right and moving counter clockwise around the table. The dealer shall then remove all of the dealer's cards to the right of the original up card and place such cards in the discard rack.

(10) A second round shall then commence with the dealer using the same face up card and following the same procedures for drawing additional cards, collecting losing wagers and paying winning wagers as warranted. The player's hand shall remain unchanged for each round of play.

(11) A third and final round shall be played following the same procedures as set forth in paragraphs (5) and (6) of this subdivision.

BACCARAT AND OTHER CARD GAMES

§ 5324.20. Baccarat.

(a) Equipment and layout.

(1) Baccarat shall be played at a table having on one side places for the players and on the opposite side a place for the dealer.

(2) A layout for a baccarat table shall contain, at a minimum:

- (i) the name and/or logo of the gaming facility;
- (ii) specific areas designated for the placement of wagers on the "Banker's hand," "Players hand" and the "Tie hand";
- (iii) an inscription describing the tie hand payout;
- (iv) the payout odds for all permissible wagers offered by the gaming facility, unless there is a sign posted pursuant to section 5323.12 of this Subchapter;
- (v) numbered areas that correspond to the seat numbers for the purpose of marking vigorish;
- (vi) if the gaming facility offers the dragon bonus wager, separate areas designated for the placement of the dragon bonus wager for each player;
- (vii) if the gaming facility offers EZ baccarat:
 - (a) separate areas designated for the placement of the dragon 7 insurance wager, for each player;
 - (b) an inscription that advise players that a wager on the banker's hand that results in a dragon 7 shall push and be returned to the player unless there is a sign posted pursuant to section 5323.12 of this Subchapter;
 - (c) if the panda 8 insurance wager is offered, separate areas designated for the placement of the panda 8 insurance wager; and

(viii) areas designated for the placement of cards for the player's hand and banker's hand.

(3) If lammers are used for the purpose of marking vigorish, such lammers shall be placed in the chip tray or in a rack designed for the purpose of storing lammers and such rack shall be placed in front of the chip tray during gaming activity.

(4) Baccarat shall be played with at least six decks of cards with all backs identical in color and design and two additional cover cards. The cover cards shall be opaque and in a solid color readily distinguishable from the color of the back and edges of the playing cards.

(i) The value of the cards in each deck, regardless of suit, shall be as follows:

(a) any card from 2 to 9 shall have its face value;

(b) a 10, jack, queen and king shall have a value of zero; and

(c) an ace shall have the value of one.

(ii) 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 all cards in the hand. If the total of the cards in the hand is a two-digit number, the left digit of such number shall be discarded as having no value and the right digit shall constitute the point count of the hand.

(5) A dealing shoe.

(6) In order to collect the cards at the conclusion of a round of play and at such other times as necessary, each baccarat table shall have a form of a discard rack.

(b) *Wagers.*

(1) Types of wagers at the game of baccarat.

(i) A wager on the banker's hand that shall:

(a) win if the banker's hand has a point count higher than that of the player's hand, unless EZ baccarat is being played and the point counts of the banker's hand and the player's hand result in a dragon 7;

(b) lose if the banker's hand has a point count lower than the player's hand; or

(c) tie and be returned to the player if the banker's hand and the player's hand have the same point count or if EZ baccarat is being played and the point counts of the banker's hand and the player's hand result in a dragon 7.

(ii) A wager on the player's hand that shall:

(a) win if the player's hand has a point count higher than that of the banker's hand and if EZ Baccarat is being played and the point counts of the player's hand and the dealer's hand result in a Panda 8;

(b) lose if the player's hand has a point count lower than that of the banker's hand or if EZ baccarat is being played and the point count of the banker's hand and the player's hand result in a dragon 7; or

(c) tie and be returned to the player if the point counts of the banker's hand and the player's hand are equal.

(iii) A tie bet that 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.

(iv) If offered by the gaming facility, a dragon bonus wager on player's hand or banker's hand, or both, which shall:

(a) win if the selected hand is:

(1) a natural and the other hand is not a natural;

(2) a natural 9 and the other hand is a natural 8; or

(3) not a natural and has a point count that exceed the point count of the other hand by one or more points;

(b) lose if the selected hand is:

(1) a natural 8 and other hand is a natural 9;

(2) not a natural and has a point count less than or equal to the point count of the other hand; or

(3) not a natural and has a point count that exceeds the point count of the other hand by less than four points; or

(c) tie and be returned to the patron if the selected hand is a natural and the other hand is a natural of equal point count.

(v) A dragon 7 insurance wager, if the table is designated for play as an EZ baccarat table, which shall:

(a) win if the point counts of the banker's hand and the player's hand result in a dragon 7; or

(b) lose if the point counts of the banker's hand and the player's hand do not result in a dragon 7.

(vi) A panda 8 insurance wager, if the table is designated for play as an EZ baccarat table, which shall:

(a) win if the point counts of the player's hand and the banker's hand result in a panda 8;

(b) lose if the point counts of the player's hand and the banker's hand do not result in a panda 8.

(2) Wager at baccarat shall be made by placing chips, plaques or, if applicable, a table game promotional coupon on the appropriate areas of the baccarat layout.

(3) A wager may not be made, increased or withdrawn after the dealer has announced "no more bets" and makes a visible hand motion indicating no more bets will be accepted.

(c) *Opening of table for gaming.*

(1) After receiving the six or more decks of cards at the table, unless the cards have been pre-shuffled and pre-inspected according to the requirements set forth in section 5322.16 of this Subchapter, the dealer shall shuffle and inspect each deck of cards as required in subdivision (c) of section 5322.15 of this Subchapter.

(d) *Wager payout; vigorish.*

(1) The gaming facility shall pay out winning wagers made on the player's hand at no less than the odds of 1:1.

(2) The gaming facility shall pay out winning wagers made on the banker's hand at no less than the odds of 1:1, except that the gaming facility shall extract a vigorish on the amount won at either four percent or five percent of such amount. Wagers shall be accepted in \$5 increments only, and therefore the vigorish shall increase in 20-cent increments if the vigorish is four percent or in 25 cent increments if the vigorish is five percent. The gaming facility may collect the vigorish from a player at the time the winning payoff is made or may defer collection 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 placement of coins or lammers reflecting the amount owed imprinted thereon, along with the seat number of the player owing such vigorish.

(i) The gaming facility shall post at all baccarat tables the vigorish percentage in effect.

(ii) When four percent vigorish is in effect, the gaming facility shall use 20-cent denomination lammers and 25-cent denomination lammers when five percent vigorish is in effect.

(iii) The vigorish percentage shall be the same for all baccarat tables at all times, and any change to the vigorish percentage shall be done uniformly for all baccarat tables throughout the gaming facility. Vigorish percentages in midi baccarat and mini baccarat may differ from the vigorish percentage in baccarat.

(3) If the gaming facility offers EZ baccarat, no vigorish shall be collected.

(4) A winning panda 8 insurance wager, as set forth in subparagraph (vi) of paragraph (1) of subdivision (b) of this section, shall be paid at odds of 25 to 1.

(e) *Shuffle and cut of the cards.* Prior to commencement of play, the dealer shall remove the first card from the shoe and place such card face up and then remove an additional amount of cards equal to the value of the first card drawn and burn those cards. For purposes of this subdivision, face cards and 10s count as 10 and aces count as 1.

(f) *Dealing the game of baccarat.*

(1) At the commencement of play, the dealer calling the game shall offer the shoe to the player in seat number one at the table. If such player rejects the shoe or if there is no one in seat number one, the dealer shall offer the shoe to each of the other players, in turn, counter-clockwise around the table until one of the players accepts the shoe.

(2) The player who accepts the shoe is the curator and shall be responsible for dealing the cards in accordance with this subdivision and the instruction of the dealer calling the game.

(3) There shall be two hands dealt in the game of baccarat, one that shall be designated the player's hand and the other designated the banker's hand.

(4) At the commencement of each round of play, the dealer calling the game shall announce "no more bets," after which the dealer shall instruct the curator to commence dealing the cards by announcing "cards."

(5) The curator 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. After the cards are dealt to each hand, the dealer calling the game shall place the cards face up in front of the dealer.

(6) After the initial four cards have been dealt, the dealer calling the game shall announce the point count of the player's hand and point count of the banker's hand.

(7) Following the announcement of the point count of each hand, the dealer calling the game shall instruct the curator whether to deal a third card to each hand using the procedures set forth in paragraphs (10) through (13) of this subdivision.

(8) Any third card required to be dealt by the dealer's instruction shall first be dealt face up to the player's hand and then to the banker's hand by the curator.

(9) Whenever the cover card appears during play, the cover card shall be removed and placed to the side and the hand shall be completed. Upon completion of that hand, the dealer calling the game announces "last hand." After the last hand is dealt, the cards shall be re-shuffled.

(10) 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 a natural, no more cards shall be dealt to either hand.

(11) If the point count of the banker's hand on the first two cards is 0 to 7, the player's hand shall draw or stay in accordance with the following:

<u>Player's hand</u>	<u>Third-card determination</u>
0 to 5	Draws
6 to 9	Stays

(12) If the point count of the player's hand on the first two cards is 6 or 7, the banker's hand always shall draw on totals of 0, 1, 2, 3, 4 and 5 and stand on totals of 6, 7, 8 and 9.

(13) The total of the initial two cards dealt to the banker's hand along with the third card dealt to the player's hand determines if a third card is dealt to the banker's hand in accordance with the following:

<u>Banker having</u>	<u>Draws when player's third card is</u>	<u>Stays when player's third card is</u>
0, 1, 2	0, 1, 2, 3, 4, 5, 6, 7	
3	0, 1, 2, 3, 4, 5, 6, 7, 9	8
4	2, 3, 4, 5, 6, 7	0, 1, 8, 9
5	4, 5, 6, 7	0, 1, 2, 3, 8, 9
6	6, 7	0, 1, 2, 3, 4, 5, 8, 9
7	Stands	Stands
8, 9	Natural stand	Natural stand

(g) *Announcement of result of round; collection and payment of wagers.*

(1) After each hand has received all the cards to which the hand is entitled pursuant to this section, 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." If the table is an EZ baccarat table and the

point count of the banker's hand and player's hand result in a dragon 7 or a panda 8, the dealer shall announce "dragon 7" or "panda 8," as the case may be.

(2) After the result of the round is announced, the dealer first shall collect each losing wager. With the exception of an EZ baccarat table where no vigorish is collected, the dealer shall, in accordance with one of the following:

(i) starting at the highest numbered player position at which a winning wager is located and proceeding in descending order to each next highest number player position, 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;

(ii) 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, first mark or collect the vigorish owed by each player and then, returning to the highest player position at which a winning wager is located and proceeding in like order, pay each winning wager;

(iii) starting at the highest numbered player position at which a winning wager is located, pay such player's winning wager and immediately thereafter mark or collect the vigorish owed by such player and then, proceeding in descending order to the next highest number 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; or

(iv) starting at the highest numbered player position at which a winning wager is located, mark or collect the vigorish owed by such player's winning wager and then, proceeding in descending order to the next highest 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.

(3) The gaming facility may use any the procedures set forth in paragraph (2) of this subdivision on any baccarat table; provided, however, that the same procedure shall be used for all baccarat tables located within the same gaming pit.

(h) *Continuation of curator as such; selection of new curator.*

(1) It shall be the option of the curator, after any round of play, either to pass the shoe or remain as curator except that:

(i) the curator shall pass the shoe whenever the banker's hand loses; and

(ii) the dealer or floorperson 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 this section.

(2) Whenever a voluntary or compulsory relinquishment of the shoe occurs, the dealer shall offer the shoe to the player immediately to the right of the previous curator and, if such player does not accept the shoe or there is no player in that position, the dealer shall offer the shoe to each of the other players, in turn, counter-clockwise around the table. The first player to accept the shoe when offered shall become the new curator. If no player accepts the cards, the dealer shall turn the cards over and place the cards on the designated areas of the layout.

(i) *Irregularities.*

(1) A card found face up in the shoe shall not be used as the first card of the next hand of play. If the card has been disclosed, the dealer either shall:

(i) remove the first card from the shoe and place such card face up and then remove an additional amount of cards equal to the value of the first card drawn and burn those cards. For purposes of this subparagraph, face cards and 10s count as 10 and aces count as 1; or

(ii) choose to deal a complete hand in accordance with subdivision (f) of this section that no player shall wager upon.

(2) A card drawn in excess from the shoe, if not disclosed, shall be used as the first card of the next hand of play. If the card has been disclosed, the discard procedures described in paragraph (1) of this subdivision shall be implemented.

(3) A third card dealt to the player's hand when no third card is authorized pursuant to this section shall become the third card of the banker's hand if the banker's hand is obligated to draw. 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 unless such card has been disclosed. In such case, the disclosed card and an additional number of cards equal to the value of such card shall be drawn face up from the shoe and placed in the discard rack.

(4) 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 a new shuffle is completed.

§ 5324.21. Mini and midi baccarat.

(a) *Equipment and layout.*

(1) Mini and midi baccarat shall be played at a table having on one side positions for the players and on the opposite side a place for the dealer.

(2) A layout for a mini and midi baccarat table shall contain, at a minimum:

(i) the name and/or logo of the gaming facility;

- (ii) numbered areas that correspond to the seat numbers for the purpose of marking vigorish;
- (iii) an area designated for the placement of cards for the player's hand and banker's hand;
- (iv) separate areas designated for placement of wagers by each player on the banker's hand, player's hand and tie hand;
- (v) the payout odds for all permissible wagers offered by the gaming facility unless there is a sign posted pursuant to section 5323.12 of this Subchapter;
- (vi) if the gaming facility offers the dragon bonus wager, a separate area for each player designated for the placement of the dragon bonus wager; and
- (vii) if a gaming facility offers EZ baccarat in which vigorish is not collected:
 - (a) separate areas designated for the placement of the dragon 7 insurance wager for each player;
 - (b) separate areas designated for the placement of the panda 8 insurance wager,
 - (c) inscriptions that advise players that a wager on the banker's hand that results in a dragon 7 shall push and be returned to the player. If the information is not inscribed on the layout, a sign containing the information shall be posted at each mini and midi baccarat table; and
 - (d) if lammers are used for the purpose of marking vigorish, the lammers shall be placed in the chip rack or in a separate rack designed for the purpose of storing lammers. If a separate rack is used, the rack shall be placed in front of the chip rack during gaming activity.

(3) A dealing shoe.

(4) Cards; number of decks; value; point count of hand.

- (i) Mini and midi baccarat shall be played with at least six decks of cards and two additional cover cards. The cover cards shall be opaque and in a solid color readily distinguishable from the color of the backs and edges of the playing cards.
- (ii) The value of the cards in each deck shall be as follows:
 - (a) any card from 2 to 9 shall have its face value;
 - (b) any 10, jack, queen or king shall have a value of 0; and

(c) any ace shall have a value of 1.

(iii) 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.

(iv) If an automated card shuffling device is used, mini and midi baccarat shall be played with two sets of at least six decks of cards in accordance with the following:

(a) the cards shall be separated into two batches, with an equal number of decks included in each batch;

(b) 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;

(c) 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;

(d) both batches of cards shall be alternated continuously in and out of play, with each batch being used for every other dealing shoe; and

(e) the cards from only one batch shall be placed in the discard rack at any given time.

(b) *Types of wagers.*

(1) The following wagers shall be permitted to be made by a player at the game of mini and midi baccarat:

(i) A wager on the banker's hand that shall:

(a) win if the banker's hand has a point count higher than that of the player's hand unless the game is EZ baccarat and the hand results in a dragon 7;

(b) lose if the banker's hand has a point count lower than that of the player's hand; or

(c) either be a push or, if the gaming facility so charges, be charged a vigorish equal to 25 percent of the wager, if the point count of the banker's hand and the player's hand are equal or if the game is EZ baccarat and the hand results in a dragon 7.

(ii) A wager on the player's hand that shall:

(a) win if the player's hand has a point count higher than that of the banker's hand and if EZ baccarat is being played and the point counts of the player's hand and the dealer's hand result in a panda 8;

(b) lose if the player's hand has a point count lower than that of the banker's hand; or

(c) be a push if the point count of the banker's hand and the player's hand are equal.

(iii) A tie bet that 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.

(iv) The gaming facility may offer each player at the table the opportunity to make an optional bonus wager on either or both the player's hand and banker's hand an optional dragon bonus wager, which a player may make on the player's hand, which shall:

(a) win if the hand is not a natural and the player wins the hand by at least four points;

(b) win if the hand is a natural winner;

(c) lose if the player wins the hand by less than four points; or

(d) be a push if the hand is a natural tie.

(v) A dragon 7 insurance wager, if the table is an EZ baccarat table, shall:

(a) win if the point counts of the banker's hand and the player's hand result in a dragon 7; or

(b) lose if the point counts of the banker's hand and the player's hand do not result in a dragon 7.

(vi) A panda 8 insurance wager, if the table is designated for play as an EZ baccarat table, shall:

(a) win if the point counts of the player's hand and the banker's hand result in a panda 8; or

(b) lose if the point counts of the player's hand and the banker's hand do not result in a panda 8.

(2) All wagers at mini and mini baccarat shall be made by placing chips, plaques and, if applicable, a table game promotional coupon on the appropriate areas of the mini baccarat layout.

(3) No wager at mini and midi baccarat shall be made, increased or withdrawn after the dealer has announced "no more bets."

(4) 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 such wager.

(c) *Payout odds; vigorish.*

(1) A winning wager made on the player's hand shall be paid by the gaming facility at odds no less than 1:1.

(2) A winning tie bet shall be paid by the gaming facility at odds no less than 8:1.

(3) Except as otherwise provided in paragraphs (4) and (6) of this subdivision, a winning wager made on the banker's hand shall be paid by the gaming facility at odds no less than 1:1, except that the gaming facility shall extract a vigorish from the winning player in an amount equal to either four or five percent of the amount won.

(i) When collecting the vigorish, the gaming facility may round off the vigorish to five cents or the next highest multiple of five cents.

(ii) A gaming facility may collect the vigorish from a player at the time the winning payout is made or may defer collection to a later time; provided, however, that all outstanding vigorish shall be collected prior to reshuffling the cards. The amount of any vigorish not collected at the time of the winning payouts shall be evidenced by the placing of a coin or lammer 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 lammer shall not be removed from the layout and play shall not resume until the vigorish owed is collected.

(4) A gaming facility may charge every patron at a mini and midi baccarat 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 subdivision shall be collected at the end of the round of play and prior to any cards being dealt for the next round of play.

(5) A gaming facility shall provide notice to the player and the commission of any change in the type of vigorish being charged or increase in the percentage of vigorish being charged at each mini and midi baccarat table. The type and

percentage of vigorish charged at a mini and midi baccarat table shall apply to all players at that table and to each table of mini and midi baccarat.

(6) Notwithstanding paragraphs (3) through (5) of this subdivision, the gaming facility may pay a winning wager made on the banker's hand at odds no less than 1:1 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 by the gaming facility at odds no less than 1:2. If the gaming facility elects to offer the no vigorish variation of mini and midi baccarat, the facility shall post such notice in a manner approved by the commission.

(7) A gaming facility shall pay a winning dragon bonus wager in accordance with one of the following pay tables. The gaming facility may change the pay table used following the conclusion of a round of play, provided that prior notice has been provided to the commission.

Bonus wager	<u>Pay table A</u>	<u>Pay table B</u>	<u>Pay table C</u>
Natural tie	Push	Push	Push
Natural winner	1:1	1:1	1:1
Win by 4 points	1:1	1:1	2:1
Win by 5 points	2:1	3:1	2:1
Win by 6 points	4:1	4:1	4:1
Win by 7 points	6:1	7:1	4:1
Win by 8 points	10:1	8:1	10:1
Win by 9 points	30:1	20:1	30:1

(8) A winning dragon 7 insurance wager shall be paid at odds no less than 40:1.

(9) A winning panda 8 insurance wager, as described in subparagraph (iv) of paragraph (1) of subdivision (b) of this section, shall be paid at odds of 25 to 1.

(d) *Opening of table for gaming.* After receiving the six or more decks of cards at the table, unless the cards have been pre-shuffled and pre-inspected according to the requirements set forth in section 5322.16 of this Subchapter, the dealer shall shuffle and inspect each deck of cards as required in subdivision (c) of section 5322.15 of this Subchapter.

(e) *Preparing the cards for play.* Prior to commencement of play, the dealer shall remove the first card from the shoe and place such card face up and then remove an additional number of cards equal to the value of the first card drawn and burn those cards. For purposes of this subdivision, face cards and 10s count as 10 and aces count as 1.

(f) *Hands of player and banker; procedure for dealing initial two cards to each hand.*

(1) There shall be two hands dealt in the game of mini and midi baccarat. One shall be designated the player's hand and the other designated the banker's hand.

(2) At the commencement of each round of play, the dealer calling the game shall announce "no more bets."

(3) 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 gaming facility may deal the initial four cards in accordance with this paragraph.

(i) Mini baccarat.

(a) The dealer shall remove cards from the shoe with the dealer's left hand, turn the cards face up and then place the cards on the appropriate area of the layout with the dealer's 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.

(b) 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, at which time the second and fourth cards shall be turned face up and placed on the area designated for the banker's hand.

(c) If a third card is required to be dealt to the player's hand, the card shall be placed face up on the area designated for the player's hand.

(d) If a third card is required to be dealt to the banker's hand, the card shall be placed face up on the area designated for the banker's hand.

(e) Under no circumstances may the players touch, handle, remove or alter any cards used to play mini baccarat.

(ii) Midi baccarat.

(a) 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.

(b) 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. 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.

(c) 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. 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.

(d) 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.

(e) 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.

(f) 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 counter-clockwise 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 counter-clockwise around the table shall be handed the banker's hand and any third card required to be dealt.

(g) If a player unreasonably delays the game, the dealer or floorperson assigned to the table may require any player to relinquish the right to turn over the cards.

(1) If the voluntary or compulsory relinquishment of a patron's right to turn over the player's cards occurs, the dealer shall offer the right to the player immediately to the right of the previous player.

(2) The dealer shall offer this right to the next player in turn, moving counterclockwise around the table for the remainder of that round of play.

(3) The dealer shall turn the cards over and place the cards on the designated areas of the layout if:

- (i) there is not a player in the position described in clauses (b) and (c) of subparagraph (ii) of paragraph (3) of this subdivision; or
- (ii) no player accepts the cards.

(g) *Procedure for dealing of additional cards.* After the dealer positions the cards, the dealer shall announce the point count of the player's hand and then the banker's hand.

(1) Mini baccarat.

- (i) If a third card is required to be dealt to the player's hand, the card shall be placed face up on the area designated for the player's hand.
- (ii) If a third card is required to be dealt to the banker's hand, the card shall be placed face up on the area designated for the banker's hand.

(2) Midi baccarat.

- (i) The dealer shall hand the additional card, face down, to the player with the highest wager who was handed the card.
- (ii) After viewing the additional 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.
- (iii) If a third card is required to be dealt to the banker's hand, the card shall be placed face down on the area designated for the banker's hand.
- (iv) The dealer shall hand the additional card, face down, to the player who was handed and returned the banker's hand.
- (v) 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.

(h) *Rules for determining whether a third card shall be dealt.*

- (1) 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 a natural, no more cards shall be dealt to either hand.
- (2) 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 or stay in accordance with the following:

Player

0 to 5

Third-card determination

Draws

6 to 9

Stays

(3) If the point count of the player's hand on the first two cards is 6 or 7 (*i.e.*, player stands), the banker's hand always shall draw on totals of 0, 1, 2, 3, 4 and 5 and stand on totals 6, 7, 8 or 9.

(4) The total of the initial two cards dealt to the banker's hand along with the third card dealt to the player's hand determines if a third card is dealt to the banker's hand in accordance with the following:

<u>Banker having</u>	<u>Draws when player's third card is</u>	<u>Does not draw when player's third card is</u>
0, 1, 2	0	
3	0, 1, 2, 3, 4, 5, 6, 7, 9	8
4	2, 3, 4, 5, 6, 7	0, 1, 8, 9
5	4, 5, 6, 7	0, 1, 2, 3, 8, 9
6	6, 7	0, 1, 2, 3, 4, 5, 8, 9
7	Stands	Stands
8, 9	Natural stand	Natural stand

(i) *Announcement of result of round; payment and collection of wagers.*

(1) After each hand has received all the cards to which such hand is entitled, 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 table is an EZ baccarat table and the point count of the banker's hand and player's hand result in a dragon 7 or a panda 8, the dealer shall announce "dragon 7" or "panda 8."

(2) After the result of the round is announced, the dealer responsible for the wagers on the table first shall collect each losing wager. With the exception of an EZ baccarat table where no vigorish is collected, the dealer shall, in accordance with one of the following:

(i) 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, 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;

(ii) 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, 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;

(iii) starting at the highest numbered player position at which a winning wager is located, 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; or

(iv) starting at the highest numbered player position at which a winning wager is located, 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.

(3) A gaming facility may use the procedures set forth in paragraph (2) of this subdivision at any mini baccarat or midi baccarat table; provided, however, that:

(i) the same procedure shall be used for all mini baccarat or midi baccarat tables located within the same gaming pit; and

(ii) mini baccarat or midi baccarat tables located in a gaming pit that also contains a baccarat table shall use the baccarat procedure.

(4) At the conclusion of a round of play, the dealer shall pick up all cards on the layout and placed such cards in the discard rack, in order and in such a way that the cards can be arranged readily to indicate the player's hand and the banker's hand, in case of a question or dispute.

(5) No player or spectator shall handle, remove or alter any cards used to game at mini baccarat and no dealer or other gaming facility employee shall permit a player or spectator to engage in such activity.

(j) *Irregularities.* Irregularities in mini baccarat and midi baccarat shall be treated the same as irregularities in the game of baccarat as set forth in subdivision (i) of section 5318.21 of this Part.

§ 5324.22. Casino war.

(a) Casino war shall be played at a table having on one side betting positions for no more than seven players and on the opposite side a place for the dealer.

(b) The layout for a casino war table shall contain, at a minimum:

(1) the name and/or logo of the gaming facility;

- (2) a separate designated betting area at each betting position for the placement of initial and war wagers;
 - (3) a separate designated betting area for the placement of tie wagers; and
 - (4) the payout odds for a tie wager and war wager.
- (c) Casino war shall be played with six, seven or eight decks of cards with backs of the same color and design. Each deck of cards shall consist of 52 cards. The game of casino war shall also require one additional cover card of a color that is readily distinguishable from the backs of the cards used to play the game.
- (d) All cards used in casino war shall be dealt from a manual dealing shoe.
- (e) Nothing in this section shall preclude a gaming facility from using an additional cover card or similar object to conceal the last card of the stack of cards to be placed in the dealing shoe.
- (f) 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 such card's rank.
- (g) *Wagers.*
- (1) All wagers at casino war shall be made by placing chips or plaques and, if applicable, table game promotional coupons on the appropriate betting area of the casino war layout. A verbal wager accompanied by cash shall not be accepted at the game of casino war.
 - (2) Except as provided in paragraph (5) of subdivision (i) of this section, all wagers at casino war shall be placed prior to the dealer announcing "no more bets" in accordance with the dealing procedures set forth in subdivision (i) of this section. 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 subsection.
- (h) *Procedure for dealing the cards.*
- (1) Prior to starting the first round of play, the dealer shall remove the first card from the shoe face down and, without revealing such card's rank to anyone, place such card in the discard rack. Each new dealer who comes to the table also shall discard one burn card before dealing any cards in a round of play.
 - (2) 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.

(3) The dealer shall, starting with the player farthest to the dealer's left and continuing in a clockwise manner, deal the cards as follows:

- (i) one card face up to each player who has placed an initial wager in accordance with subdivision (b) of this section;
- (ii) one card face up to the dealer; and
- (iii) 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.

(4) Whenever the cover 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 re-shuffled.

(5) No player shall touch any card used in the game of casino war other than the cover card.

(i) *Procedures for completion of each round of play; collection and payment of wagers.*

(1) After the dealing is complete, 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.

- (i) If a player's card is lower in rank than the dealer's card, the player shall lose such player's initial wager and, if applicable, tie wager.
- (ii) If a player's card is higher in rank than the dealer's card, the player shall win such player's initial wager and, if applicable, lose such player's tie wager.
- (iii) 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 paragraph (3) of this subdivision as to such player's initial wager and, if applicable, win such player's tie wager.

(2) All losing initial wagers and tie wagers shall be collected by the dealer and placed in the chip tray. All winning initial wagers and tie wagers shall be paid by the dealer in accordance with the payout odds provided in subdivision (j) of this section.

(3) If a player has a tie hand, the player shall be offered one of the following options:

- (i) the player may surrender one-half of such player's initial wager and end such player's 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 chip tray. 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; or

(ii) the player may surrender such player's entire initial wager and place a war wager pursuant to paragraph (5) of this subdivision.

(4) 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.

(5) 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 and collect the full amount of the player's initial wager and place such wager in the chip tray. The player's card and the dealer's card from the original deal shall remain exposed during the war deal. The dealer shall offer any player who has elected to go to war the opportunity to place a tie wager on the war deal.

(i) 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 shall then proceed around the table in a clockwise direction repeating the process for each player who has placed a war wager and the dealer.

(ii) After the dealing procedures 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 from the war deal to the dealer's card from the war deal and settle all war and tie wagers.

(a) 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 such player's war wager and, if applicable, tie wager.

(b) 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 such player's war wager and, if applicable, lose such player's tie wager.

(c) If the player's card in the war deal and the dealer's card in the war deal are of equal rank, the initial wager shall be returned to the player and the player shall win the player's war wager and the player's tie wager, if applicable.

(iii) All losing war wagers and tie wagers shall be collected by the dealer and placed in the chip tray. All winning war wagers and tie wagers shall be paid in accordance with the payout odds posted. 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 such cards 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.

(j) *Payout odds.* The gaming facility shall pay winning wagers at no less than the following odds:

(1) An initial wager shall be paid at 1:1.

(2) A tie wager shall be paid at 10:1.

(3) A war wager shall be paid at odds of 2:1, unless the war deal results in a tie hand, in which case a war wager shall be paid at 3:1.

POKER GAMES

§ 5324.30 General provisions for poker-style games.

(a) *Equipment and layout.*

(1) Poker shall be played at a table having on one side positions for the players and on the opposite side a place for the dealer.

(2) The layout for a poker table shall include, at a minimum:

(i) the name and/or logo of the gaming facility;

(ii) designated areas for the placement of wagers, including a designated area for the placement of a progressive payout wager, if offered by the gaming facility; and

(iii) inscriptions describing the payout odds of permissible wagers offered by the gaming facility for each game. If payout odds or amounts are not inscribed on the layout, a sign identifying the payout odds or amounts for all permissible wagers of the game shall be posted at each corresponding table.

(b) *Cards; number of decks.*

(1) Except as otherwise provided, poker games 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 a solid color readily distinguishable from the color of the backs and edges of the playing cards, as approved by the commission in writing. A gaming facility may in accordance with its approved system of internal controls use additional cover cards.

(2) In addition to the requirements set forth in subdivision (g) of section 5324.2 of this Part, when an automated card shuffling device is used, the gaming facility shall be permitted to use a second deck of cards to play the game, provided that:

- (i) each deck of cards complies with the requirements of paragraph (1) of this subdivision;
- (ii) the backs of the cards in the two decks are of different color;
- (iii) one deck is being shuffled by the automated card shuffling device while the other deck is being dealt or used to play the game;
- (iv) both decks are continuously alternated in and out of play, with each deck being used for every other round of play; and
- (v) the cards from one deck only shall be placed in the discard rack at any given time.

(c) *Counting the stub.*

(1) 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.

- (i) If the count of the stub indicates that 52, plus any jokers if applicable, cards are in the deck, the dealer shall place the stub in the discard rack without exposing the cards.
- (ii) 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, plus any jokers, if applicable, remain in the deck, all hands shall be 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.

(2) Notwithstanding paragraph (1) of this subdivision, 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, plus any jokers, if applicable, cards are still present. If the automated card shuffling device reveals that an incorrect number of cards is present, the deck shall be removed from the table.

(d) If a player requests assistance in the setting of such player's hands, the dealer may inform the requesting player of the manner in which the gaming facility requires the hands of the dealer to be set as set forth in the gaming facility's approved system of internal controls. Once each player has set a hand and placed the cards face down on the appropriate area of the layout, the player shall not touch the cards again.

§ 5324.31. Three-card poker.

(a) Equipment and layout.

(1) Three-card poker shall be played at a table having betting positions for no more than nine players on one side of the table and a place for the dealer on the opposite side.

(2) In addition to the requirements of subdivision (a) of section 5324.30 of this Part, the layout for a three-card poker table shall contain, at a minimum:

(i) a separate designated betting area at each betting position for the placement of ante wagers;

(ii) a separate designated betting area located immediately behind each ante wager betting area from the dealer's perspective for the placement of play wagers;

(iii) a separate designated betting area located immediately in front of each ante wager betting area from the dealer's perspective for the placement of pair plus wagers;

(iv) inscriptions advising players of the payout odds for ante and player wagers, pair plus wagers and ante bonuses and an inscription indicating that "Dealer plays with queen high or better;" and

(v) in the event that the gaming facility elects to offer the side bonus provided for at paragraph (7) of subdivision (c) of this section, a separate designated betting area for the placement of six-card bonus wagers.

(b) Three-card poker rankings.

(1) The rank of the cards, 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 in this paragraph, an ace may be used to complete a straight flush or a straight with a 2 and 3.

(2) The permissible poker hands in the game of three-card poker, in order of highest to lowest rank, are:

(i) *straight flush*, a hand consisting of three cards of the same suit in consecutive ranking, with ace, king and queen being the highest straight flush and 3, 2 and ace being the lowest-ranking straight flush;

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

(iii) *straight*, a hand consisting of three cards of consecutive rank, regardless of suit, with ace, king and queen being the highest-ranking straight and 3, 2 and ace being the lowest-ranking straight;

(iv) *flush*, a hand consisting of three cards of the same suit, regardless of rank; and

(v) *pair*, a hand consisting of two cards of the same rank, regardless of suit, with two aces being the highest-ranking pair and two 2s being the lowest-ranking pair.

(3) When comparing two hands that are of identical poker hand rank pursuant to the provisions of paragraph (2) of this subdivision, or that contain none of the hands authorized in paragraph (2) of this subdivision, the hand that contains the highest-ranking card as provided in paragraph (1) of this subdivision 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 subdivision, the hands shall be considered a push.

(c) *Wagers.*

(1) *Types.*

(i) 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 player wager in an equal amount.

(ii) 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.

(iii) A player may compete against both the dealer and the posted payout ledger by placing wagers in accordance with the requirements of subparagraphs (i) and (ii) of this paragraph.

(2) All wagers at three-card poker shall be made by placing chips or plaques and, if applicable, table game promotional coupons on the appropriate betting areas of the table layout. A verbal wager accompanied by cash shall not be accepted.

(3) 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 shall remain seated until the completion of the round of play.

(4) All ante wagers and pair plus wagers shall be placed prior to the dealer announcing "no more bets" in accordance with the dealing procedures in subdivision (d) of this section. No wager shall be made, increased or withdrawn after the dealer has announced "no more bets."

(5) The gaming facility may 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.

(6) Notwithstanding paragraph (1) of this subdivision, the gaming facility may offer a version of the game of three-card poker requiring:

- (i) 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;
- (ii) 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
- (iii) 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.

(7) The gaming facility may give each player who makes a pair plus wager the option to make a side wager known as a six-card bonus wager. Prior to the first card being dealt for each round of play, a player who has made a pair-plus wager may make a six-card bonus wager by placing chips, plaques or, if applicable, table game promotional coupons on the designated betting area at such player's betting position. The dealer shall then announce "no more bets" and deal the hand to all players. A six-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 six-card bonus wager made by a player. A six-card bonus wager shall win if the three cards dealt to the player and the three cards dealt to the dealer during that round of play may be used to form one of the following five-card poker hands, listed in order of highest to lowest rank:

- (i) *royal flush*, a hand consisting of an ace, king, queen, jack and 10, all of the same suit;
- (ii) *straight flush*, a hand consisting of five cards all of the same suit and in consecutive ranking;
- (iii) *four of a kind*, a hand consisting of four cards all of the same rank, regardless of suit;
- (iv) *full house*, a hand consisting of a three of a kind and a pair.
- (v) *flush*, a hand consisting of five cards of the same suit, regardless of rank;
- (vi) *straight*, a hand consisting of five cards of consecutive rank, regardless of suit; and

(vii) *three of a kind*, a hand consisting of three cards of the same rank, regardless of suit.

(d) *Procedures for dealing the cards*. In addition to the requirements set forth in subdivisions (d) and (e) of section 5324.2 of this Part, the dealer shall deal the cards as follows:

(1) If using a manual dealing shoe or dealing from the hand, the dealer shall, starting with the player farthest to the dealer's left and continuing clockwise around the table, deal one card at a time to each player who has placed a required wager and deal to the dealer until every player who placed a wager and the dealer each have three cards. All cards shall be dealt face down.

(2) If using an automated dealing shoe, the shoe shall dispense cards in stacks of three cards. The dealer shall, starting with the player farthest to the dealer's left and continuing clockwise around the table, deliver one stack of cards as dispensed by the automated dealing shoe face down to each player who has placed a required wager. The dealer shall then deliver a stack of three cards face down to the area designated for the placement of the dealer's cards.

(3) If the gaming facility elects to use a cover card for the purpose of concealing from the players' view the face of the dealer's bottom card, the dealer shall first place a cover card into the automated dealing shoe under the dealer's three cards or place the cover card on the layout next to the automated dealing shoe and place the dealer's cards immediately on top of the cover card as such cards are removed from the shoe.

(e) *Procedures for completion of each round of play*.

(1) After the dealing procedures required by subdivision (d) of this section have been completed, each player may examine such player's cards.

(2) Each player who has placed an ante wager, after an opportunity to examine such player's cards, shall have the option to either make a player wager in an amount equal to the player's ante wager or forfeit the ante wager and end such player's participation in the round of play. The dealer shall offer this option to each player, starting with the player farthest to the left of the dealer and moving clockwise around the table in order. If a player has placed an ante wager and a pair-plus wager but does not make a player wager, the player shall forfeit both the ante wager and the pair-plus wager. After each player has either placed a wager on the table in the player wager area or forfeited such player's wager and hand, the dealer shall collect all forfeited wagers and associated cards, placing the cards 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. The dealer shall then, starting with the player farthest to the dealer's right whose hand is still active, reveal the three-card hand of each player.

(3) After all losing wagers have been collected, all winning 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 subdivision (f) of this section.

(i) The dealer shall pay all winning wagers beginning with the player farthest to the right of the dealer and continuing counter-clockwise around the table.

(ii) After paying all winning wagers, the dealer shall immediately collect the cards of all players and the dealer and place such cards in the discard rack.

(f) *Payout odds.*

(1) The following are the four payout types:

(i) A player in competition against the dealer shall be paid at no less than odds of 1:1 on both the ante wager and the player 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 automatically shall be paid at no less than odds of 1:1 and the player wager shall be returned to the player.

(ii) The gaming facility shall select one of the following pay tables to pay winning pair plus wagers:

<u>Hand</u>	<u>Pay table A</u>	<u>Pay table B</u>	<u>Pay table C</u>	<u>Pay table D</u>	<u>Pay table E</u>	<u>Pay table F</u>	<u>Pay table G</u>
Pair	1:1	1:1	1:1	1:1	1:1	1:1	1:1
Flush	4:1	4:1	3:1	4:1	3:1	4:1	4:1
Straight	6:1	6:1	5:1	5:1	6:1	6:1	6:1
Three of a kind	30:1	33:1	25:1	30:1	30:1	30:1	25:1
Straight flush	35:1	35:1	35:1	40:1	40:1	40:1	40:1

(iii) A player placing an ante wager and a player wager shall be paid a bonus at no less than the following odds if the player's hand consists of the following:

<u>Hand</u>	<u>Payout</u>
Straight	1:1
Three of a kind	4:1
Straight flush	5:1

In the event that a gaming facility offers a version of three-card poker that offers pair plus payout odds in accordance with subparagraph (ii) of this paragraph, a player placing an ante wager and player wager may be paid an ante bonus at no less than the following odds if the player's hand consists of the following:

<u>Hand</u>	<u>Payout</u>
Straight	1:1
Three of a kind	5:1
Straight flush	6:1

(2) In the event that a player has placed a six-card bonus wager pursuant to paragraph (7) of subdivision (c) of this section, such player shall be paid for the highest-ranking five-card poker hand that can be formed with the cards of the player and the dealer in accordance with one of the following pay tables selected by the gaming facility:

(i) For the version requiring the player to place a pair plus wager:

<u>Hand</u>	<u>Pay table A</u>	<u>Pay table B</u>	<u>Pay table C</u>	<u>Pay table D</u>
Three of a kind	5:1	5:1	8:1	7:1
Straight	10:1	10:1	9:1	10:1
Flush	20:1	15:1	15:1	15:1
Full house	25:1	25:1	20:1	20:1
Four of a kind	50:1	50:1	100:1	100:1
Straight flush	200:1	200:1	200:1	200:1
Royal flush	1000:1	1000:1	1000:1	1000:1

(ii) For the version requiring a player to place both an ante wager and pair plus wager:

<u>Hand</u>	<u>Pay table A</u>	<u>Pay table B</u>	<u>Pay table C</u>	<u>Pay table D</u>	<u>Pay table E</u>
Six-card diamond royal flush					\$1,000,000
Six-card heart, spade, or club royal flush					\$100,000
Three of a kind	5:1	5:1	8:1	7:1	5:1
Five-card straight	10:1	10:1	9:1	10:1	10:1
Five-card flush	20:1	15:1	15:1	15:1	15:1
Five-card full house	25:1	25:1	20:1	20:1	20:1
Four of a kind	50:1	50:1	100:1	100:1	100:1
Five-card straight flush	200:1	200:1	200:1	200:1	200:1
Five-card royal flush	1000:1	1000:1	1000:1	1000:1	200:1

§ 5324.32. Crazy 4 poker.

(a) Equipment and layout.

(1) Crazy 4 poker shall be played at a table having on one side betting positions for no more than six players and on the opposite side a place for the dealer.

(2) In addition to the requirements of subdivision (a) of 5324.30 of this Part, the layout for a crazy 4 poker table shall contain, at a minimum, the elements set forth in this paragraph.

(i) Four separate betting areas designated for the placement of the ante, play, super bonus and queens up wagers for each player. The super bonus betting area shall be located to the right of the ante wager betting area and be separated by an “=” symbol.

(ii) If the gaming facility offers the optional progressive payout wager, a separate area designated for the placement of the progressive payout wager for each player.

(iii) Inscriptions that advise players of the following:

(a) the best four-card hand plays;

(b) the dealer qualifies with a king or better;

(c) a player who has a pair of aces or better may place a play wager in an amount up to three times the player's ante wager; and

(d) the player's super bonus wager shall be returned if the player beats or ties the dealer with a hand that is not a straight or better.

(iv) If the information in paragraph (2) of this subdivision is not on the layout, a sign that sets forth the required information shall be posted at each crazy 4 poker table.

(3) If a gaming facility offers a progressive payout wager, the crazy 4 poker table shall have a progressive table game system for the placement of progressive payout wagers in accordance with the requirements of subdivision (f) of section 5324.2 of this Part.

(b) Crazy 4 poker rankings.

(1) 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.

(2) The permissible poker hands in the game of crazy 4 poker, in order of highest to lowest rank, are:

(i) *four of a kind*, a hand consisting of four cards of the same rank, with four aces being the highest-ranking four of a kind and four 2s being the lowest-ranking four of a kind.

(ii) *straight flush*, a hand consisting of four cards of the same suit in consecutive ranking, with an ace, king, queen and jack being the highest-ranking straight flush and an ace, 2, 3 and 4 being the lowest-ranking straight flush.

(iii) *three of a kind*, a hand consisting of three cards of the same rank, with three aces being the highest-ranking three of a kind and three 2s being the lowest-ranking three of a kind.

(iv) *flush*, a hand consisting of four cards of the same suit, regardless of rank.

(v) *straight*, a hand consisting of four cards of consecutive rank, regardless of suit, with an ace, king, queen and jack being the highest-ranking straight and an ace, 2, 3 and 4 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);

(vi) *two pairs*, a hand consisting of two pairs with two aces and two kings being the highest-ranking two pairs and two 3s and two 2s being the lowest-ranking two pairs; and

(vii) *pair*, a hand consisting of two cards of the same rank, with two aces being the highest-ranking pair and two 2s being the lowest-ranking pair.

(3) When comparing two poker hands that are of identical rank under this subdivision, or that contain none of the hands listed in paragraph (2) of this subdivision, the hand that contains the highest-ranking card as provided in paragraph (1) of this subdivision, which is not in the other hand, shall be considered the higher-ranking hand. If the hands are of equal rank after the application of this section, the hands shall be considered a tie.

(c) *Wagers.*

(1) Wagers at crazy 4 poker shall be made by placing chips, plaques or table game promotional coupons on the appropriate areas of the table layout.

(2) Only players who are seated at a crazy 4 poker table may wager at the game. Once a player has placed a wager and received cards, that player shall remain seated until the completion of the round of play. If a player leaves the table during a round of play, any wagers made by the player may be considered abandoned and may be treated as losing wagers.

(3) All wagers, except the play wager, shall be placed prior to the dealer announcing "no more bets." A wager may not be made, increased or withdrawn after the dealer has announced "no more bets."

(4) Wagers in the game of crazy 4 poker.

(i) A player shall compete against the dealer's four-card poker hand by placing both an ante wager and a super bonus wager in equal amounts, than a play wager;

(ii) In addition to the ante and super bonus wagers, a player may compete against a posted pay table by placing a queens up wager; and

(iii) A gaming facility may, if set forth in such gaming facility's approved system of internal controls, offer to each player at crazy 4 poker table the option to make a side progressive payout wager that the player shall receive a progressive payout hand. After placing the ante and super bonus wagers, a player may make the side progressive payout wager by placing a value chip onto the progressive wagering device designated for that player. Each player shall be responsible for verifying that the player's respective progressive payout wager has been accepted.

(5) A player may not wager on more than one player position at a crazy 4 poker table.

(d) *Procedure for dealing the cards.* In addition to subdivisions (d) and (e) of section 5324.2 of this Part, the dealer shall deal the cards as follows:

(1) If using a manual dealing shoe or dealing from the hand, the dealer shall, starting with the player farthest to the dealer's left and continuing clockwise around the table, deal one card at a time to each player who placed the required wagers and to the dealer until each player and the dealer have five cards.

(2) If using an automated dealing shoe, the automated dealing shoe shall dispense cards in stacks of five. The dealer shall deliver the first stack of cards dispensed by the automated dealing shoe face down to the player farthest to the dealer's 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 deliver a stack of five cards face down to the area designated for the placement of the dealer's cards.

(3) The gaming facility may allow the dealer to be dealt six cards rather than five in accordance with its approved system of internal controls.

(e) *Procedures for completion of each round of play.*

(1) After the dealing procedures have been completed, each player shall have the opportunity to examine such player's cards.

(2) After each player has had the opportunity to examine such player's cards, the dealer shall, beginning with the player farthest to the dealer's left and moving clockwise around the table, ask each player who placed an ante and super bonus wager if the player wishes to forfeit the wagers and end such player's participation in the round of play or make a play wager in an amount equal to the player's ante wager. A player who has a pair of aces or better may place a play wager in an amount up to three times the player's ante wager. If a player:

(i) has placed ante, super bonus and queens up wagers but does not make a play wager, the player shall forfeit all three wagers; and

(ii) has placed ante, super bonus and a progressive payout wagers but does not make a play wager, the player shall forfeit all three wagers and but shall not forfeit the eligibility to receive an envy bonus.

(3) After each player who has placed an ante and super bonus wager has either placed a play wager on the designated area of the layout or forfeited the player's wager and hand, the dealer shall collect all forfeited wagers and associated cards and place the cards 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 four-card poker hand. After the dealer's cards are turned face up, the dealer shall, beginning with the player farthest to the dealer's right and continuing around the table in a counterclockwise direction, complete the following for each player:

(i) the dealer shall turn the five cards of each player face up on the layout;

(ii) the dealer shall examine the cards of the player and form the highest possible ranking four-card poker hand for each player; and

(iii) if the dealer's highest-ranking four-card poker hand:

(a) is ranked lower than a king, the dealer shall return each player's ante wager and pay out the play and super bonus wagers made by the player. The player's super bonus wager shall be returned if the player's winning hand is not a straight or better;

(b) is a king or better, and the player's highest-ranking four-card poker hand is ranked:

(1) lower than the dealer's four-card poker hand, the dealer shall immediately collect the ante and play wagers but shall pay out the super bonus wager;

(2) higher than the dealer's four-card poker hand, the dealer shall pay the ante, play and super bonus wagers. The player's super bonus wager shall be returned if the player's winning hand is not a straight or better;

(3) is equal in rank to the dealer's four-card hand, the dealer shall return the ante and play wagers and pay out the super bonus wager. The player's super bonus wager shall be returned if the player's winning hand is not a straight or better;

(4) after settling the player's ante, play and super bonus wagers, the dealer shall settle a queens up wager by determining whether the player's four-card poker hand qualifies for a payout. A winning queens up wager shall be paid without regard to whether the player's four-card poker hand outranks the dealer's hand; and

(5) after settling a player's ante, play, super bonus and queens up wagers, the dealer shall then settle the progressive payout wager, if offered by the gaming facility. A winning progressive payout wager shall be paid without regard to whether the player's hand outranks the dealer's hand. If a player has won a progressive payout, the dealer shall:

(i) verify that the hand is a winning hand;

(ii) verify that the appropriate light on the progressive table game system has been illuminated; and

(iii) have a floorperson validate the progressive payout in accordance with the gaming facility's approved system of internal controls.

(4) Players making a progressive payout wager shall receive an envy bonus when another player at the same crazy 4 poker table is the holder of an envy bonus qualifying hand. Players are entitled to multiple envy bonuses if more than one other player is the holder of an envy bonus qualifying hand. A player is not entitled to an envy bonus for such player's hand or the hand of the dealer.

(5) After all wagers have been settled, the dealer shall remove all remaining cards from the table and place such cards in the discard rack in a manner that permits the reconstruction of each hand in the event of a question or dispute.

(f) *Payout odds; envy bonus; rate of progression.*

(1) A gaming facility shall pay each winning ante and play wagers at no less than odds of 1:1.

(2) A gaming facility shall pay the player bonus wager at no less than the following odds:

<u>Hand</u>	<u>Payout</u>
Straight	1:1
Flush	3:2
Three of a kind	2:1
Straight flush	15:1
Four of a kind, 2s through kings	30:1
Four aces	200:1

(3) A gaming facility shall select one of the following pay tables to pay out the queens up wager:

<u>Hand</u>	<u>Pay table A</u>	<u>Pay table B</u>	<u>Pay table C</u>	<u>Pay table D</u>
Pair of queens or better	1:1	1:1	1:1	1:1
Two pair	2:1	2:1	2:1	2:1
Straight	3:1	3:1	3:1	3:1
Flush	4:1	4:1	4:1	4:1
Three of a kind	9:1	8:1	8:1	7:1
Straight flush	30:1	40:1	30:1	40:1
Four of a kind	50:1	50:1	50:1	50:1

(4) A gaming facility shall select one of the following pay tables to pay out the progressive wager:

<u>Hand</u>	<u>Pay table A</u>	<u>Pay table B</u>
Three of a kind	9:1	15:1
Straight flush	100:1	100:1
Four of a kind	300:1	300:1
Four aces	100% of meter	100% of meter

(i) A player shall receive the payout for only the highest-ranking four-card poker hand formed.

(ii) The initial and reset amount of the progressive payout meter shall be in the gaming facility's system of internal controls and shall be at least \$5,000 for pay table A and \$1,000 for pay table B.

(iii) Envy bonus payouts shall be made according to the following payout schedules for envy bonus qualifying hands based upon the amount of the progressive payout wager placed by the player receiving the envy bonus:

(a) If the gaming facility selects pay table A from this paragraph, the payout shall be no less than:

<u>Hand</u>	<u>\$1 progressive payout wager</u>
Four aces	\$100
Four of a kind, 2s through kings	\$10
Straight	\$5

(b) If the gaming facility selects pay table B from this paragraph, the payout shall be no less than:

<u>Hand</u>	<u>\$1 progressive payout wager</u>
Four aces	\$100
Four of a kind, 2s through kings	\$25

(c) Winning \$5 progressive payout wagers shall be determined by multiplying the payout amounts listed in clauses (a) and (b) of this subparagraph by five.

§ 5324.33. Four-card poker.

(a) *Equipment and layout.*

(1) Four-card poker shall be played at a table having on one side betting positions for no more than seven players and on the opposite side a place for the dealer.

(2) In addition to the requirements of subdivision (a) of section 5324.30 of this Part, the layout for a four-card poker table shall contain, at a minimum:

- (i) three separate betting areas designated for the placement of ante, play and aces up wagers for each player;
- (ii) if the gaming facility offers the optional progressive payout wager, a separate area designated for the placement of the progressive payout wager for each player; and
- (iii) if the gaming facility offers the optional six-card bonus wager, a separate area designated for the placement of the six-card bonus wager for each player.

(b) *Four-card poker rankings.*

(1) 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.

(2) The permissible poker hands in the game of four-card poker, in order of highest to lowest rank, are:

(i) *four of a kind*, a hand consisting of four cards of the same rank, with four aces being the highest-ranking four of a kind and four 2s being the lowest-ranking four of a kind.

(ii) *straight flush*, a hand consisting of four cards of the same suit in consecutive ranking, with an ace, king, queen and jack being the highest-ranking straight flush and an ace, 2, 3 and 4 being the lowest-ranking straight flush.

(iii) *three of a kind*, a hand consisting of three cards of the same rank, with three aces being the highest-ranking three of a kind and three 2s being the lowest-ranking three of a kind.

(iv) *flush*, a hand consisting of four cards of the same suit, regardless of rank.

(v) *straight*, a hand consisting of four cards of consecutive rank, regardless of suit, with an ace, king, queen, and jack being the highest-ranking straight and an ace, 2, 3, and 4 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;

(vi) *two pairs*, a hand consisting of two pairs with two aces and two kings being the highest-ranking two pair and two 3s and two 2s being the lowest-ranking two pair; and

(vii) *pair*, a hand consisting of two cards of the same rank, with two aces being the highest-ranking pair and two 2s being the lowest-ranking pair.

(3) If a gaming facility offers the optional six-card bonus wager, permissible poker hands, in order of highest to lowest rank, are:

(i) *royal flush*, a hand consisting of an ace, king, queen, jack and 10 of the same suit;

(ii) *straight flush*, a hand consisting of five cards of the same suit in consecutive ranking;

(iii) *four of a kind*, a hand consisting of four cards of the same rank, regardless of suit;

(iv) *full house*, a hand consisting of three-of-a-kind and a pair;

(v) *flush*, a hand consisting of five cards of the same suit;

(vi) *straight*, a hand consisting of five cards of consecutive rank, regardless of suit; and

(vii) *three of a kind*, a hand consisting of three cards of the same rank, regardless of suit.

(4) When comparing two poker hands that are of identical rank under this subdivision, or that contain none of the hands listed in paragraph (2) of this subdivision, the hand that contains the highest-ranking card as provided in paragraph (1) of this subdivision, which is not in the other hand, shall be considered the higher-ranking hand. If the hands are of equal rank after the application of this section, the hands shall be considered a tie.

(c) *Wagers.*

(1) Wagers at four-card poker shall be made by placing chips, plaques or table game promotional coupons on the appropriate areas of the table layout.

(2) 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 shall remain seated until the completion of the round of play. If a player leaves the table during a round of play, any wagers made by the player may be considered abandoned and may be treated as losing wagers.

(3) All wagers, except the play wager, shall be placed prior to the dealer announcing "no more bets." A wager may not be made, increased or withdrawn after the dealer has announced "no more bets."

(4) Wagers in the game of four-card poker.

(i) A player may compete solely against the dealer's four-card poker hand by placing an ante wager then a play wager, in an amount from one to three times the amount of the player's ante wager.

(ii) A player may compete solely against a posted pay table by placing an aces up wager.

(iii) A player may compete against both the dealer's four-card poker hand and the posted pay table by placing an ante wager and an aces up wager.

(iv) A gaming facility may offer to a player at a four-card poker table the option to make a side progressive payout wager that the player shall receive a progressive payout hand.

(a) After placing an ante wager or an aces up wager, or both, a player may make the side progressive payout wager by placing a chip on the designated area for a progressive wager.

(b) Each player shall be responsible for verifying that the player's respective progressive payout wager has been accepted.

(v) A gaming facility may offer to each player at a four-card poker table the option to make an side six-card-bonus wager that the one card dealt to the six-card bonus box and the five cards dealt to the player shall form a five-card poker hand with a rank of a three of a kind or better. After placing an ante wager and an aces up wager, a player may make the side six-card bonus wager by placing a value chip on the designated betting area prior to the dealer announcing "no more bets."

(d) *Procedure for dealing the cards.* In addition to subdivisions (d) and (e) of section 5324.2 of this Part, the dealer shall deal the cards in accordance with this subdivision.

(1) If using a manual dealing shoe or dealing from the hand, the dealer shall, starting with the player farthest to the dealer's left and continuing clockwise around the table, deal one card at a time to each player who placed the required wagers and to the dealer until each player and the dealer has five cards.

(2) If using an automated dealing shoe, the shoe shall dispense stacks of five cards. The dealer shall deliver the first stack of cards dispensed by the automated dealing shoe face down to the player farthest to the dealer's 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 deliver a stack of five cards face down to the area designated for the placement of the dealer's cards.

(3) The gaming facility may allow the dealer to be dealt six cards rather than five, in accordance with its approved system of internal controls.

(i) *Procedures for completion of each round of play.*

(1) After the dealing procedures have been completed pursuant to subdivision (d) of this section, each player shall have the opportunity to examine such player's cards.

(2) After each player has had the opportunity to examine such player's cards and placed the cards face down on the layout, beginning with the player farthest to the dealer's left and moving clockwise around the table, the dealer shall ask each player who placed an ante wager if the player wishes to:

(i) make a play wager in an amount from one to three times the amount of the player's ante wager; or

(ii) forfeit the ante wager and end the player's participation in the round of play.

(3) If a player has placed an ante wager and:

(i) an aces up wager but does not make a play wager, the player shall forfeit the ante wager but may not forfeit the aces up wager;

(ii) a six-card bonus wager but does not make a play wager, the player shall forfeit the ante wager but may not forfeit the six-card bonus wager; or

(iii) a progressive payout wager but does not make a play pager, the player shall forfeit both the ante wager and the progressive payout wager, but may not forfeit the eligibility to receive an envy bonus.

(4) After each player who has placed an ante wager has either placed a play wager on the designated area of the layout or forfeited the player's wagers and hand, the dealer shall collect all forfeited wagers and associated cards and place the cards in the discard rack. The dealer shall then reveal the dealer's cards and place the cards so as to form the highest-ranking poker hand possible. After the dealer's cards are turned face up, the dealer shall, beginning with the player farthest to the dealer's right and continuing around the table in a counterclockwise direction, complete for each player the procedures set forth in subparagraphs (i) through (vi) of this paragraph.

(i) The dealer shall turn the five cards of each player face up on the layout.

(ii) The dealer shall examine the cards of the player and select the four cards that form the highest possible ranking poker hand for each player.

(iii) If a player's highest-ranking four-card poker hand:

(a) is ranked lower than the dealer's four-card poker hand, the dealer immediately shall collect the ante and play wagers made by the player; or

(b) is ranked higher than or equal to the dealer's four-card poker hand, the dealer shall pay the ante and play wagers and any ante bonus in accordance with the pay table set forth in subdivision (j) of this section.

(iv) After settling a player's ante and play wagers, settling any aces-up wagers by determining whether the player's four-card poker hand qualifies for a payout in accordance with the pay table set forth in subdivision (j) of this section, regardless of whether a player's hand outranks the dealer's hand.

(v) If a six-card-bonus wager is offered by the gaming facility, settle a qualifying six-card-bonus wager regardless of whether the player's four-card poker hand outranks the dealer's hand.

(vi) If a progressive payout wager is offered by the gaming facility, settle a player's progressive payout wager regardless of whether a player's hand outranks the dealer's hand by

(a) verifying that the hand is a winning hand;

(b) verifying that the appropriate light on the progressive table game system has been illuminated;

(c) having a floorperson validate the progressive payout in accordance with the gaming facility's approved system of internal controls; and

(d) paying the winning progressive payout wager in accordance with the posted pay table set forth in subdivision (j) of this section.

(5) If a player has won a progressive payout that is 100 percent of the jackpot amount on the progressive meter, the progressive payout may not be paid from the chip tray and the cards of that player shall remain on the table until the documentation set forth in section 5323.16 of this Subchapter has been completed.

(6) Players making a progressive payout wager shall receive an envy bonus when another player at the same four-card poker table is the holder of an envy bonus qualifying hand. Players are entitled to multiple envy bonuses if more than one other player is the holder of an envy bonus qualifying hand. A player is not entitled to an envy bonus for such player's own hand or the hand of the dealer.

(7) After all wagers have been settled, the dealer shall remove all remaining cards from the table and place such cards in the discard rack in a manner that permits the reconstruction of each hand in the event of a question or dispute.

(j) *Payout odds; envy bonus; rate of progression.*

(1) A gaming facility shall pay each winning ante and play wagers at no less than odds of 1:1.

(2) A gaming facility shall pay, regardless of whether a player's four-card poker hand outranks the dealer's hand, a bonus on the ante wager at no less than the following odds:

<u>Hand</u>	<u>Payout</u>
Three of a kind	2:1
Straight flush	20:1
Four of a kind	25:1

(3) A gaming facility shall select one of the following pay tables to pay out the aces up wager:

<u>Hand</u>	<u>Pay table A</u>	<u>Pay table B</u>	<u>Pay table C</u>	<u>Pay table D</u>	<u>Pay table E</u>	<u>Pay table F</u>
Pair of aces	1:1	1:1	1:1	1:1	1:1	1:1
Two pair	2:1	2:1	3:1	2:1	2:1	3:1
Straight	4:1	5:1	4:1	4:1	4:1	4:1

Flush	6:1	6:1	5:1	6:1	6:1	5:1
Three of a kind	9:1	7:1	8:1	8:1	8:1	7:1
Straight flush	30:1	30:1	40:1	40:1	30:1	40:1
Four of a kind	50:1	50:1	50:1	50:1	50:1	50:1

(4) A gaming facility shall select one of the following pay tables to pay out the progressive wager:

<u>Hand</u>	<u>Pay table A</u>	<u>Pay table B</u>
Three of a kind	9:1	15:1
Straight flush	100:1	100:1
Four of a kind	300:1	300:1
Four of a kind, aces	100% of meter	100% of meter

(i) A player shall receive the payout for only the highest-ranking four-card poker hand formed.

(ii) The initial and reset amount of the progressive payout meter shall be in accordance with the gaming facility's approved system of internal controls and shall be at least \$5,000 for pay table A and \$1,000 for pay table B.

(iii) Envy bonus payouts shall be made according to the following payout schedules for envy bonus qualifying hands based upon the amount of the progressive payout wager placed by the player receiving the envy bonus:

<u>Hand</u>	<u>Pay table A</u>	<u>Pay table B</u>	<u>Pay table C</u>
Straight flush	5:1		
Four of a kind	10:1	25:1	300:1
Four of a kind, aces	100:1	100:1	1000:1

(5) A gaming facility shall select one of the following pay tables to pay out the six-card bonus wager:

<u>Hand</u>	<u>Pay table A</u>	<u>Pay table B</u>
Three of a kind	5:1	5:1
Straight	10:1	10:1
Flush	15:1	15:1
Full house	20:1	20:1
Four of a kind	50:1	50:1
Straight flush	200:1	200:1
Royal flush	1,000:1	1,000:1
Six-card royal flush of hearts, clubs, spades	\$100,000	\$100,000

Six-card royal flush of diamonds	\$1,000,000	\$100,000
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§ 5324.34. Let it ride poker.

(a) Equipment and layout.

(1) Let it ride poker shall be played on a table having betting positions for seven players on one side of the table and a place for the dealer on the opposite side.

(2) In addition to the requirements of subdivision (a) of 5324.30 of this Part, the layout for a let it ride poker table shall contain, at a minimum:

(i) three separate designated betting areas at each betting position for the placement of wagers, which betting areas shall not exceed seven in number;

(ii) a separate designated area located directly in front of the chip tray for the placement of the community cards;

(iii) the payout odds for all authorized wagers, including the let it ride bonus wager and the three-card bonus wager, if the gaming facility offers either optional wager;

(iv) an inscription indicating the payout for qualifying hands and, if offered, the optional three-card bonus wager as well as the limit per hand established by the gaming facility or a generic inscription indicating the game is subject to the posted payout limit. If any of these are not inscribed on the layout, a sign with such information shall be posted at each table offering let it ride poker; and

(v) if a gaming facility offers the optional three-card bonus wager, a separate designated area at each betting position for the placement of the three-card bonus wager.

(3) The gaming facility shall post a sign at each let it ride poker table in accordance with section 5323.12 of this Subchapter. If a gaming facility offers the let it ride bonus wager, the let it ride poker table shall also include the following equipment or devices approved pursuant to Part 5318 of this Subchapter:

(i) a wagering device at each betting position that acknowledges or accepts the placement of the let it ride bonus wager; and

(ii) a control device that controls or monitors the placement of let it ride bonus wagers at the gaming table, including a mechanism that prevents the recognition of any let it ride bonus wager that a player attempts to place after the dealer has announced "no more bets."

(b) *Let it ride poker rankings.*

(1) 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.

(2) The permissible poker hands at the game of let it ride poker, in order of highest to lowest rank, shall be:

- (i) *royal flush*, a hand consisting of an ace, king, queen, jack and 10 of the same suit;
- (ii) *straight flush*, a hand consisting of five cards of the same suit in consecutive ranking;
- (iii) *four of a kind*, a hand consisting of four cards of the same rank;
- (iv) *full house*, a hand consisting of three of a kind and a pair;
- (v) *flush*, a hand consisting of five cards of the same suit;
- (vi) *straight*, 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);
- (vii) *three of a kind*, a hand consisting of three cards of the same rank;
- (viii) *two pairs*, a hand consisting of two pairs; and
- (ix) *pair*, a hand containing two cards of the same rank.

(3) The permissible three-card-bonus wager hands eligible for a payout shall be:

- (i) *mini royal*, a hand consisting of an ace, king and queen, all of the same suit;
- (ii) *straight flush*, a hand, other than a mini royal, consisting of three cards of the same suit in consecutive ranking;
- (iii) *three of a kind*, a hand consisting of three cards of the same rank; and
- (iv) *straight*, a hand consisting of three cards of consecutive rank; provided, however, that an ace may not be combined with a king and a 2;

(v) *flush*, a hand consisting of three cards of the same suit, not in consecutive order; and

(vi) *pair*, a hand consisting of two cards of the same rank.

(c) *Wagers.*

(1) All wagers at let it ride poker shall be made by placing chips, plaques or, if applicable, table game promotional coupons on the appropriate betting areas of the table layout.

(2) Only players who are seated at a let it ride poker table may wager at the game. Once a player has placed wagers and received cards, such player shall remain seated until the completion of the round of play.

(3) All wagers shall be placed prior to the dealer announcing "no more bets." Except as provided in paragraph (4) of this subdivision, no wager shall be made, increased, or withdrawn after the dealer has announced "no more bets."

(4) 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 one, bet number two and bet number three. Bet number one and bet number two may subsequently be removed by the player in accordance with the provisions of paragraphs (2) and (4) of subdivision (e) of this section.

(5) A gaming facility may 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 and no other player is waiting to be seated.

(6) Let it ride bonus wager.

(i) A gaming facility may offer to each player at a let it ride poker table the option to make a side let it ride bonus wager that the player shall receive a poker hand with a rank of three of a kind or better.

(ii) Prior to the dealer announcing "no more bets," each player who has placed the three wagers may make a side let it ride bonus wager by placing a \$1 chip on or in the area designated for such wager.

(iii) All winning let-it-ride-bonus wagers shall be paid in accordance with the payout schedule set forth in subdivision (h) of this section.

(iv) A let-it-ride-bonus wager shall have no bearing on any other wager made by a player at the game of let it ride poker.

(7) Three-card bonus wager.

- (i) A gaming facility may offer to each player at a let it ride poker table the option to make a side three-card bonus wager that the three cards dealt to the player shall have a rank of a pair or better.
- (ii) Prior to the dealer announcing "no more bets," each player who has placed the three required wagers may make a side three-card-bonus wager by placing a wager on the wagering area designated for that wager.
- (iii) All winning three-card bonus wagers shall be paid in accordance with the payout table set forth in subdivision (f) of this;6 section.
- (iv) 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.

(d) *Procedures for dealing let it ride poker.* In addition to subdivisions (d) and (e) of section 5324.2 of this Part, the dealer shall deal the cards as follows:

(1) If using a manual dealing shoe or dealing from the hand, the dealer shall, starting with the player farthest to the dealer's left and continuing clockwise around the table, deal the cards as follows:

- (i) one card face down to each player who has placed three wagers in accordance with subdivision (f) of this section;
- (ii) one card face down to the area designated for the placement of the community cards;
- (iii) a second card face down to each player who has placed three wagers in accordance with subdivision (f) of this section;
- (iv) 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;
- (v) a third card face down to each player who has placed three wagers; and
- (vi) 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 in accordance with subdivision (f) of this section.

(2) If using an automated dealing shoe, the automated dealing shoe shall dispense cards in stacks of three. The dealer shall deliver the first stack of cards dispensed by the automated dealing shoe face down to the player farthest to the dealer's left who has placed three wagers in accordance with subdivision (f) of this section. 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 designed for the placement of the community cards. The top card shall be placed face down into the box designated for community cards on the dealer's left, the second (middle) card shall be placed face down into the box designated for community cards on the dealer's right, and the third (bottom) card shall be burned.

(e) *Procedures for completion of each round of play.*

(1) After the dealing procedures have been completed, each player shall have the opportunity to examine such player's cards. After each player has made a decision in regard to bet number two pursuant to paragraph (4) of this subdivision, each player's cards shall be placed face down on the appropriate area of the layout and the player shall not touch the cards again.

(2) After each player has had the opportunity to examine such player's cards, the dealer shall, beginning with the player farthest to the dealer's left and moving clockwise around the table, ask each player if such player wishes to withdraw bet number one or let it ride.

(i) If a player chooses to let bet number one ride, that bet shall remain on the appropriate betting area of the layout until the end of the round of play.

(ii) If a player chooses to withdraw bet number one, the dealer shall move the chips on the betting area designated for bet number one toward the player who shall then immediately remove the chips from the betting area.

(3) The dealer shall then turn the community card that is to the dealer's left face up. The exposed card shall become the first community card.

(4) 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 such player wishes to withdraw bet number two or let it ride. This decision shall be made by each player without regard to the decision made concerning bet number one.

(i) If a player chooses to let bet number two ride, that bet shall remain on the appropriate betting area of the layout until the end of the round of play.

(ii) If a player chooses to withdraw bet number two, the dealer shall move the chips on the betting area designated for bet number two toward the player who shall then immediately remove the chips from the betting area.

(5) The dealer shall then turn the remaining down card face up and that card shall become the second community card.

(6) After the second community card is turned face up, the dealer shall, beginning with the player farthest to the dealer's right and continuing around the table in a counter-clockwise direction, complete the following procedures for each player.

(i) The dealer shall turn the three cards of the player face up. The two community cards and the three cards dealt to the player shall form the five-card poker hand of that player.

(ii) The dealer shall examine the cards of the player to determine if the player's hand qualifies for a payout pursuant to subdivision (f) of this section.

(7) Any wager on a hand that has a rank lower than a pair of 10s shall be a losing wager. All losing wagers shall be collected immediately by the dealer and placed in the chip tray. The cards of any player who has made a losing wager shall be collected and placed in the discard rack.

(8) After all losing wagers have been collected, the dealer shall then settle all winning wagers, including any bonus wagers. All winning hands shall remain face up on the layout until all winning wagers have been paid by the dealer. Each wager that remains on the table shall be paid in accordance with the payout table listed in subdivision (f) of this section.

(i) The dealer shall pay all winning wagers beginning with the player farthest to the right of the dealer and continuing counter-clockwise around the table.

(ii) After paying all winning wagers, the dealer immediately shall collect the cards of all winning players and community cards and place such cards in the discard rack.

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

(f) *Payout odds; payout limitation.*

(1) Subject to the payout limitation in paragraph (2) of this subdivision, a gaming facility shall pay each winning wager at the game of let it ride poker at no less than the following:

<u>Wager</u>	<u>Payout</u>
Pair of tens, jacks, queens, kings or aces	1:1
Two pair	2:1
Three of a kind	3:1
Straight	5:1
Flush	8:1
Full house	11:1

Four of a kind	50:1
Straight flush	200:1
Royal flush	1000:1

(2) Notwithstanding the minimum payout odds set forth paragraph (1) of this subdivision, a gaming facility may establish a maximum amount as set forth in section 5323.11 of this Subchapter that is payable to a player on a single hand, 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 gaming facility shall provide notice of any decrease in the payout limit a set forth in section 5323.11 of this Subchapter. Any maximum payout limit established by a gaming facility shall apply only to payouts of let it ride poker wagers placed and shall not apply to payouts of let it ride bonus wagers or three-card bonus wagers placed.

(3) A gaming facility shall pay each winning let it ride bonus wager at no less than the following monetary amounts:

<u>Wager</u>	<u>Payout</u>
Royal flush	\$25,000
Straight flush	\$2,500
Four of a kind	\$400
Full house	\$200
Flush	\$50
Straight	\$25
Three of a kind	\$5

(4) A gaming facility shall pay each winning three-card bonus wager at no less than the odds set forth in one of following pay tables, pre-selected by the gaming facility:

<u>Wager</u>	<u>Pay table A</u>	<u>Pay table B</u>	<u>Pay table C</u>	<u>Pay table D</u>	<u>Pay table E</u>	<u>Pay table F</u>
Pair	1:1	1:1	1:1	1:1	1:1	1:1
Flush	4:1	4:1	3:1	4:1	4:1	3:1
Straight	6:1	5:1	6:1	6:1	5:1	6:1
Three of a kind	30:1	30:1	30:1	30:1	30:1	30:1
Straight flush	40:1	40:1	40:1	40:1	40:1	40:1
Mini royal	n/a	n/a	n/a	50:1	50:1	50:1

§ 5324.35. Texas hold 'em bonus poker.

(a) *Equipment and layout.*

(1) Texas hold 'em bonus poker shall be played on a table having positions for six players on one side of the table and a place for the dealer on the opposite side.

(2) In addition to the requirements of subdivision (a) of 5324.30 of this Part, the layout for a Texas hold 'em bonus poker table shall contain, at a minimum:

- (i) a separate designated betting area at each player position for the placement of ante wagers;
- (ii) three separate designated areas at each player position for the placement of flop, turn and river wagers, which areas shall be located immediately above the ante betting area as viewed by a player;
- (iii) a separate designated area at each player position for the placement of an optional bonus wager, which area shall be located immediately above and to the right of the flop wager betting area as viewed by a player;
- (iv) a separate designated area for the placement of the five community cards, which area shall be located in the center of the table between the chip tray and the player betting areas;
- (v) a separate designated area for the placement of the dealer's two cards, which area shall be located between the chip tray and the designated area for the community cards described in subparagraph (iv) of this paragraph; and
- (vi) an inscription indicating that an ante wager shall receive a payout if a winning hand has a qualifying rank, as elected by the gaming facility, of straight or higher or flush or higher.

(b) *Texas hold 'em bonus poker hand rankings.*

(1) For the determination of winning hands the rank of the cards used in Texas hold 'em bonus poker, from 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. An ace, however, may not be combined with any other sequence of cards for purposes of determining a winning hand.

(2) The permissible five-card poker hands at the game of Texas hold 'em bonus poker, in order of highest to lowest rank, are:

- (i) *royal flush*, a hand consisting of an ace, king, queen, jack and 10 of the same suit;
- (ii) *straight flush*, 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-ranking straight flush;

- (iii) *four of a kind*, a hand consisting of four cards of the same rank, with four aces being the highest-ranking four-of-a-kind and four 2s being the lowest-ranking four of a kind;
- (iv) *full house*, a hand consisting of a three of a kind, with a pair with three aces and two kings being the highest-ranking full house and three 2s and two 3s being the lowest-ranking full house;
- (v) *flush*, 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;
- (vi) *straight*, 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;
- (vii) *three of a kind*, a hand consisting of three cards of the same rank, with three aces being the highest-ranking three of a kind and three 2s being the lowest-ranking three of a kind;
- (viii) *two pairs*, a hand consisting of two pairs, with two aces and two kings being the highest-ranking two pairs and two 3s and two 2s being the lowest-ranking two pairs; and
- (ix) *pair*, a hand consisting of two cards of the same rank, with two aces being the highest-ranking pair and two 2s being the lowest-ranking pair.

(3) When comparing two hands that are of identical poker rank pursuant to the provisions of this subdivision, or that contain none of the hands authorized in this subdivision, the hand that contains the highest-ranking card as provided in paragraph (1) of this subdivision 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 subdivision, the hands shall be considered a push.

(c) *Wagers.*

(1) All wagers at Texas hold 'em bonus poker shall be made by chips or plaques and, if applicable, table game promotional coupons on the appropriate betting areas of the table layout.

(2) All wagers shall be placed prior to the dealer announcing "no more bets." Except as provided in subdivision (e) of this section, no wager shall be made, increased or withdrawn after the dealer has announced "no more bets."

(3) Upon placing an ante wager, a player may also place a bonus wager by placing, at a minimum, a \$1 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 Texas hold 'em bonus poker.

(4) Flop, turn and river wagers shall be made in accordance with the provisions of subdivision (e) of this section.

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

(d) *Procedure for dealing the cards.* In addition to the requirements set forth in subdivisions (d) and (e) of section 5324.2 of this Part, the dealer shall deal the cards as set forth in this subdivision.

(1) If using a manual dealing shoe or dealing from the hand, the dealer shall, starting with the player farthest to the dealer's left and continuing around the table in a clockwise manner, deal the cards as follows:

- (i) one card face down to each player;
- (ii) one card face down to the area designated for the dealer's hand;
- (iii) a second card face down to each player; and
- (iv) a second card face down to the area designated for the dealer's hand.

(2) If using an automated dealing shoe, the automated dealing shoe shall dispense cards in stacks of two cards. The dealer shall deliver the first stack of two cards dispensed by the automated dealing shoe face down to the player farthest to the dealer's left who has placed a wager in accordance with subdivision (e) of this section. 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 subdivision (e) of this section. The dealer shall then deliver the next stack face down to the area designated for the dealer's hand. The dealer may insert a cover card in the automated dealing shoe prior to the dealer's cards being dispensed.

(e) *Procedure for completion of each round of play; collection and payment of wagers.*

(1) After the dealing procedures required by subdivision (d) of this section have been completed, each player shall have the opportunity to examine such player's cards and, without exposing such cards to any other person, each player shall then place the cards face down on the layout and shall either place a flop wager or fold and forfeit the ante wager.

- (i) If a player chooses to place a flop wager, the wager shall be placed in the designated flop betting area.

(ii) If a player folds, the player's ante shall be collected by the dealer and placed in the chip tray.

(a) If the player has also placed a bonus wager, the player's cards shall remain on the table pending resolution of the bonus wager at the conclusion of the round of play.

(b) If no bonus 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.

(2) Once all players have either placed a flop wager or folded, the dealer shall burn the next card. 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.

(3) Prior to revealing the turn card, the dealer shall ask each player who has placed a flop wager if such player chooses to place a turn wager or check, starting with the player farthest to the dealer's left and proceeding around the table clockwise. If a player wishes to place a turn wager, the wager shall be placed in the designated turn betting area.

(4) Once all remaining players have either placed a turn wager or checked, the dealer shall burn the next card. The dealer shall then turn face up the next card in the deck (the turn) and place such card in the designated area for the community cards.

(5) Prior to revealing the river card, the dealer shall ask each player who has placed a flop wager if such player chooses to place a river wager or check, starting with the player farthest to the dealer's left and proceeding around the table clockwise. If a player wishes to place a river wager, the wager shall be placed in the designated river betting area.

(6) Once all remaining players have either placed a river wager or checked, the dealer shall burn the next card. The dealer shall then turn the next card in the deck (the river) face up and place such card in the designated area for the community cards.

(7) The dealer shall then turn the dealer's two cards face up, announce and place the cards to show the best possible five-card poker hand that can be formed using the dealer's two cards and the five community cards.

(8) Starting with the player farthest to the dealer's right who has placed a flop wager and proceeding counter-clockwise 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 player's wager shall then be resolved and, unless the

player has placed a bonus wager, the hand of the player shall be collected immediately by the dealer and placed in the discard rack before the dealer proceeds to the next player.

(i) 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 chip tray.

(ii) 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 in accordance with the payout odds set forth in subdivision (f) of this section; provided, however, that the ante wager shall not be paid unless the player's winning hand has a qualifying rank, as set forth in the inscription on the table, as provided for in subparagraph (vi) of paragraph (2) of subdivision (a) of this section, of straight or higher or flush or higher.

(iii) 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.

(iv) 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 pursuant to paragraph (2) of subdivision (f). 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, the dealer shall immediately collect the cards of such player and place the cards in the discard rack.

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

(f) *Payout odds.*

(1) A gaming facility shall pay out each winning ante, flop, turn and river wager at no less than odds of 1:1.

(2) A gaming facility shall pay each winning bonus wager at the game of Texas hold 'em bonus poker at no less than the following odds:

<u>Player's two cards</u>	<u>Payout</u>
10-10 through 2-2 (pair)	3:1
ace-queen or ace-jack (different suits)	5:1
king-king, queen-queen or jack-jack	10:1

ace-king (different suits)	15:1
ace-queen or ace-jack (same suit)	20:1
king (same suit)	25:1
ace-ace	30:1
player ace-ace and dealer ace-ace (optional)	1,000:1

(3) Notwithstanding the payout odds set forth in paragraph (2) of this subdivision, the aggregate payout limit on all winning ante, flop, turn, river and bonus wagers for any hand shall be \$50,000 or the maximum amount that one player could win per round when betting the minimum wager, whichever is greater.

(g) *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 Texas hold 'em bonus poker table.

§ 5324.36. Ultimate Texas hold 'em poker.

(a) *Equipment and layout.*

(1) Ultimate Texas hold 'em shall be played on a table having positions for six players on one side of the table and a place for the dealer on the opposite side.

(2) In addition to the requirements set forth in subdivision (a) of 5324.30 of this Part, the layout for a ultimate Texas hold 'em poker table shall contain, at a minimum:

(i) four separate designated betting areas at each player position for the placement of ante, blind, play and trips wagers, configured with the trips wager area closest to the dealer, the play wager area farthest from the dealer, the ante wager area arrayed between the trips wager area and the play wager area and the blind wager area to the right of and separated from the ante wager area by an "=" symbol;

(ii) a separate designated area for the placement of the five community cards, which area shall be located in the center of the table between the chip tray and the player betting areas;

(iii) a separate designated area for the placement of the dealer's two cards, which area shall be located between the chip tray and the designated area for the community cards described in subparagraph (ii) of this paragraph;

(iv) an inscription indicating that an ante wager shall push if the dealer has less than a pair; and

(v) an inscription at each player position describing the following:

(a) the payout odds for blind and trips wagers;

(b) that a blind wager shall not be paid unless the player's hand ranks higher than the dealer's hand;

(c) the rules governing the required amount of a play wager as a multiple of the player's ante wager (three or four times the ante, if made prior to any community cards being dealt; two times the ante, if made after the flop is dealt but prior to the final two community cards being dealt; or equal to the ante, if made after all community cards are dealt but prior to the dealer's cards being revealed); and

(d) If any of these are not inscribed on the layout, a sign with such information shall be posted at each table offering Texas hold 'em bonus poker.

(b) *Ultimate Texas hold 'em hand rankings.*

(1) For the determination of winning hands, the rank of the cards used in ultimate Texas hold 'em, from 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, however, may not be combined with any other sequence of cards for purposes of determining a winning hand.

(2) The permissible poker hands at the game of ultimate Texas hold 'em, in order of highest to lowest rank, are:

(i) *royal flush*, a hand consisting of an ace, king, queen, jack and 10 of the same suit;

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

(iii) *four of a kind*, a hand consisting of four cards of the same rank, with four aces being the highest-ranking four of a kind and four 2s being the lowest-ranking four of a kind;

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

(v) *flush*, 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;

(vi) *straight*, 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;

(vii) *three of a kind*, a hand consisting of three cards of the same rank, with three aces being the highest-ranking three of a kind and three 2s being the lowest-ranking three of a kind;

(viii) *two pairs*, a hand consisting of two pairs, with two aces and two kings being the highest-ranking two pair and two 3s and two 2s being the lowest-ranking two pair; and

(ix) *pair*, a hand consisting of two cards of the same rank, with two aces being the highest-ranking pair and two 2s being the lowest-ranking pair.

(3) When comparing two hands that are of identical poker rank pursuant to the provisions of this subdivision, or that contain none of the hands authorized in this subdivision, the hand that contains the highest-ranking card as provided in paragraph (1) of this subdivision 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 subdivision, the hands shall be considered a push.

(c) *Wagers.*

(1) All wagers at ultimate Texas hold 'em shall be made by placing chips, plaques or, if applicable, table game promotional coupons on the appropriate betting areas of the table layout.

(2) All ante, blind and trips wagers shall be placed prior to the dealer announcing "no more bets" in accordance with the dealing procedure set forth in subdivision (d) of this section. Except as provided in subdivision (e) of this section, no wager shall be made, increased or withdrawn after the dealer has announced "no more bets."

(3) 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.

(4) Play wagers shall be made in accordance with the provisions of subdivision (e) of this section.

(5) Only players who are seated at an ultimate Texas hold 'em poker table may place a wager on the game. Once a player has placed a wager and received cards, such player shall remain seated until the completion of the round of play.

(d) *Procedure for dealing the cards.* In addition to the requirements set forth in subdivisions (d) and (e) of section 5324.2 of this Part, the dealer shall deal the cards as follows:

(1) If using a manual dealing shoe or dealing from the hand, the dealer shall, starting with the player farthest to the dealer's left and continuing clockwise around, deal the cards as follows:

- (i) one card face down to each player who has placed wagers in accordance subdivision (e) of this section;
- (ii) one card face down to the area designated for the dealer's hand under a cover card;
- (iii) a second card face down to each player who has placed wagers in accordance with subdivision (e) of this section; and
- (iv) a second card face down to an area designated for the dealer's hand under a cover card.

(2) If using an automated dealing shoe, the automated dealing shoe shall dispense cards in stacks of two cards. The dealer shall deliver the first stack of two cards dispensed by the automated dealing shoe face down to the player farthest to the dealer's left who has placed wagers in accordance with subdivision (e) of this section. 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 subdivision (e) of this section. The dealer shall then deliver the stack face down to the area designated for the dealer's hand. The dealer may insert a cover card in the automated dealing shoe prior to the dealer's cards being dispensed.

(3) After each stack of two cards has been dispensed and delivered in accordance with paragraph (2) of this subdivision, the dealer shall remove the remaining cards from the automated dealing shoe and deal from the dealer's hand the five community cards in accordance with the provisions of subdivision (e) of this section.

(e) Procedures for completion of each round of play; collection and payment of wagers.

(1) After the dealing procedures required by subdivision (d) of this section have been completed, each player shall have the opportunity to examine such player's cards, shall not expose such cards to any person and shall replace the cards face down on the layout. The dealer shall then, starting with the player farthest to the dealer's left and proceeding clockwise around the table, ask each player if such player wishes to place a play wager prior to the dealing of the first three community cards. The player shall either check or place a play wager in an amount equal to three or four times the amount of the player's ante wager.

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

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

(2) Once all players have either placed a play wager or checked, the dealer shall burn the next card. The dealer shall then deal the next three cards in the deck (known as the flop) face up to the designated area for the community cards.

(3) After the flop has been dealt, the dealer shall, starting with the player farthest to the dealer's left and proceeding in a clockwise manner around the table, ask each player who has not placed a play wager if such player 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.

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

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

(4) Once all players have either placed a play wager or checked, the dealer shall burn the next card. The dealer shall then deal the next two cards in the deck face up to the designated area for the community cards.

(5) After the final two community cards have been dealt, the dealer shall, starting with the player farthest to the dealer's left and proceeding clockwise around the table, ask each player who has not yet placed a play wager whether such player wishes to fold such player's hand or place a play wager equal in amount to such player's ante wager.

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

(ii) If a player folds, the ante and blind wagers of the player shall be collected by the dealer and placed in the chip tray.

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

(b) If the player has not placed a trips wager, the dealer shall immediately turn the folded cards face down and place them in the discard rack.

(6) After each player has either folded or placed a play wager, the dealer shall turn the dealer's two cards face up, position the dealer's 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.

(7) 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 counter-clockwise around the table, return each player's ante wager and settle all other wagers in accordance with paragraph (8) of this subdivision.

(8) 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 counter-clockwise 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.

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

(ii) 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 subdivision (f) of this section; provided, however, that the blind wager shall not be paid unless the player's winning hand has a rank of straight or higher.

(iii) 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.

(iv) After settling a player's ante, blind and play wagers, the dealer shall settle any trips wager made by the player by determining whether the player's five-card hand qualifies for a payout in accordance with paragraph (3) of subdivision (f) of this section. A winning trips wager shall be paid without regard to the outcome of any other wager made by the player.

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

(f) *Payout odds.*

(1) A gaming facility shall pay each winning ante and play wager at no less than odds of 1:1.

(2) If a player's five-card hand ranks higher than the dealer's five-card hand, a gaming facility shall pay the player's blind wager in accordance with one of the following pay tables, as the gaming facility may choose:

<u>Hand</u>	<u>Pay table A</u>	<u>Pay table B</u>
Less than a straight	Push	Push
Straight	1:1	Push
Flush	3:2	3:2
Full house	3:1	3:1
Four of a kind	10:1	10:1
Straight flush	50:1	50:1
Royal flush	500:1	500:1

(3) A gaming facility shall pay each winning trips wager at no less than the odds set forth in the following alternative pay table, with option A, B, C or D to be pre-selected by the gaming facility:

<u>Hand</u>	<u>Pay table A</u>	<u>Pay table B</u>	<u>Pay table C</u>	<u>Pay table D</u>
Three of a kind	3:1	3:1	3:1	3:1
Straight	4:1	5:1	4:1	5:1
Flush	7:1	6:1	7:1	6:1
Full house	9:1	8:1	8:1	7:1
Four of a kind	30:1	30:1	30:1	20:1
Straight flush	40:1	40:1	40:1	40:1
Royal flush	50:1	50:1	50:1	50:1

(4) Notwithstanding the payout odds set forth in paragraphs (2) and (3) of this subdivision, 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 player could win per round when betting the minimum wager, whichever is greater.

(g) *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.

(h) *Irregularities.*

(1) If any card dealt to the dealer is exposed prior to each player placing an authorized wager or folding, all hands shall be void.

(2) Notwithstanding paragraph (1) of this subdivision:

(i) if a player has placed a trips wager, the community cards shall be dealt and each trips wager shall be settled; and

(ii) if the card or cards 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.

(3) 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 the correct number of cards in sequence for the dealer's hand, provided that such cards have not already been turned face up.

§ 5324.37. Caribbean stud poker.

(a) Equipment and layout.

(1) Caribbean stud poker shall be played at a table having on one side betting positions for no more than seven players and on the opposite side a place for the dealer.

(2) In addition to the requirements set forth in subdivision (a) of 5324.30 of this Part, the layout for a Caribbean stud poker shall contain, at a minimum:

- (i) a separate designated betting area at each betting position for the placement of ante wagers;
- (ii) a separate designated betting area located immediately behind each ante betting area from the dealer's perspective for the placement of bet wagers; and
- (iii) inscriptions that describe the payout limit and that the bet wager is void unless dealer has an ace, king or better.

(3) Each Caribbean stud poker table shall have an approved table game progressive payout wager system for the placement of progressive wagers as set forth in subdivision (f) of section 5324.2 of this Part. A table game progressive payout wager system shall include, without limitation:

- (i) a wagering device at each betting position that acknowledges or accepts the placement of the progressive wager;
- (ii) a control device that controls or monitors the placement of progressive wagers at the gaming table, including a mechanism, such as a lock-out button, that prevents the recognition of any progressive wager that a player attempts to place after the dealer has announced "no more bets;" and
- (iii) written procedures for the operation and use of the system and the system's components.

(b) Caribbean stud poker rankings.

(1) For the determination of winning hands, the rank of the cards used in Caribbean stud poker, from highest to lowest rank, shall be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3 and 2; provided, however, that an ace may be used to complete a straight

flush or straight formed with a 2, 3, 4 and 5. An ace, however, may not be combined with any other sequence of cards for purposes of determining a winning hand.

(2) The permissible poker hands at the game of Caribbean stud poker, in order of highest to lowest rank, are:

- (i) *royal flush*, a hand consisting of an ace, king, queen, jack and 10 of the same suit;
- (ii) *straight flush*, a hand consisting of five cards of the same suit in consecutive ranking, with king, queen, jack, 10 and 9 being the highest-ranking straight flush and ace, 2, 3, 4 and 5 being the lowest-ranking straight flush;
- (iii) *four of a kind*, a hand consisting of four cards of the same rank, with four aces being the highest-ranking four of a kind and four 2s being the lowest-ranking four of a kind;
- (iv) *full house*, a hand consisting of three of a kind and a pair, with three aces and two kings being the highest-ranking full house and three 2s and two threes being the lowest-ranking full house;
- (v) *flush*, a hand consisting of five cards of the same suit;
- (vi) *straight*, 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.
- (vii) *three of a kind*, a hand consisting of three cards of the same rank, with three aces being the highest-ranking three of a kind and three 2s being the lowest-ranking three of a kind;
- (viii) *two pairs*, a hand containing two pairs, with two aces and two kings being the highest-ranking two pairs and two 3s and two 2s being the lowest-ranking two pairs; and
- (ix) *pair*, a hand containing two cards of the same rank, with two aces being the highest-ranking pair and two 2s being the lowest-ranking pair.

(3) When comparing two hands that are of identical poker hand rank pursuant to the provisions of this subdivision, or that contain none of the hands authorized in this subdivision, the hand that contains the highest-ranking card as provided in paragraph (1) of this subdivision 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 subdivision, the hands shall be considered a push or standoff.

(c) *Wagers.*

- (1) All wagers at Caribbean stud poker shall be made by placing chips or plaques, and, if applicable, table game promotional coupons on the appropriate betting areas of the table layout.
- (2) Upon placing an ante wager, a player may place a progressive payout wager designated for that player or redeem a progressive wager coupon.
- (3) A bet wager shall be made in accordance with subdivision (e) of this section.
- (4) A player shall not be permitted to play more than one hand per round of play.
- (5) Only players who are seated at the Caribbean stud poker table may place a wager on the game. Once a player has placed a wager and received cards, that player shall remain seated until the completion of the round of play.

(d) *Procedures for dealing the cards.* In addition to the requirements set forth in subdivisions (d) and (e) of section 5324.2 of this Part, the dealer shall deal the cards as follows:

- (1) If using a manual dealing shoe or dealing from the hand, the dealer shall, starting with the player farthest to the dealer's left and continuing around the table in a clockwise manner, deal the cards as follows:
 - (i) one card face down to each player;
 - (ii) one card face up to an area directly in front of the chip tray designated for the dealer's hand;
 - (iii) a second card face down to each player directly on top of that player's first card;
 - (iv) a second card face down to the dealer to the right of the dealer's first card dealt face up; and
 - (v) 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.
- (2) If using an automated dealing shoe, the automated dealing shoe shall dispense cards in stacks of five cards. The dealer shall deliver the first stack of cards dispensed by the automated dealing shoe face down to the player farthest to the dealer's 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 deliver a stack of five cards face down to the area designated for the dealer's hand.

(3) The stack of five cards comprising the dealer's hand shall then be spread in a row directly in front of the chip tray 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 and the round of play shall proceed.

(e) Bet wagers; procedure for completion of each round of play; collection and payment of wagers.

(1) After the dealing procedures have been completed but before the dealer exposes the hole cards, each player shall, after an opportunity to examine such player's cards, either place a bet wager in the designated betting area or fold and forfeit such player's ante wager. If a player folds, the dealer shall collect the entire ante wager and place such wager in the chip tray. The folded hand shall then be collected immediately by the dealer, checked to ensure five cards are discarded and placed in the discard rack.

(2) Once each player has had the opportunity to examine such player's cards and placed the five cards face down on the appropriate area of the layout after placing a bet wager, such player shall not touch the cards again.

(3) 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.

(4) Following the reveal of the hold cards, the dealer shall turn over the player's cards, starting with the player farthest to the dealer's right. If the dealer has a qualifying hand:

(i) All losing wagers shall immediately be collected by the dealer and placed in the chip tray. All losing hands shall then be collected immediately 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 that is higher than the hand rank of that player.

(ii) If the hand rank 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.

(iii) After all losing wagers and pushes have been settled, all winning wagers shall be paid. 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. All winning hands shall remain face up on the layout until all winning ante, bet wagers and, if applicable, progressive payout wagers are paid. The gaming facility shall pay out winning wagers at no less than the odds listed in subdivision (g) of this section. The dealer shall pay all winning wagers beginning with the player farthest to the right of the dealer and continuing counter-clockwise around the table. After

paying all winning ante and bet wagers, the dealer shall collect immediately the cards of all winning players and place such cards in the discard rack, together with the remaining cards in the deck used for that round of play.

(5) If, after the hole cards are revealed, the dealer does not have a qualifying hand:

(i) it shall be the option of the gaming facility whether or not the dealer shall turn over the player's cards. If the gaming facility 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;

(ii) the dealer shall immediately announce "no hand" and shall pay all ante wagers at payouts odds of 1:1, beginning with the player farthest to the dealer's right and continuing counter-clockwise. All bet wagers shall be considered void and the dealer shall neither collect nor pay such wagers;

(iii) after paying all ante wagers, the dealer shall collect immediately the cards of all players and place such cards 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 that is not being paid from the chip tray, the cards of such player shall not be collected until the necessary documentation has been completed.

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

(f) *Progressive payout.*

(1) The gaming facility shall pay out winning progressive wagers at no less than the odds listed in paragraph (4) of subdivision (g) of this section and prior to the collection of the cards by the dealer.

(2) Prior to paying a progressive payout hand, the dealer shall:

(i) verify that the hand is a winning hand;

(ii) verify that the appropriate light on the acceptor device has been illuminated;
and

(iii) have a gaming facility supervisor validate the progressive payout pursuant to the gaming facility's approved system of internal controls.

(3) Any winning progressive payout wager shall be paid without regard to the rank of the hand of the dealer, even if the dealer does not have a qualifying hand.

(g) *Payout odds; rate of progression; payout limitation.*

(1) A gaming facility shall pay out winning ante wagers at payout odds of 1:1.

(2) Subject to the payout limitation in paragraph (3) of this subdivision, a gaming facility shall pay each winning wager at no less than the following odds:

<u>Hand</u>	<u>Payout</u>
One pair or less	1:1
Two pair	2:1
Three of a kind	3:1
Straight	4:1
Flush	5:1
Full house	7:1
Four of a kind	20:1
Straight flush	50:1
Royal flush	100:1

(3) Notwithstanding the posted payout odds in paragraph (2) of this subdivision, the payout limit on each bet wager for any hand shall be no less than either the minimum amount or the maximum amount that one player could win per round when betting the minimum permissible wager, whichever is greater.

(4) A gaming facility shall pay out winning progressive payouts at no less than the following amounts:

<u>Hand</u>	<u>Payout</u>
Flush	\$50
Full house	\$100
Four of a kind	\$500
Straight flush	Either 10% of the progressive jackpot or \$5,000, as designated in the gaming facility's approved system of internal controls
Royal flush	100% of the progressive jackpot

(5) The rate of progression for the progressive meter used for the progressive payouts in shall be no less than 70 percent. The initial and reset amount shall be established by each gaming facility.

(6) 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; 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.

(h) *Irregularities.* If any player is dealt an incorrect number of cards, such 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 re-shuffled.

§ 5324.38. Mississippi stud poker.

(a) *Equipment and layout.*

(1) Mississippi stud shall be played on a table having betting positions for six players on one side of the table and a place for the dealer on the opposite side.

(2) In addition to the requirements set forth in subdivision (a) of 5324.30 of this Part, the layout for a Mississippi stud poker table shall contain, at a minimum:

(i) a separate designated betting area at each betting position for the placement of the ante wager;

(ii) three separate designated betting areas at each betting position for the placement of the 3rd street, 4th street and 5th street wagers, which areas shall be located closer to the player than the ante wager betting area and, when viewed by the player, arrayed from left to right;

(iii) inscriptions at each betting position providing that:

(a) all bet wagers shall be in an amount equal to one, two or three times the amount of the player's ante; and

(b) the payout odds for all authorized wagers; and

(iv) three separate designated areas in front of the dealer for the placement of the community cards, with one area inscribed "3rd street," a second area inscribed "4th street" and a third area inscribed "5th street."

(b) *Mississippi stud hand rankings.*

(1) For the determination of winning hands, the rank of the cards used in Mississippi stud, from 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, however, may not be combined with any other sequence of cards for purposes of determining a winning hand.

(2) The permissible poker hands at the game of Mississippi stud, in order of highest to lowest rank, are:

- (i) *royal flush*, a hand consisting of an ace, king, queen, jack and 10 of the same suit;
- (ii) *straight flush*, a hand consisting of five cards of the same suit in consecutive ranking, except for a royal flush;
- (iii) *four of a kind*, a hand consisting of four cards of the same rank;
- (iv) *full house*, a hand consisting of a three of a kind and a pair;
- (v) *flush*, a hand consisting of five cards of the same suit, not in consecutive order;
- (vi) *straight*, 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;
- (vii) *three of a kind*, a hand consisting of three cards of the same rank;
- (viii) *two pairs*, a hand consisting of two pairs; and
- (ix) *pair*, a hand consisting of two cards of the same rank.

(c) *Wagers.*

- (1) All wagers at Mississippi stud shall be made by placing chips, plaques and table games promotional coupons, on the appropriate betting areas of the table layout.
- (2) All ante wagers and bet wagers shall be placed prior to the dealer announcing "no more bets" in accordance with the dealing procedure in subdivision (d) of this section.
- (3) A bet wager shall be made in accordance with subdivision (e) of this section.
- (4) A player shall not be permitted to play at more than one betting position.
- (5) 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, such player shall remain seated until the completion of the round of play.

(d) *Procedures for dealing the cards.* In addition to subdivisions (d) and (e) of section 5324.2 of this Part, the dealer shall deal the cards as follows:

- (1) If using a manual dealing shoe or dealing from the hand, the dealer shall, starting with the player farthest to the dealer's left and continuing clockwise around the table, deal the cards as follows:

(i) two cards face down to each player; and

(ii) three community cards face down in the designated area.

(2) If using an automated dealing shoe, the automated dealing shoe shall dispense cards in stacks of two cards. The dealer shall deliver the first stack of cards dispensed by the automated dealing shoe face down to the player farthest to the dealer's left who has placed a wager in accordance with subdivision (c) of this section. As the remaining stacks are dispensed to the dealer by the automated dealing shoe, the dealer shall, proceeding clockwise, deliver a stack face down to each of the other players who has placed a wager in accordance with subdivision (c) of this section.

(3) After each stack of two cards has been dispensed and delivered in accordance with this paragraph, the dealer shall remove the remaining cards from the automated dealing shoe and deal from the dealer's hand the three community cards face down in accordance with the provisions of this subdivision.

(e) *Completion of a round of play; collection and payment of wagers.*

(1) After the dealing procedures required by subdivision (d) of this section have been completed, each player shall, after having the opportunity to examine such player's cards, either place a bet wager in an amount equal to one, two or three times the amount of such player's ante wager in the designated 3rd street betting area or fold and forfeit the ante wager. If a player folds, the dealer shall collect such player's ante wager and place such wager in the chip tray. A folded hand shall then be collected immediately by the dealer and placed in the discard rack.

(2) After all players have either placed a 3rd street wager or folded, the dealer shall then turn over and reveal the first community card.

(3) 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 chip tray. A folded hand shall then be collected immediately by the dealer and placed in the discard rack.

(4) 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.

(5) 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 chip tray. A folded hand shall then be collected immediately by the dealer and placed in the discard rack.

(6) After all remaining players have either placed a 5th street wager or folded, the dealer shall then reveal the third community card.

(7) Starting with the player farthest to the dealer's right and proceeding counter-clockwise, 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.

(i) All losing wagers shall immediately be collected by the dealer and placed in the chip tray. All losing hands shall then be collected immediately by the dealer and placed in the discard rack.

(ii) 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 collect immediately the cards of such player.

(iii) All winning wagers shall be paid in accordance with the payout odds listed in subdivision (f). 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 collect immediately the cards of all winning players and place such cards in the discard rack.

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

(f) *Payout odds.*

(1) For a winning hand, the gaming facility shall pay out the ante and the 3rd, 4th and 5th street wagers at no less than the following odds:

<u>Hand</u>	<u>Payout</u>
Pair of 6s to 10s	Push
Pair of jacks or better	1:1
Two pairs	2:1
Three of a kind	3:1
Straight	4:1
Flush	6:1
Full house	10:1
Four of a kind	40:1
Straight flush	100:1
Royal flush	500:1

(2) Notwithstanding the payout odds set forth in paragraph (1) of this subdivision, the aggregate payout limit for any hand shall be \$50,000 or the maximum amount that one player could win per round when betting the minimum wager, whichever is greater.

§ 5324.39. Criss-cross poker.

(a) Equipment and layout.

(1) Criss-cross poker shall be played at a table having on one side betting positions for no more than six players and on the opposite side a place for the dealer.

(2) In addition to the requirements set forth in subdivision (a) of 5324.30 of this Part, the layout for a criss-cross poker table shall contain, at a minimum:

(i) six separate designated betting areas at each player position for the placement of the five-card bonus wager, ante across wager, ante down wager, across bet, down bet and middle bet. The betting areas shall be laid out so that the five-card bonus wager, from the perspective of the dealer, is closest, the ante across and ante down wager areas are across from each other and second closest to the dealer, the across bet and down bet areas are across from each other and third closest to the dealer and the middle bet area is farthest from the dealer; and

(ii) inscriptions that advise a player of the payout odds or amounts for all permissible wagers offered by the facility operator, except that if payout odds or amounts are not inscribed on the layout, a sign identifying the payout odds or amounts for all permissible wagers shall be posted at each criss-cross poker table.

(b) Criss-cross poker rankings.

(1) The rank of the cards used in criss-cross poker, in order of highest to lowest rank, shall be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3 and 2. An ace, however, may not be combined with any other sequence of cards for purposes of determining a winning hand.

(2) The permissible poker hands in the game of criss-cross poker, in order of highest to lowest rank, are:

(i) *royal flush*, a hand consisting of an ace, king, queen, jack and 10 of the same suit;

(ii) *straight flush*, a hand consisting of five cards of the same suit in consecutive ranking, with an ace, king, queen and jack being the highest-ranking straight flush and an ace, 2, 3 and 4 being the lowest-ranking straight flush;

(iii) *four of a kind*, a hand consisting of four cards of the same rank, with four aces being the highest-ranking four-of-a-kind and four 2s being the lowest-ranking four of a kind;

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

(v) *flush*, a hand consisting of five cards of the same suit regardless of rank;

(vi) *straight*, a hand consisting of five cards of consecutive rank, regardless of suit, with an ace, king, queen and jack being the highest-ranking straight and an ace, 2, 3, and 4 being the lowest-ranking straight.

(vii) *three of a kind*, a hand consisting of three cards of the same rank, with three aces being the highest-ranking three of a kind and three 2s being the lowest-ranking three of a kind;

(viii) *two pairs*, a hand consisting of two pairs with two aces and two kings being the highest-ranking two pairs and two 3s and two 2s being the lowest-ranking two pairs; and

(ix) *pair*, a hand consisting of two cards of the same rank, with two aces being the highest-ranking pair and two 2s being the lowest-ranking pair.

(3) When comparing two poker hands that are of identical rank under this subdivision, or that contain none of the hands listed in this subdivision, the hand that contains the highest-ranking card as provided in paragraph (1) of this subdivision is not in the other hand, shall be considered the higher-ranking hand. If the hands are of equal rank after the application of this section, the hands shall be considered a push.

(c) *Wagers.*

(1) Wagers at criss-cross poker shall be made by placing chips, plaques or table game promotional coupons on the appropriate areas of the table layout.

(2) 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, such player shall remain seated until the completion of the round of play.

(3) All wagers, except the play wager, shall be placed prior to the dealer announcing "no more bets." A wager may not be made, increased or withdrawn after the dealer has announced "no more bets."

(4) A player competes solely against a posted payout table by placing two ante wagers of equal amounts and then placing up to three separate bet wagers that are

each one to three times the ante wager. The player also has the option of placing a five-card bonus bet.

(d) *Procedure for dealing the cards.* In addition to the requirements set forth in subdivisions (d) and (e) of section 5324.2 of this Part, the dealer shall deal the cards as follows:

(1) if using a manual dealing shoe or dealing from the hand, the dealer shall deal five community cards placed in front of the dealer in a cross formation. The dealer shall then deal one card at a time to each player who has placed a wager until each player has two cards, starting with the player farthest to the dealer's left and continuing clockwise around the table. All cards shall be dealt face down; and

(2) if using an automated dealing shoe, the automated dealing shoe shall dispense cards in stacks of five cards first and then in stacks of two cards. The dealer shall deliver the first stack of five cards dispensed by the automated dealing shoe face down in cross formation to be used as community cards. As the remaining two card stacks are dispensed to the dealer by the automated dealing shoe, the dealer shall deliver a stack face down to each of the players who has placed a wager, moving clockwise around the table.

(e) *Procedures for completion of each round of play.*

(1) Each player shall place two ante bets of equal value, with one corresponding to the across hand and one corresponding to the down hand. A player may also place an optional five-card bonus bet.

(2) After the dealing procedures have been completed, each player shall have the opportunity to examine such player's cards.

(3) The dealer shall ask each player who has placed ante wagers the option to either make the across bet or forfeit such player's ante wager. The across bet shall be one to three times the ante bet.

(4) After each player has placed the across bet on the designated area of the layout, the dealer shall turn over the two outside cards on the horizontal line of the cross. Any bets forfeited prior to the outside cards being exposed shall be collected and chips put in chip tray and the players' cards shall be placed in discard rack.

(5) The dealer shall ask each player the option to either make the down bet or forfeit all previous wagers. The down bet shall be one to three times ante bet.

(6) After each player has placed the down bet on the designated area of the layout the dealer shall turn over the two outside cards on the vertical line of the cross. Any forfeited bets shall be collected and chips shall be put in chip tray and the players cards shall be placed in discard rack.

(7) The dealer shall ask each player the option to either make the middle bet or forfeit all previous wagers. The middle bet shall be one to three times ante bet. Any bets forfeited prior to the middle card being exposed shall be collected and the chips shall put in the chip tray and the players cards shall be placed in discard rack.

(8) After each player has placed the middle bet on the designated area of the layout, the dealer shall turn over the middle card on the cross.

(9) The dealer shall, starting with the player farthest to the dealer's right and continuing counterclockwise around the table, complete the following procedures as to each remaining player:

(i) reveal player's cards and examine the cards in order to form the highest possible ranking poker hand for each player using the player's 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 shall be paid in accordance with the pay table in subdivision (f) of this section.

(ii) The middle bet is paid if either the across or down bet qualifies as a win. Such bet 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 loses only if both the across and down bets lose. Winning middle bets shall be paid in accordance with the pay table in subdivision (f) of this section.

(f) *Payout odds*

(1) A gaming facility shall pay each winning ante and play wagers at no less than odds of 1:1 for qualifying hands of a pair of jacks or better. A pair of 6s through a pair of 10s shall result in a push, and all other outcomes shall be a loss.

(2) A gaming facility shall pay all winning across and down wager at no less than the following odds:

<u>Hand</u>	<u>Payout</u>
Pair 6s through 10s	Push
Pair of jacks or better	1 to 1
Two pair	2 to 1
Three of a kind	3 to 1
Straight	5 to 1
Flush	8 to 1
Full house	12 to 1
Four of a kind	40 to 1

Straight flush	100 to 1
Royal flush	500 to 1

(3) A gaming facility shall pay all winning five-card bonus wagers at no less than the following odds:

<u>Hand</u>	<u>Payout</u>
Pair of 6s or better	1 to 1
Two pair	3 to 1
Three of a kind	4 to 1
Straight	6 to 1
Flush	10 to 1
Full house	15 to 1
Four of a kind	40 to 1
Straight flush	100 to 1
Royal flush	250 to 1

§ 5324.40. Asia poker.

(a) Equipment and layout.

(1) Asia poker shall be played at a table having on one side betting positions for no more than six players and on the opposite side a place for the dealer.

(2) In addition to the requirements set forth in subdivision (a) of 5324.30 of this Part, the layout for an Asia poker table shall contain, at a minimum, a separate betting area designated for the placement of the Asia poker wager for each player; which shall contain:

(i) three separate areas designated for the placement of the high hand, medium hand and low hand of each player;

(ii) three separate areas designated for the placement of the high hand, medium hand and low hand of the dealer;

(iii) inscriptions that advise players of the payout odds or amounts for all permissible wagers. If the payout odds or amounts are not inscribed on the layout, a sign setting forth the payout odds or amounts for all permissible wagers shall be posted at all Asia poker tables;

(iv) an inscription indicating the payout limit per hand or a generic inscription indicating that the game is subject to the posted payout limit. If the payout limit is not inscribed on the layout, a sign that sets forth the required information shall be posted at each Asia poker table; and

(v) a separate betting area designated for the placement of side wagers offered at Asia poker.

(3) *Cards; number of decks.* Unless using an automated card shuffling device pursuant to paragraph (2) of subdivision (b) of section 5324.30 of this Part, Asia poker shall be played with one deck of cards, including one joker, and one additional cover card. The cover card shall be a solid color readily distinguishable from the color of the backs and edges of the playing cards.

(b) *Asia poker rankings; poker hands.*

(1) The rank of the cards used in Asia poker, in order from 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, defined in subparagraphs (iii) and (vi) of paragraph (2) of this subdivision, formed with a 2, 3 and 4. Except as otherwise provided in paragraph (3) of this subdivision, the joker shall be used and ranked as an ace.

(2) The permissible poker hands at the game of Asia poker, in order from highest to lowest rank, are:

(i) *Four aces*, a high hand consisting of all four aces or three aces and the joker;

(ii) *Royal flush*, a high hand consisting of an ace, king, queen and jack of the same suit;

(iii) *Straight flush*, a high hand consisting of four cards of the same suit in consecutive ranking, with ace, 2, 3 and 4 being the highest-ranking straight flush; ace, king, queen, jack being the second-highest-ranking straight flush, and 5, 4, 3 and 2 being the lowest-ranking straight flush;

(iv) *Four of a kind*, 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 2s being the lowest-ranking four of a kind;

(v) *Flush*, a high hand consisting of four cards of the same suit, and when comparing two flushes, the provisions of paragraph (5) shall be applied;

(vi) *Straight*, 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, 2, 3 and 4 being the second highest-ranking straight, and a 5, 4, 3 and 2 being the lowest-ranking straight;

(vii) *Three of a kind*, 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 2s being the lowest-ranking three of a kind;

(viii) *Two pairs*, a high hand containing two pairs, with two aces and two kings being the highest-ranking two pairs and two 2s and two 3s being the lowest-ranking two pairs; and

(ix) *Pair*, 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 2s being the lowest-ranking pair.

(3) 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.

(4) Notwithstanding the provisions of paragraph (2) of this subdivision, a gaming facility may determine, in accordance with its approved system of internal controls, that a straight flush formed with an ace, 2, 3 and 4 of the same suit shall be the lowest-ranking straight flush and that a straight formed with an ace, 2, 3 and 4, regardless of suit, shall be the lowest-ranking straight

(5) 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 subdivision, or that contain none of the poker hands authorized in this subdivision, the hand that contains the highest-ranking card as provided in paragraph (1) of this subdivision 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 subdivision, the hands shall be considered a copy hand.

(6) If a gaming facility offers a bonus wager, the following seven-card hands shall be used to determine the amount of the bonus wager payout to which a winning player is entitled:

(i) four 8s and a three of a kind;

(ii) five aces, which is a hand consisting of four aces and a joker;

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

(iv) natural straight flush, which is a hand consisting of five cards of the same suit in consecutive rank with no joker;

(v) straight flush with a joker, which is a hand consisting of five cards of the same suit in consecutive rank, one of which is a joker;

(vi) four of a kind, which is a hand consisting of four cards of the same rank regardless of suit;

(vii) 9-high, which is a seven-card hand consisting of a:

(a) 9, 8, 7, 6, 4, 3 and 2; or

(b) 9, 8, 7, 5, 4, 3 and 2;

(viii) full house, which is a hand consisting of a three of a kind and a pair;

(ix) flush, which is a hand consisting of five cards of the same suit;

(x) three of a kind, which is a hand containing three cards of the same rank regardless of suit; and

(xi) straight, which is a hand consisting of five cards of consecutive rank, regardless of suit.

(c) *Wagers.*

(1) All wagers at Asia poker shall be made by placing chips, plaques and, if applicable, table game promotional coupons on the appropriate betting area of the Asia poker layout.

(2) Only players who are seated at the Asia poker table may place a wager at the game.

(3) If a gaming facility offers the Asia poker bonus wager, upon placing an Asia poker wager and prior to any cards being dealt for the round of play, a player may place an Asia poker bonus wager.

(d) *Procedures for dealing the cards.* In addition to the requirements set forth in subdivisions (d) and (e) of section 5324.2 of this Part, the dealer shall deal the cards as follows:

(1) If using a manual dealing shoe, the dealer shall follow the procedures set forth in this paragraph.

(i) The dealer shall determine the starting position for dealing the cards according to subdivision (c) of section 5324.2 of this Part.

(ii) The dealer shall deal the first card to the starting position determined by this subdivision 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.

(2) If dealing from the hand, the dealer shall follow the procedures set forth in this paragraph.

(i) The dealer shall deal seven stacks of seven cards each to the area in front of the chip tray. 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.

(ii) After seven stacks of seven cards have been dealt, the dealer shall determine if exactly four cards are left by spreading such cards face down on the layout.

(iii) Once the dealer has completed dealing the seven stacks and placed the four remaining cards in the discard rack, the dealer shall then determine the starting position for dealing the cards according to subdivision (c) of section 5324.2 of this Part.

(iv) The dealer shall deliver the first stack to the starting position 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 a position.

(v) 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 such cards in the discard rack without exposing the cards.

(3) If using an automated dealing shoe, the automated dealing shoe shall dispense cards in stacks of seven cards. The dealer shall:

(i) determine the starting position for dealing the cards according to subdivision (c) of section 5324.2 of this Part;

(ii) deliver the first stack of cards dispensed by the automated dealing shoe face down to that position and then to each of the other positions moving clockwise around the table from the starting position, regardless of whether there is a wager at that position;

(iii) 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 if exactly four cards are left by spreading such cards face down on the layout; and

(iv) the dealer shall then collect any stacks dealt to a player position where there is no wager and place such cards in the discard rack without exposing the cards.

(e) Procedures for completion of each round of play; setting of hands; payment and collection of wagers.

(1) After the dealing of the cards has been completed, each player shall set such player's 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.

(2) 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 the dealer's 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.

(3) A player may announce a wish to surrender such player's wager prior to the dealer exposing any of the three hands of that player pursuant to paragraph (4) of this subdivision. Once a player has announced an intention to surrender, the dealer shall:

(i) immediately collect the wager from such player; and

(ii) collect the seven cards dealt to such player without exposing the cards to anyone at the table. The dealer shall verify that seven cards were collected by counting such cards face down on the layout prior to placing such cards in the discard rack.

(4) Once the dealer has set a high hand, medium hand and low hand, the dealer shall expose all three hands of each player, starting from the right and proceeding counter-clockwise 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.

(5) All losing Asia poker wagers shall be immediately collected by the dealer and put in the chip tray. All losing Asia poker hands shall also be collected. An Asia poker wager made by a player shall lose if:

(i) any two of the player's three hands are identical (copy hand) or lower in rank than the dealer's corresponding hands;

(ii) 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;

(iii) the high hand of the player was not set so as to rank higher than such player's medium hand, or the medium hand of the player was not set so as to rank higher than such player's low hand; or

(iv) the three hands of the player were not otherwise set correctly in accordance with the rules of the game.

(6) All hands that result in a winning Asia poker wager shall be paid immediately by the dealer from the chip tray. 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.

(7) A gaming facility shall pay winning wagers at no less than the odds of 1:1.

(f) *Payout odds for bonus wagers.*

(1) Bonus wagers shall be paid at no less than one of the following pay tables, as a gaming facility may choose:

<u>Hand</u>	<u>Pay table A</u>	<u>Pay table B</u>	<u>Pay table C</u>
Straight	2:1	2:1	2:1
Three of a kind	3:1	3:1	3:1
Flush	4:1	4:1	4:1
Full house	5:1	5:1	5:1
9-high	10:1	10:1	10:1
Four of a kind	30:1	30:1	25:1
Straight flush with a joker	40:1	40:1	40:1
Natural straight flush	80:1	50:1	50:1
Royal flush	200:1	200:1	200:1
Five aces	800:1	800:1	800:1
Three of a kind and four 8s	5,000:1	5,000:1	5,000:1

(g) *A player wagering on more than one betting area.*

(1) A gaming facility may permit a player to wager on no more than two betting areas at an Asia poker table, which areas shall be adjacent to each other.

(2) If a gaming facility 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 counter-clockwise 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.

§ 5324.41. Pai gow poker.

(a) Equipment and layout.

(1) Pai gow poker shall be played at a table having on one side betting positions for no more than six players and on the opposite side a place for the dealer.

(2) In addition to the requirements set forth in subdivision (a) of 5324.30 of this Part, the layout for a pai gow poker table shall contain, at a minimum, the following:

(i) six separate designated betting areas for the players at the table with each area being numbered one through six;

(ii) two separate areas located below each betting area that shall be designated for the placement of the high and low hands of that player;

(iii) if a gaming facility offers the optional bonus wager and/or insurance wager:

(a) a separate area for each player, located to the right of the numbered betting areas, designated for the placement of a bonus wager by each player;

(b) a separate area for each player, located to the left of the numbered betting areas, designated for the placement of an insurance wager by each player;

(c) notice of signage for payout odds for the bonus wager and insurance wager and payout amounts for the envy bonus; and

(d) the inscription indicating the payout limit per round of play for the bonus wager and the insurance wager established by the gaming facility or a generic inscription indicating the wagers are subject to the posted payout limit;

(iv) if the gaming facility offers the side wager, a separate area for each player, designated for the placement of that side wager by each player, as well as the payout odds for the side wager;

(v) two separate areas designated for the placement of the high and low hands of the dealer;

(vi) if the gaming facility offers the optional bonus wagers, separate areas for each player, designated for the placement of the three-card bonus wager and seven-card bonus wager; and

(vii) if the gaming facility offers the imperial pai gow bonus wager:

(a) a separate area for each player, located to the right of the area for the placement of a player's pai gow wager, designated for the placement of the imperial pai gow bonus wager; and

(b) an inscription or notice of signage for payout odds for both the player hand bonus and banker hand bonus.

(3) If a gaming facility offers the optional bonus wager, the insurance wager and/or the imperial pai gow bonus wager, a sign shall be posted at each pai gow poker table offering any of these wagers that explains the following:

(i) for the optional bonus wager and the insurance wager, the details of the payout limit established and, if a generic inscription is used, the established payout limit; or

(ii) for the imperial pai gow bonus wager, the payout odds for each bonus wager.

(4) If a gaming facility offers a progressive payout wager, the pai gow poker table shall meet the requirements set forth subdivision (f) of section 5324.2 of this Part.

(b) *Cards; number of decks.* Unless using an automated card shuffling device pursuant to paragraph (2) of subdivision (b) of section 5324.30 of this Part, pai gow 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 a solid color readily distinguishable from the color of the backs and edges of the playing cards. The deck of cards used to play pai gow poker shall include one joker.

(c) *Pai gow poker rankings; cards; poker hands.*

(1) The rank of the cards used in pai gow poker, 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. Except as otherwise provided in paragraph (3) of this subdivision, the joker shall be used and ranked as an ace.

(2) The permissible poker hands at the game of pai gow poker, in order of highest to lowest rank, are:

(i) *five aces*, a high hand consisting of four aces and a joker;

(ii) *royal flush*, a high hand consisting of an ace, king, queen, jack and 10 of the same suit; however, for purposes of the progressive payout wager, natural royal flush is a royal flush that does not use a joker;

(iii) *straight flush*, 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;

(iv) *four of a kind*, 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 2s being the lowest-ranking four of a kind;

(v) *full house*, 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 2s and two 3s being the lowest-ranking full house;

(vi) *flush*, a high hand consisting of five cards of the same suit;

(vii) *straight*, 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;

(viii) *three of a kind*, 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 2s being the lowest-ranking three of a kind;

(ix) *two pairs*, a high hand containing two pairs, with two aces and two kings being the highest-ranking two-pair hand and two 3s and two 2s being the lowest-ranking two-pair hand; and

(x) *pair*, 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 2s being the lowest-ranking pair.

(3) 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.

(4) Notwithstanding the provisions of paragraph (2) of this subdivision, a gaming facility may determine, in accordance with the facility's approved system of internal controls, 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.

(5) When comparing two high 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 subdivision, the hand that contains the highest-ranking card as provided in paragraph (1) of this subdivision that 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.

(6) If a gaming facility offers the optional bonus wager, 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 player is entitled:

(i) *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;

(ii) *royal flush plus royal match* is a seven-card hand consisting of an ace, king, queen, jack and 10 of the same suit, with or without a joker, with one of the following pre-selected by the gaming facility:

(a) an additional king and queen of a same suit; or

(b) an additional ace and king of the same suit, without a joker; and

(iii) *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.

(7) If a gaming facility offers the insurance wager, a joker is ranked as an ace for purposes of determining this wager.

(d) *Wagers.*

(1) All wagers at pai gow poker shall be made by placing chips or plaques and, if applicable, table game promotional coupons on the appropriate betting area of the pai gow poker layout.

(2) 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, such player shall remain seated until the completion of the round of play.

(3) All wagers at pai gow poker shall be placed prior to the dealer announcing "no more bets." No wager at pai gow poker shall be made, increased or withdrawn after the dealer has announced "no more bets."

(4) Upon placing a pai gow poker wager, a player may, if a progressive payout wager is offered by the gaming facility, place a progressive payout wager. Each player shall be responsible for verifying that the acceptor light for such player's betting position has been properly illuminated upon placement of the progressive payout wager.

(5) If a gaming facility offers the optional bonus wagers, upon placing a pai gow poker wager and prior to any cards being dealt for the round of play, a player may place a seven-card bonus wager.

(6) If a gaming facility offers the optional bonus wager or the imperial pai gow bonus wager, upon placing a pai gow poker wager and prior to any cards being dealt for the round of play, a player may place an optional bonus wager or an imperial pai gow bonus wager.

(e) *Shuffle and cut of cards.*

(1) 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 paragraph (2) of this subdivision. If no player accepts the cut, the dealer shall cut the cards.

(2) The cut of the cards shall be offered to players in the following order:

- (i) the first player to the table, if the game is just beginning; and
- (ii) the player at the farthest position to the right of the dealer, provided, 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.

(f) *Procedures for dealing pai gow poker.* In addition to the requirements set forth in subdivisions (d) and (e) of section 5324.2 of this Part, the dealer shall deal the cards as follows:

(1) If using a manual dealing shoe, the dealer shall follow the procedures set forth in this paragraph.

- (i) The dealer shall determine the starting position for dealing the cards according to subdivision (b) of section 5324.2 of this Part;
- (ii) If the gaming facility offers the side wager set forth in subdivision (j) of this section, all such side wagers shall be determined and paid and shall be completed before any card is dealt to any player at the table.
- (iii) The dealer shall deal the first card to the starting position 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.
- (iv) After the seven stacks have been delivered to each position, including the dealer, the dealer shall collect any stacks dealt to a position where there is no wager and place the stacks in the discard rack without exposing the cards.

(2) If dealing from the hand, the dealer shall follow the procedures set forth in this paragraph.

(i) The dealer shall deal seven stacks of seven cards each to the area in front of the chip tray by dealing 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.

(ii) The dealer shall then determine the starting position for delivering the stacks of cards according to subdivision (b) of section 5324.2 of this Part.

(iii) If the gaming facility offers the side wager set forth in subdivision (j) of this section, all such side wagers shall be determined and paid and shall be completed, before any card is dealt to any player at the table.

(iv) The dealer shall deal the first stacks to the starting position 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.

(v) After the seven stacks have been delivered to each position, including the dealer, the dealer shall collect any stacks dealt to a position where there is no wager and place the stacks in the discard rack without exposing the cards.

(3) If using an automated dealing shoe, the automated dealing shoe shall dispense cards in stacks of seven cards. The dealer shall follow the procedures set forth in this paragraph:

(i) The dealer shall determine the starting position for delivering the stacks of cards according to subdivision (b) of section 5324.2 of this Part.

(ii) If the gaming facility offers the side wager, all such side wagers shall be determined and paid, before any stack of cards is dealt to any player at the table.

(iii) The dealer shall deal the first stacks to the starting position 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.

(iv) After the seven stacks have been delivered to each position, including the dealer, the dealer shall collect any stacks dealt to a position where there is no wager and place the stacks in the discard rack without exposing the cards.

(g) Procedures for completion of each round of play; setting of hands; payment and collection of wagers; payout odds; vigorish.

(1) After the dealing of the cards has been completed, each player shall set such player's hands by arranging the cards into a high hand and low hand. When setting the two hands, the five-card high hand shall be equal to or higher in rank than the two-card low hand.

(2) 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 the dealer's 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.

(3) Unless a player has placed a progressive payout wager or a seven-card bonus wager, a player may announce a wish to surrender such player's wager prior to the dealer exposing either of the two hands of such player pursuant to paragraph (5) of this subdivision. Once such player has announced an intention to surrender, the dealer shall:

(i) immediately collect the wager from such player; and

(ii) collect the seven cards dealt to such player without exposing the cards to anyone at the table. The dealer shall verify that seven cards were collected by counting the cards face down on the layout prior to placing the cards in the discard rack.

(4) 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 counter-clockwise 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 push. If the player has placed a progressive payout wager, 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, 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. If the player has placed an imperial pai gow bonus wager, the dealer shall also examine:

(i) the seven cards of the player and announce if the player hand bonus for that player shall win or lose, and

(ii) the seven cards of the bank and announce if the banker hand bonus for that player shall win or lose.

(5) All losing pai gow poker wagers, imperial pai gow bonus wagers, seven-card bonus wagers and progressive payout wagers shall be immediately collected by the

dealer and put in the chip tray. 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:

- (i) 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;
- (ii) 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;
- (iii) 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
- (iv) 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).

(6) 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:

- (i) 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
- (ii) 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.

(7) All hands that resulted in a winning pai gow poker wager, winning seven-card bonus wager, winning imperial pai gow 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 counter-clockwise 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, winning imperial pai gow bonus wager, or a winning seven-card bonus wager, the pai gow poker wager shall be paid first.

(8) A winning pai gow poker wager shall be paid by a gaming facility at no less than odds of 1:1, except that the gaming facility shall collect a vigorish from the winning player in an amount equal to five percent of the amount won; provided, however, that when collecting the vigorish, the gaming facility may round off the vigorish to 25 cents or the next highest multiple of 25 cents. A gaming facility 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, winning imperial pai gow bonus wager or the winning seven-card bonus wager of that player. Before paying a winning progressive payout wager, winning imperial pai gow bonus 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 paragraph (9) of this subdivision, the dealer shall then collect the cards from that player.

(9) If a player has won a progressive payout wager that is not being paid from the chip tray, the cards of such player shall remain on the table until the necessary documentation has been completed.

(h) *Player bank; co-banking; selection of bank; procedures for dealing.*

(1) A gaming facility may offer to all players at a pai gow poker table the opportunity to bank the game. If the gaming facility elects this option, all provisions of this subdivision shall apply except to the extent that they conflict with the provisions of this paragraph, in which case the provisions of this paragraph shall control for any round of play in which a player is the bank.

(2) Player may not be the bank at the start of the game. For the purposes of this subdivision, the start of the game shall mean the first round of play after the dealer is required to shuffle the cards.

(3) After the first round of play pursuant to paragraph (2) of this subdivision, 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 counter-clockwise 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 counter-clockwise 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 section.

(4) Before a player may be permitted to bank a round of play, the dealer shall determine that:

(i) the player placed a wager against the dealer during the last round of play in which there was no player banking the game; and

(ii) the player has sufficient chips on the table to cover all of the wagers placed by other players at the table for that round of play.

(5) A gaming facility may offer the bank the option of having the gaming facility cover 50 percent of the wagers made during a round of play. If the gaming facility offers this option, the gaming facility shall make such option available to all players at the table. If the bank wishes to use this option, the bank shall 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 gaming facility covers 50 percent of the winning wagers, such arrangement 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 commission for written approval. When co-banking is in effect, the dealer may not place a wager against the bank.

(6) If a player is the bank, the player may wager on one betting area only.

(7) Once the dealer has determined that a player may be the bank pursuant to paragraph (4) of this subdivision and after the cards have been shuffled, the dealer shall remove chips from the chip tray 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 commission. 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 places no wager during that round of play. Any amount wagered by the dealer shall be placed in front of the chip tray.

(8) If the cards are to be dealt from a manual dealing shoe, the procedures set forth in paragraph (1) of subdivision (f) of this section shall apply, except as follows:

(i) if a pai gow poker shaker and dice are used to determine the starting position for the dealing of the cards, the bank, instead of the dealer, shall shake the pai gow poker shaker three times. The dealer shall have the responsibility 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 re-shaken by the bank;

(ii) 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 the gaming facility's system of internal controls; and

(iii) 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.

(9) If the cards are to be dealt from the hand, the procedures set forth in paragraph (2) of subdivision (f) of this section shall apply, except as follows:

(i) once the dealer has completed dealing the seven stacks and placed the four remaining cards in the discard rack, 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, who shall move the stack toward the players;

(ii) if a pai gow poker shaker and dice are used to determine the starting position for the delivery of the first stack, the bank, instead of the dealer, shall shake the pai gow poker shaker three times pursuant to subparagraph (ii) of paragraph (3) of subdivision (j) of this section. The dealer shall be responsible 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 re-shaken by the bank;

(iii) if a computerized random number generator is used to determine the starting position for the dealing of the cards, the bank shall use the procedures set forth in subdivision (c) of section 5324.2 of this Part; and

(iv) 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; and

(v) the dealer shall deliver the first stack as determined in subparagraph (i) of this paragraph to the starting position as determined in subparagraph (iii) of paragraph (2) of subdivision (j) of this section. 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 shall 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.

(10) If the cards are to be dealt from an automated dealing shoe, the procedures set forth in paragraph (3) of subdivision (j) of this section shall apply, except as follows:

(i) if a pai gow poker shaker and dice are used to determine the starting position for the delivery of the first stack of cards dispensed by the automated dealing shoe, the bank, instead of the dealer, shall shake the pai gow poker shaker three times pursuant to paragraph (3) of subdivision (j) of this section. The dealer shall be responsible 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 re-shaken by the bank;

(ii) if a computerized random number generator is used to determine the starting position for the dealing of the cards, the bank shall use the procedures set forth in subdivision (c) of section 5324.2 of this Part; and

(iii) 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.

(11) If the cards dealt to the dealer have not been previously collected, after each player has set such player's two hands and placed such hands 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 chip tray with the amount wagered by the dealer against the bank placed on top. If the dealer pushes, the dealer shall return the amount wagered by the dealer against the bank to the chip tray. If the dealer loses, the amount wagered by the dealer against the bank shall be moved to the center of the layout.

(12) 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 counter-clockwise 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 collected immediately 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 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 such 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, such amount shall be

charged a five percent vigorish in accordance with the provisions of subdivision (g) of this section. Once the vigorish has been paid, the remaining amount shall be given to the bank.

(13) If co-banking is in effect, once the dealer has set the co-bank hand pursuant to paragraph (5) of this subdivision, the dealer shall expose the hands of each player starting with the player farthest to the right of the dealer and proceeding counter-clockwise 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 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 such amount in the center of the layout. The dealer shall remove an amount equal to one-half of the remaining winning wagers from the chip tray 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, such amount shall be counted and the dealer shall place half of such amount into the chip tray. The dealer shall collect a five percent vigorish in accordance with paragraph (8) of subdivision (g) of this section on the remaining amount and place the vigorish amount in the chip tray. The remaining amount then shall be given to the co-bank. Immediately after a winning wager of the dealer is paid, this amount and the original wager shall be returned to the chip tray.

(14) 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 paragraph (8) of subdivision (g) of this section.

(15) If a gaming facility offers the progressive payout wager, the imperial pai gow bonus wager or the optional bonus wagers, the processing and settlement of such wagers shall be governed by the rules applicable to such wagers throughout this section.

(i) *A player wagering on more than one betting area.*

(1) Except as provided in paragraph (6) of subdivision (h) of this section, a gaming facility may permit a player to wager on no more than two betting areas at a pai gow poker table, which areas shall be adjacent to each other.

(2) If a gaming facility 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 counter-clockwise 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.

(j) *Permissible side wager.*

(1) If a gaming facility uses a random number generator to determine the starting position for the dealing of cards or the delivery of stacks of cards, the gaming facility may 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 shall be selected and displayed by the random number generator at the beginning of a round of play.

(2) The following procedures shall be observed by any gaming facility offering the additional wager authorized by this section:

(i) 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 may, at the same time, make the additional wager authorized by this subdivision. A player may make an additional wager on more than one number during each round of play;

(ii) a player shall make an additional wager by placing chips, plaques and, if applicable, table game promotional coupons, on the number selected by the player in the area designated for additional wagers on the pai gow poker table layout.

(iii) an additional wager shall win if the number selected by the player in subparagraph (ii) of this paragraph 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;

(iv) 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 collected immediately by the dealer;

(v) 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; and

(vi) a gaming facility shall pay winning additional wagers at odds of no less than 5.5:1 and no more than 6:1 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.

(3) Any additional wager made pursuant to this subdivision shall have no bearing upon any other wager made by a player at the game of pai gow poker.

(k) *Progressive payout wager.*

(1) A gaming facility may 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 shall be dealt a hand type as set forth in paragraph (4) of this subdivision. The progressive payout wager shall, in the discretion of the gaming facility, be either a \$1 or \$5 wager.

(2) 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 chip tray return device, verify, on the layout in front of the chip tray, that the number of chips wagered equals the number of lights illuminated on the acceptor devices and place the chips into the chip tray.

(3) A winning progressive payout wager shall be paid in accordance with the payout table listed in paragraph (4) of this subdivision. A winning progressive payout wager shall be paid without regard to the outcome of the player's pai gow poker wager. Prior to paying a winning progressive payout wager, the dealer shall:

- (i) verify that the light on the correct acceptor device has been illuminated;
- (ii) verify that the hand is a winning hand; and
- (iii) require a supervisor to validate any payouts to be deducted from the progressive meter pursuant to paragraph (5) of this subdivision and the gaming facility's system of internal controls.

(4) A gaming facility shall pay winning progressive payout wagers at no less than the following amounts:

- (i) for a \$5 progressive wager, multiply payout amount by five; and
- (ii) for a \$1 progressive wager:

<u>Hand</u>	<u>Payout</u>
Natural royal flush and pair	100% of meter
Five aces and pair	100% of meter
Natural royal flush	10% of meter
Five aces	10% of meter
Royal flush and pair	\$200
Royal flush	\$100

Straight flush and pair	\$50
Straight flush	\$25
Four of a kind and pair	\$40
Four of a kind	\$20
Full house and pair	\$10
Full house	\$5
Flush and pair	\$6
Flush	\$3
Straight and pair	\$4
Straight	\$2
Three of a kind	\$2

(5) The rate of progression of the progressive meter used to determine the progressive payouts required by paragraph (4) of this subdivision shall be no less than 21 percent of the amount wagered for the \$1 progressive wager and 27 percent of the amount wagered for the \$5 progressive wager. Any progressive wager payout of \$50 or more or for a straight flush for a \$1 progressive wager, and any progressive wager payout of \$250 or more or for a straight flush for a \$5 progressive wager, shall be deducted from the progressive meter.

(6) 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, without regard to the amount that was on the meter when the player placed the wager or when the dealer dealt the player's cards.

(l) *Pai gow insurance wager; side bonus wager; payment of envy bonus.*

(1) A gaming facility may offer to each player at a pai gow poker table the opportunity to make a pai gow insurance wager and/or a bonus wager and receive an envy bonus payment in accordance with the provisions of this subdivision. The optional bonus wager authorized by this subdivision may not be offered by a gaming facility on any pai gow poker table that offers the optional three-card bonus wager, the imperial pai gow bonus wager or the seven-card bonus wager.

(2) Any player who has made a pai gow poker wager may, at the same time, make a pai gow insurance wager and/or a bonus wager by placing chips in the area designated for a bonus wager at such player's betting position. A bonus wager shall be no less than \$1.

(3) Any player who makes a bonus wager of at least \$5 shall qualify to receive an envy bonus payment. The dealer shall place an envy bonus marker immediately in front any bonus wager of \$5 or more.

(4) If one or more players makes a pai gow insurance wager and/or a bonus wager, the dealer shall follow the procedures set forth in subparagraph (i) of this paragraph, but with the following modifications:

(i) the dealer shall, starting from the dealer's right and moving counter-clockwise around the table, settle the pai gow poker wager of each player and collect any vigorish that is due; provided, however, that:

(a) the cards of any player who has placed a bonus wager shall remain on the layout, regardless of the outcome of such player's pai gow poker wager, until removed in accordance with the provisions of clauses (a) or (b) of subparagraph (ii) of this paragraph; and

(b) if any player has placed a pai gow insurance wager or a bonus wager of at least \$5, the cards of each player shall remain on the layout, regardless of the outcome of such player's pai gow poker wager, until removed in accordance with the provisions of subparagraphs (ii) or (iii) of this paragraph;

(ii) after settling the pai gow poker wager of a player who has placed a pai gow insurance wager or a bonus wager, the dealer shall rearrange the seven cards of the player to form the best possible hand and ultimately shall be responsible for creating such hand for purposes of the pai gow insurance wager and the bonus wager. Except for the pai gow insurance 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, the dealer shall rearrange the cards of each player at the table regardless of whether such player has placed a bonus wager;

(a) if the player does not have a qualifying poker hand or a pai gow, the dealer shall collect the bonus wager and/or pai gow insurance wager, if applicable, and place the cards of the player in the discard rack;

(b) if the player has a qualifying poker hand or a pai gow, the dealer shall, if and as applicable, pay the winning bonus wager and/or the winning pai gow insurance wager and place the cards of the player in the discard rack;

(c) if the player has a premium qualifying poker hand, the dealer verbally shall acknowledge the premium qualifying poker hand and leave the bonus wager, if applicable, and the cards of the player face up on the table; and

(iii) after all other bonus wagers and pai gow insurance wagers have been settled, the dealer shall, starting from the dealer's right and moving counter-clockwise around the table, settle with each player who has an envy bonus marker at such player's betting position or who has a bonus wager and a premium qualifying poker hand.

(a) If the player has an envy bonus marker, the dealer shall pay the player the appropriate envy bonus payment and collect the envy bonus marker.

(b) If the player has a bonus wager and a premium qualifying poker hand, the dealer shall pay the winning bonus wager and place the cards of the player in the discard rack.

(c) 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.

(m) *Payout odds for bonus wagers; envy bonus payments; pai gow insurance wagers.*

(1) Bonus wagers shall be paid at no less than as set forth on one of the following pay tables, as the gaming facility may choose:

<u>Hand</u>	<u>Pay table A</u>	<u>Pay table B</u>	<u>Pay table C</u>
Straight	2:1	2:1	2:1
Three of a kind	3:1	3:1	3:1
Flush	4:1	4:1	4:1
Full house	5:1	5:1	5:1
Four of a kind	25:1	25:1	20:1
Straight flush	50:1	50:1	50:1
Royal flush	150:1	150:1	100:1
Five aces	400:1	400:1	250:1
Seven-card straight flush with joker	1000:1	1000:1	750:1
Royal flush plus royal match	2000:1	2000:1	1000:1
Seven-card straight flush with no joker	8000:1	5000:1	5000:1

(2) Envy bonus payments shall be paid pursuant to one of the following pay tables, as the gaming facility may choose (each envy pay table shall correspond with the same pay table letter chosen in paragraph (1) of this subdivision:

<u>Hand</u>	<u>Pay table A</u>	<u>Pay table B</u>	<u>Pay table C</u>
Four of a kind	\$5	\$5	\$5
Straight flush	\$20	\$20	\$10
Royal flush	\$50	\$50	\$25
Five aces	\$250	\$250	\$50
Seven-card straight flush with joker	\$500	\$500	\$100
Royal flush plus royal match	\$1000	\$1000	\$250
Seven-card straight flush with no joker	\$5000	\$3000	\$1000

(3) Pai gow insurance wagers shall be paid pursuant to the payout odds set forth in one of the following pay tables, pre-selected by the gaming facility:

<u>Hand</u>	<u>Pay table A</u>	<u>Pay table B</u>	<u>Pay table C</u>	<u>Pay table D</u>	<u>Pay table E</u>
ace high	2:1	2:1	1:1	3:1	3:1
king high	3:1	3:1	5:1	5:1	5:1
queen high	5:1	5:1	10:1	6:1	7:1
jack high	20:1	25:1	25:1	15:1	15:1
10 high	40:1	75:1	50:1	25:1	25:1
9 high	400:1	250:1	100:1	100:1	100:1

(4) Notwithstanding the minimum payout odds required in paragraphs (1) and (3) of this subdivision and the fixed bonus amount required in paragraph (2) of this subdivision, a gaming facility may establish a maximum payout amount as approved by the commission 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 wagers, whichever is greater. If the established payout limit is not included on the layout, each gaming facility shall provide notice of any decrease in the payout limit. Any maximum payout limit established by a gaming facility shall apply only to payouts of pai gow poker bonus wagers and pai gow insurance wagers placed.

(n) *Dealing procedures for three-card bonus wager and seven-card bonus wager.*

(1) A gaming facility may 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. The bonus wagers authorized by this subdivision may not be offered by a gaming facility on any pai gow poker table that offers the optional bonus wager or the imperial pai gow bonus wager. 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.

(2) Notwithstanding any other provision of this section, 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 that dispenses cards in stacks of three cards.

(3) Once the procedures required by subdivision (e) of this section have been completed, the cards shall be placed in the automated dealing shoe. The dealer then shall announce "no more bets."

(4) 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.

(5) 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.

(6) Each player who has placed a three-card-bonus wager shall, after examining such player's cards, determine whether the three-card hand qualifies for a three-card bonus wager payout. Each player who has placed a three-card bonus wager and who has a winning hand shall place such player's 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.

(7) After each stack of three cards has been dispensed and delivered and each three-card bonus wager has been settled in accordance with this section, the dealer shall complete the dealing of the cards by following one of the following procedures.

(i) 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 paragraph (2) of subdivision (f) of this section, deal 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 the dealer's left who has placed a pai gow poker wager 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.

(ii) The dealer shall deliver the first stack of four additional cards dispensed by the automated dealing shoe face down to the player farthest to the dealer's left who has placed a pai gow poker 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 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. 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.

(8) 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.

(o) *Payout odds for optional three-card bonus wager and seven-card bonus wager.*

(1) A gaming facility shall pay winning three-card bonus wagers at no less than the following odds:

<u>Hand</u>	<u>Payout</u>
One pair	1:1
Three-card flush	3:1
Three-card straight	4:1
Three-card straight flush	5:1
Three of a kind	25:1
Three-card straight flush with no joker	40:1

(2) A gaming facility shall pay winning seven-card bonus wagers at no less than the odds in accordance with one of the following payout tables:

<u>Hand</u>	<u>Pay table A</u>	<u>Pay table B</u>
Straight	2:1	2:1
Three of a kind	3:1	3:1
Flush	4:1	4:1
Full house	5:1	5:1
Four of a kind	25:1	25:1
Straight flush with joker	50:1	30:1
Straight flush with no joker		50:1
Royal flush	250:1	200:1
Five aces	500:1	500:1

(3) Notwithstanding the minimum payout odds required in paragraph (3) of this subdivision, a gaming facility may establish a maximum payout amount as approved by the commission 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 gaming facility shall provide notice of any decrease in the payout limit. Any maximum payout limit established by a gaming facility shall apply only to payouts of the seven-card bonus wager placed.

(p) *Imperial pai gow bonus wager.*

(1) A gaming facility may, in its discretion, offer to each player at a pai gow poker table the opportunity to make an imperial pai gow bonus wager and receive bonus payouts. The optional bonus wager authorized by this subdivision may not be offered by a gaming facility on any pai gow poker table that offers the pai gow insurance wager, optional bonus wager and envy bonus or the optional three-card bonus wager and the seven-card bonus wager. The imperial pai gow bonus wager

shall have no bearing on any other permitted wager made by a player at the game of pai gow poker.

(2) Any player who has made a pai gow poker wager may, at the same time, make a bonus wager by placing chips in the area designated for the imperial pai gow bonus wager at such player's betting position. Minimum and maximum imperial pai gow bonus wagers shall be established in the gaming facility's system of internal controls.

(3) If an imperial pai gow bonus wager has been made by one or more players, the dealer shall observe the procedures set forth in subdivision (g) of this section but with the following modifications:

(i) After settling the pai gow poker wager of a player who has placed an imperial pai gow bonus wager, the dealer shall rearrange the seven cards of the player to form the best possible hand and determine if the player's hand qualifies for the player hand bonus payout. The dealer shall be responsible ultimately for creating such hand for purposes of the player's hand bonus. A joker may be used as any card to complete any straight, flush, straight flush or five aces. The dealer shall pay any player hand bonus.

(ii) After the dealer determines whether a player's hand qualifies for a player hand bonus and settles such bonus, the dealer shall determine whether the dealer's hand qualifies for a banker hand bonus. If a player is banking a round of play, the banker hand bonus for all other players shall be determined by the bank's hand and the banker hand bonus for the bank shall be determined by the dealer's hand. The dealer shall pay any banker hand bonus in accordance with the payout odds for imperial pai gow wager bonus wager.

(4) A gaming facility shall pay a player hand bonus for the highest qualifying hand type at the following odds:

<u>Hand</u>	<u>Payout</u>
Three of a kind	2:1
Straight	2:1
Flush	4:1
Full house	5:1
Four of a kind	25:1
Straight flush	50:1
Royal flush	200:1
Five aces	1000:1

(5) A gaming facility shall pay a banker hand bonus for the highest qualifying hand type at the following odds:

<u>Hand</u>	<u>Payout</u>
Jack high	5:1
10 high	20:1
9 high	100:1

(6) Notwithstanding the payout odds required in paragraphs (4) and (5) of this subdivision, a gaming facility may establish a maximum payout amount as approved by the commission 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 gaming facility shall provide notice of any decrease in the payout limit. Any maximum payout limit established by a gaming facility shall apply only to aggregate player hand bonus and banker hand bonus payouts for imperial pai gow bonus wagers placed.

(q) *Irregularities.* If the bank does not set the bank's own hands correctly, the wager shall not be lost, and the dealer shall be required to reset the bank's hands in the manner submitted to the commission, so that the round of play may be completed.

§ 5324.42. Poker.

(a) *Equipment and layout.*

(1) Poker shall be played on a table that has positions for no more than 11 players and a dealer.

(2) The layout for a poker table shall contain, at a minimum:

- (i) the name and/or logo of the gaming facility offering the game; and
- (ii) a designated holding area located to the right of the dealer for the collection of the rake prior to final placement of the rake in the chip tray.

(3) Each poker table shall have a designated area for the placement of at least one deck of cards. This area may be part of the chip tray.

(4) Each poker table shall have a tip box attached to the dealer's side of the gaming table.

(5) Cards; number of decks.

- (i) Poker shall be played with one deck of cards with backs of the same color and design and one additional cover card. 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 from the other deck. While one deck

is in use, the other deck shall be stored in a designated area, unless an automated card shuffling device is being used.

(ii) Each gaming day, decks of cards with distinguishable card backings shall be distributed among all open poker tables in a manner determined by a supervisor. When distributing the decks among tables the supervisor shall consider, at a minimum, the table limits, the location of the table and the type of poker available at each table.

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

(a) the backs of the cards in the two decks shall be different colors;

(b) 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

(c) both decks shall be alternated in and out of play continuously, with each deck being used for every other round of play.

(6) To facilitate the collection of the rake, a gaming facility may use poker rake chips.

(i) Poker rake chips shall be used only by dealers and may be substituted only for value chips that have been collected as part of the rake prior to the rake being placed in the drop box.

(ii) Unused poker rake chips shall be kept by the dealer in the chip tray.

(iii) The denominations that may be used for poker rake chips are \$2, \$3 or \$4.

(b) *Poker rankings.*

(1) 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, 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.

(2) The permissible high poker hands in poker games that result in a five-card hand, in order of highest to lowest rank, are:

(i) *royal flush*, a hand consisting of an ace, king, queen, jack and 10 of the same suit;

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

- (iii) *four of a kind*, a hand consisting of four cards of the same rank regardless of suit, with four aces being the highest-ranking four of a kind and four 2s being the lowest-ranking four of a kind;
- (iv) *full house*, a hand consisting of three of a kind and a pair, with three aces and two kings being the highest-ranking full house and three 2s and two 3s being the lowest-ranking full house;
- (v) *flush*, a hand consisting of five cards of the same suit;
- (vi) *straight*, a hand consisting of five cards of consecutive rank, regardless of suit, with an ace, king, queen, jack and 10 being the highest-ranking straight and an ace, 2, 3, 4 and 5 being the lowest-ranking straight; provided, however, that an ace may not be combined with any other sequence of cards for purposes of determining a winning hand;
- (vii) *three of a kind*, a hand consisting of three cards of the same rank regardless of suit, with three aces being the highest-ranking three of a kind and three 2s being the lowest-ranking three of a kind;
- (viii) *two pairs*, a hand consisting of two pairs, with two aces and two kings being the highest-ranking two pairs and two 3s and two 2s being the lowest-ranking two pairs; and
- (ix) *pair*, a hand consisting of two cards of the same rank, regardless of suit, with two aces being the highest-ranking pair and two 2s being the lowest-ranking pair.

(3) When comparing two hands that are of identical poker-hand rank pursuant to the provisions set forth in paragraph (2) of this subdivision or that contain none of the poker hands authorized for that game, the hand that contains the highest-ranking card as provided in paragraphs (1) or (4) of this subdivision, whichever is applicable, 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 paragraph, the hands shall be considered tied and the pot shall be equally divided among the players with the tied hands.

(4) 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, 2, 3, 4, 5, 6, 7, 8, 9, 10, jack, queen and king; provided, however, that in the game of triple draw low ball deuce to seven the order of highest to lowest rank shall be 2, 3, 4, 5, 6, 7, 8, 9, 10, jack, queen, king and ace.

(5) The ranking of a low poker hand as determined by the holding of a five-card hand shall be the inverse of the rankings for a high poker hand as set forth in paragraph (2) of this subdivision; provided, however, that in all low poker games except for

triple draw low ball deuce to seven, straights and flushes shall not be considered for purposes of determining a winning hand at low poker.

(c) *Wagers.*

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

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

- (i) an ante prior to receiving any cards;
- (ii) a predetermined blind bet prior to receiving any cards; or
- (iii) a forced bet to initiate a betting round based on that player's up card.

(3) A player may participate in the wagering during a round of play only with chips or plaques. In addition, a player may use coin for the purpose of placing an ante in an amount less than \$1 and in denominations of \$0.25 or \$0.50.

(i) A player may add to such player's chips or plaques and, except as provided in subparagraph (v) of this paragraph, may not remove any chips or plaques from the poker table at any time during ongoing play.

(ii) Cash placed on the table by a player prior to the start of a round may be used to initiate, call or raise a bet if such currency is converted expeditiously into chips or plaques by the dealer in accordance with section 5323.10 of this Subchapter. Coin that is available for use by a player pursuant to this subsection may be used to place an ante in an amount less than \$1, and any such coin shall be converted expeditiously into a \$1 chip by the dealer upon the pot accumulating an equivalent aggregate value in coin.

(iii) In order to participate in a round of play, a player shall be required to have an amount of chips or plaques on the poker table prior to the start of the round of play that is sufficient to make any bet and at least one bet at the posted table minimum.

(iv) A player who satisfies the requirements of subparagraph (iii) of this paragraph but who depletes such player's funds on the poker table prior to the completion of a round of play shall be deemed to be "all-in."

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

- (b) An “all-in” player shall continue to receive any cards to which the player would normally be entitled.
- (c) Betting shall continue unimpeded among the other players by generating a separate side pot, which only those players shall be eligible to win.
- (v) Whenever a player indicates intent to leave a poker table temporarily without relinquishing a seat at the table, the supervisor shall either account for the amount of the player’s table stakes prior to the player’s departure from the table, take possession of such player’s table stakes until the player’s return to the table or maintain the player’s table stakes on the table until the player’s return.
- (4) An oral statement by a player of “fold,” “check,” “call,” “raise” or an announcement of a specific-size wager shall be binding on the player if it is such player’s turn to act.
- (5) A player who announces a bet or raise of a certain amount but places a different amount of chips or plaques in the pot shall be required to correct such bet or raise to the announced amount.
- (6) A player shall be considered to have placed a bet if the player:
 - (i) pushes chips or plaques forward to indicate the intent of placing a bet;
 - (ii) releases chips or plaques into the pot; or
 - (iii) releases chips or plaques at a sufficient distance from the player and toward the pot to make it obvious that such release is intended as a bet.
- (7) A player shall not be permitted to make a bet and thereafter attempt to increase the amount of that bet.
 - (i) If the player wishes to add additional chips or plaques to the bet, the player shall indicate at the time the bet is being made that the bet is not yet complete.
 - (ii) A player who puts the proper amount of chips or plaques into the pot to call a bet, without indicating an intention to raise, may not thereafter raise the previous bet.
 - (iii) Subject to the posted table wagering limits, a player who announces “raise” may continue to bet chips or plaques until both of such player’s hands come to rest in front of the pot.
- (8) It shall be the dealer’s responsibility to ensure that no player touches any of the chips or plaques once such chips or plaques are placed into the pot.

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

(10) Unless specifically posted to the contrary, a player shall be permitted to raise after the player has previously checked in a betting round.

(11) Prior to the cards being dealt, a player following the big blind may place a bet, also known as a straddle, in an amount equivalent to twice the big blind in accordance with the gaming facility's approved system of internal controls.

(d) *Opening the table for gaming.* After receiving two decks of cards at the table, the dealer shall comply with the requirements of subdivision (b) of section 5324.2 of this Part, except that a minimum of two players is required to inspect visually the cards from each deck prior to game play.

(e) After the cards have been shuffled, stacked and placed on the table in front of the dealer, the dealer shall cut the deck pursuant to subdivision (b) of section 5324.2 of this Part.

(f) *Poker overview; general dealing procedures for all types of poker.*

(1) Poker shall be conducted in a separate and distinct area of the gaming facility floor.

(2) Poker shall be played by a minimum of two players and a maximum of 11 players. Poker shall be dealt clockwise by a dealer at a poker table.

(3) For all types of poker set forth in this section, the dealer shall not participate in the playing or outcome of the game.

(4) A player shall wager on the cards that the player holds in such player's 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.

(5) In order to win the pot, a player shall make a bet that no other player elects to call or by having the hand of highest rank at the showdown. 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.

(6) The dealer shall use the procedures set forth in this paragraph when dealing the game of poker.

(i) The dealer shall choose the hand in which the dealer will hold the cards. Once the dealer has chosen a hand, the dealer shall 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 lammer on top of the deck until the transaction has been completed.

(ii) The dealer shall indicate, verbally or physically, the action that occurs at the poker table with regard to the conduct of the game and instruct each player as to such player's various turns to act and options.

(iii) All burn cards required by this section shall be kept separate from the pile of discarded cards.

(iv) The dealer shall be required to count the entire deck of cards at least once every 15 minutes in order to determine that 52 cards are present. A gaming facility may use an automated card shuffling device to determine if there are an incorrect number of cards. If 52 cards are not present the deck shall be removed from the table by the supervisor and a new deck placed into play.

(v) 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.

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

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

(viii) The dealer shall collect the rake in accordance with subdivision (n) of this section.

(ix) The dealer shall collect, if applicable, any amount required to be contributed to a jackpot payout fund in accordance with subdivision (s) of this section.

(g) A gaming facility may offer the following types of poker games:

- (1) seven-card stud (high, low, high-low split and high-low split eight or better);
- (2) Texas hold 'em (high);
- (3) Omaha (high, high-low split eight, or better);

- (4) five-card draw (high and low);
- (5) five-card stud (high); and
- (6) pineapple and crazy pineapple.

(h) *Seven-card stud poker; procedures for dealing of cards; completion of each round of play.*

(1) Each gaming facility 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 such gaming facility's poker room.

(2) 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 table.

(3) 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 cards face down and one card face up to each player.

(4) Once each player has received three cards in accordance with paragraph (3) of this subdivision, the first betting round shall commence by comparing the up card of each player. 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 and clubs. A forced bet shall be required to be made by:

- (i) for high poker, the player with the lowest ranked up card;
- (ii) for low poker, the player with highest-ranked up card, with ranking determined as if the game were one of high poker;
- (iii) for high-low split poker, the player with the highest ranked up card. An ace shall be considered ranked below a two; and
- (iv) for high-low split eight or better poker, the player with the lowest ranked up card, with an ace considered the highest-ranking card.

(5) Following the placement of the forced bet required by paragraph (4) of this subdivision, 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 acted to the most recent bet, the betting round shall be considered complete.

(6) 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 left of the dealer, deal a fourth card face up to each player who made or called the last wager. The next betting round shall commence as follows:

- (i) the player with the highest-ranking poker hand showing shall be required to bet or check;
- (ii) for seven-card stud low, the player with the highest-ranking low poker hand showing shall be required to bet or check; or
- (iii) if the highest-ranking poker hand showing is held by two or more players, the player immediately following the dealer shall be required to bet or check.

(7) Following the initial bet or check required by paragraph (6) of this subdivision, each subsequent player, proceeding in a clockwise rotation, may fold, call, raise or check if the preceding players have not made a bet or 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.

(8) 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 in this paragraph, 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 subdivision shall be followed by a betting round conducted in accordance with the provisions of paragraphs (6) and (7) of this subdivision.

(9) 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 that the player was dealt. This five-card hand shall constitute the poker hand of that player at the showdown. The winner of the pot shall be:

- (i) in high poker, the player with the highest-ranking five-card high hand;
- (ii) in low poker, the player with the highest-ranking five-card low hand;
- (iii) 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 paragraph (10) of this subdivision, who shall divide the pot equally.

(a) If a pot cannot be divided equally, the excess amount, which shall not exceed \$1, shall be given to the player with the highest-ranking high hand.

(b) 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, shall be given to the player with the highest-ranking high poker card by suit.

(c) 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, shall be given to the player with the lowest-ranking low poker card by suit.

(d) For the purposes of this subdivision only the highest to lowest ranked suits in order as follows: spades, hearts, diamonds and clubs.

(10) In seven-card stud high-low split eight or better poker, a winning low hand may not contain any pairs or a 9, 10, jack, queen or king. This condition 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.

(11) 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.

(12) 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.

(i) *Texas hold 'em poker; procedures for dealing of cards; completion of each round of play.*

(1) Each gaming facility shall be required to observe the procedures set forth in this section for each game of Texas hold 'em poker offered in its poker room. Texas hold 'em poker shall be played to determine a winning high hand only.

(2) Each poker table shall be restricted to a maximum of 11 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.

(3) 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 at the commencement of play and 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

(iii) thereafter, the button shall rotate around the table in a clockwise manner after each round of play.

(4) The player immediately following the button shall be required to initiate the first betting round by placing a blind bet in accordance with the posted table rules. A gaming facility 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 gaming facility shall be posted on a sign at each table.

(5) Starting with the player immediately following 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 in possession of the button being the last player to receive a card each time.

(6) Following the placement of the bet or bets, each player shall 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 or bets. After the last player has responded to the most recent bet, the betting round shall be considered complete.

(7) 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 immediately following 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.

(8) Upon completion of the betting round required by paragraph (7) of this subdivision, 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 paragraph (7) of this subdivision.

(9) Upon completion of the betting round required by paragraph (8) of this subdivision, 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 paragraph (7) of this subdivision.

(10) 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 such player's highest-ranking five-card high poker hand by using, in any combination, such player's 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 comprises the five community cards, all players remaining in the round of play shall share equally in the pot.

(j) *Omaha poker; procedures for dealing of cards; completion of each round of play.*

(1) Each gaming facility shall be required to observe the procedures set forth in this section for the game of Omaha high and Omaha high-low split eight or better poker.

(2) 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.

(3) 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 set forth in paragraph (4) of this subdivision.

(4) Starting with the player immediately following 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 in possession of the button being the last player to receive a card each time.

(5) 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 paragraphs (4) and (6) through (9) of this subdivision.

(6) 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:

(i) in high poker, the player with the highest-ranking five-card high poker hand;
or

(ii) 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 paragraph (7) of this subdivision, who shall divide the pot equally.

(a) If a pot cannot be divided equally, the excess amount, which shall not exceed \$1, shall be given to the player with the highest-ranking high hand.

(b) 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, shall be given to the player closest to the dealer button in a clockwise rotation.

(c) 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, shall be given to the player closest to the dealer button in a clockwise rotation.

(7) In Omaha high-low split-eight-or-better poker, a low hand shall occur when three cards with a value of eight or less are present in the community cards. In the event that the community cards do not have a value of eight or less, the entire pot shall be awarded to the player with the highest-ranking high poker hand. Straights and flushes do not count against players for low hand requirements.

(8) The following shall apply only in Omaha high-low split-eight-or-better poker:

(i) 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;

(ii) a player may use the same five-card grouping to make a high hand and a low hand; and

(iii) 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.

(9) In Omaha high-low split-eight-or-better poker, an optional kill or half-kill may be offered. A kill lammer, 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 in excess of an established dollar amount or multiple of the minimum permissible wager for the hand, as determined by the gaming facility. 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 paragraph (5) of this subdivision. 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 game rules. 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 lammer 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 lammer.

(k) Five-card draw poker; procedures for dealing of cards; completion of each round of play.

(1) A gaming facility shall observe the procedures set forth in this section for the game of five-card draw high and five-card draw low poker.

(2) 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 table.

(3) 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 paragraph (3) of subdivision (h) of this section.

(4) Starting with the player immediately following 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.

(5) After each player has been dealt five cards face down, an initial betting round shall be completed in accordance with the provisions of paragraphs (4) and (6) of subdivision (h) of this section.

(6) After completion of the initial betting round, each player remaining in the round of play, starting with the player immediately following the button and continuing in a clockwise rotation around the poker table, shall have an opportunity to draw new cards. Each player may keep such player's original hand or discard as many cards as such player chooses. Each discarded card shall be replaced by the dealer with a new card dealt from the deck as follows:

- (i) prior to the first player receiving any new cards, the dealer shall burn the top card of the deck; and

(ii) 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 re-shuffled 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 re-shuffled cards.

(7) The final betting round shall commence with the option to bet or check belonging to the first player immediately following 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 or check.

(8) 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:

(i) in high poker, the player with the highest-ranking five-card high hand; and

(ii) in low poker, the player with the highest-ranking five-card low hand.

(l) Triple-draw low-ball deuce-to-seven; procedures for dealing of cards; completion of each round of play.

(1) A gaming facility shall observe the procedures set forth in this section for the game of triple-draw low-ball deuce-to-seven.

(2) Each poker table shall be restricted to a maximum of seven 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.

(3) 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 paragraph (3) of subdivision (h) of this section.

(4) 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 in possession of the button being the last player to receive a card each time.

(5) After each player has been dealt five cards face down, an initial betting round shall be completed in accordance with the provisions of paragraphs (4) and (6) of subdivision (h) of this section.

(6) After completion of the initial betting round, each player remaining in the round of play, starting with the player immediately following the button and continuing in a clockwise rotation around the poker table, shall have an opportunity to draw new cards one player at a time. Prior to the first player receiving any new cards, the dealer shall burn the top card of the deck. Each player may keep such player's original hand or discard as many cards as such player chooses. Each discarded card shall be replaced by the dealer with a new card dealt from the deck. If an insufficient number of cards remain in the deck for a player to draw new cards, all discarded cards, except for the cards discarded by that player, shall be re-shuffled and the new cards shall be dealt to the player.

(7) After the completion of discarding and drawing new cards, the second betting round shall be completed in accordance with the provisions of paragraph (6) of subdivision (j) of this section.

(8) After the second betting round, each player remaining in the round of play, starting with the player immediately following the button and continuing in a clockwise rotation around the poker table, shall have an opportunity to draw new cards one player at a time. Each player may keep such player's original hand or discard as many cards as such player chooses. Each discarded card shall be replaced by the dealer with a new card dealt from the deck in accordance with paragraph (6) of this subdivision.

(9) After the completion of discarding and drawing new cards, the third betting round shall be completed in accordance with the provisions of paragraph (6) of subdivision (j) of this section.

(10) After the third betting round, each player remaining in the round of play, starting with the player immediately following the button and continuing in a clockwise rotation around the poker table, shall have an opportunity to draw new cards one player at a time. Each player may keep such player's original hand or discard as many cards as the player chooses. Each discarded card shall be replaced by the dealer with a new card dealt from the deck in accordance with the provisions of paragraph (6) of this subdivision.

(11) After the completion of discarding and drawing new cards, the fourth and final betting round shall commence with the option to bet or check belonging to the first player immediately following 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.

(12) 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 lowest-ranking hand as determined by paragraphs (6) and (7) of subdivision (c) of this section.

(m) *Five-card-stud poker; procedures for dealing of cards; completion of each round of play.*

(1) A gaming facility shall observe the procedures set forth in this section for the game of five-card-stud high poker. Five-card-stud shall be played to determine a winning high hand only.

(2) 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 table.

(3) 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.

(4) Once each player has received two cards, 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 in accordance with the provisions of paragraph (4) of subdivision (i) of this section if two or more players have an up card of the same rank, shall be required to make a forced bet.

(5) 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.

(6) 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 immediately following the dealer shall be required to bet. The betting round shall be completed in accordance with the procedures in paragraph (5) of this subdivision.

(7) 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 paragraph (6) of this subdivision. Prior to each round of cards being dealt, the dealer shall burn the top card of the deck.

(8) 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.

(n) Pineapple and crazy pineapple; procedures for dealing of cards; completion of each round of play.

(1) Each gaming facility shall be required to observe the procedures set forth in this subdivision for each game of pineapple and crazy pineapple offered in a poker room. Pineapple and crazy pineapple shall be played to determine a winning high hand only.

(2) Each poker table shall be restricted to a maximum of 11 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.

(3) 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:

(i) the button shall be used to indicate an imaginary dealer; and

(ii) at the commencement of play, the button shall be placed in front of:

(a) the first player to the right of the dealer; or

(b) the player randomly determined by rank of a single card dealt; and

(c) thereafter, the button shall rotate around the table in a clockwise manner after each round of play.

(4) The player immediately following the button shall be required to initiate the first betting round by placing a blind bet in accordance with the posted table rules. A gaming facility 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 gaming facility shall be posted on a sign at each table.

(5) Starting with the player immediately following 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 in possession of the button being the last player to receive a card each time.

(6) Following the placement of the bet or bets, each player shall, 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 or bets. After the last player has responded to the most recent bet, the betting round shall be considered complete.

(7) For the game of pineapple, each player shall then discard one of its three hole cards.

(8) 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.

(9) For the game of crazy pineapple, once these community cards are dealt, each player shall then discard one of such player's three hole cards.

(10) The next betting round shall commence with the option to bet or check belonging to the first player immediately following 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.

(11) Upon completion of the betting round required by paragraph (10) of this subdivision, 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 paragraph (10) of this subdivision.

(12) Upon completion of the betting round required by paragraph (11) of this subdivision, the dealer again shall 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 paragraph (10) of this subdivision.

(13) 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 such player's highest-ranking five-card high poker hand by using, in any combination, such player's 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.

(o) *Poker revenue.*

(1) The gaming facility shall derive its poker revenue at all poker tables by extracting the rake. Each gaming facility shall submit to the commission in its system of internal controls:

- (i) the system of rake used;
- (ii) the methodology used for calculating the rake; and
- (iii) the amount of maximum permissible rake.

(2) Each gaming facility shall use one or more of the following procedures in determining and collecting the rake:

(i) A straight percentage rake, pursuant to which:

(a) a fee, not to exceed 10 percent of all sums bet in the betting round, shall be collected from a pot and any side pots;

(b) the amount to be raked shall be calculated and collected from the pot and any side pots after the conclusion of a betting round and placed into the designated rake area or drop box pursuant to subdivision (b) of this section as play progresses; and

(c) upon completion of a hand, the rake shall be immediately placed by the dealer into the designated rake area or drop box.

(ii) A rake shall be taken in incremental amounts, pursuant to which:

(a) assessments of predetermined amounts shall be collected from the pot and any side pots as certain predetermined dollar levels have been achieved;

(b) upon collection, the amount to be raked shall be placed into the designated rake area pursuant to subdivision (b) of this section; and

(c) upon completion of a round of play, the rake shall be placed immediately by the dealer into the designated rake area or drop box.

(iii) A rake based on time charges, pursuant to which:

(a) 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;

(b) time charges shall be expressed as an hourly fee based on the particular minimum and maximum wagering limits at a game;

(c) time charges may be assessed fractionally as determined by the gaming facility;

(d) time charges, once assessed, shall be placed by the dealer into the designated rake area pursuant to subdivision (b) of this section; and

(e) upon verification by a floorperson or supervisor of the time charges collected, the rake shall be placed immediately by the dealer into the drop box.

(3) A sign describing the type and amount of rake to be collected pursuant to paragraph (2) of this subdivision shall be posted at each poker table in accordance with the requirements of subdivision (c) of this section.

(4) An uncalled final bet shall not be considered part of the pot for purposes of calculating the amount of rake pursuant to the methods set forth in paragraph (2) of this subdivision.

(5) Once the dealer has collected 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 gaming facility.

(p) *Irregularities.*

(1) Misdeals shall cause all the cards to be returned to the dealer for a re-shuffle. The following errors shall be cause for a misdeal:

- (i) failure to shuffle and cut the cards in accordance with subdivision (e) of this section;
- (ii) dealing to an incorrect starting position if the error has been detected prior to two players voluntarily placing wagers into the pot;
- (iii) if more than one card is found face-up in the deck; and
- (iv) 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.

(2) If one or more cards are mistakenly dealt to an ineligible player, only those cards dealt to such player shall be discarded and the round of play shall continue.

(3) 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 chips and plaques in the pot shall be returned to the appropriate player and the deck shall be replaced.

(4) A card found face up in the deck shall not be used in the game and shall be placed with the pile of discarded cards.

(5) A player who fails to take reasonable means to protect such player's hand shall have no redress if such hand becomes a fouled hand or the dealer accidentally collects the hand.

- (i) Hole cards in a game of stud poker shall be considered protected for purposes of fouling a hand.
- (ii) 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.

(iii) 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 the player put in the pot if the player has been a victim of and not a contributor to the error.

(iv) A player who leaves the table without comment and has an unprotected hand shall be assumed to have no interest in the pot, and such player's cards shall be collected and discarded.

(6) In seven-card stud, if a player's first or second hole card accidentally is turned face up in the dealing process; the third card shall be dealt face down. If both hole cards accidentally are 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 accidentally is turned face up in the dealing process, the player shall be afforded the option to either:

(i) end such player's obligation to make additional wagers and contend only for that part of the pot formed prior to any additional wagering; or

(ii) continue to contend for the entire pot.

(7) In five-card stud, if a player's hole card accidentally is turned face up in the dealing process, the second card shall be dealt face down.

(8) If a card accidentally is dealt off the table, such card 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.

(9) In the games of Texas hold 'em and Omaha, if any of the cards dealt face down to a player accidentally is dealt face up, the dealer shall exchange the exposed card with a card from the top of the deck and either:

(i) place the exposed card face down with the pile of discarded cards; or

(ii) use the exposed card as a face up burn card before the flop.

(q) *Announcement of available games and seats.* A gaming facility shall be permitted to announce in those areas of a 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.

(r) *Jackpot payouts; posting of rules; contributions; displaying of payout amount; procedures for implementation.*

(1) A gaming facility may offer jackpot payouts for qualifying high hands and bad beats made during a qualifying period in accordance with such gaming facility's approved system of internal controls. Jackpot payouts shall be made from a

separate fund created from pot contributions required at tables where the jackpot payout is offered and shall be paid in accordance with the procedures established pursuant to this subdivision.

(2) A gaming facility shall post a jackpot payout notice advising players of eligibility for the jackpot payout. The gaming facility shall display the current amount of the jackpot payout and post such amount in a conspicuous location within the poker room the jackpot payout rules that shall include:

- (i) the collection and qualifying periods for the jackpot payout;
- (ii) the maximum contribution amount that will be collected from each pot to fund the jackpot payout;
- (iii) the minimum pot amount required before the contribution to the jackpot is collected;
- (iv) the minimum number of players who shall be dealt into a hand to qualify for a jackpot payout;
- (v) the division of the jackpot payout if two or more players have the same value qualifying hand during a qualifying period;
- (vi) any time limits on collecting jackpot payouts, including a statement notifying players that players do not need to be present at the end of the qualifying period to win the jackpot payout; and
- (vii) any restrictions on collecting a jackpot payout including a statement notifying players that valid identification shall be presented for a player's hand to qualify for a jackpot payout.

(3) A gaming facility shall collect from each pot at a poker table designated for participation in a jackpot payout a prescribed contribution to the jackpot payout. The contribution amount shall be collected in accordance with the high hand jackpot payout rules as specified in the gaming facility's approved system of internal controls. After the dealer has collected the rake, the amount from each pot to be contributed to a jackpot payout shall be determined, segregated from the pot and deposited into the jackpot payout box.

(4) At the start of each qualifying period, dealers shall begin tracking hands. When a player has a qualifying hand determined by the facility, the dealer shall call a floorperson or above who shall verify the hand and record the value on the qualifying hand tracking form. As the rank of the qualifying hands increases during the qualifying period, the rank of the newest qualifying hand shall be announced and the floorperson or above shall record on the qualifying hand tracking form the rank of the newest qualifying hand. The qualifying hand tracking form must contain:

- (i) the name, phone number and seat number of the player with the qualifying hand;
- (ii) the table number;
- (iii) the rank of the qualifying hand;
- (iv) the dealer's name and gaming registration or license number; and
- (v) the signature and gaming license number of the floorperson or above who verified the qualifying hand.

(5) When the qualifying period has ended, the contribution amount collected during the qualifying period shall be counted, verified and taken to the main cage or satellite cage. The pooled contribution amounts from all poker tables that participated in the qualifying period shall then be announced and displayed.

(6) The player or players with the best qualifying hand during the qualifying period shall be awarded the jackpot payout. Jackpot payouts shall be paid from the main cage or satellite cage.

(7) If, however, a qualifying hand determined by the facility was not made by any player during the qualifying period, the jackpot payout contribution amounts shall be added to the next jackpot payout qualifying period.

TILE AND DICE GAMES

§ 5324.50. Pai gow tiles.

(a) Equipment and layout.

(1) Pai gow tiles shall be played at a table having on one side betting positions for no more than six players and on the opposite side a place for the dealer.

(2) The layout for a pai gow tiles table shall contain, at a minimum:

- (i) the name and/or logo of the gaming facility; and
- (ii) specific areas designed for the placement of wagers, which betting areas shall not exceed six in number.

(3) Pai gow shaker. Pai gow shall be played with a pai gow shaker that is used shake three dice before each hand of pai gow is dealt in order determine the starting position for dealing or delivery of the tiles as set forth in subdivision (c) of section 5324.2 of this Part.

(4) As an alternative to using the shaker and dice described in paragraph (3) of this subdivision, a gaming facility may determine the starting position for the dealing or delivery of the tiles in pai gow by using a computerized random number generator that automatically selects and displays a number from one through eight, inclusive, as set forth in subdivision (c) of section 5324.2 of this Part.

(5) 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.

(b) *Pai gow Tiles; ranking of hands, pairs and tiles; value of the hand.*

(1) 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 that are contained in the hands. A hand with any permissible pair of tiles shall rank higher than a hand that 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:

<u>Ranking</u>	<u>Pairing</u>
Supreme pair first	6 (2-4) and 3 (1-2)
Matched pairs	
Second	12 (6-6) and 12 (6-6)
Third	2 (1-1) and 2 (1-1)
Fourth	8 (4-4) and 8 (4-4)
Fifth	4 (1-3) and 4 (1-3)
Sixth	10 (5-5) and 10 (5-5)
Seventh	6 (3-3) and 6 (3-3)
Eighth	4 (2-2) and 4 (2-2)
Ninth	11 (5-6) and 11 (5-6)
Tenth	10 (4-6) and 10 (4-6)
Eleventh	7 (1-6) and 7 (1-6)
Twelfth	6 (1-5) and 6 (1-5)
Mixed or unmatched pairs	
Thirteenth	Mixed 9s (3-6 and 4-5)
Fourteenth	Mixed 8s (3-5 and 2-6)
Fifteenth	Mixed 7s (3-4 and 2-5)
Sixteenth	Mixed 5s (1-4 and 2-3)
Wongs	
Seventeenth	12 (6-6) and 9 (4-5)
	12 (6-6) and 9 (3-6)
Eighteenth	2 (1-1) and 9 (4-5)
	2 (1-1) and 9 (3-6)
Gongs	
Nineteenth	12 (6-6) and 8 (2-6)
	12 (6-6) and 8 (3-5)
	12 (6-6) and 8 (4-4)

Twentieth

2 (1-1) and 8 (2-6)
2 (1-1) and 8 (3-5)
2 (1-1) and 8 (4-4)

(2) When comparing high hands or low hands that are of identical permissible pair rank, the dealer or, if applicable, the bank shall win that hand.

(3) When comparing the rank of high hands or low hands that do not contain any of the pairs listed in paragraph (1) of this subdivision, 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 zero to nine inclusive and shall be determined by adding the total number of spots that are contained on the two tiles that 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.

(4) Notwithstanding the provisions of paragraph (3) of this subdivision, if the tiles that form the supreme pair are used separately, the numeric total of the 3 (1-2) may be counted as a 6 and the numeric total of the 6 (2-4) may be counted as a 3. When the 3 (1-2) is counted as 6, its individual ranking shall be fifteenth instead of seventeenth and when the 6 (2-4) is counted as 3, its individual ranking shall be seventeenth instead of fifteenth.

(5) When comparing high hands or low hands that are of identical value, the hand with the highest-ranking individual tile shall be considered the higher ranking hand.

(6) The individual ranking for each tile, with first representing the highest-ranking, is as follows:

<u>Ranking</u>	<u>Tile</u>	<u>Number of tiles in set</u>
First	12 (6-6)	2
Second	2 (1-1)	2
Third	8 (4-4)	2
Fourth	4 (1-3)	2
Fifth	10 (5-5)	2
Sixth	6 (3-3)	2
Seventh	4 (2-2)	2
Eighth	11 (5-6)	2
Ninth	10 (4-6)	2
Tenth	7 (1-6)	2
Eleventh	6 (1-5)	2
Twelfth	9 (3-6)	1
Twelfth	9 (4-5)	1
Thirteenth	8 (2-6)	1
Thirteenth	8 (3-5)	1
Fourteenth	7 (2-5)	1
Fourteenth	7 (3-4)	1
Fifteenth	6 (2-4)	1
Sixteenth	5 (1-4)	1

Sixteenth	5 (2-3)	1
Seventeenth	3 (1-2)	1

(7) If the highest-ranking tile in each hand being compared is of identical rank, 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.

(c) *Wagers.*

(1) All wagers at pai gow shall be made by placing chips, plaques and, if applicable, table game promotional coupons on the appropriate betting area of the pai gow layout.

(2) 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 shall remain seated until the completion of the round of play.

(3) 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 subdivision (e) of this section. No wager at pai gow shall be made, increased or withdrawn after the dealer has announced “no more bets.”

(d) *Opening of the table for gaming; shuffling procedures.*

(1) After receiving one set of tiles at the table, the dealer shall sort and inspect the tiles and the floorperson assigned to the table shall verify the inspection. Nothing in this section shall preclude a gaming facility from cleaning the tiles prior to the inspection required in this section. Tiles shall be inspected and removed from use pursuant to section 5322.13 of this Subchapter and this paragraph.

(i) 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 paragraph (6) of subdivision (b) of this section are in the set.

(ii) Each tile shall be placed side by side in order to determine that all tiles are the same size and shading.

(iii) The back and sides of each tile shall be examined to assure that such tile is not flawed, scratched or marked in any way.

(2) Following the inspection of the tiles and the verification by the floorperson 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.

(3) After the first player is afforded an opportunity visually to inspect the tiles, the tiles shall be turned face down on the table, mixed thoroughly by a washing of the tiles and stacked.

(4) The dealer shall perform the wash or shuffle of the tiles with the heels of the palms of the dealer's hands in a circular motion with one hand moving clockwise and the other hand moving counter-clockwise. 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 chip tray, forming eight stacks of four tiles.

(5) If during the stacking process described in paragraph (3) of this subdivision, a tile is turned over and exposed to the players, the entire set of tiles shall be re-shuffled.

(6) After each completed round of play, the dealer shall turn all of the tiles face down and shuffle the tiles in accordance with paragraph (4) of this subdivision.

(7) 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 paragraphs (3) and (4) of this subdivision shall be followed.

(e) *Procedures for dealing the tiles.*

(1) 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.

(2) 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.

(3) To determine the starting position for dealing the tiles, the dealer shall count counter-clockwise 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.

(4) 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 paragraph (3) of this subdivision and, moving counter-clockwise around the table, deal all other positions including the dead hand and the dealer a stack of tiles, without regard to whether there is a wager at the position. The dealer shall place a marker on top of the dealer's stack of tiles immediately after the tiles are dealt.

(5) 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 in front of the chip tray.

(6) 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 once. The pai gow shaker then shall be placed to the right of the dealer.

(f) Procedures for completion of each round of play; setting of hands; payment and collection of wagers; payout odds; vigorish.

(1) After the dealing of the tiles has been completed, each player shall set such player's 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 a high hand and low hand.

(2) Each player at the table shall be responsible for setting such player's own hands and no other person except the dealer may touch the tiles of such player. Each player shall 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.

(3) 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 the dealer's hands by arranging the tiles into a high hand and low hand. The high hand shall be placed on the layout face up to the dealer's right and the low hand shall be placed on the layout face up to the dealer's left. If banking or co-banking is in effect pursuant to subdivision (g) of this section, after all players have set their hands and placed the tiles on the table, the player banking the game shall turn over such player's 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.

(4) The dealer shall comply with the following when setting the hands of the dealer unless otherwise approved by the commission in writing:

- (i) If the dealer has the supreme pair, such tiles shall be played as such;
- (ii) the dealer shall always play a pair, wong or gong;
- (iii) the dealer shall play any two tiles together that have a value equal to 9, 8 or 7; and
- (iv) the dealer shall play the highest-ranking tile with the lowest-ranking tile.

(5) A player may surrender a wager after the hands of the dealer have been set. The player shall announce an intention to surrender prior to the dealer exposing either of

the two hands of that player pursuant to paragraph (7) of this subdivision. Once the player has announced an intention to surrender, the dealer shall:

- (i) immediately collect the wager from such player; and
- (ii) collect the four tiles dealt to such player and stack such tiles face down in front of the chip tray without exposing the tiles to anyone at the table.

(6) Once the dealer has set a high hand 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 counter-clockwise 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 is a win, lose or a push.

(7) All losing wagers shall be collected by the dealer and put in the chip tray. 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.

(8) 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:

- (i) 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 or lower in rank than the low hand of the dealer or has a value of zero; or
- (ii) the high hand of the player is identical in rank to the high hand of the dealer 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.

(9) 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 counter-clockwise 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.

(10) A winning pai gow wager shall be paid by a gaming facility at no less than odds of 1:1, except that a gaming facility shall collect a vigorish from the winning player in an amount equal to five percent of the amount won; provided, however, that when collecting the vigorish, the gaming facility may round off the vigorish to 25 cents or the next highest multiple of 25 cents. A gaming facility 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 such winning player.

(11) All tiles collected by the dealer shall be picked up in the order and in such a way that the tiles readily can be arranged to reconstruct each hand in case of a question or dispute and shall be placed face up in front of the chip tray.

(g) Player bank; co-banking; selection of bank; procedures for dealing.

(1) A gaming facility may offer to all players at a pai gow tiles table the opportunity to bank the game. If the gaming facility elects to offer the bank the game option, the provisions of this subdivision shall apply.

(2) A player may not be the bank at the first round of play after the dealer is required to restack and shuffle the tiles in accordance with the procedures set forth subdivision (e) of this section.

(3) After the first round of play, each player at the table shall have the option to either be the bank or pass the bank to the next player. The dealer shall, starting with the player farthest to the right of the dealer in a counter-clockwise rotation, offer the bank to each player until a player accepts the bank. The dealer shall place a marker in front of the player who accepts the bank. If the first player offered the bank accepts, the player seated to the right of such player shall be offered the bank first on the next round of play. The initial offer to be the bank shall rotate counter-clockwise around the table until the offer returns to the dealer. In no event may any player be the bank for two consecutive rounds of play. If no player wishes to be the bank, the round of play shall proceed in accordance with this section.

(4) Before a player may be permitted to bank a round of play, the dealer shall determine that:

(i) the player placed a wager against the dealer during the last round of play in which there was no player banking the game; and

(ii) the player has sufficient chips on the table to cover all of the wagers placed by other players at the table for that round of play.

(5) A gaming facility may offer a be-the-bank option and have the gaming facility cover 50 percent of the wagers made during a round of play. If the gaming facility offers such option, the gaming facility shall make such option available to all players at the table. If the bank wishes to use this option, the bank shall request specifically that the dealer accept responsibility for the payment of one-half of all winning wagers. When the bank covers 50 percent and the gaming facility covers 50 percent of the winning wagers, the dealer shall place a marker designating the co-bank in front of such player. When the dealer is co-banking, the dealer shall be responsible

for setting the hand of the bank. When co-banking is in effect, the dealer may not place a wager against the bank.

(6) If a player is the bank, the player may wager on only one betting area.

(7) Once the tiles have been shuffled and formed into stacks, 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:

- (i) one or more adjacent stacks of four tiles to the right or left end of the original eight stacks of tiles; or
- (ii) 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.

(8) Once the dealer has determined that a player may be the bank pursuant to paragraph (4) of this subdivision and the tiles have been shuffled and, cut, the dealer shall, unless co-banking is in effect, remove chips from the chip tray in an amount equal to the last wager made by such player against the dealer or in another amount, which shall be submitted to the commission for approval. 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 places no wager during that round of play. Any amount wagered by the dealer shall be placed in front of the chip tray. Upon receipt of the four tiles dealt to the dealer pursuant to paragraph (11) of this subdivision, the dealer shall place the dealer's wager on top of these tiles. If co-banking is in effect, the dealer shall not remove any chips from the chip tray pursuant to this subdivision.

(9) 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 set forth in paragraph (11) of this subdivision. If the bank does not choose a style of delivery, the dealer shall use the style of delivery called house way from the right, as set forth in subparagraph (i) of paragraph (11) of this subdivision. After the style of delivery has been determined, the dealer verbally shall repeat such, identify the selected style of delivery to the gaming facility's surveillance department and move certain stacks of tiles or individual tiles slightly forward, backward or diagonally in the manner set forth in subparagraphs (i) through (x) of paragraph (11) of this subdivision. After the dealer verbally 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. 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 always shall remove the lid from the pai gow shaker and, if the bank inadvertently removes the lid, the dealer shall re-cover the pai gow shaker and the pai gow shaker shall be re-shaken by the bank.

(10) To determine the starting position for dealing the tiles, the dealer shall count counter-clockwise around the table, with the position of the bank considered number one and continuing around the table with each betting position, including the dealer, without regard to whether there is a wager at the position, with the dead hand counted in order until the count matches the total of the three dice.

(11) The dealer shall deal the first four tiles, in accordance with the selected style of delivery set forth in subparagraphs (i) through (x) of this paragraph, to the starting position and, moving counter-clockwise around the table, deal all other positions including the dead hand and the dealer's four tiles, without regard to whether there is a wager at the position. The dealer shall place the dealer's wager or marker, as applicable, on top of the dealer's stack of tiles immediately after the tiles are dealt. Unless otherwise set forth in a gaming facility's approved system of internal controls, the 10 styles of delivery that may be used to deal pai gow tiles are as set forth in subparagraphs (i) through (x) of this paragraph.

(i) House way from the right. The dealer shall indicate the use of the house way from the right delivery 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.

(ii) House way from the left. The dealer shall indicate the use of the house way from the left delivery 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.

(iii) Cup say (pick four) from the right. The dealer shall indicate the use of the cup say from the right delivery 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.

(iv) Cup say (pick four) from the left. The dealer shall indicate the use of the cup say from the left delivery 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.

(v) Jung quat (take the heart). The dealer shall indicate the use of the jung quat delivery 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.

(vi) Chee yee (chop the ears). The dealer shall indicate the use of the chee yee delivery 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;

(vii) Pin say (slice four) from the right. The dealer shall indicate the use of the pin say from the right delivery by removing the top tile of the first stack of tiles on the dealer's right and placing such tile 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 the diagonal tile 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.

(viii) Pin say (slice four) from the left. The dealer shall indicate the use of the pin say from the left delivery by removing the top tile of the first stack of tiles on the dealer's left and placing such tile 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 the diagonal tile 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.

(ix) Dragon head and phoenix tail from the right. The dealer shall indicate the use of the dragon head and phoenix tail from the right delivery 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.

(x) Dragon head and phoenix tail from the left. The dealer shall indicate the use of the dragon head and phoenix tail from the left delivery 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.

(12) 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 in front of the chip tray.

(13) 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.

(14) If the tiles dealt to the dealer have not been previously collected, after each player has set such player's two hands and placed such hands 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 chip tray with the amount wagered by the dealer against the bank placed on top. If the dealer pushes, the dealer shall return the amount wagered by the dealer against the bank to the chip tray. If the dealer loses, the amount wagered by the dealer against the bank shall be moved to the center of the layout.

(15) 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

counter-clockwise 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 a push against the bank. All losing wagers shall be 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 chips located in the center of the table. If the chips in the center of the table become 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 five percent vigorish in accordance with subdivision (f) of this section. Once the vigorish has been paid, the remaining amount shall be given to the bank.

(16) If co-banking is in effect, once the dealer has set the co-bank hand pursuant to paragraph (5) of this subdivision, the dealer shall expose the hands of each player, starting with the player farthest to the right of the dealer and proceeding counter-clockwise 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 a push against the bank. All losing wagers shall be collected immediately 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 chips located in the center of the table. If the chips in the center of the table become 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 such amount in the center of the layout. The dealer shall remove an amount equal to one-half of the remaining winning wagers from the chip tray 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 shall be counted and the dealer shall place one-half of such amount into the chip tray. The dealer shall collect a five percent vigorish in accordance with subdivision (f) of this section on the remaining amount and place the vigorish amount in the chip tray. The remaining amount shall then be given to the co-bank.

(17) Immediately after a winning wager of the dealer is paid, the winning wager amount and the original wager shall be returned to the chip tray.

(18) 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 subdivision (f) of this section.

(h) Player wagering on more than one betting area.

(1) A player may wager on no more than two betting areas at a pai gow table, which shall be adjacent to each other.

(2) If a player is betting on two adjacent betting areas, the tiles dealt to each betting area shall be played separately.

(i) 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.

(ii) If the two wagers are equal, each hand shall be played separately in a counterclockwise rotation with first hand being ranked and set before the second hand.

(3) Once a hand has been ranked and set and placed face down on the layout, the hand may not be changed.

(4) If a player is the bank, the player may wager on only one betting area.

(i) *Irregularities.*

(1) 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.

(2) 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 re-shuffled.

§ 5324.51. Sic bo.

(a) *Equipment and layout.*

(1) Sic bo shall be played at a table having:

(i) on one side places for the players and on the opposite side a place for the dealers; and

(ii) an electronic device that, when the numeric value of each die has been entered, shall cause the winning combinations to be illuminated. Each possible dice combination shall have the capability to be illuminated, if such combination is a winning combination, after the numeric value of each die has been entered into the electronic device by the dealer.

(2) The layout for a sic bo table shall contain, at a minimum:

(i) the name and/or logo of the gaming facility;

(ii) specific areas designated for the placement of the wagers; and

(iii) the payout odds.

(3) A sealed container (*sic bo shaker*) shall be used to shake the dice in order to arrive at the winning combinations. The sic bo shaker shall be tested and approved as required by Part 5318 of this Subchapter and be designed and constructed to contain, at a minimum, the following specifications:

(i) the sic bo shaker shall have a compartment to secure the three dice and a separate cover that conceals the dice while the dealer is shaking it. The compartment to secure the three dice shall be transparent and the cover that conceals the dice shall be opaque;

(ii) the sic bo shaker shall have the capability of being sealed or locked in order to ensure the integrity of the dice contained therein; and

(iii) the sic bo shaker shall be secured to the sic bo table when the table is open for gaming activity.

(4) An automated sic bo shaker may be used in the game of sic bo and shall be tested and approved as required by Part 5318 of this Subchapter.

(5) Three dice the physical characteristics set forth in section 5322.11 of this Subchapter.

(b) *Permissible wagers*. The permissible wagers a player may make in the game of sic bo are:

(1) *Three of a kind*, a wager that shall win if the same number is showing on the up sides of all three dice and the player selected that number to appear on all three dice.

(2) *Two of a kind*, a wager that shall win if the same number is showing on two of the up sides 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*, a wager that shall win if the numeric value on all three up sides of the dice is the same and the player wagered that any of the numbers 1 through 6 would appear on all of the three dice.

(4) *Total value bet*, a wager that shall win if the numeric total of all three dice equals the total of the number wagered.

(5) *Two dice combination*, a wager that 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*, a wager that 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 if three of a kind appears.

(7) *Big beti*, a wager that shall win if the numeric total of all three dice equals any one of 11, 12, 13, 14, 15, 16 or 17 and shall lose if any other numeric total is shown or if three of a kind appears.

(8) *One of a kind*, a wager that shall win if one or more of the three dice shows a numeric value equal to the number wagered.

(c) *Wagers.*

(1) All wagers at sic bo shall be made by placing chips, plaques and, if applicable, table game promotional coupons on the appropriate areas of the sic bo layout.

(2) Each player shall be responsible for the correct positioning of such player's wagers on the sic bo layout without regard to whether the player is assisted by the dealer. Each player shall ensure that such player's instructions given to the dealer in regard to the placement of wagers are correctly carried out.

(3) Each wager shall be settled in accordance with such wager's position on the layout when the dice come to rest and the numeric value showing on the up sides of each die has been entered into the electrical device and illuminated at the table.

(d) *Payout odds.*

(1) A gaming facility shall pay winning wagers at no less than the odds listed in the following table:

<u>Wager</u>	<u>Payout</u>
Three of a kind	150:1
Two of a kind	8:1
Any three of a kind	24:1
Total value of 4	50:1
Total value of 5	18:1
Total value of 6	14:1
Total value of 7	12:1
Total value of 8	8:1
Total value of 9, 10, 11, 12	6:1
Total value of 13	8:1
Total value of 14	12:1
Total value of 15	14:1
Total value of 16	18:1
Total value of 17	50:1
Any two dice combination	5:1
Small bet, big bet, one of a kind	1:1

(2) One of a kind shall be paid at 2:1, if two of the dice show the same numeric value, and at 3:1, if all three dice show the same numeric value.

(e) *Procedures for opening and dealing the game.*

(1) Prior to opening the sic bo table for gaming activity, the floorperson assigned to the sic bo table shall inspect the electronic device in order to ensure that the table is in proper working order. The inspection shall, at a minimum, be completed by entering three numeric values into the electronic device and verifying that all winning combinations are properly illuminated.

(2) Prior to shaking the sic bo shaker, the dealer shall announce “no more bets” and make a visible hand motion indicating no more bets are to be accepted.

(3) Once “no more bets” has been announced and signaled, the dealer shall place the cover on the sic bo shaker and shake the sic bo shaker at least three times.

(4) The dealer then shall remove the cover from the sic bo shaker, announce the numeric value of each die and enter the numeric value of each die into the electronic device, which shall cause winning combinations to be illuminated on the sic bo layout.

(5) After the winning combinations have been illuminated, the dealer first shall collect all losing wagers and then pay all winning wagers in accordance with subdivision (d) of this section. The sic bo shaker shall remain uncovered until all winning wagers have been paid.

(6) After all losing wagers have been collected and all winning wagers paid, the dealer shall clear the previously illuminated winning combinations from the table.

§ 5324.52. Craps and mini craps.

(a) *Equipment and layout.*

(1) Craps and mini craps shall be played on an oblong table with rounded corners and high walled sides. A craps table shall not be larger than 14 feet in length. A mini craps table shall be no longer than nine and a half feet in length and shall have seating locations for a maximum of nine players.

(2) The layout for a craps and mini craps table shall contain, at a minimum:

- (i) the name and/or logo of the gaming facility offering the game;
- (ii) specific areas designated for the placement of wagers; and
- (iii) the words “no call bets.”

(3) When a gaming facility offers a fire bet, the craps table shall include, at a minimum:

(i) no more than 16 designated areas for the placement of fire bets, which areas shall be located around the perimeter of the layout, correspond to player positions at the table and be numbered sequentially in a clockwise direction, with the area numbered “1” being located immediately to the left of the boxperson;

(ii) a designated area of the layout for the relocation and identification of all fire bets placed by players prior to the come out roll of a shooter, which area shall be located in front of the boxperson and contain numbered areas that correspond to the location of the numbered areas described in subparagraph (i) of this paragraph; and

(iii) the following information on the inside wall of the table, which information shall be visible to all player positions:

(a) the payout odds for four, five and six different points made;

(b) that fire bets shall only be accepted prior to a shooter’s initial come out roll; and

(c) the wager limitations applicable to the fire bet.

(5) When a gaming facility offers a bonus craps wager, the craps table shall contain, at a minimum:

(i) three designated areas for the placement of all small, make ‘em al” and all tall wagers, or similar language to denote the wagers;

(ii) designated areas of the layout for the placement of a lammer on numbers 2 through 6 and numbers 8 through 12; and

(iii) the payout odds for the permissible bonus craps wager.

(6) Each open craps and mini craps table shall have at least five dice. 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) *Permissible wagers.* The permissible wagers at the games of craps and mini craps are as set forth in this subdivision.

(1) *Pass bet* is a wager placed on the pass line of the layout immediately prior to the come out roll. The pass bet shall win if, on the come out roll:

(i) a total of 7 or 11 is rolled; or

- (ii) a total of 4, 5, 6, 8, 9 or 10 is rolled and that total is again rolled before a 7 is rolled.

The pass bet shall lose if, on the come out roll:

- (iii) a total of 2, 3 or 12 is rolled; or
- (iv) a total of 4, 5, 6, 8, 9 or 10 is rolled and a 7 is subsequently rolled before that total is again rolled.

(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. The don't pass bet shall win if, on the come out roll:

- (i) a total of 2 or 3 is rolled; or
- (ii) a total of 4, 5, 6, 8, 9 or 10 is rolled and a 7 is subsequently rolled before that total is again rolled.

The don't pass bet shall lose if, on the come out roll:

- (iii) a total of 7 or 11 is rolled;
- (iv) a total of 4, 5, 6, 8, 9 or 10 is rolled and that total is again rolled before a 7 is rolled; or
- (v) the don't pass bet shall be a push or stand off if, on the come out roll, a total of 12 is rolled.

(3) *Come bet* is a wager placed on the come line of the layout at any time after the come out roll. The come bet shall win if, on the roll immediately following placement of such bet:

- (i) a total of 7 or 11 is rolled; or
- (ii) a total of 4, 5, 6, 8, 9 or 10 is rolled and that total is again rolled before a 7 is rolled. The dealer shall move the come bet into the numbered box corresponding with the number that was rolled on the roll following the placement of the come bet.

The come bet shall lose if, on the roll immediately following placement of such bet:

- (iii) a total of 2, 3 or 12 is rolled; or
- (iv) a total of 4, 5, 6, 8, 9 or 10 is rolled and a 7 is subsequently rolled before that total is again rolled.

(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. The don't-come bet shall win if, on the roll immediately following placement of such bet:

- (i) a total of 2 or 3 is rolled; or
- (ii) a total of 4, 5, 6, 8, 9 or 10 is rolled and a 7 is subsequently rolled before that total is again rolled.

The don't-come bet shall lose if, on the roll immediately following placement of such bet:

- (iii) a total of 7 or 11 is rolled;
- (iv) a total of 4, 5, 6, 8, 9 or 10 is rolled and that total is again rolled before a 7 is rolled; or
- (v) the don't-come bet shall be void if, on the roll immediately following placement of such bet, a total of 12 rolled.

(5) *Place bet to win* is a wager that may be made at any time on the numbers 4, 5, 6, 8, 9 or 10 that shall win if the number on which the wager was placed is rolled before a 7 and shall lose if a 7 is rolled before such number. All placed 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" lammer on top of such player's wager.

(6) A *place bet to lose* is a wager that may be made at any time against the numbers 4, 5, 6, 8, 9 or 10 that shall win if a 7 is rolled before the particular number against which the wager is placed and shall lose if the particular number against which the wager is placed is rolled before a 7 appears.

(7) *Four the hard way* is a wager that may be made at any time and shall win if a total of 4 is rolled the hard way before 4 is rolled in any other way and before a 7 is rolled.

(8) *Six the hard way* is a wager that may be made at any time and shall win if a total of 6 is rolled the hard way before 6 is rolled in any other way and before a 7 is rolled.

(9) *Eight the hard way* is a wager that may be made at any time and shall win if a total of 8 is rolled the hard way before 8 is rolled in any other way and before a 7 is rolled.

(10) *Ten the hard way* is a wager that may be made at any time and shall win if a total of 10 is rolled the hard way before 10 is rolled in any other way and before a 7 is rolled.

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

(12) *Any seven* is a one-roll wager that may be made at any time and shall win if a total of 7 is rolled on the roll immediately following placement of such bet and shall lose if any other total is rolled.

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

(14) *Craps two* is a one-roll wager that may be made at any time and shall win if a total of 2 is rolled on the roll immediately following placement of such bet and shall lose if any other total is rolled.

(15) *Craps three* is a one-roll wager that may be made at any time and shall win if a total of 3 is rolled on the roll immediately following placement of such bet and shall lose if any other total is rolled.

(16) *Craps 12* is a one-roll wager that may be made at any time and shall win if a total of 12 is rolled on the roll immediately following placement of such bet and shall lose if any other total is rolled.

(17) *Eleven in one roll* is a one-roll wager that may be made at any time and shall win if a total of 11 is rolled on the next roll and shall lose if any other total is rolled.

(18) *Craps-11* or *C and E* is a one-roll wager that may be made at any time and shall win, if either a craps, which is 2, 3 or 12, or 11 is rolled immediately following placement of such bet and shall lose if any other total is rolled.

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

(20) *Horn high bet* is a wager that may be made at any time and shall win if any one of the totals 2, 3, 11 or 12 is rolled on the roll immediately following placement of such bet and shall lose if any other total is rolled. A horn high bet shall be placed in increments of five, four that are wagered as a horn bet and an additional one wagered on the totals 2, 3, 11 or 12. A gaming facility that does not have a designated area on its layout for the acceptance of a horn high bet shall break down the wager into two separate wagers, one on the horn and one on the totals 2, 3, 11 or 12.

(21) *Whirl bet* is a one-roll wager that may be made at any time, consisting of a horn bet and the any 7 wager. A whirl bet shall be placed in increments of five, that are

wagered on 2, 3, 11 and 12 and the fifth one wagered as an any-7 wager. A gaming facility shall break down a whirl wager into two separate wagers, one on the horn bet and one on the any-7 wager.

(22) *Four the hard way on the hop* is a one-roll wager that may be made at any time, and shall win if a total of 4 is rolled the hard way on the roll immediately following placement of such bet and shall lose if any other combination is rolled.

(23) *Six the hard way on the hop* is a one-roll wager that may be made at any time, and shall win if a total of 6 is rolled the hard way on the roll immediately following placement of such bet and shall lose if any other combination is rolled.

(24) *Eight the hard way on the hop* is a one-roll wager that may be made at any time and shall win if a total of 8 is rolled the hard way on the roll immediately following placement of such bet and shall lose if any other combination is rolled.

(25) *Ten the hard way on the hop* is a one-roll wager that may be made at any time and shall win if a total of 10 is rolled the hard way on the roll immediately following placement of such bet and shall lose if any other combination is rolled.

(26) *One-three (ace-trey) on the hop* is a one-roll wager that may be made at any time, that shall win if a total of 4 is rolled 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 rolled.

(27) *One-four (ace-four) on the hop* is a one-roll wager that may be made at any time and shall win if a total of 5 is rolled 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 rolled.

(28) *Two-three (deuce-trey) on the hop* is a one-roll wager that may be made at any time and shall win if a total of 5 is rolled 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 rolled.

(29) *One-five (ace-five) on the hop* is a one-roll wager that may be made at any time and shall win if a total of 6 is rolled 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 rolled.

(30) *Two-four (deuce-four) on the hop* is a one-roll wager that may be made at any time and shall win if a total of 6 is rolled 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 rolled.

(31) *One-six (ace-six) on the hop* is a one-roll wager that may be made at any time and shall win if a total of 7 is rolled 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 rolled.

(32) *Two-five (deuce-five) on the hop* is a one-roll wager that may be made at any time and shall win if a total of 7 is rolled 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 rolled.

(33) *Three-four (trey-four) on the hop* is a one-roll wager that may be made at any time and shall win if a total of 7 is rolled 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 rolled.

(34) *Two-six (deuce-six) on the hop* is a one-roll wager that may be made at any time and shall win if a total of 8 is rolled with a two 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 rolled.

(35) *Three-five (trey-five) on the hop* is a one-roll wager that may be made at any time and shall win if a total of 8 is rolled 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 rolled.

(36) *Three-six (trey-six) on the hop* is a one-roll wager that may be made at any time and shall win if a total of 9 is rolled 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 rolled.

(37) *Four-five on the hop* is a one-roll wager that may be made at any time and shall win if a total of 9 is rolled 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 rolled.

(38) *Four-six on the hop* is a one-roll wager that may be made at any time and shall win if a total of 10 is rolled 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 rolled.

(39) *Six-seven-eight* is a one-roll wager that may be made at any time and shall win if any one of the totals 6, 7 or 8 is rolled 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 rolled on such roll.

(40) *Fire bet* is a wager that may only be made in the game of craps and prior to the come out roll of a new shooter. Such wager shall win if at least four different point totals either 4, 5, 6, 8, 9 or 10 are made by the shooter before a loser 7 is rolled, and shall lose if fewer than four different point totals are made before a loser 7 is rolled.

(41) *Bonus craps* is a wager that may be made only prior to the come out roll of a new shooter. Such wager shall win if the numbers 2 through 6 are thrown before a 7 (*all small*), the numbers 8 through 12 are thrown before a 7 (*all tall*), or if numbers 2 through 6 and 8 through 12 are thrown before a 7 (*make 'em all*).

(c) *Making and removal of wager.*

(1) Wagers shall be made before the dice are rolled. A wager may also be made between the time the dice leave the shooter's hand and the time the dice come to rest, provided that such wager is confirmed orally by:

- (i) in craps, the dealer and a boxperson; or
- (ii) in mini craps, the dealer and floorperson or the dealer and a boxperson.

(2) All wagers shall be made by placing chips, plaques or table game promotional coupons (only for pass or don't pass wagers) on the appropriate areas of the layout. Verbal wagers accompanied by cash may be accepted if the cash wagers are confirmed by the dealer and the cash is converted into chips or plaques.

(3) 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 under the following circumstances:

- (i) 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;
- (ii) a fire bet, once made, shall not be reduced or increased at any time and shall not be removed prior to the throwing of a loser 7; and
- (iii) a bonus craps bet, once made, shall not be reduced or increased at any time.

(4) 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.

(5) All buy and place to win bets, come odds and hard ways shall be inactive on any come out roll unless called "on" by the player and confirmed by the dealer through placement of an "on" lammer on the top of each player's wager. All other wagers shall be considered "on."

(6) Only players who are seated at a mini-craps table may place a wager at the game. Once a player has placed a wager, such player shall remain seated until the completion of the round of play.

(d) *Payout odds.*

(1) A gaming facility shall pay out winning wagers at the game of craps or mini craps at no less than the odds listed in the following table:

<u>Wager</u>	<u>Payout</u>
Pass bet	1:1
Don't pass bet	1:1
Come bet	1:1
Don't come bet	1:1
Place bet 4 to win	9:5
Place bet 5 to win	7:5
Place bet 6 to win	7:6
Place bet 8 to win	7:6
Place bet 9 to win	7:5
Place bet 10 to win	9:5
Place bet 4 to lose	5:11
Place bet 5 to lose	5:8
Place bet 6 to lose	4:5
Place bet 8 to lose	4:5
Place bet 9 to lose	5:8
Place bet 10 to lose	5:11
4 the hard way	7:1
6 the hard way	9:1
8 the hard way	9:1
10 the hard way	7:1
Field bet on 3, 4, 9, 10, 11	1:1
Field bet on 2	2:1
Field bet on 12	2:1 or 3:1
Any 7	4:1
Any craps	7:1
Craps 2	30:1
Craps 3	15:1
Craps 12	30:1
11 in one roll	15:1
4 the hard way on the hop	30:1
6 the hard way on the hop	30:1
8 the hard way on the hop	30:1
10 the hard way on the hop	30:1
1-3 (ace-trey) on the hop	15:1
1-4 (ace-four) on the hop	15:1
1-5 (ace-five) on the hop	15:1
1-6 (ace-six) on the hop	15:1
2-3 (deuce-trey) on the hop	15:1
2-4 (deuce-four) on the hop	15:1

2-5 (deuce-five) on the hop	15:1
2-6 (deuce-six) on the hop	15:1
3-4 (trey-four) on the hop	15:1
3-5 (trey-five) on the hop	15:1
3-6 (trey-six) on the hop	15:1
4-5 on the hop	15:1
4-6 on the hop	15:1
6-7-8 bet on a 6 that is a 1-5 or 2-4, on any 7 or an 8 that is a 2-6 or 3-5	1:1
6-7-8 bet on a 6 that is a 3-3 or an 8 that is a 4-4	2:1

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

(3) A craps and 11 bet shall be paid as if one half of the wagered amount had been placed on any craps and one half on 11 and shall be paid as if two separate wagers were made for the one roll.

(4) A winning fire bet shall be paid once for the highest number of different points made and at no less than the odds set forth in one of the following pay tables, as the gaming facility may choose:

<u>Individual points made</u>	<u>Pay table A</u>	<u>Pay table B</u>
Four	24:1	39:1
Five	249:1	199:1
Six	999:1	499:1

(5) A winning bonus craps bet shall be paid based on the placement of an all-small, make-'em-all, or an all-tall wager in accordance with the odds set forth in the following table:

<u>Wager</u>	<u>Payout</u>
All small	34:1
All tall	34:1
Make 'em all	175:1

(e) *True odds on place bets (buy and lay bets); vigorish prohibited.*

(1) Buy bets. In addition to the payout odds set forth for place bets to win on 4, 5, 6, 8, 9 and 10, a gaming facility may offer a player the option of receiving true odds on such bets in return for the player paying to the gaming facility, at the time the player makes the bet, a percentage of the amount wagered that shall not exceed five percent of such wager. Notwithstanding the foregoing in this paragraph, a gaming facility may, for one or more pre-specified place bets at a designated table, collect

the percentage of the amount wagered only on winning bets. A gaming facility may offer a player the option of receiving true odds on any of these place bets in its rules of games notice set forth in 5323.13 of this Subchapter whether, as to each specified place bet, the gaming facility collects the percentage when the wager is made or when the wager is won. A gaming facility that offers a player true odds shall pay winning wagers at odds no less than as follows:

<u>Wager</u>	<u>Payout</u>
4 to win	2:1
5 to win	3:2
6 to win	6:5
8 to win	6:5
9 to win	3:2
10 to win	2:1

(2) Lay bets. In addition to the payout set forth for place bets to lose on 4, 5, 6, 8, 9 and 10, a gaming facility may offer a player true odds on such bets in return for the player paying to the gaming facility, when the bet is made, a percentage of the amount wagered that shall not exceed five percent of such wager. Notwithstanding the foregoing in this paragraph, a gaming facility may collect the percentage of the amount wagered only on winning bets. A gaming facility that offers a player true odds shall pay winning wagers at odds no less than the following:

<u>Wager</u>	<u>Payout</u>
4 to lose	1:2
5 to lose	2:3
6 to lose	5:6
8 to lose	5:6
9 to lose	2:3
10 to lose	1:2

(3) Except as provided for in paragraphs (1) and (2) of this subdivision, a gaming facility shall not charge a percentage, fee or vigorish to a player making a wager in the game of craps and mini craps.

(4) Supplemental wagers made after come out roll in support of pass, don't pass, come and don't come bets (taking and laying odds).

(i) Whenever a player makes a pass bet and a total of 4, 5, 6, 8, 9 or 10 is rolled on the come out roll, the player shall be permitted to make a supplemental wager in support of the pass bet. A gaming facility may limit the supplemental wager amount, if approved in writing by the commission. If, in such circumstances, the pass bet wins, the original pass bet shall be paid at odds of 1:1 and the supplemental wager shall be paid at odds of 2:1 if the come-out point

was 4 or 10, 3:2 if the come-out point was 5 or 9, and 6:5 if the come-out point was 6 or 8.

(ii) Whenever a player makes a don't pass bet and a total of 4, 5, 6, 8, 9 or 10 is rolled on the come-out roll, the player shall have the right to make a supplemental wager in support of the don't pass bet. A gaming facility may limit the supplemental wager amount if approved in writing by the commission. If, in such circumstances, the don't pass bet wins, the original don't pass bet shall be paid at odds of 1:1 and the supplemental wager shall be paid at odds of 1:2 if the come out point was 4 or 10, 2:3 if the come-out point was 5 or 9 and 5:6 if the come out point was 6 or 8.

(iii) Whenever a player makes a come bet and a total of 4, 5, 6, 8, 9 or 10 is rolled on the roll immediately following placement of such bet, the player shall be permitted to make a supplemental wager in support of the come bet that may be limited by the gaming facility 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 1:1 and the supplemental wager shall be paid at odds of 2:1 if the come point was 4 or 10, 3: 2 if the come point was 5 or 9 and 6:5 if the come point was 6 or 8.

(iv) Whenever a player makes a don't come bet and a total of 4, 5, 6, 8, 9 or 10 is rolled 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 that may be limited by the gaming facility 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 1:1 and the supplemental wager shall be paid at odds of 1:2 if the come point was a 4 or 10, 2:3 if the come point was 5 or 9 and 5:6 if the come point was 6 or 8.

(v) A gaming facility may allow a supplemental wager in support of a pass or come bet in an amount approved in writing by the commission. A gaming facility may allow a supplemental wager in support of a don't pass or don't come bet in an amount approved in writing by the commission. The original pass, don't pass, come or don't come bet and any supplemental wager allowed pursuant to this subdivision shall be paid at the same odds as the original and supplemental wagers are paid pursuant to subdivisions (a) through (d) of this section.

(f) *Dice: retention; selection at the commencement of play.*

(1) The craps stickperson shall offer the set of dice to the player immediately to the left of the craps bank of chips 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 the dealer's left at the table. If such 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.

(3) 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 shall be returned to the dice cup and:

(i) in craps, be placed immediately in front of the craps stickperson; and

(ii) in mini craps, be placed immediately in front of the mini craps dealer or stickperson.

(g) *Throw of the dice.* Upon selection of the dice, the shooter shall make a pass or don't pass bet, after which the shooter shall throw the two selected dice so that the dice leave the shooter's hand simultaneously and in a manner calculated to cause the dice to strike the end of the table farthest from the shooter.

(h) *Point throw; settlement of wagers.*

(1) When the dice come to rest from a valid throw, the craps stickperson or the mini craps dealer or stickperson shall call out the sum of the numbers on the high or uppermost sides of the two dice. Only one face on each die shall be considered skyward.

(i) When either die does not, or both of the dice do not, land flat on the table (for example, one edge of a die is resting cocked on a stack of chips), the side directly opposite the side that is resting on the chips or other object shall be considered uppermost and 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-rolled.

(ii) If there is a dispute as to which face is uppermost:

(a) in craps, the boxperson shall have discretion to determine which face is uppermost or shall void the throw and order the dice to be re-rolled; and

(b) in mini craps, the floorperson shall have discretion to determine which face is uppermost or shall void the throw and order the dice to be re-rolled.

(2) In craps, after calling the throw, the stickperson shall collect the dice and bring the dice to the center of the table between the stickperson and the boxperson. All wagers decided by such 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 the dice to the shooter, the stickperson shall use a stick designed for such purpose.

(3) In mini craps, after calling the throw, the dealer or stickperson shall collect the dice and bring the dice to the center of the table. All wagers decided by such throw then shall 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 the dice to the shooter, the dealer or stickperson shall use a stick designed for such purpose.

(i) *Continuation of shooter as such; selection of new shooter.*

(1) It shall be the option of the shooter after any roll to either to pass the dice or remain the shooter, except:

(i) the shooter shall pass the dice upon throwing a loser 7; and

(ii) 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 the provisions of this section.

(2) If, after making the come out point, the shooter 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 paragraph (3) of this subdivision. 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.

(3) 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 such player does not accept, to each of the other players in turn clockwise around the table.

(4) 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 shall be returned to the dice cup, which shall be placed in front of the craps stickperson or the mini craps dealer or stickperson.

(j) *Additional procedures and rules for the fire bet.*

(1) If a gaming facility elects to offer the fire bet in the game of craps as set forth in paragraph (40) of subdivision (c) of this section, subparagraphs (i) through (x) of this paragraph shall apply.

(i) Each player shall, prior to a new shooter's initial come out roll, place such player's fire bet on the numbered designated area for the placement of fire bets that is closest to such player's position at the craps table.

(ii) Whenever there is a voluntary or compulsory surrender of the dice by a shooter pursuant to paragraph (3) of subdivision (j) of this section prior to the throwing of a loser 7, any pending fire bet shall be settled upon the successor shooter throwing a loser 7.

(iii) Once all fire bets are placed, the dealer shall bring in each fire bet in numerical order and place such bet on the corresponding number of the designated area in front of the craps bank of chips, where such bets shall remain until such bets are either lost or paid.

(iv) With each individual point made by a shooter, the dealer shall place a fire bet point marker inscribed with the total number of different points made by the shooter in the area of the table layout containing the number of the point (4, 5, 6, 8, 9 or 10) that was just made. Each fire bet point marker shall be visually distinguishable from and have a diameter larger than any authorized chip. Fire bet point markers shall be maintained by the boxperson at the craps table.

(v) Fire bets shall be collected or paid, as applicable, upon a shooter throwing a loser 7.

(vi) Once four different points are made, the gaming facility's surveillance department shall be notified for the purpose of confirming all fire bets and payouts.

(vii) The minimum wager shall be \$1 and the maximum wager shall be \$5 and all wagers shall be made in increments of one dollar.

(ix) When a shooter makes the same point total more than once, the total number of different points made for purposes of settling a fire bet shall not increment.

(x) The four or more different points required to win a fire bet are not required to be made in any specific order or combination each table.

(k) *Irregularities.*

(1) A roll of the dice shall be invalid whenever either die leaves, or both dice leave, the table or whenever one die comes to rest on top of the other die.

(2) The gaming facility employees listed in paragraph (5) of this subdivision shall have the authority to invalidate a roll of the dice by calling “no roll” for any of the following reasons:

- (i) the dice do not leave the shooter’s hand simultaneously;
- (ii) either die or both of the dice fail to strike an end of the table;
- (iii) either die or both of the dice come to rest on the chips constituting the craps bank of chips;
- (iv) either die 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;
- (v) the use of a cheating, crooked or fixed device or technique in the roll of the dice; or
- (vi) for any other reason that renders the throw improper.

(3) The call of “no roll” under either subparagraphs (i), (ii) or (vi) of paragraph (2) of this subdivision shall, whenever possible, be made before both dice come to rest.

(4) A throw of the dice that results in the die or dice coming into contact with any wagering instrument 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.”

(5) “No roll” may be called:

- (i) in craps, by a boxperson or stickperson, as designated by the gaming facility; and
- (ii) in mini-craps, by the dealer, stickperson or floorperson, as designated by the gaming facility.